



DELTA GREEN

COUNT
DOWN

A CALL OF CTHULHU SOURCEBOOK OF
MODERN HORROR AND CONSPIRACY
FROM PAGAN PUBLISHING

"They have
no idea
the kind of
Hell
I've prepared
for them.
May God
have mercy
on my soul."

written by

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NO FUTURE GET USED TO THE TASTE OF ASHES.

The **Countdown** to the ~~a-p-o-c-a-l-y-p-s-e~~ has begun. As our darkened globe spins through the eternal night, the lasting legacy of the human race is nothing but a scream—drowned out by the **ROAR** of the destiny devouring us all. This is your last chance to show the cosmos what it means to be human: the will to fight.

Delta Green: Countdown blows the doors off the world of **Delta Green**, reaching wider and digging deeper to map the terrain of the twisted pulp apocalypse we call the dawning of the 21ST century. Brace yourself for the final world order: **The Insects from Shaggai**, alien parasites subverting the leadership of a nation; **PISCES**, the U.K.'s attempt to harness the unknown; **The Army of the Third Eye**, terrorists fighting a bloody battle against alien invaders; **GRU SV-8**, a band of desperate operatives fighting darkness in the ruins of Russia; **The Skoptsi**, occult fanatics with an eight-hundred-year legacy; **The OUTLOOK Group**, where Majestic-12 tests its elite; **Phenomen-X**, a syndicated TV news show that pokes its camera in all the wrong places; **Tiger Transit**, a former CIA airline now in the clutches of a Tcho-Tcho drug cartel; **The D Stacks** at the American Museum of Natural History, where Dr. Jensen Wu classifies the unclassifiable; **The Keepers of the Faith**, traditionalist ghouls fighting the lean and hungry Heretic ghouls beneath the streets of Manhattan; and **The Hastur Mythos**, a twisted skein of surreal destruction weaving its way through humanity. **Plus:** new **skills** ▲ new **spells** ▲ new **Mythos tomes** ▲ rules for **psychics** ▲ a microbiologist's **dossiers on paranormal lifeforms** ▲ profiles of **international intelligence and law-enforcement agencies** ▲ dozens of **useful NPCs** ▲ two **scenarios** ▲ a short **campaign** ▲ and more.



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=====
<<<INDEFINITE ADVISORY>>>
=====

FROM: A Cell
TO: ALL CELL LEADERS FOR IMMEDIATE DISSEMINATION

PRIORITY ALPHA ONE

GENERAL ORDER TO ALL ACTIVE AND INACTIVE CELL MEMBERS:

Contact has been made with a hostile force operating in the United Kingdom. This force appears to have high-level access to the military and intelligence assets of the entire United Kingdom. Until further notice, all representatives of the government of the United Kingdom should be considered hostile.

Cell Y has suffered casualties and may be compromised. No contact will be permitted for any reason with the surviving member of Cell Y. Agent Yevgeni is to be placed on the Quarantine list. New Cell Y assignments will be forthcoming.

All active and inactive cell members will immediately withdraw from the territory of the United Kingdom until further notice. No active or inactive cell members will enter the territory of the United Kingdom for any reason without prior Cell A approval.

All active and inactive cell members will report any new contacts made with officials of the government of the United Kingdom, for whatever reason, immediately to Cell A.

All active and inactive cell members with prior contacts and experience with the United Kingdom's intelligence, security, military, and law enforcement agencies will immediately submit a full report on those contacts to Cell A.

A report from the field on the situation in the U.K. follows this alert.

be seeing you,
Alphonse

Report #3274

DATE: 25 July 1999

AGENTS: Yevgeni, Yolanda, Young

SUMMARY: Report on Cell Y's disastrous operation in the United Kingdom, resulting in the Cell A advisory for all agents to avoid the U.K.

CASE STATUS: Open

PRIORITY ALPHA ONE

Operation EARL GRAY

Cell Y was assigned to this op following your request that we investigate whether the Brits' WWII-vintage paranormal intelligence agency was still operating and perhaps responsible for the interference which Dr. Fulani encountered when she

tried to investigate the Army of the Third Eye. You tentatively identified the U.K. agency as having the acronym PISCES. Cell Y has engaged in overseas operations in continental Europe and England in the past and seemed perfect for the op.

Cell Y interviewed Lee Coleman's father, Edgar. (Coleman, you'll recall, was the founder of the Army of the Third Eye.) In 1994, the British government, through the U.S. Justice Department, executed a search warrant on the Coleman home to seize any materials which might assist in his capture. All of Lee Coleman's personal belongings and his correspondence with his family were seized. However, of more importance may be a phone call Edgar Coleman received from his son after Lee had escaped from the hospital where he was recovering from his self-trepanation:

"... most of what he said was unintelligible, and the words I could understand didn't make any sense. My boy told me that he couldn't come home until he had killed all the 'ghosts from space.'"

Edgar did not pass this information on to the U.S. Marshals who executed the warrant, nor to the Englishman who accompanied them--a Mr. "Cotton."

After Coleman was arrested, the British government refused his family's request to visit or contact him. They cited "security precautions," stating that Coleman was too violent and unpredictable to have visitors or maintain normal communication.

Cell Y uncovered the following facts about the victims/members of the Army of the Third Eye. What follows is a list of names, occupations, and approximate dates of trepanation.

In Prison:	Thomas Cuthbertson 09/93
Lee Coleman 10/89	Captain, Royal Air Force, detached to ESA
Student (Mining Engineer)	
	Brain Damaged:
In Mental Institutions:	Julia Charlwood 03/90
Richard Rowland 12/89	Member of Parliament (Tory)
Electrical Engineer,	
Ministry of Defense (M.O.D.)	Wade Cullen 01/92
	Electrical Engineer, British Aerospace
Francine Parch 10/91	
Computer Programmer, M.O.D.	Dead:
	Penelope Bealle 06/90
Stuart Grayson 08/92	Professor of Physics, Cambridge University
Administrator,	
European Space Administration	Sam Arnold 11/90
	Administrator, ESA
William Downing 02/93	
Aerospace Engineer, British Aerospace	Steven Stowe 03/91
	Aerospace Engineer, ESA

You will note that the last abduction occurred in 1993, three years before Coleman and his followers were arrested. Also note that the fatalities and brain damage cases primarily occurred during the Army's first two years of operation. Considering the pace of the abductions during their first four years of activity, I seriously doubt they ceased their trepanation's during the 1994-1996 period. Also, with the improvement of their trepanation technique, it is very possible that some members of the Army are still at large and still conducting their work in ways that would not be as apparent as a surgical scar in the middle of the victim's forehead.

In 1994, Scotland Yard Special Branch assigned Chief Inspector Margaret Alva to track down the Army of the Third Eye. Agent Young was personally acquainted with

Chief Inspector Alva and persuaded her to reveal the following information. To Chief Inspector Alva's knowledge, the British Security Service, MI-5, had taken over the case and only needed Special Branch for its arrest powers. When it came time to arrest the Army of the Third Eye, some kind of "decoy" was used to lure the members of the Army to an isolated farmhouse in Cornwall, where a Special Air Service team captured them. Following the arrest, Alva and several other officers were given a script to memorize by an man from MI-5 named "Cotton." This script was their trial testimony, which they gave under oath to cover up the fact that MI-5 and the SAS had been involved.

By contacting janitors, maintenance workers, and guards at the various hospitals and prisons that housed the prisoners, Cell Y learned that all six of the incarcerated members of the Army of the Third Eye were kept in "special handling" wings and had minimal contact with their jailers. In order to confirm the identities of the incarcerated Army members, a food tray from Lee Coleman's cell was smuggled out. The fingerprints did not match the prints on file for Lee Coleman. No prints could be obtained for the English members of the Army.

Cell Y decided to "bell the cat" by deliberately trying to pick up a tail. Since there might be members of the Army still at large, whoever was hunting them might have come to the same conclusion. If that were true, they would be watching the two known members of the Army who were not in custody. One, Wade Cullen, was a wheelchair-bound invalid living under his mother's care. The other, Julia Charlwood, was apparently a schizophrenic street person.

Agent Young visited Wade Cullen and his mother, Mary, and was able to persuade Mrs. Cullen to allow him access. While at the Cullen residence, Young discovered a hidden microphone in the living room. The interview was carried out with Agent Young whispering questions to Cullen and Cullen making primitive drawings in response. Robbed of the power of speech and unable to write, these drawing--which were part of his physical therapy--are his only means of communication.

Agent Young took photos of everything Cullen drew. They include sketches of men with spider-like things in their heads and the island of Great Britain overshadowed by a huge spider web. Wade indicated that he, Lee Coleman, and every member of the Army of the Third Eye had once had one of these spiders in their heads. His drawings seem to show light shining in through a "third eye" and driving the spider-thing out. When asked if he knew the name "Cotton," Cullen indicated a head with a spider in it.

After leaving the Cullen home, Agent Young became aware of several vehicles that began tailing him. He noted at least four tails: a taxicab, a motorcycle, a Land Rover, and a compact car. A decision was made to attempt to lose the tail in a crowded pub. During the scuffle that ensued, Agent Yevgeni incapacitated one of their tails and took her prisoner. This resulted in the tail's backup team opening fire with their handguns. Our agents returned fire and disabled the "taxicab" tail car before making their escape. Cell Y was forced to ditch their vehicle and "acquire" a new one.

According to her MI-5 identity card, the captured pavement artist was named Felicia Price. She was interrogated (without the use of physical coercion) and several facts were revealed. Price seemed genuinely shocked at the Diplomatic Passports and Federal Law enforcement identification she was presented with by our agents. Apparently, she and her team was told they were shadowing a group of IRA terrorists recruited from America. She seemed less than pleased to see that her anti-terrorist surveillance mission was actually (in her words) "some kind of Whitehall wank-fest." She claimed to know nothing about who cut the orders; only that around MI-5 these men were known as "The Gods," because of their lofty positions in British Intelligence. When Cell Y dropped the name PISCES on Price she seemed to recognize it and was surprised they'd heard of it.

Cell Y was pulling into embassy row at around 10:30 p.m. when two land rovers moved to cut them off. Agent Young out-maneuvered them and sped towards the U.S. embassy gates. They were then fired upon by at least a dozen men in commando gear wearing black ski masks. Two tires were shot out and Agent Young was struck several times, but was saved by his bullet-proof vest. Despite injuries to his right arm and neck, Agent Young attempted to drive the vehicle through the front gates, but crashed into a car at the curb and came up about twenty yards short of the gate. Agent Yevgeni attempted to identify himself by waving his diplomatic passport out the window and was shot through his right palm. Agent Yolanda made a break for the gate. She was shot in both legs and fell about ten feet from the gate. At this point she cried out to the Marine guards that she was with the Department of State and threw her ID to them.

Agents Young and Yevgeni were trapped by the car for nearly thirty seconds as the gun battle raged around them. They did their best to return the SAS fire, but were pinned down and received several minor injuries from ricochets and shrapnel as their vehicle was shot to pieces. At this point one of the Marines threw a smoke grenade over the agents' car. With the cloud to obscure them, Agents Young and Yevgeni attempted to crawl from the car to the gate. One of the Marines claims to have heard the SAS team yell "Don't let them in, you idiots! They've got a bomb!"

According to Marines on the wall, a firefight then broke out among the SAS troopers themselves. It appeared that one trooper was calling for a cease fire and the SAS CO shot him in the head. Having seen this, his men began firing at him. The CO then rushed the gate and was shot by the Marine guards and Agent Yevgeni. As he fell, something (and I'm quoting not only Agent Yevgeni, but also three Marines who were witnesses) "flew out of his head." According to witnesses, it flew into a Marine private's face. He screamed, stumbled back holding his face, and then straightened and turned his weapon on Agent Yevgeni. The Marine Corporal grabbed

the rifle barrel and saved Agent Yevgeni's life. Agent Yevgeni shot the unfortunate private in the face, killing him instantly. Then the thing that flew out of the SAS CO's head flew out of the Private's ruined face and was about to fly into the Corporal's when Agent Yevgeni shot it out of the air. Upon closer inspection, it appeared to be some kind of huge insect, close to a foot long.

In the firefight at the embassy gate, three SAS troopers were killed, four were wounded. One Marine guard was killed and five were wounded. Agent Young bled to death before he could receive proper medical attention. In the minutes following the shootout, London Metropolitan police arrived on the scene, along with an army of journalists. Agent Yevgeni refused to be taken to a London hospital and insisted on being air-lifted by Marine helicopter to the base hospital at RAF/USAF Bentwaters. He also had the remains of the "insect" brought along with orders that no one should see it and that it be kept frozen and stored as a hazardous material. Due to the length of the flight and the severity of his wounds, he lost consciousness in transit.

Upon regaining consciousness nearly a day later, Agent Yevgeni was interrogated for several hours by a USAF officer named Colonel Robert Coffey. Col. Coffey seemed to want to know what happened outside the U.S. Embassy and was particularly interested in the remains of the insect Yevgeni collected. However, Col. Coffey never mentioned the creature and seemed to want to get Agent Yevgeni to mention it first. Regardless, Agent Yevgeni admitted nothing. The remains of the "insect" disappeared from the airbase's hazardous-materials storage facility and have not been accounted for.

The "Embassy Row Massacre" has been touted in the British press as an attack upon the U.S. embassy by IRA terrorists, with several SAS and Marine guard casualties. The Brits produced the bullet-ridden bodies of three men and a woman they claimed were the terrorists that attacked the embassy. There was even a bomb found in the trunk of the car our agents appropriated. The four corpses were in fact members of the IRA, demonstrating that whoever was responsible for the ambush of our agents had a cover story already in place, complete with Irish fall guys.

It has gotten back to me through unofficial channels that Her Majesty's government privately claims that they mistook the people in the car for a group of IRA terrorists who were launching a suicide car-bomb attack on the U.S. embassy. They've quietly apologized for the incident but will not elaborate further as to how our team, plus their agent, plus a stolen car, added up to fit the description of a quartet of IRA suicide bombers.

If the creature killed by Agent Yevgeni was not acting alone--and the extent of dissuasive official action in this investigation bears that assumption out--then the worst-case scenario here is that the government of the United Kingdom--our closest political, economic, and military partner of this century--may be infiltrated by an alien intelligence. An alien intelligence with motives we know absolutely nothing about, except for secrecy and self-preservation.

Given the demonstrated extent of these creatures' power over the U.K. intelligence--and governmental?--apparatus, and the violent ends to which they are willing to go to protect themselves and destroy the Army of the Third Eye, I can only recommend to Cell A that the present emergency ban against DG agents visiting the U.K. continue, excepting investigations specifically targeted against this threat. We have to move very, very carefully here--even our own government has made little effort to get to the bottom of the Embassy Row Massacre, presumably to avoid jeopardizing the NATO effort in Kosovo. This is a very serious situation, and offhand I'm at a loss as to what our next step is going to be.

—|— EOF —|—

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DIALING...

Dedications

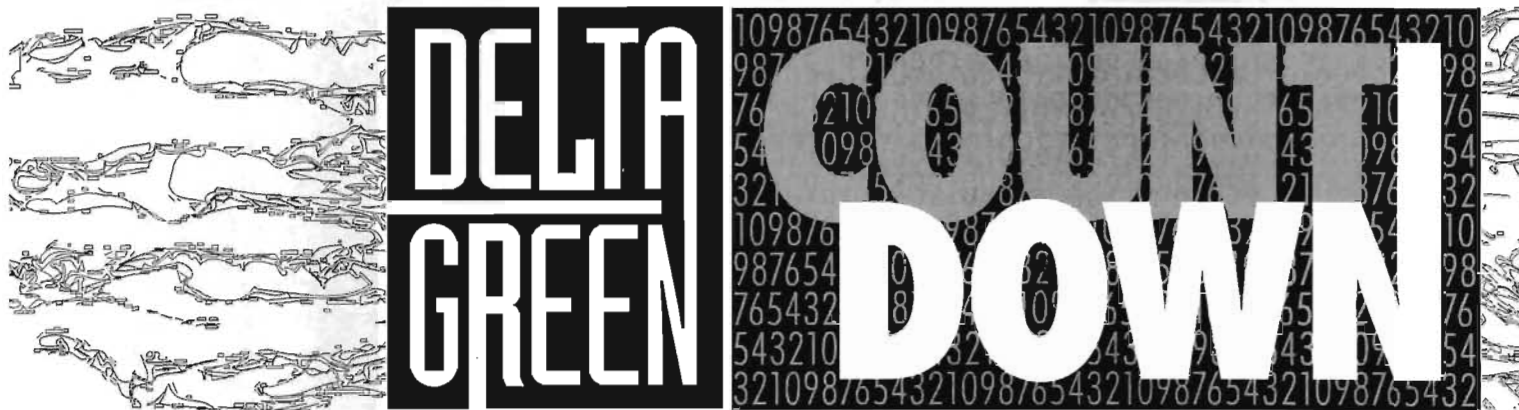
Adam Scott Glancy:
To Deborah, because
sometimes words are
not enough.

John Tynes:
To Hazel Blackwell,
for a childhood
of wonder.

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whose generosity of
spirit and means this
edition would not
have been possible.



"I know that age to age succeeds,
Blowing a noise of tongues and deeds,
A dust of systems and creeds."
—Alfred, Lord Tennyson, "The Two Voices"



by Dennis Detwiler, Adam Scott Glancy, and John Tynes

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"Every time you needed a drink, I was there / Needed beer? Wine? Liquor? Anything? / I was your wet bar slave!"

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Introduction

John Tynes

IT'S EASY TO BE CYNICAL. IN THIS WORLD, THERE'S A LOT to be cynical about. For example, the entire notion of a government, of a bureaucratic structure that exists to serve the needs of a large society, no longer carries with it any connotation of progress and goodwill. "Government" is all but shorthand for exploitation, ambition, greed, and demagoguery. The very instruments we have created to serve basic human needs now serve themselves first and foremost. At their best, they are bloated masses of herd-driven incompetents squandering resources as fast as they can find them; at their worst they are parasites, harnessing the power of a nation to fuel the personal desires of whichever commanding bipeds have hoodwinked the people this year.

But then, of course, there's the private sector. As the commanding bipeds are so fond of telling us, "government" could learn a lot of lessons from "business," those canny hominids who have constructed vast pyramid schemes of hard-working employees who generate wealth and hand it up the ladder until it gathers in the Pharaoh's coffers. Our captains of industry live in a new Valley of the Kings, and like the rulers of ancient Egypt, their spirits—in the form of corporations—live on long after their bodies have been embalmed and entombed in the finest mahogany sarcophagi money can buy. Yes, let's make government more like business.

Let us not overlook the academy. Schools and universities are the crucibles in which our futures are forged, after all. The next generation is studying to succeed us, to improve the world. We're doing a fine job helping them out. We offer their teachers pitiful salaries, demand cruel hours, and expect them to put up with life as a slave "for the sake of the children." Good teachers are crushed. Bad teachers play politics for tenure. Those in between argue over how many dead white male authors can dance on the head of a syllabus. Meanwhile, we turn a blind eye towards the persecutions inflicted by the strong upon the weak, by the group upon the individual, by the privileged upon the poor, instilling the same pattern of behavior that we as a species seem unable to eradicate: fear that which you do not understand. (Lovecraft coughs politely here, and quietly reminds us that the oldest form of human fear is fear of the unknown.) Thank God for education.

Speaking of which, we turn to religion. If religion doesn't offer the cynic a fertile field for commentary, what does? In the Middle East and Eastern Europe, Christians, Muslims, and Jews are still busy re-fighting wars that ended a thousand years ago, ceaselessly revenging slights that would otherwise

be forgotten. India, the home of nonviolent resistance and some of the most enlightened and beautifully intricate systems of religious belief in the world, is now a nuclear power and a twitchy one at that. Cultists in Japan attack subways with nerve gas; in America, they kill themselves by the score. Catholics abjure birth control in a world whose population is exploding beyond the threshold of sanity. Baptists see the devil in Disneyworld. For every congregation that dwells in kindness and reason, there are many more that wallow in fear and hatred. The path is clear, but it is lightly traveled.

So what about sports? The inspiring example of professional athletics at the end of the twentieth century?

Yeah.

You get the idea.

From a cynic's viewpoint, it's a terrible world out there. Everything is garbage. (At this rate, everything really *will* be garbage.) And what are we at Pagan Publishing doing about it? We're presenting the world with a 432-page mirror, darkly crack'd, called *Delta Green: Countdown*. It's a catalog of horrors, a bestiary of contemporary devils, a nine-hole miniature golf course with a theme of human damnation.

But this is a game, you point out. It's set in a milieu of squirmy monsters and terrible gods from beyond space and time. This is true. But if you take a look at the contents on the next page, you'll see a lot of references to "Important Individuals." Those are people. Commanding bipeds. Cunning hominids. It doesn't say "Important Monsters." Because the monsters aren't important; they're just fun to play with. What's important are the people who bring the monsters out of the shadows, and what they hope to gain by doing so.

I said at the top of the page that it's easy to be cynical. And it is. It's *easy*, in the sense that it's not much of a challenge. How hard is it to look at the world around you and find fault? Not very hard at all. Plus, it's safe. If you experience the world with a cool, ironic detachment, confident that it's all garbage, you'll never let anyone or anything get close enough to you to do you *harm*. Being a cynic is safe.

Compassion—now that's tough. Risky, even.

The men and women of Delta Green do what they do because *they really give a shit*. They're out there trying to make the world a better place in a way that only they can.

This book is for them. It's for people who can see the world through the glasses of a cynic—and who can take them off long enough to do something about what they see.

I hope this book is for you, too.

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PISCES

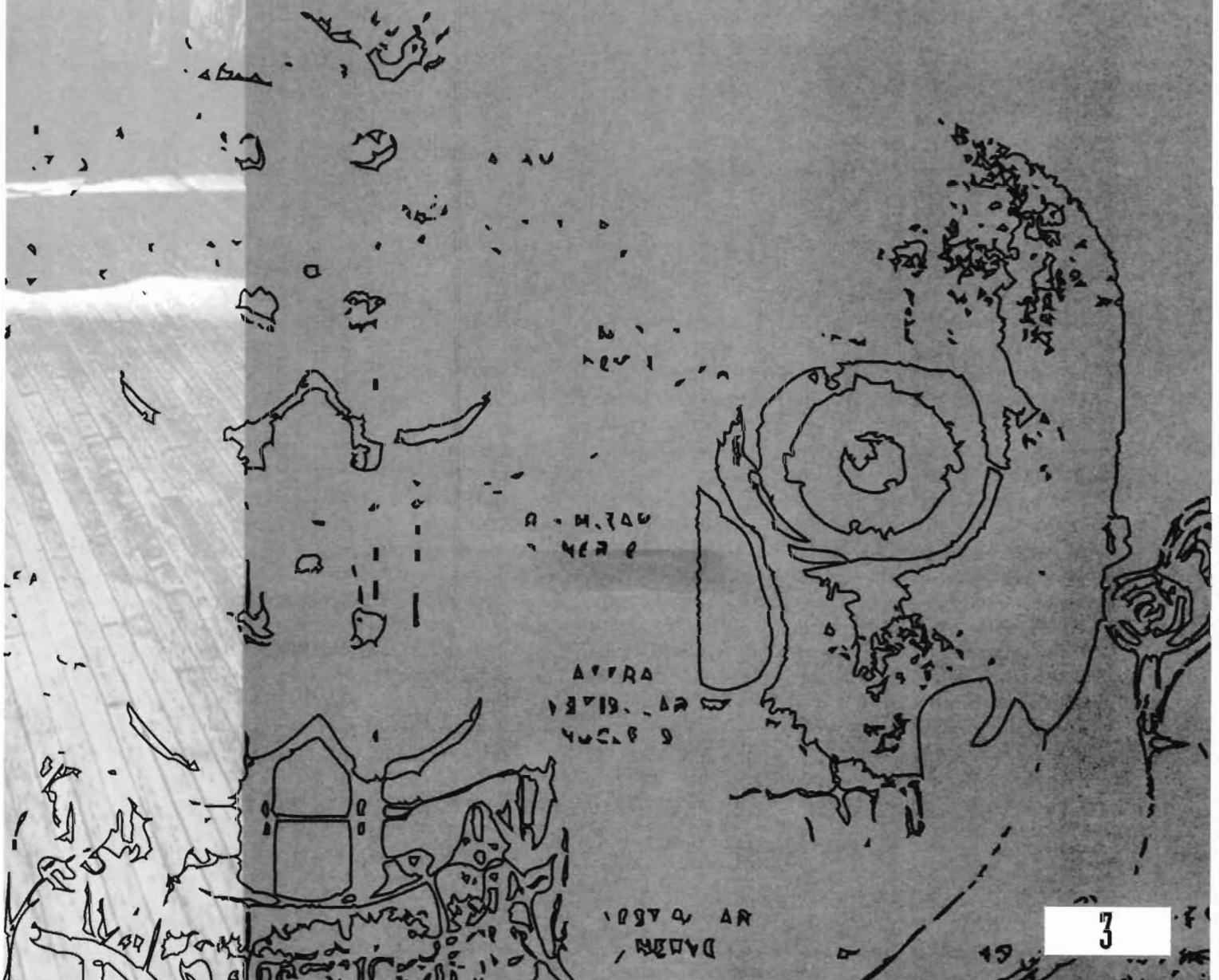


"LET'S TALK ABOUT THE GAME."

"ALL RIGHT, WHY DO BOTH SIDES LOOK ALIKE?"

"YOU MEAN, HOW DO I KNOW BLACK FROM WHITE? BY THEIR DISPOSITIONS. BY THE MOVES THEY MAKE. YOU SOON KNOW WHO'S FOR OR AGAINST YOU."

-THE PRISONER



The Insects From Shaggai

Adam Scott Glancy with Davide Mana & Graeme Price

Illustrated by Heather Hudson

IN 1643, AT THE HEIGHT OF THE ENGLISH CIVIL WAR, A group of refugees made their way to the Severn Valley of England and a small, densely forested area known as Goatswood. These refugees were not fleeing any war, tyrant, pestilence, or famine. They were fleeing the destruction of their world, Shaggai. This was no catastrophic act of nature; their world was obliterated by Ghroth, the "Harbinger and Maker," a planet-sized entity that prowls the cold wastes of interstellar night. In coming to our world, these fugitives—who call themselves the Shans—have inadvertently marooned themselves. Their options are simple: conquest or perish.

Origins

Shaggai, homeworld of the arthropoid aliens known as the Shans, orbited a binary blue star located in the galaxy we call Andromeda. Because of the peculiar gravitational forces at play in Shaggai's binary system, only two planets were able to form there: Shaggai and Xiclotl. The rest of the system's stellar material filled the orbits of the two worlds with dust and asteroids. This veil of dust filtered the light from the two blue stars, making them appear as green as emeralds.

The gravitational forces in the system caused the planets to follow complex orbital paths. As the companion star eclipsed the larger primary star, the gravity well of the two stars drew Shaggai's orbit extremely close. As the companion orbited behind the primary, Shaggai's orbit lengthened into deep space. Because of this orbit, temperatures rose and fell dramatically on the planet's surface—the equivalent difference between the temperatures on Venus and Mars. Shaggai's rotation was also affected by the companion star. Whenever the smaller companion star was on the same side of the primary, the tidal forces caused the axis to tilt towards the system's interior by 14°. This "wobbling" axis and complex orbit created dramatic and violent climatological changes that made it nearly impossible for life to gain a foothold on Shaggai.

Shaggai's thick acidic atmosphere cloaked the world in darkness, allowing little of the suns' emerald light to reach the surface. The only electromagnetic energy to penetrate were X-rays and gamma radiation emitted by the twin stars. Lightning frequently played across the surface due to the build-up and discharge of static electricity.

Life on Shaggai

The simplest and most important of Shaggai's life forms was its oily black "seas." These "seas" were a complex organic compound, perhaps even a single simple protoplasmic organism, that covered nearly a third of the surface of Shaggai and was drawn back and forth across the surface of the world by the tidal action of Shaggai's binary stars. The shores of the sea were encrusted with tangles of carnivorous rope-like lichens which dripped with the fluid from the seas that washed over them as the tides rose and fell. These lichens died off as the planet moved closer to the sun, releasing spores into the seas to germinate when washed up on land once conditions were favorable again. It was a jarring but renewing cycle.

More advanced life originated within the oceans, driven by deep volcanic vents which would spew nutrients generated in the high-temperature, high-pressure environment of the vents up towards the ocean surface. Complex food chains developed around these nutrient plumes, but the high exposure to radiation and the climatic and tidal variations prevented complex life from developing much outside the middle depths of the oceans. Thus, life initially evolved in a thin layer where the harsh conditions on each side were relatively balanced. The competition was brutal in this restricted environment.

Evolution of the Shans

Eventually, an accident of natural selection took place. One particularly aggressive species acquired the ability to utilize short-wavelength, high-frequency electromagnetic radiation (specifically gamma and X-rays) to provide the energy they required to survive. This species was the Shan, and it evolved at a startling rate. No longer restricted to the narrow range of depths, adult Shan were able to reach the surface of Shaggai and thrive there, living on the radiation generated by the binary star.

The Shans' use of electromagnetic radiation to provide energy for metabolic processes can only loosely be equated with terrestrial photosynthesis. (For want of a better term, it will be referred to as "electromagnetosynthesis.") In terrestrial photosynthesis, electromagnetic radiation in the form of light gives plants the energy to convert carbon di-

oxide and water into organic molecules, with the production of oxygen as a by-product. Shans, however, need only simple exposure to electromagnetic waves—no conversion of gases into organic matter is necessary. Larval Shans are an exception; they do not develop this ability for the first few decades of their lives. On Shaggai, larval Shans lived as scavengers, drifting in the seas and consuming organic flotsam and jetsam.

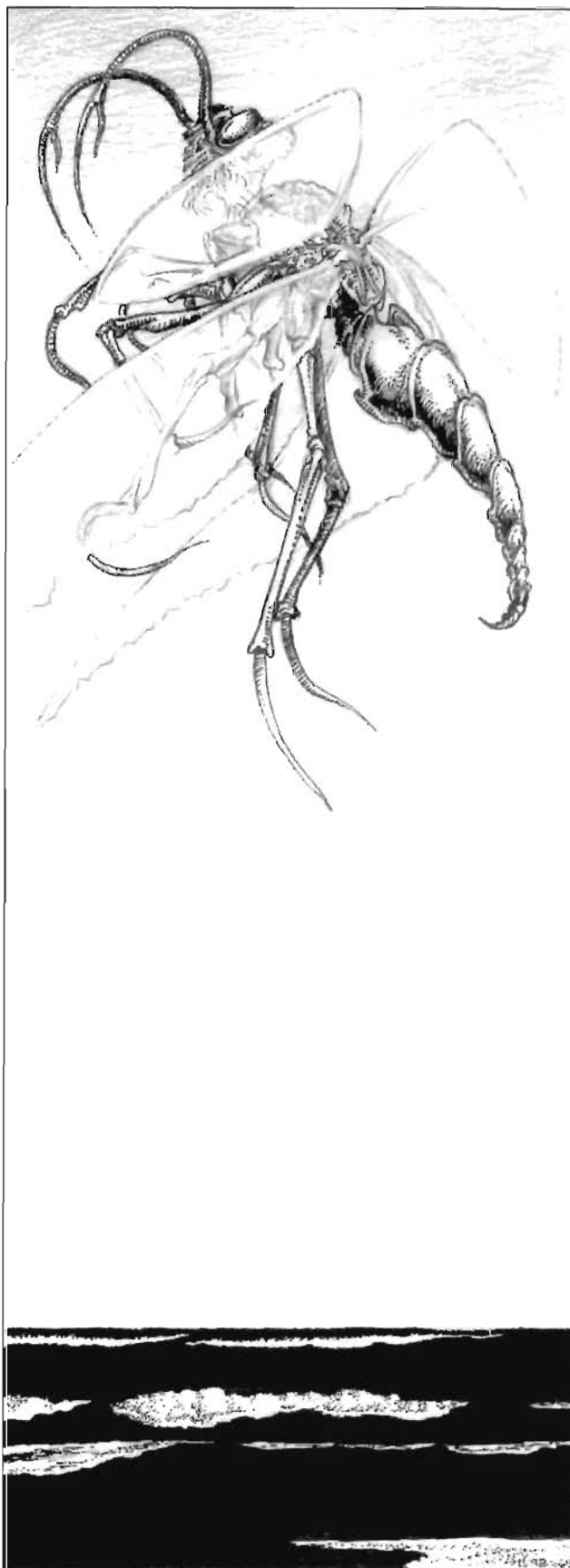
The Shans' brains have six lobes, containing three separate pairs of right and left hemispheres. An individual Shan can therefore entertain three separate trains of thought, three separate actions, or even three separate conversations. This ability gives them a tremendous advantage when it comes to tackling mental obstacles, or reacting to a new or surprising situation. On Shaggai, it also allowed them to continually evolve their mental powers. Even before they emerged onto land, the Shans had developed their mental acumen to the point where telepathy was their primary form of communication between members of their species.

The Shans are extremely-long lived organisms. An average Shan can be expected to live for as long as fifteen to eighteen centuries, barring accident, violence, or the decision to breed—which is fatal. The Shans are hermaphroditic and can fertilize themselves if need be, but usually two Shans will exchange reproductive materials. Both Shans will develop an "egg sac" containing hundreds of Shan embryos. When the egg sac ruptures, the Shan embryos consume their parent as their first meal, and then turn on each other. This ensures that only the strongest and most aggressive larva will survive. Because of the fatal nature of reproduction, Shans breed only when it is in the group's interests to increase its numbers.

Modern History

The modern history of the Shans begins with their emergence onto land. They were driven to explore and expand beyond the seas of Shaggai due to population pressures. Shans which ventured onto land soon discovered the benefits of combustion, smelting, and other aspects of tool-making unknown beneath Shaggai's seas. Shans worked together erecting structures and devising methods of countering Shaggai's extremes of climate. Millennia ago, the Shans conquered the surface of their world, taming the environment, the weather, and the jungles of carnivorous molds.

Early in their quest to tame their world, the Shans discovered that they were not the only intelligent inhabitants of Shaggai. Another civilization, long since departed or extinct, had erected cities consisting of pyramidal buildings made from green minerals unknown to Shaggai. These edifices were abandoned eons before the first Shans crawled out of the seas. The Shans were drawn to these structures as natu-



ral protection against the hurricane-strength storms that tore across Shaggai's surface. There, in those ancient temples, the Shans came into contact with the force that would define their species right down to the present day: Azathoth, the Blind Idiot God, the Daemon Sultan, Nuclear Chaos.

Azathoth

In one of the unfathomably ancient pyramidal structures, the Shans discovered a portal to the court of the Daemon Sultan, an immense organism who boils at the center of all creation; naturally, the Shans' insatiable desire for new experience drove them to open the portal. Being highly telepathic, their minds were vulnerable to Azathoth's emanations. Those Shans in the temple when the portal opened were immediately "touched" and became the Daemon Sultan's first priests. They adored Azathoth in a form they called Xada-Hgla, the Cradle of Chaos. The Shans believed this creature to be an avatar of the shapeless, mindless power which resided beyond the gate, a form of Azathoth from before the time when its mind and senses were stripped from it. (Whether this being is indeed an avatar of Azathoth or merely one of the minor outer gods dancing and writhing around the Daemon Sultan's throne is known only to Xada-Hgla itself.)

Their relationship with Azathoth changed the Shans as a race in several critical ways. First, the Shans were able to accelerate their understanding of the physical sciences at an astounding rate. Strong and weak nuclear forces, gravity and electromagnetic energy, total comprehension of the four fundamental forces of the universe: all this and the secrets of travel in higher dimensions became known to the Shans. With their six-lobed brains, it was relatively simple for the Shans to decipher the ancient knowledge of the race who'd built the temples to Azathoth.

Their society was also changed. Prior to encountering the ancient cities and the Blind Idiot God, Shan society had been highly individualistic, almost anarchistic. With the new knowledge that came from their discoveries, the Shans developed a social hierarchy. Since they perceived no division between science, religion, and politics, their priests, scientists, and social leaders were one. The priest/scientist class, although feared and revered, was also generally avoided. The Shans adored Azathoth, but they also feared it. So long as the Shans who dedicated themselves to the placation of Azathoth were not interfered with, the rest of their society could wallow in self-gratification and hedonistic indulgence.

The Shans were also changed on a sub-atomic level. Matter is, for the most part, composed of empty space—the space between the electron shell of the atom and its nucleus. From generations of close contact with the hundreds of gates connecting Shaggai with the Daemon Sultan, the Shans developed the ability to slide their atoms through the

electron shell of any organic substance, synchronizing their whirling electron shells to allow them to slip inside the electron shells of their "host." They are only able to perform this feat with organic life, however, because the Shans need contact with a Kirlian aura to properly synchronize their electron shells. Sheets of lead, kevlar, and adobe walls are all sufficient to stop a Shan. However, Shans can fly straight through organics like plants and animals.

As the Shans grew and flourished, their telepathic abilities did as well. For example, the technology they developed was controlled by mental commands rather than physical manipulation. They also discovered that they could communicate telepathically with species other than their own, but only through direct physical contact with the central nervous system. Thanks to their new Kirlian phasing, this became easy. A Shan had only to phase into another being, reach the central nervous system, and plug in. Their precise inter-electron movement ensured that this process could occur without damaging either the host or the Shan.

Space Travel

The Shans ultimately discovered that the ancient temples to Azathoth were, in effect, interstellar spacecraft. Harnessing the power of Azathoth through the portals in each "temple-ship," the Shan could use these structures to instantaneously cross intergalactic distances through non-Euclidean space.

During their early experiments, the Shans teleported one of the temples off Shaggai and onto their system's other world, Xiclotl. With their advanced technology and curious physical talents, the Shans soon brought the primitive beings who inhabited Xiclotl under their domination. This was the beginning of the Shans' interstellar empire, and their first experiment with slavery. The Shans ultimately built a huge city on Xiclotl, as well as outposts on some of the worlds in nearby star systems.

Their scouts scoured the universe looking for ancient species, powerful artifacts, and hideous knowledge that would expand the experience of the Shans. It was the narcotic of "experience" which drove the Shans further into the cosmos, not curiosity. Subsisting on electromagnetosynthesis meant that the Shans were never without sustenance—at least not physical sustenance. But the six-lobed brains of the Shans were always starved for more activity, more distractions, more aesthetic diversions. As their mental powers grew, so did their need for new entertainments.

The Shans found great pleasures in the emotions of others, which they could tap into using both telepathic technology and their natural Kirlian phasing ability. The more powerful the emotions felt by their host, the more thrilling it was for the voyeuristic Shans. They often tortured and tormented their slave races in order to produce more delicious sensations. But even this would grow dull after a while, thus encouraging the conquest of another

world to provide a new crop of unfortunates for the Shans' palaces of diversion.

Ultimately the Shans conquered three other races besides those of Xiclotl, most of whom served as playthings for their sadistic masters. But others met a different fate. Since expanding into interstellar space, the Shans had taken to using their slave races as part of their reproductive cycle, forcing them to carry the egg sacs and serve as the embryos' initial source of nutrition.

The Coming of Ghroth

At the height of their power, the Shans' civilization was struck a crippling blow. In the year 592 A.D., Shaggai was utterly destroyed by an immense interstellar being, a Great Old One known to terrestrial scholars as Ghroth, the Harbinger and the Maker. Legend has it that Ghroth will urge the stars into their correct positions in order to make way for and announce the return of the Great Old Ones to their stewardship of the Earth. Whether Ghroth was on such a mission or whether Shaggai merely got in the way will forever remain a mystery to the Shans. The result was the same. Shaggai boiled with radiation and billions of Shans perished in blinding agony. However, those Shans who had been attending the worship of Azathoth in their temples escaped through non-Euclidean space.

Most Shans who escaped the cataclysm congregated at the nearby colony on Xiclotl, along with Shans from all across their empire. It was generally decided that Xiclotl would be the race's new planetary seat of power, but the central authority of the empire was forever broken. Each colony was now in charge of its own destiny, free of interference or assistance.

The Xiclotlan slaves maintained a local religion which the priests of Azathoth found offensive. The Xiclotlans sacrificed themselves to a species of carnivorous plant which inhabited a meteoric impact crater near the Shans' primary city on Xiclotl. Those Shans who witnessed these acts of self-sacrifice were of the impression that the thing in the crater might be a threat and argued for its destruction. But such action would have enraged the Xiclotlan slaves and perhaps even prompted a costly revolt. When the majority of Shans refused to act, some Shans chose to leave in a templeship for a less "contaminated" environment.

The first world these Shans visited was in our galaxy. They named the apparently uninhabited world Thuggon. Thuggon appeared to have previously been inhabited, but no signs of any current inhabitants were found—initially. The mysterious inhabitants quickly made themselves known by killing slaves and devouring Shans, leaving behind only hollowed-out exo-skeletons. Rather than stand and fight an unknown, unseen enemy, the Shans quickly vacated Thuggon. Their next stop was our solar system.

The Sol Colony

The colony of Shans arrived on the world we know as Uranus, but which is called L'gh'rx by its metallic, cuboid inhabitants. These beings maintained a primitive civilization on the rocky core of L'gh'rx beneath the crushing depth of its oceans of water, ammonia, and methane. The natives were immune to the Shans' weapons and to their Kirlian phasing, so the Shans did not try to enslave them. Instead they built a new city and a new templeship, since the one they had fled Shaggai in was showing signs of strain after so much traveling.

For their part, the beings of L'gh'rx were disturbed by the Shans' abominable and sadistic religious rites, and feared that the Shans might unleash their destructive god on L'gh'rx. They did not want L'gh'rx to end up like Thyoph, once a planet in our solar system. Thyoph orbited between Mars and Jupiter, but following a manifestation of the Daemon Sultan all that remained was the rubble that now forms the asteroid belt.

After eight-and-a-half centuries, relations with the beings of L'gh'rx collapsed due to religious differences and the Shans' own unwillingness to permit any kind of social change among themselves. The Shan elders, who had been born on Shaggai, were losing control of their L'gh'rx-born population. These younger Shans were turning away from the worship of Azathoth and adopting the far-less demanding worship of Lrogg, the deity of the beings of L'gh'rx. These Shans did not see themselves as having any connection to Shaggai or any of that world's values or priorities. In order to stop this "contamination" of their culture, the Shan elders arranged for a group of L'gh'rxians who had turned to the worship of Azathoth to attempt an insurrection against the priests of Lrogg. The attempt failed pathetically. All the Azathoth-worshipping L'gh'rxians were executed and the Shans were given the ultimatum: convert, leave, or die.

Few remained loyal to their ancient faith. The Azathoth-worshippers were forced to flee yet again, and with an insufficient number of faithful to properly navigate their templeship. With only twenty eight Shans aboard, they could just manage to safely teleport as far as the third planet from the sun. There they planned to breed more Shans and fully crew the templeship for a journey beyond our galaxy.

Earth

The Shans' arrival on Earth in 1643 A.D. was less than auspicious. The templeship materialized improperly, burying the majority of it below ground. The Shans quickly determined that the sunlight reaching the surface of the Earth was harmful to them, either because of the proximity to Sol or the absence of some screening element found in the atmosphere of L'gh'rx. Some wavelength of Sol's light had the effect of acting like a cumulative poison on the Shan biology. Limited

exposure of a few minutes at a time was fine, but an hour or so in direct sunlight would lead to death. This limited their ability to move around to night and twilight hours.

The Shans also discovered that even if they had a full complement of crew, their templeship could not teleport off the Earth. Our electromagnetic field rotates on an axial tilt 11° off the Earth's rotation. This differed radically from the electromagnetic field of L'gh'rx, which was tipped some 58.6° off the axis of planetary rotation. This fundamental difference blocked the templeship's ability to re-enter non-Euclidean space. As long as the templeship was wrapped within the Earth's electromagnetic envelope, it was trapped. This was an unparalleled disaster for the colony.

Not all the news was bad. The arrival of the templeship was witnessed by a group of Protestants who had entered Goatswood forest to avoid death at the hands of Catholic Royalists. When these refugees found their way to the clearing where the templeship had materialized, they were set upon and cerebrally infested by the Shans. The Shans, fresh from their expulsion from the planet L'gh'rx, were looking to recover their supreme self-confidence in the face of that earlier defeat. Unlike the metallic beings of L'gh'rx, the hairless apes of Earth had no defense against Kirlian phasing, and so the Shans captured their wills and looted their memories. These unfortunate humans became the first members of a cult of Azathoth centered around Goatswood forest.

The Shans' original plan was to convert the local population to the adoration of Azathoth, and with that as a base, spread out across the island of Britain and ultimately the world. Then the human population could be set to work building huge trans-dimensional gates to allow Azathoth to manifest fully. Azathoth would then lay waste to the entire solar system and wreak vengeance on the mutinous Shans and the impertinent L'gh'rxians.

The Purge

What the Shans did not count on was that England was in the middle of a religious war between the Royalist Catholics and the Protestant Parliamentarians. By 1650, the Parliamentarians were victorious and law and order began to slowly return to the countryside. By 1652, however, nothing had been done about the cult. The inhabitants of the Severn River Valley were living in abject terror of the strange goings-on in Goatswood forest. Woodcutters and hunters disappeared with alarming regularity. On solstice nights, strange lights and noises could be heard from deep in the interior of the forest. Finally, villagers from the town of Camside petitioned parliament for assistance, and parliament—anxious to prove its goodwill in the wake of victory—quickly lent a helping hand.

Assistance came in the form of famed witch-hunter Matthew Hopkins, a notorious inquisitor. Hopkins and his men



descended on the Severn Valley and cut a horrific swath of destruction through the local population. Over forty people were tried, hung, and their bodies burned. In the midst of this murderous frenzy, whether by accident or design, the entire thirteen-member coven was wiped out. Two Shans were killed when their host bodies were burned. This defeat was so shocking to the Shans—who envisioned an easy victory over the technologically primitive humans—that they retreated to their templeship and did not emerge for over a hundred years.

Despite the Shans' retreat, the Severn Valley remained an area known for sinister rumors and unnatural events due to the presence of several other centers of non-Shan cult activity. Ironically, the local humans were so stung by Hopkins' indiscriminate killings that they would never ask for outside assistance again.

Benevento Bordighera

The next time the Shans made a foray into the outer world was in 1768. A young Italian composer by the name of Benevento Chieti Bordighera was touring England and made the fatal error of visiting the Severn Valley and spending the night in Goatswood forest, to prove his bravery in the face of fell local legends. There he encountered the Shans and became a host. The Shan-infested Bordighera was sent back among humans to evaluate the state of social and technological development. Humans' technology had advanced only slightly, but their organizational abilities were even more developed than before.

The Shan infesting Bordighera, however, had an idea for freeing the templeship from the bonds of Earth. Through their host, the Shan composed a terrible opera, *Massa di Requiem per Shuggay*. Woven within the opera was a spell for summoning Azathoth, whose presence would destroy the Earth, along with the electromagnetic phenomenon that was holding the Temple Ship in place. But during the opera's first performance in Rome in 1769, the cast, orchestra, and audience rioted and the third act was never completed. Pope Clement XIII banned the opera and ordered all copies destroyed. Bordighera was imprisoned for heresy in 1770 and executed the next year. His Shan tenants, however, simply flew out of Bordighera's cell and, by hopping from body to body, worked their way back to Goatswood forest. To this day no opera company has completed the *Massa di Requiem per Shuggay*. But in these more enlightened, more liberal times, perhaps someone will.

Basil Ives

The next time the Shans emerged was in 1928, when artist and expatriate Basil Ives returned home to Camside, England, from Kingsport, Massachusetts. While visiting Goatswood forest, he became a host for a Shan that returned with him to America. There the horrid creature

drove Ives to commit several heinous sexual homicides. Ives was eventually discovered by a group of American vigilantes and killed. The Shan tenant, however, escaped and eventually returned to the templeship with valuable intelligence about the advance of human civilization.

Ronald Shea

In 1964, British author Ronald Shea found his way into the Shans' templeship and briefly became a host. He escaped and committed suicide, rather than permit himself to be a puppet of the Shans.

During that brief contact with Shea's mind, however, the Shans learned one extremely important piece of information: that humans had learned to travel beyond the bonds of the Earth's atmosphere. Humanity had achieved space flight.

The Shan elders believed that human spaceflight technology would not be significantly advanced for the Shans' purposes until well into the 21st century. They were content to sit back and wait until they felt the time was right. But they were not given that luxury.

PISCES

In 1968, PISCES launched an assault on the cult stronghold of Goatswood. Not the forest, but the nearby town. During the raid, PISCES agents and hundreds of Gurkha soldiers swept through the area. Two agents accidentally found the Shans' templeship and were seized by the Shans' Xiclotlan slaves. Mentally infested, the agents' memories and secrets were laid bare by the telepathic powers of the Shans.

The Shans realized that the men would be missed, so they were returned to PISCES, each with one of the abominable creatures curled up in their craniums. Through the influence of these possessed agents, the PISCES raid missed the insects and their templeship. But even worse, the infested agents became "patient zero" for an infection that slowly spread through PISCES. Little by little, the Shan infection jumped from agent to agent, burrowing its way deeper and deeper into the organization.

The Shans Today

After twenty years, PISCES has been fully suborned to the will of the Shans. Through PISCES, the Shans have deeply infiltrated the British government. Their hosts occupy key positions in the British Ministry of Defence, MI-5, MI-6, and New Scotland Yard's Special Branch. The Shans previously used members of the House of Lords and the House of Commons as hosts, but they abandoned that plan as too high-profile. Far more quiet and far-reaching influence could be exerted by using the various permanent secretaries in the Ministries, which are of greatest use to them.

The Templeship

The templeship is a metallic cone, seventy feet in height and approximately fifty feet wide at the base. It is constructed from materials found on Shaggai and L'gh'rx, the primary material being a pitted, dull-gray L'gh'rxian metal. It reflects no light and is covered with pictograms chronicling the Shans' rise to interstellar prominence and the conquest of their slave races. The only other exterior feature is a circular, shallow dome on one side of the cone about forty feet above the base. This shallow protrusion is the hatch. It is about six feet in diameter and is the only entrance into or out of the templeship.

There is one hallway which winds its way into the templeship's interior, like the spiraling chambers of a conch. It winds upward into the first level, the Shans' quarters, now the domain of the elders. There are some forty chambers here, all constructed of the same dull-gray metal. Twenty-six are occupied by the elders, while the rest have been put to other uses. The walls are covered with relief carvings depicting the history of the Shans and the glory of Shaggai. No human will ever be able to access these areas as they are constructed on a scale befitting their tenants, none of whom are larger than a common pigeon.

The second level is dedicated to the Xiclotlan slave pens. There are ten such pens, built around the core of the cone. They are usually full of Xiclotlan slaves unless there is a pressing need for them elsewhere. The corridor here is big enough for a human to navigate since they were designed for the Xiclotlans to use. Pressing oneself against the far wall across from the barred pens should keep foolhardy visitors out of the Xiclotlans' grasping tentacles.

The lowest level contains the temple. Before the entrance to the temple is a trophy room which contains the mummified examples of each of the Shans' old slave races. Seeing them, even as inanimate corpses, is a 0/ID4 SAN loss. After the trophy room is a door which can only be opened with a ritual chant. Beyond it is a foyer dominated by a squat, twenty-foot statue of Azathoth as represented by the avatar Xada-Hgla. Seeing this obscenity is a 1/ID10 SAN loss. Beyond that is an ornately bordered door flanked by miniature statues of Shans in positions of supplication to whatever lies beyond. A ten-foot corridor leads to a triangular, barred portal which is the gate to the court of Azathoth. The Daemon Sultan can often sense presences in this corridor and will move to accept his sacrifices whether they are ready or not. The Shans never attend sacrifices without the presence of control rods. There are three-foot-long rods of gray metal used to keep the Blind Idiot God's tendrils at bay lest it take more than just the intended sacrifices.

The templeship now exists in an underground bunker at the heart of Severn Aerospace in the middle of the Goatswood forest. Since the ship is too large to move, the Shans simply had Severn Aerospace build its headquarters over the templeship, and excavated the ground around the craft. The templeship's bunker is located in a section of Severn Aerospace accessible only by "authorized" personnel, *i.e.* those who have become hosts for the Shans.

Unbeknownst to the Shans, the real reason the templeship cannot leave Earth is due primarily to Shan error. Although the electromagnetic field generated by the Earth does make it far more difficult for the templeship to re-enter non-Euclidean space, this is only part of the problem. When the Shans built this templeship on L'gh'rx to replace their travel-weary original, they made several grave errors in its construction, not the least of which was using a conical rather than pyramidal shape. (The significance of this change is only relevant in a dimension where the shortest distance between two points isn't a straight line and $2\pi r$ doesn't equal the circumference of a circle.) When the Shans build their escape vehicle, they'd better re-evaluate the design or they'll just end up marooning themselves again—this time in orbit.

Through these infiltrated groups, the Shans keep an eye out for Mythos investigators and other threats, such as the Army of the Third Eye. Scholars, journalists, and even law-enforcement officers who stumble across the secrets of Goatswood find themselves kidnapped by agents of PISCES and delivered to "Magonia," the secret detention facility on the island of Hirta. Magonia has also become the permanent home of PISCES agents who have learned the truth and Shan hosts whose minds have collapsed due to contact with the vile alien consciousness of the insects from Shaggai.

Through the British government, the Shans have infiltrated the European Space Administration (ESA), and plan to use an ESA space launch to free their templeship (or a trimmed down "escape-pod" version) from the electromag-

netic bonds of Earth. The Shans have infested several of the top administrators of the ESA, the British space program, and the Prime Minister's Advisor on Scientific Affairs. They also control the staff of a leading British aerospace firm, Severn Aerospace. Through Severn Aerospace, the Shans have used their advanced knowledge to improve the British space program and increase the U.K.'s influence in the ESA.

In order to have sufficient numbers of Shans to occupy enough hosts for their needs, the Shans have been using a variant of their reproductive technique, with a few twists involving local technology. Humans, of either gender, are used as hosts for Shan egg sacs. Upon hatching and consuming their hosts, the embryos are placed in tanks of fluid designed to mimic the chemical composition of Shaggai's seas.

The Shan larva mature in these tanks unmolested by the predators and unpredictable conditions of the wild. In addition, the maturation process has been highly accelerated through the use of hybridized Shan/human technology. Instead of taking decades for the embryos to reach their mature stage, the process of metamorphosis now only takes fourteen or fifteen years. Once mature, they are withdrawn and introduced to Shan society. The incubating hosts and the growth tanks are all kept at a special underground facility at Severn Aerospace.

The twenty-six surviving Shans who arrived as refugees from Shaggai see themselves as superior to those born on Earth. They hold all the loftiest positions of authority in the colony. These insects hoard all the spells and technology for themselves, thus assuring their place at the top of the hierarchy. The "inferior" class is comprised of the Shans born on Earth since the insects' arrival. The younger Shans are relegated to doing the grunt work of the colony, which primarily involves occupying human hosts that are important and useful to the elders' plans. As a result, the younger Shans have much more contact with human civilization and have grown addicted to the sensual and narcotic pleasures they receive from their hosts, pleasures that the elder Shans once shared before their time of troubles began a thousand years ago.

Goals

The official goals of the colony are dictated by the elders. The elders originally wanted to conquer the Earth and build gates allowing Azathoth to emerge fully into our solar system, but the disaster of 1652 changed their minds. There simply weren't enough Shans available and the environment was too hostile to increase the colony's size while simultaneously keeping themselves hidden from the humans.

Their next plan was to escape the Earth by launching the whole templeship into space beyond the Earth's electro-

magnetic envelope. This plan has been set aside for the moment, since human science hasn't produced a launch vehicle capable of lifting the massive templeship into orbit. Even if such a launch booster could be built with Shan technological assistance (and the elders have heard of a Russian-made Energia II they might be able to augment to do the job), the massive templeship payload could never be kept a secret from the humans. Even more problematic, the number of Shans needed to control the U.K. government and the ESA has grown to the point where they simply can't all fit in the templeship. Some of the more orthodox Elders have suggested that the surplus population be presented as a mass sacrifice to Azathoth, but that plan has been tabled lest such talk provoke a revolt among the younger Shans.

The plan at the moment is to build and launch a smaller, scaled-down version of the templeship, launch it into orbit, and teleport to the world of Xiclotl. From there they can arrange for sufficient numbers of properly prepared templeships to evacuate the Shans from Earth. The problem with this plan is that building a miniature Shan templeship with current human technology is somewhat like trying to build an airplane from flint knives and bear skins.

Even this plan is not wholly supported. Some elder Shans want to just leave the younger Shans behind and return to Xiclotl or some other Shan-dominated world, there to re-enter Shan society. Those Shans who are priests of Azathoth wish to rally their fellow Shans for a religious war of vengeance against the metallic, cuboid beings who inhabit L'gh'rx, as well as the traitorous Shans who abjured the worship of Azathoth for the false worship of Llogg. Still other Elders have even more ambitious plans: these Shans intend to return and conquer Earth.

Prior to the destruction of Shaggai, these Shan elders spent their time in decadence, in the aesthetic enjoyment of abnormality, and in the torture of their many slave races. Some Shan elders have recognized that the Earth's inhabit-

The Beings from Xiclotl

The beings from Xiclotl are the only slave race the Shans brought to Earth. These abominable creatures are terrifyingly powerful, durable, and aggressive. They are only kept in line by the Shans' pain-inducing nerve whips. The beings from Xiclotl, or Xiclotlans, breed much faster than the Shans and their numbers could be dramatically increased in just a few years. However, the Shan elders have chosen to keep the Xiclotlans' numbers very low. There are usually no more than twenty alive at any given time. They are primarily used to guard the templeship and the secret sections of Severn Aerospace. Weak or elderly Xiclotlans are disposed of as sacrifices to Azathoth. Additionally, the Shan elders see the beings from Xiclotl as a line of defense between the elders and the Earth-born Shans. Only elders are allowed access to the technology that controls the slaves.

The Xiclotlans hate the Shans with every fiber of their beings and would gleefully exterminate their masters at the first opportunity. Careful monitoring and the Shans' high-technology weapons are all that keep them in line. The beings from Xiclotl are generally feeble-minded and not prone to organization. The Shans carefully watch new-born Xiclotlans for signs of high intelligence. Any particularly bright or gifted Xiclotlans are immediately sacrificed to Azathoth. There nevertheless exists the possibility that one day a Xiclotlan "Spartacus" might be born, but the Shan aren't losing any sleep over this.



ants are exquisitely suited for these pursuits. The emotions produced by the human mind are delicious delicacies for these decadent emotional voyeurs. Once the problem of Earth's electromagnetic envelope and Sol's alien-light wavelengths are overcome, the Earth could become the Shans' own Xanadu.

There are similar plans afoot among the Earth-born Shans, too. Some of them would also like to establish an empire on Earth, ultimately dominating the entire world. On the other hand, they have no great love for the elder Shans,

who treat them little better than the Xiclotl slaves. As far as these Shans are concerned, Earth is their home, not some far-off star system they've only heard of in reverent myths and legends. They would prefer to stay on Earth and conquer the world themselves. In this way, *they* would be the overlords of Earth, not their haughty elders and not some distant relatives from an even more distant star. After all, these Shans are young and have at least a thousand years to bring their plans to fruition. How can the humans possibly stop them?

PISCES

Adam Scott Glancy

Illustrated by Heather Hudson

DELTA GREEN BEGAN AS A TOP-SECRET, BLACK-BUDGET Pentagon operation defending America against paranormal threats. Today it is an illegal conspiracy of dedicated individuals who beg, borrow, and steal what they need for their crusade. All things considered, the situation could have turned out far worse. Majestic-12, which began as a project to unravel the mysteries of the alien visitors and defend against their incursions, has become the aliens' partner in exploiting humanity. But there are worse things than being turned into outcasts or played for fools. Take the example of PISCES, Britain's Paranormal Intelligence Section for Counter-intelligence, Espionage and Sabotage.

History

In 1893, the Admiralty's intelligence department retained the services of several self-proclaimed psychics and "seers" for a project code-named "Delphi." By using techniques such as Dowsing and the Tarot, these so-called psychics were intended to keep track of the movements of enemy warships at sea. The initial experiment by the Admiralty was largely a failure. Nearly all the psychics engaged by the Admiralty turned out to be frauds and charlatans. There was, however, one tantalizing exception. A young man named Arthur Colby proved himself able to reliably ascertain the positions of both ships of Her Majesty's fleet and those of other nations, so long as they were in port or near the shore. Colby had come to the Admiralty's attention through Scotland Yard, which had employed the young man's talents on several occasions to find missing persons and other lost items. He used neither cards nor crystal balls nor props of any kind. He could simply visualize the ship and its surroundings, so long as he could meditate over some object which belonged on the ship, such as a wrench from the engineering room or a brass fitting from a bulkhead. Colby's visions were then compared to detailed photographic references of ports and harbors until Colby could recognize some of the landmarks he'd seen in his mind. This technique did not work when the ship was at sea since, although Colby could visualize the vessel, there were no landmarks in the open sea to assist in determining location. The next planned step was to try to teach Colby how to navigate by the stars so that he could try and judge the ship's position while underway—at

night, at least. Despite Colby's demonstrable success, "Delphi" was disbanded in 1896.

A young Lt. Commander by the name of Fredrick Ramsey, who was also a high-ranking Mason and spiritualist, kept up with these studies on his own. Ramsey scoured the newspapers for reports of psychics or persons displaying unusual mental talents. He submitted his files and reports to the Royal Navy, but never succeeded in reopening the Delphi program. His refusal to abandon the subject stunted his military career.

He resigned his commission in the Royal Navy in 1900 and launched a journey through Egypt, Uganda, Kenya, Ceylon, India, Nepal, Tibet, China, Burma, Hong Kong, Borneo, New Guinea, Australia, and New Zealand, searching for men and women capable of extraordinary mental and physical feats. Ramsey spent a considerable part of his personal fortune on this quest, as well as seven years of his life. He continued his research and established a kind of teaching foundation called the Ramsey Institute for Psychical Education, where people could come and have their "psychic abilities" quantifiably measured and tested. For the nine years following his travels, Ramsey supported himself from the fees charged to his students. Despite his world-spanning quest and the near-exhaustion of his personal fortune, Ramsey only encountered seven persons possessed of anything resembling real ability.

The Great War

In 1916, during the darkest days of the Great War, Ramsey was approached by Captain Mansfield Cumming, the father of the Secret Intelligence Service, MI-6. Cumming wanted to revive "Delphi" as a way to track German U-boats. With the blockade of Britain at its height and no end in sight, the Royal Navy was willing to try anything, no matter how desperate. Ramsey agreed to join MI-6 and create a department that would research and apply "unconventional" methods of reconnaissance and espionage. Ramsey rounded up all the genuine "talents" he had previously encountered and began casting his nets for more "exceptional individuals." Captain Cumming carved out a slice of his budget and designated the new department MI-13, the Special Reconnaissance Section.

Ramsey gathered an impressive staff of neurologists, alienists, psychologists (then only a budding discipline), and

students of yoga, meditation, and other eastern mental disciplines at MI-13's temporary headquarters in Hampden Castle on the Scottish border. Using the emergency powers available during the war, Ramsey had several "Talents" he encountered abroad brought to England. Experiments were performed in clairvoyance, precognition, psychometry, and telepathy. Ramsey and his team were able to demonstrate tangible results by the spring of 1917. Although the talents couldn't provide an inventory of the Kaiser's nightstand, Captain Cumming was impressed with the results and agreed to provide increased funding. By the end of the war, Ramsey's Talents were able to provide reliable intelligence on German military movements, sometimes before they happened. However, the British general staff would not act on these "predictions" without confirmation from conventional intelligence sources. After all, intelligence gained from psychical sources was extremely subjective. It could only be interpreted and evaluated by the psychic making the observations and could not be objectively evaluated by intelligence analysts. Despite the fact that psychical reconnaissance seemed to work, its applications were limited by its unconventional nature.

By the end of the war, Ramsey had been promoted to Commander and had a staff of seventy including twenty genuine Talents to work with. Ramsey and his staff had made thousands of observations of psychic phenomena and began to make advances in "mental exercise" techniques to increase and sharpen existing extra-sensory abilities. Knighted for his wartime service, Captain Cumming continued to patronize MI-13 with money and access until his retirement from government in 1923. Ill health took Sir Mansfield's life two months later.

Disaster and Redirection

Without Captain Cumming's patronage, the bureaucratic attack on MI-13 began almost immediately. Commander Ramsey fought to keep his budget intact, but slowly lost ground to his bureaucratic rivals inside the service. Ramsey lost almost his entire technical budget, and so "Talent-spotting" and research into the biological mechanics of psychic ability dropped off to nothing. Ramsey was forced to drop all his twenty wartime Talents from the permanent staff, but continued to work with them on a freelance or part-time basis. Then came the disaster of 1925.

Beginning on February 28th of 1925, Ramsey's Talents began having queer dreams. None of them could specifically describe the dreams, only that they were odd and uncomfortable. The dreams continued to plague the Talents, distracting them and disturbing their sleep. During the first week of March, some of the Talents reported undersea imagery in their dreams, visions of drowned cities built from enormous carven blocks of dark stone. Then, on March 23, 1925, all Hell broke loose. Nameless horror and dread gripped nearly every one of Ramsey's Talents. One threw

himself from the window of his London flat to his death. Another drowned in Portsmouth after leaving a bizarre suicide note stating that she was "following his call to the great throne of Rell-yah." The other eighteen all suffered varying degrees of mental collapse. Five went irretrievably insane. And then, on April 2, 1925, it all stopped. The thirteen other Talents who'd suffered breakdowns made startling and miraculous recoveries.

The question of why this had happened would plague Ramsey to his dying day. For the next seven years, Ramsey set about trying to answer this question, but no matter how much information he unearthed, it only created more questions. As Ramsey began to assemble the pieces of the puzzle, he began to suspect that there was more to his study of parapsychology and metaphysics than could be explained by science. These suspicions were confirmed when he made the acquaintance of Major David Cornwall in 1926.

Cornwall, a decorated Great War veteran with wide experience serving in colonial posts such as the British Mandate in Palestine, Cyprus, and the Suez Canal Zone, was also a long-time student of "preternatural phenomena." His search for the truth began in 1916, when, as a captain in the British Expeditionary Force, he led a group of soldiers into No Man's Land to clear out a colony of ghouls. At the time, the incident was designated Top Secret because it was feared that such news would have a drastic effect on the fragile morale of the troops. Cornwall himself added an extra layer of disinformation by recording the incident in his report to the British Army as an operation against shell-shocked, cannibalistic deserters. Cornwall knew that the things his men had killed with gas and grenades were not human, but he wasn't willing to risk his commission or incarceration in a lunatic asylum by telling the truth of what he had seen. Following his experiences in the Great War, Cornwall took every opportunity to examine incidents he considered "preternatural." Cornwall developed a reputation for holding unorthodox views, but also for being an exceptionally talented counter-intelligence officer. Cornwall often took leave from his duties to pursue these other "investigations."

Cornwall came to Ramsey's attention in 1926, while he was serving as a military attaché in Istanbul. Cornwall publicly exposed several officials of the Turkish government as members of a murderous sect known as the Brotherhood of the Skin. Following this revelation, the thirty-four year-old Cornwall took early retirement from the Army. Cornwall's retirement had more to do with the British Foreign Office's displeasure over his unsanctioned activities than with Cornwall's desire to embrace the life of a country squire. Ramsey dug up the details of the Istanbul incident and, after much cajoling, convinced Cornwall to join him at MI-13. For the next six years these two men embarked on a dark quest to find the answers to the madness of 1925.

In April 1932, Ramsey died of cardiac arrest while working late in his office. Some claimed it was overwork, while

The Occulted Secret Service

Of all the modern nations of Europe, Great Britain has perhaps the longest history of engaging in espionage and covert action to advance its foreign and domestic policies. As far back as 1570, Sir Francis Walsingham, Queen Elizabeth I's Ambassador to France and Privy Counselor, organized a foreign and domestic intelligence service. It ferreted out Vatican plots against Queen Elizabeth I, whom the Pope had excommunicated, and helped check the ambitions of France and Spain. One of Walsingham's agents, and a designer of secret ciphers and codes, was the infamous mathematician, court astronomer, and occultist Doctor John Dee.

Dee traveled extensively in Europe following his recruitment as a spy. In 1583, in Prague, Dee found and partially translated the Olaus Wormius Latin version of the infamous *Necronomicon*. Later, in Bohemia in 1586, Dee gained access to a copy of the Greek version, which had been translated from the original Arabic by Theodoras Philetas of Constantinople. Dee partially translated this copy of the *Necronomicon* as well. Using these fragments, and other material he'd gathered during his travels and researches, Dee created his own version of the *Necronomicon*, with which he returned to England in 1589. Dee made use of many of the ciphers in the *Necronomicon* as secret codes and even tapped the secrets of hypergeometric principles to assist in spying on Queen Elizabeth I's enemies, both foreign and domestic.

Between 1649 and 1703, Dr. John Wallis served as the cryptographer to Oliver Cromwell, King Charles II, and King William III (William of Orange). During this period, Dr. Wallis served as the Salivan Professor of Geometry at Oxford and the Keeper of the Oxford University archives, invented the symbol for infinity, and was a member of the Invisible College and a founding member of the Royal Society. The Invisible College was an important Rosicrucian concept and the Royal Society has long been considered to be a Rosicrucian front organization.

Dr. Wallis trained his grandson William Blencowe to take over his position as cryptographer to the English Crown. Blencowe served as Cryptographer Royal from Dr. Wallis's death in 1703 until his own suicide in 1712. Upon his suicide, Blencowe's notes and writings on cryptography, along with those passed to him by his grandfather, were seized by the Crown. Among the materials seized was a copy of Dee's hybrid translation of the *Necronomicon*.

During the 17th and 18th centuries, a mystical and highly ritualized secret society made great inroads among the English nobility and gentry. These were the Freemasons. While not a religious organization, Freemasonry's rituals and the myths of its origins attracted a number of individuals with a serious belief in the occult and supernatural. Masonic influence was particularly strong among the British civil service, and extended to the ranks of men who were playing "The Great Game" of espionage. Individuals engaged in secret work needed to know that they were surrounded by people they could rely on, and who better to rely on than a fellow member of the Masonic "Craft"?

During the 18th and 19th centuries, England's intelligence efforts were directed through diplomats, military attachés, and journalists. It wasn't until 1883 that the Admiralty and War Office established permanent intelligence branches. During the same period of time, occultism and spiritualism in England were on the rise and the Golden Dawn and the Theosophical Society were at their peaks of prestige. Members of one secret society often found themselves members of several others. While there was no direct occult influence over the newly created intelligence departments, the spiritualism and occultism of the day did affect the thinking and planning of the men who staffed them.

others spun yarns about secret assassinations by foreign powers. Cornwall believed that Ramsey had finally put together what had driven his Talents over the edge and the realization of this enormity proved too much. Indeed, during their six years of toiling research, Cornwall and Ramsey had discovered the terrible truth behind the myths of the Great Old Ones, alien beings of immense power who held stewardship over the Earth long before the rise of man and might one day return to sweep aside human civilization. Ramsey had come to realize that one of these Great Old Ones would not have to return to the Earth; it was still here, slumbering at the bottom of the Pacific. Great Cthulhu had stirred in his sleep and nearly driven every genuine psychic known to Ramsey out of their minds. What would happen

to mankind if this being should ever fully wake and stride the Earth? Perhaps it was this very question that stopped the beating of Ramsey's heart.

By the time of Ramsey's death, MI-13 was little more than a couple of offices in a corner of one of the less-favored civil service buildings in Whitehall. Cornwall, a pair of research assistants and a small administrative staff of five secretaries was all that was left. MI-13 would have been completely dismantled except for one lucky break. During their researches into the myths and legends surrounding the Great Old Ones, Ramsey and Cornwall had made a great many contacts among the occultist and spiritualist communities of western Europe. Because of these contacts, MI-13 was well positioned to provide information on some of the occult in-

fluences among the newly emerging Nazi elite. MI-13 learned of both *Reichsminister* Rudolph Hess's and SS Chief Heinrich Himmler's interest in the occult. They had agents close to the *Ahnenerbe*, the Ancestral Heritage and Teaching Foundation, and learned of the formation of *Sonderkommando H* (for *Hexen* or "witch"). MI-13 was also the first intelligence agency to uncover the existence of the *Karotechia*, the Nazis' attempt to harness the power of occult science to aid the Third Reich. The intelligence provided by MI-13 on the Nazi party proved their worth to the Military Intelligence establishment and prevented the section's complete disbandment. Still, the department's budget was not increased and the agents Ramsey and Cornwall had developed were "reapportioned" to be run by officers of MI-6. It would not be until the Nazi Blitzkrieg of France that MI-13 conclusively proved its worth to the defense of the Realm, and turned the doubters into true believers for good.

Blitzkrieg Epiphany

On May 1, 1940, Amanda Chalmers, a former MI-13 Talent who had left the agency after WWI, had a premonition that the impending advance into Belgium by German Army Group B was an elaborate feint designed to draw the British Expeditionary Force (BEF) and French Army into Belgium where they would be cut off by German Army Group A advancing through the "impassable" Ardennes Forest. Since none of the

major military moves of the Third Reich had been foreseen by Chalmers, or any other psychics associated with MI-13, her prediction was dismissed by the chief of the General Staff. Besides, in January of 1940, a Luftwaffe plane carrying genuine German invasion plans, known as "Plan Yellow," had crashed in Belgium. Plan Yellow called for a repeat of the WWI *Schlieffen* Plan, whereby Germany would invade France through Belgium and the Netherlands. What the British didn't know was that since the Germans knew Plan Yellow was compromised, they had changed it to include an advance through the Ardennes to cut off the Allies in Belgium. It was the perfect deception, since the captured plans were genuine.

Just as the German High Command had planned, the British and French fell into the trap and found themselves cut off in Belgium. This forced the Allies to withdraw from continental Europe through the port of Dunkirk under heavy pressure from the *Wehrmacht* and *Luftwaffe*. However, at the last moment Hitler faltered. Fearing the unchecked prestige of his army generals, he gave the task of obliterating the retreating allied troops to a loyal Nazi Party man, Reichsmarschall Hermann Goering. Without the *Wehrmacht* panzers driving forward beneath the *Luftwaffe*, the British were able to evacuate 338,000 men from Dunkirk.

When Amanda Chalmers' premonition was set aside by the General Staff, Major Cornwall came up with an audacious plan to prove MI-13's value to the war effort. He sealed her prediction in an envelope and left it with the office of



Prime Minister Winston Churchill to be opened on June 5th. When the letter was opened, a day after the evacuation at Dunkirk, Churchill saw that Chalmers had predicted many events which had come to pass during the fall of France, including the "Miracle at Dunkirk." While there were still skeptics on the General Staff, Churchill was now a believer. He knew he could never publicly admit to giving credence to claims of psychic powers, but he would see to it that MI-13 got whatever it needed to fight the Nazis. The first thing MI-13 got was its independence.

PISCES is Born

On June 26, 1940, Prime Minister Winston Churchill made MI-13 into an interagency task force jointly funded by the three agencies interested in taking advantage of MI-13's unconventional intelligence-gathering techniques. First was MI-6, the Secret Intelligence Service responsible for gathering intelligence in foreign countries. Next was MI-5 (or Security Service), Britain's counter-intelligence agency operating in England, India, and other colonial possessions to root out subversives and spies. And finally there was the newly-created Special Operations Executive, or SOE. Its purpose, in Winston Churchill's words, was "to set Europe ablaze" through sabotage, assassination, and support of the local resistance forces in occupied Europe. In order to concentrate all of MI-13's staff and talents under one roof, MI-13 was redesignated the Paranormal Intelligence Section for Counter-intelligence, Espionage and Sabotage, or PISCES, thus encompassing the missions of the three participating agencies. PISCES headquarters was relocated from London, which was within the range of *Luftwaffe* bombers, to Kilmaur Manor in the Scottish highlands.

PISCES would report directly to the Prime Minister's office, completely bypassing the War Office as well as MI-5, MI-6, and the SOE. All three agencies could request assistance from PISCES for ongoing operations, but it was now PISCES which had the last word on how its resources would be spent. In fact, when it came to using regular intelligence assets to confirm intelligence collected through "unorthodox techniques," it was MI-6 and MI-5 that found themselves at PISCES' beck and call.

PISCES at War

PISCES' support for conventional intelligence operations was tailored to meet the various agencies' needs. For MI-5, this meant dispatching Talents with ability in telepathy, empathy, and psychometry to identify, apprehend, and interrogate Nazi agents attempting to infiltrate England. For MI-6, PISCES used the abilities of its clairvoyants to observe enemy sites, precognitives to predict enemy movements, and experimented with using telepaths to send and receive undetectable messages from behind enemy lines. The SOE also wanted

to make use of PISCES' "human wirelesses" and wanted Talents with abilities like telekinesis and pyrokinesis to sabotage German industrial sites and logistical hubs. Of course, such individuals were rare in the extreme and had only the most limited abilities. Despite these limitations, the operational support missions greatly assisted Britain during the darkest days of the war.

PISCES was especially useful to MI-5 during its execution of the "Double Cross System" for locating and turning German agents. These successes forged a close relationship between MI-5 and PISCES which continues to this day. The relationship with MI-6 was not nearly as productive, primarily because MI-6 viewed PISCES as a breakaway department which should have remained part of MI-6. MI-6 had also never fully accepted the idea of clairvoyance or "remote viewing," particularly since the "evidence" collected only existed in the mind of the clairvoyant and was not subject to objective examination by analysts. While there would be advantages, such as the elimination of incriminating transmitters and the enemy's inability to jam or detect the signals, successes with "telepathic transmitters" were so infrequent as to be useless for all practical purposes. Not only was contact infrequently achieved, but communication was often limited to visual images and impressions, rather than words or phrases. Furthermore, telepathic communication was usually only successful while the receiver was in a deep dream sleep. This made interpretation even more difficult since the receiver's unconscious mind could misinterpret the message. PISCES' collaborations with the SOE were even less successful than those with MI-6. This was partially because the SOE was extremely unsuccessful in infiltrating the Nazi police state, but mostly because psychical ability was of dubious utility for assassination and sabotage work.

When PISCES began its work, its official focus, like MI-13 before it, was on espionage and psychic phenomena. For the newly promoted Col. Cornwall, there would be a second agenda. It was his influence and the fight against the Karotechia that would forge PISCES into an opponent of the forces collectively known as "the Mythos."

The Karotechia

Col. Cornwall placed gathering intelligence on the Karotechia at the top of PISCES' short list of strategic goals. Cornwall believed it was critical to know what success the Nazis had at harnessing paranormal forces. Penetrating the Karotechia, however, proved nearly impossible. The Karotechia's only point of contact with the rest of the Nazi intelligence community was through *Reichsführer-SS* Himmler. There was no way to infiltrate the Karotechia through other organs such as the *Gestapo* (the secret police), the *Abwehr* (German military intelligence), or the *Sicherheitsdienst* (the SS counterintelligence service). Most of PISCES' early information on the Karotechia came from rumors among the

occult and spiritualist communities in occupied Europe. Spiritualists and mediums had been under persecution by the *Gestapo*, but there were those who said that the Nazis were interested in more than just suppressing the practice of psychics. Some said that the Nazis were pressing psychics, spiritualists, and occultists into service, threatening them with deportation to concentration camps if they refused to help the Reich.

Other information reached PISCES' ears through MI-6. MI-6 had strong contacts with the *Abwehr*, the German military intelligence service, as the *Abwehr* was a hotbed of anti-Nazi activities. Many *Abwehr* agents, including the agency's chief, Admiral Wilhelm Canaris, passed information to MI-6 in order to undermine the Nazi regime and bring the war to a more speedy end. The *Abwehr* had been privy to many rumors that the SS was up to more than just genocide and torture behind the barbed wire of their concentration camps. There were inhuman medical experiments being conducted using humans as disposable test subjects. Even more bizarre, it was rumored that some of these "medical experiments" were actually a cover for the use of human sacrifices in so-called "pre-Christian Germanic rituals." But these rumors were impossible to confirm.

PISCES was always under pressure from MI-6 to produce "tangible" results. In cooperation with then-MI-6 agent Ian Fleming (later to author the famous James Bond novels), PISCES arranged for *Reichsführer* Rudolph Hess's personal astrologer to cast a particularly propitious prediction. The astrologer told Hess that if Hess flew to England with a direct offer of peace, England would jump at the chance and negotiate an end to the war. Hess did fly to England secretly on May 10, 1941, but found the British government less than eager to surrender; Hess was captured. As a result of this action, the Nazis launched a purge against spiritualists and astrologers across Europe. Hundreds were arrested and sent to concentration camps in an operation called *Aktion Hess*. As the *Gestapo* was rounding up every spiritualist and psychic they could get their hands on, the Karotechia was screening them to see if any were talented or ruthless enough to warrant recruitment. PISCES' network of continental informers was inadvertently smashed by *Aktion Hess*. Those not killed were turned to the Karotechia.

Even in the midst of this disaster, PISCES pulled off an incredible coup. Through the Karotechia's "press-gang" style of recruitment, PISCES managed to place no less than three agents inside the Nazis' most secret project. None of them, however, survived the war. The first agent disappeared without a trace, another was uncovered and presumably executed, and the last was shot while trying to cross into Switzerland on New Year's Day, 1943. Before their elimination, however, these agents provided Col. Cornwall with the proof he needed to convince him that the Karotechia was close to unleashing incredible powers of destruction and madness.

Other Enemies

PISCES didn't just face off against the Karotechia during the Second World War. In the far east, PISCES agents came up against another organization as ruthless and barbaric as the Karotechia. This was Japan's Black Ocean Society. The society's Japanese name, *Genyosha*, comes from *Genaki nada*, the Black Ocean or strait which separates Japan's southernmost island, Kyushu, from the Korean peninsula. Officially founded in 1881, many familiar with the Black Ocean Society believe its roots to be far older. The Black Ocean Society was an ultra-nationalist terrorist organization and school for spies with strong ties to the burgeoning *Yakuza* organized crime societies, which acted as an unofficial arm of Japanese Imperial policy first in Korea and then in Manchuria. Through the Black Ocean Society, these ultra-nationalist fanatics collected political and military intelligence, infiltrated Chinese secret societies, and supported terrorism. One of their most audacious acts of terrorism was the assassination of Queen Min of Korea in 1895. All these activities were supported with the proceeds from opium sales, as well as lucrative Manchurian mining and industrial interests owned by the Black Ocean Society's leaders.

By 1901, the Black Ocean Society was so notorious that it was reformed as the Black Dragon Society, or *Kokuryukai*. The Black Dragons, however, were merely a front; its leadership was made up of the same men who had founded the Black Ocean Society. As the Black Dragon Society, the organization's membership grew to include cabinet ministers, high-ranking military officers, industrialists, and opium smugglers. Its numbers were estimated as high as ten thousand by 1944. Many have whispered that the Black Dragons were the driving force behind Japanese imperialism during the first forty years of the 20th century.

Following the outbreak of the war in Europe, PISCES agents squared off with agents of the Black Dragons in Hong Kong, Singapore, Malaya, Burma, and India. While the Black Dragons were not focused on developing metaphysical and preternatural phenomena into weapons of war, they were known to use techniques and skills that were "unconventional." Their agents' reputations as assassins, interrogators, infiltrators, and corrupters was legendary. PISCES' most important battles with the Black Dragons took place in eastern India in 1943 and 1944, where agents of the Black Dragons were hard at work to incite a revolt amongst the Indians under British rule. Part of this operation involved the Black Dragons reviving the Indian secret society known as the Thuggee. The Black Dragons intended to use the Thuggee as a foundation for re-enacting the Indian Mutiny of 1857; however, once unleashed, the new Thuggee cult developed an agenda of its own. PISCES wouldn't root out the last vestiges of the cult until 1947.

On the opposite side of the world, in a preview of the Cold War, PISCES found itself squaring off against the Soviet organization known as *Smersh* (p. 65). In a series of incidents in

neutral Spain during the first half of 1941, PISCES and *Smersh* did everything short of assassinating agents in an attempt to disrupt each other's operations. *Smersh* operatives were deliberately exposed to the Spanish authorities, most notably during a *Smersh* attempt to steal a copy of *True Magik* by Theophilus Wenn from the University of Salamanca. *Smersh* went so far as to identify British agents to German intelligence operatives with near-fatal results. The situation improved slightly following the Nazi invasion of the Soviet Union on June 22, 1941, but the bad blood was never forgotten.

Delta Green

Delta Green and PISCES were not immediately introduced when America joined the Allied effort against the Axis. After all, neither British Intelligence nor the OSS was willing to admit to harboring any "fantasies" about belief in the power of the occult. Instead, these two organizations came across each other by accident. Delta Green agents in England, operating under the OSS, came to the attention of PISCES because of their intense interest in Royal Navy records. Delta Green, with its roots in the U.S. Navy's P Division, had never lost its interest in the subject of "underwater civilizations." PISCES agents monitored the Delta Green agents as they were rummaging through the Admiralty files as far back as 1700. It occurred to the PISCES agents that these OSS men couldn't possibly be spying on England for any strategic advantage since the kind of material they were seeking were official ship's logs and admiralty reports on encounter with unusual phenomena. And the range of years they were covering indicated they were seeking broad patterns of information, not specific events. After several weeks of guarded and cautious meetings, both Delta Green and PISCES admitted their interest in matters best described as "paranormal." They also compared notes on what they had learned about the Nazi's interest in such matters. What they learned by pooling their intelligence was not comforting.

The first joint Delta Green-PISCES operation was the December 1942 raid on the Karotechia negotiations with the Deep One colony of Ahu-Y'hloa, which is located off the southern coast of Cornwall. PISCES agents inside the Karotechia managed to communicate the site of the next mass sacrifice using "paranormal" techniques and Delta Green agents, with the aid of French Partisans, were sent to carry out the attack. It was a stunning success.

While there had been regular cooperation between Delta Green and PISCES during WWII, that contact was broken in 1945 when the OSS and Delta Green were disbanded. When Delta Green was reconstituted in 1947, the leadership of PISCES made the decision not to resume their former relationship. PISCES was concerned about security leaks that could be caused by Delta Green being disbanded again by fickle American politicians. Once Delta Green was firmly reestablished in the 1950s, the Americans were in no longer in

a hurry to link up with PISCES since the British security services appeared riddled with Soviet spies like Kim Philby, Guy Burgess, Donald Maclean, and Sir Anthony Blunt. By the 1960s, PISCES was no longer interested in working with Delta Green since their operations—particularly in Africa, Latin America, and Southeast Asia—were high-firepower "cowboy" operations, a bit too loud for PISCES' more-subtle tastes. By 1970, Delta Green had once again been disbanded, thus confirming PISCES' original doubts about them. From that point on, PISCES chose to leave the Americans completely out of the paranormal picture.

During Delta Green's second official tenure, individual PISCES agents occasionally slipped a DG contact some useful information when it suited their purposes. Likewise, some Delta Green agents occasionally threw a bone to their British "cousins." Interagency contact was never formalized and was instead carried out through a core of WWII-era agents. As the years passed the OSS-era members of Delta Green left government service, either through death or retirement, as did the wartime veterans of PISCES. Even the informal, irregular contact was beginning to fade away. Today there are still a few WWII-era PISCES veterans around, but they are octogenarians, much like Prof. Joseph Camp and the late Maj. Gen. Reginald Fairfield. They are no longer part of the Great Game and now lead the lives of country gentlemen, cloistered academics, or eccentric hermits.

The Cold War

Following the end of the War, newly promoted Brigadier General Cornwall took steps to ensure that PISCES did not go the way of MI-13. Cornwall had plans to use PISCES as a vehicle for his pursuit of the cults dedicated to the adoration of the Great Old Ones and didn't want to see the organization demobilized as an unnecessary and perhaps embarrassing wartime indulgence of outgoing Prime Minister Winston Churchill.

Cornwall ensured PISCES' immediate survival by presenting the newly elected Prime Minister, Clement Attlee, with evidence of the Karotechia's wartime activities. Then Cornwall presented the Prime Minister with evidence that the Soviet organization known as *Smersh* was combing Europe for former Karotechia members and materials in order to continue their dangerous, eldritch experiments. Cornwall sold PISCES to the new Prime Minister as a way to keep abreast of the Soviets' interest in the paranormal. In 1946, when *Smersh* was officially disbanded but secretly reinvested, Cornwall convinced the Prime Minister that this was a sign that the Soviets had not only been successful in their researches into the paranormal but were in fact redoubling their efforts. The British government saw to it that PISCES got what it needed to keep up with the Soviets. This led to a mandate that many in PISCES, including Cornwall, were not comfortable with. PISCES was to do more than study and develop psychical ability; they

were mandated to experiment with some of the same alien “sciences” (such as Medieval Metaphysics and Hypergeometry) that the Karotechia and *Smersh* were working with.

As a long-time student of the various cults of the Great Old Ones, and having been made aware of the Karotechia’s more-spectacular failures, Cornwall was not happy to have his people ordered to perform experiments with such dangerous formulae. Since he did not want his people responsible for releasing some hyperdimensional alien horror into the world, he decided that significant steps would have to be taken to protect both his personnel and the world at large. He and his team began looking for a “secure” environment. Cornwall found what he was looking for on an island in the St. Kilda archipelago.

Magonia

The St. Kilda archipelago is located about 115 miles west of the Outer Hebrides. It consists of four main islands: Hirta, Dun, Soay, and Boreray, and several “sea stacks”—huge columns of rock which protrude from the crashing sea. The seas around the archipelago are notorious for their violent and unpredictable weather and there is but one safe anchorage, Village Bay, on the main island of Hirta. The islands of Hirta and Soay supported a population of shepherds and fisherman since pre-Christian times, but that all came to an end in July of 1930 when, at the request of the impoverished inhabitants, the British government evacuated the population. The islands were isolated, treacherous to approach, completely depopulated, and yet near enough to keep a close eye on. After a survey of the site, Cornwall determined

to build PISCES’ Medieval Metaphysics lab on the site, in an underground facility cut from the very rock of Hirta.

The lab was nicknamed Magonia, after the mythical parallel dimension which was the home of the faerie folk of Celtic legend. Tunnels were bored into the volcanic rock of Hirta, connecting and expanding the natural caverns beneath. Multiple redundant security systems were installed and the areas where “experiments” were to be conducted were reinforced with steel and concrete. Other “techniques” gleaned from texts found at the British Museum in London were also set in place to assure the security of the facility. In 1959, a thermonuclear weapon was installed under Magonia, as a final fail-safe in case the other precautions and wards failed to contain anything “called up.” So far, no emergency has ever resulted in the fail-safes being triggered. In order to further forestall visits to the island, the PISCES influenced the MoD to establish a missile-tracking station on the island during the 1950s as part of the U.K.’s early-warning system. A contingent of Royal Engineers and Royal Artillery man the station and keep their mouths shut about the helicopters and ships that sometimes visit in the middle of the night.

PISCES and the “Other War”

PISCES contributed in significant ways to Great Britain’s counter-intelligence operations throughout its faltering empire. During these operations in the late 1940s and early 1950s, PISCES began to encounter more and more evidence of both the supernatural and the influence of the cults of the Great Old Ones. As often as not, these cults manifested themselves in situations where desperate people took desperate

Government Secrecy in Great Britain

One might wonder at how an organization such as PISCES could continue to exist within the British government without someone either blowing the whistle or leaking the information to the press. PISCES’ success at remaining secret for so long is due in great part to the way the British government handles matters it deems secret. The methods are quite different from the way elected officials oversee the intelligence services in the United States.

Since 1782, British intelligence efforts have been secretly funded; back then, Parliament provided funds to the Secretary of State after a secret vote which was never publicly audited. That system of financing has changed very little to the present day. There is no “black budget” in British espionage. It is *all* black. The modern Parliamentary Intelligence and Security Committee is supposed to examine the administration, expenditures, and policy of the various intelligence agencies, but is considered by many to be little more than a “rubber stamp.”

The Official Secrets Act of 1889 legalized the British Government’s “right” to keep information from the public. In 1911, the Act was amended to allow for the prosecution of anyone who publicly or privately revealed matters deemed “secret” by Her Majesty’s Government. This goes beyond prosecutions for espionage or treason. It criminalizes activities which would be protected by the First Amendment to the U.S. Constitution and freedom of the press, such as revealing the existence of government violations of law. The Official Secrets Act was further amended in 1989 to eliminate the “public interest defense” which had been used by whistle-blowers to justify the revelation of officially secret information. The various intelligence services often confidentially circulate “D-Notices” to newsmen and editors. A D-Notice is a letter of advice or a request, warning that a news item *may* be protected under the Official Secrets Act, and that even if its publication is not illegal, it would be contrary to the national interest. These D-Notices are usually heeded.

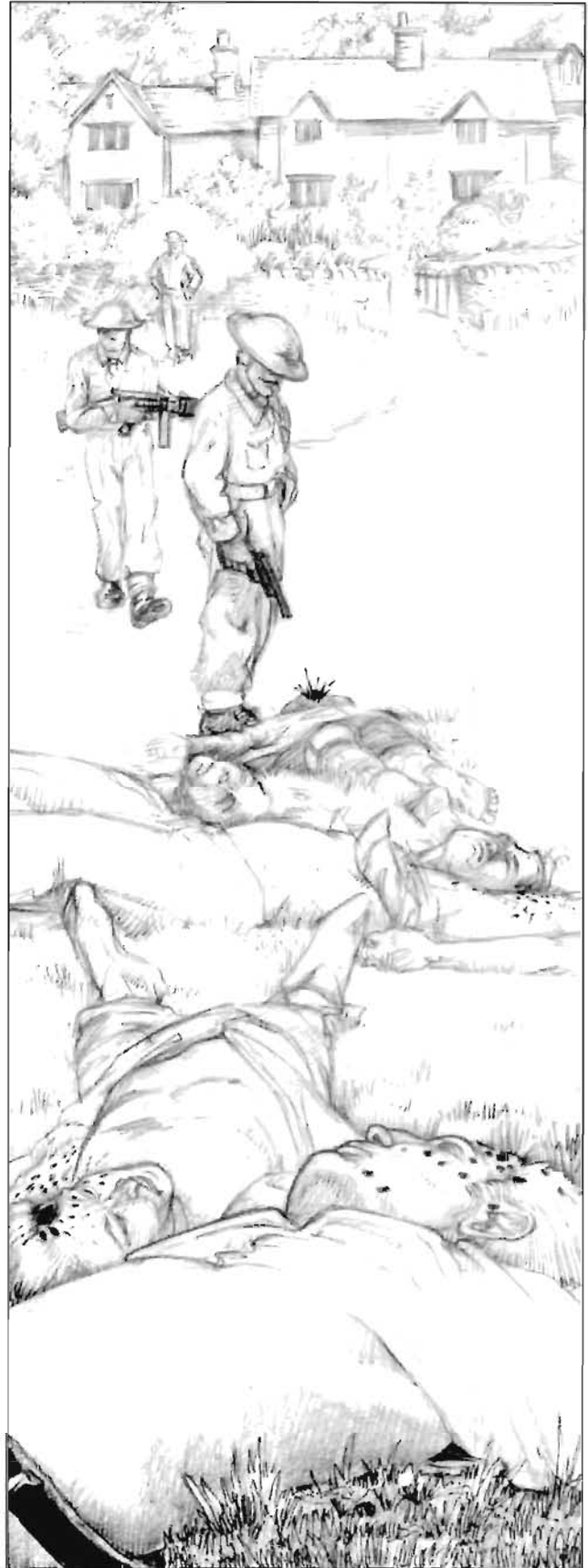
measures. In 1948, a splinter organization of the IRA was discovered using rituals related to the Celtic fertility god "The Green Man." During the 1953 Mau-Mau uprising, Kikuyu tribesmen in Kenya were found to be venerating a god known to them as Ahtu as part of their campaign of terror against British colonialism. During the 1954 Malaysian Emergency, the British Army and PISCES found that besides the ethnically Chinese communist guerrillas causing trouble, there was also a curiously savage ethnic minority called the "Chau-chaus." Where the guerrillas fought for ideology, the Chau-chaus seemed more interested in cannibalism and ritual torture than any discernible political agenda. PISCES eliminated these organizations wherever they were found, sometimes through legal means, but more often than not through "extra-legal" methods. PISCES' investigations into the paranormal were greatly aided by certain rituals and metaphysical formulae which PISCES collected from every corner of the former British Empire. In time, PISCES was even able to create a short list of formulae to be used to defeat hyperdimensional entities.

Cornwall headed PISCES through 1955, whereupon he retired with the rank of Lieutenant General, a knighthood, and severe generalized anxiety disorder. The inactivity of retirement encouraged his already-advanced alcoholism. Despite this, Cornwall was consulted regularly by the PISCES directors that followed him until his death in 1961. Rumor has it he was killed playing his nightly game of Russian roulette; however, the official cause of death is listed as liver failure brought on by extreme alcoholism. This truth, like many of the truths about PISCES, may never be known. Regardless, Cornwall's enduring legacy for PISCES was that agency's firm commitment to fighting the "Other War." For PISCES, the culmination of the "Other War" was the Severn Valley campaign.

The Severn Valley Campaign

The Severn Valley campaign was initiated by Brigadier General Charles Balfour, the Director of PISCES in 1968. Brigadier Balfour had been pursuing evidence of paranormal activity in England for two decades and was particularly interested in what he perceived in the revival of pre-Roman customs and the renewed interest in the occult among the youth counterculture of the 1960s. His investigations led him to delve into strange events surrounding the area of the River Severn, southeast of Wales. A number of "anomalous" sites were investigated, but the heart of darkness was identified as the moldering village of Goatswood.

In an operation similar to the U.S. government's raid on Innsmouth, PISCES, with support elements of the British Army's Gurkha Brigade, razed the town of Goatswood to the ground. Gurkhas were used because it was assumed they would have less compunction about shooting English civilians, because their limited English meant less chance of



leaks, and, because of their Nepalese heritage, they were considered less likely to balk at the idea of supernatural forces. As it turns out, the Gurkhas performed magnificently, neither over- nor under-reacting to the horrors they were exposed to. The village was stripped of all inhabitants, the buildings demolished, and the curious cult-related object known as the Moon-Lens was confiscated. The land that Goatswood village sat upon was purchased by the MoD under a Compulsory Purchase Order, with the cover story that the entire area was to be turned into an airbase. The area was never developed.

Following the raid, PISCES evacuated those Goatswood cultists who survived the raid to a temporary "prison hulk" created from a WWII vintage freighter scheduled for the scrap yard. As to the prisoners' final disposition, Brigadier Balfour vetoed a plan to scuttle the ship at sea with all hands aboard as such tactics "simply weren't cricket." After several months of preparation, the Goatswood survivors were imprisoned on the enlarged and improved facility on the island of Hirta. The Goatswood survivors were only the first to be imprisoned in Magonia. Over the next three decades the facility has grown to house hundreds of secret prisoners held without trial and without formal charges on the dubious authority of PISCES.

Following the Goatswood operation, PISCES returned to the Severn River Valley on four other occasions. The first incident was in 1974 when PISCES raided a store known as American Books Bought and Sold in Lower Brichester. The proprietor, Wilbur Bromley (an avatar of Y'golonac), was taken and imprisoned on Hirta. Next, there was a recovery operation in Lower Brichester in 1977. The Old Varsity Theater there had been the home of a cult, inactive since 1900, which had left behind astrological texts and a strangely crafted telescope of great antiquity. These items were recovered for study by PISCES. Then in 1980, PISCES took possession of the Inland Revenue Office building in Brichester. Following an extremely bizarre death of a homeless man in one of the offices, the building was sealed, fumigated, and eventually demolished in order to clear an infestation by a previously unknown species of arachnid. Several live specimens were recovered for study and dissection.

The last time PISCES ran an operation in the Severn Valley was in 1987, when they arranged to drain Brichester Lake. The lake had been the focus of numerous paranormal occurrences, as well as several disappearances, beginning with the disappearance of a small community on the lakeshore circa 1850. Local legend and the books known as the *Revelations of Glaaki* claimed that an alien horror had fallen from the skies in a meteor eons ago and still lived at the bottom of the lake. While Brichester Lake did show some signs of being formed from a meteor impact, no meteor or alien monstrosity was ever discovered. However, several dozen corpses were found at the bottom of the lake. These corpses quickly disintegrated once they were removed from the lakewater.

The operation was interfered with by two local residents who were later incarcerated at St. Kilda; both showed "anomalous" physical symptoms.

PISCES Today

PISCES' relations with the rest of the U.K. intelligence community remain detached. Outside the offices of the Prime Minister and the chiefs of MI-5 and MI-6, PISCES is unheard-of. Because PISCES does so much of its work through MI-5, fewer still ever realize that PISCES is actually an independent agency. Those in the lowest ranks of PISCES believe that they work for a super-secret "Section" of MI-5.

PISCES, known to those who've heard of it as "the Section," remains ever-vigilant in its pursuit of paranormal threats to the Realm. These days, however, PISCES has lost much of its international flavor. It rarely launches operations outside the territory of the former Empire, its dominions and protectorates, preferring to concern itself with policing the British Isles. This concentration of forces has made it extremely difficult for the agents and worshipers of the Great Old Ones to operate secretly in England. At PISCES' direction, MI-5 intercepts mail, taps phones, and bugs apartments and homes. GCHQ—Government Communications Headquarters, the U.K.'s version of the NSA—monitors email servers and monitors the airways for radio traffic and cell-phone communications. PISCES agents infiltrate occult societies and fringe churches looking for signs of corruption. If such signs are detected, PISCES resorts to its tried-and-true methods of disposing of such threats through covert assassination and sabotage. Members of the SAS and SBS are detailed to kidnap cultists, murder sorcerers, and steal or destroy important artifacts or texts. Even where such organizations could be prosecuted by legal methods, PISCES rarely chooses this option. Legal action might jeopardize PISCES' secrecy. So PISCES continues its war in the shadows, pursuing it to an uncertain and unglimped end.

The Secret History

Unbeknownst to all but the innermost elite of PISCES, the agency has succumbed to a process that began over 30 years ago. During the 1968 raid on the town of Goatswood, several PISCES agents were cerebrally infested by the loathsome Insects from Shaggai, or Shans. Over the decades, the Shans wormed their way deeper and deeper into the organization, like an infection spreading through a body. By 1988, the Insects maneuvered one of their own into the directorship of PISCES.

In many ways, this proved easier than it might first appear. For one thing, PISCES suffered from a disease that has plagued many intelligence agencies: the "he can't be one of them, he's one of us" disease. Whether suspicion is diverted

because the traitor is a former classmate, member of all the right clubs, a Republican Party booster, or member in good standing with the Central Committee, many intelligence agencies across the world have failed to protect themselves from infiltration because it is inconceivable that "one of us" could become "one of them." PISCES was no exception to this rule.

Additionally, promotion in PISCES was linked to success in the field. Shan-infested agents were routinely more successful than their untainted colleagues because the Shans supplied them with information on the Mythos, hyper-geometry, and the activities of various cults in England. Successes led to promotions, but human hosts often could not accommodate the alien intellect of the Shans for more than a few years before going irretrievably insane. The Shan, therefore, would always be on the lookout for a new host to infest, particularly one with more authority and access. By leap-frogging from host to host, the Shans maneuvered their way to the top. Once in the director's seat, the infection has spread outward through the important organs of PISCES.

The Shans have control of about ten percent of PISCES personnel. However, it's the right ten percent needed to control the agency. Besides controlling the top executives, the Shans control PISCES' internal-affairs unit, which guards the agency's internal security. They also control the arm that handles recruitment and training of new agents.

PISCES now serves the Shans and keeps their colony in England safe. The Shans are, however, religious bigots, upholding the worship of Azathoth and abjuring all other gods. The Shans still use PISCES to destroy cults and Mythos entities that might threaten the Shans or that offend their religious sensibilities. These actions ensure that the rank and file of PISCES still believe "the Section" is following its original mission, and ensure the Shans that only the followers of Azathoth shall cast their shadow upon the Earth.

By 1989, the Shans reorganized PISCES to make it even more invisible to the U.K. government. This was done by "privatizing" much of PISCES' logistical apparatus through the creation of Severn Aerospace, Ltd. PISCES was also used as a means for the Shans to infiltrate other agencies and departments of the U.K. government. Through the influence of their highly placed hosts, they have reshaped U.K. policy to serve as an instrument of their grand design: the Shan evacuation of the Earth.

Using PISCES

PISCES is intended to provide players with the centerpiece of a long-term campaign of rooting out the Shans' colony in England. There are three routes that investigators can take in pursuing this campaign. First, the investigators can pursue it

Mental Infestation

The Shans' secret invasion is perpetrated and preserved through their ability to mentally infest host organisms. The technique is subtler than a Shan occupying the brain of a host organism and imposing its will upon the host. While the Shans are a telepathic species, they are not so powerful that they can obliterate their host's will. Instead, the Shan communicates with its host. First it reads the host's thoughts and memories and looks for personality flaws or weaknesses it can exploit. Then the Shan engages in a kind of Pavlovian conditioning. It entices and punishes its host with visions of the Shan's past memories and experiences. The Shan can also tap into the host's subconscious to produce ecstatic visions and sensual experiences to seduce, manipulate, or even force a host to obey its commands. The ultimate threat would be to expose the host to the Shan's sanity-blasting memories of Azathoth, which would completely destroy the host's mind. This is more a threat than a practice, since insane hosts act unpredictably during the times that the Shan is not asserting control. Instead, they prefer to slowly whittle away at the host's sanity until the host is their willing servant. The more willing the servant is, the more corrupted they are, and the less they assert their own will while the Shan is active. Ultimately they are reduced to little more than an extension of the Shan's will.

The Shan is often dormant during some or all of the daylight hours since being "active" would expose the Shan to images of sunlight in the host's visual cortex. Although the daylight cannot physically harm a Shan protected by an intact cranium, the very image of sunlight is greatly disturbing to them and they shun it wherever possible. Many PISCES directors have windowless offices to facilitate daytime Shan control.

Even so, a willing servant is eventually reduced to a state of insanity so advanced that it can no longer interact with untainted humans without immediately giving itself away. Once a host's mental state is so degraded that they cannot pass for sane it is abandoned. Since so many of the Shans' hosts are members of the U.K. government, they cannot be left on their own. Even a gibbering madman can know too much. Those who might prove useful in the future are held at Magonia, the secret facility on Hirta Island in the St. Kilda archipelago. The rest are disposed of through various means. Some have car accidents, others have heart attacks, and some simply have mental breakdowns and are locked away in legitimate psychiatric hospitals until PISCES can arrange for them to die through "natural causes." Those who won't be missed, namely PISCES agents and administrators, simply disappear.

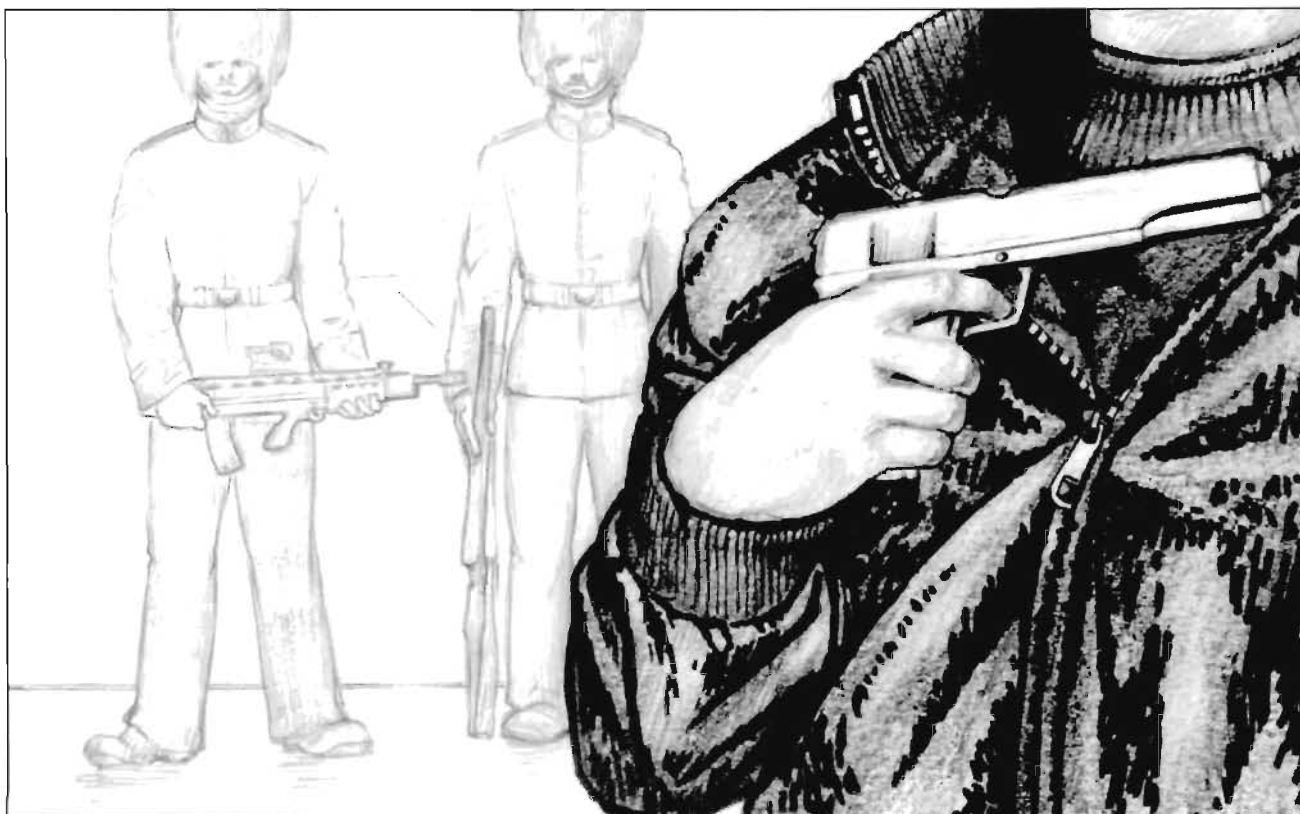
as agents of Delta Green. Following an incident in 1999 (described in the opening pages of this book), Delta Green became aware of the existence of the insect-like aliens and their infiltration of some branches of the U.K. government. Delta Green doesn't know the extent of the alien infiltration or how long the silent invasion has been underway. These would be the first questions Delta Green must answer about the situation in England. Operating in England will be a whole new experience for Delta Green agents used to a modicum of authority and access to lots of firepower. Those crutches will be removed once the Delta Green agents are outside their jurisdiction. U.S. law enforcement officers will be nothing more than private citizens in the U.K. Intelligence agents, such as CIA case officers, will be at slightly less of a disadvantage since they always operate overseas, but they won't have the recourse of invoking diplomatic immunity unless they are officially assigned to the U.S. embassy in London. For Delta Green to operate in England against PISCES, chances are they will have to work like "illegals"—spies who work without the safety net of diplomatic immunity. Delta Green agents will have to think and act like criminals on the run. And just because they speak English doesn't mean Americans won't stick out like sore thumbs wherever they go.

Can Delta Green destroy PISCES? Or should they? If PISCES can be freed of the Shans, it could be the most valuable ally imaginable. PISCES is well-financed, fully authorized, and has access to a wealth of intelligence on the cults of the Great

Old Ones. But who can Delta Green trust? Who are the traitors? An investigation of PISCES is one of the most dangerous undertakings Delta Green could engage in.

Another route to investigating PISCES is where the investigators are private citizens who become aware that there are conspiratorial forces at work inside Her Majesty's government. In this kind of campaign the investigators could be from any walk of life, except PISCES itself. They could be elected officials, police officers, reporters, or just average citizens who have noticed the strange goings-on at Whitehall and are trying to unravel the mystery. Perhaps they've grown too curious about the Army of the Third Eye (p. 42), or maybe they think the up-and-coming Severn Aerospace (next page) is just too closely linked with the Ministry of Defense. As the investigation proceeds, the initial expectation of a human-led conspiracy will fall away as the true secret masters are revealed. Can the investigators reveal the truth and stop the Shans?

The final route is an enemy-within campaign. In this approach, the investigators are members of PISCES who slowly become aware that something is amiss within their own organization. Why are agents disappearing with alarming regularity? Why are PISCES agents assigned to surveillance missions against members of Parliament, or members of the U.S. Embassy staff? Why was the agents' supervisor, Major Smith, suddenly replaced? And why does his replacement insist, "For all intents and purposes, I *am* Major Smith from now on." In such a campaign, the investigators are



uninfected PISCES agents who must first discover the conspiracy within PISCES and then root it out. These PISCES agents will never be sure who they can trust, never knowing who has been taken over by the enemy. The advantage PISCES investigators have is that they start on the inside of the conspiracy. Of course, the danger only grows the closer they get to the heart of the Shans' web. Unlike Delta Green investigators, PISCES agents won't have an entire organization backing their investigation. The PISCES agents will be operating on their own, and unlike the U.K. investigator who isn't a member of PISCES, those on the inside won't be missed when they disappear.

No matter what type of investigation route the players take, the question ultimately becomes whether PISCES will be destroyed or saved—and with it, perhaps the United Kingdom itself.

Facilities and Fronts

PISCES, while an agency of the British government, does not operate from any officially recognized government facilities. No one is on the PISCES payroll, no facilities or equipment is budgeted to PISCES, not even on the U.K.'s secret intelligence budget. Up until the reorganization of 1989, PISCES was officially budgeted, although through the "black" intelligence budget: general funds dispensed at the discretion of the Prime Minister for "such activities as are deemed necessary for the defense of the Realm." That arrangement is now a thing of the past. Today, PISCES operates on funds that do not come from the government of the United Kingdom. At least, not directly. Its primary source of funding and logistical support is Severn Aerospace, Ltd., an important player in the field of aerospace technology.

Severn Aerospace, Ltd.

Severn Aerospace, Ltd. is, in many ways, the center of the PISCES web. Severn Aerospace is not a publicly traded company. It is, instead, held by several trusts set up by Shan-infested hosts. It was initially financed through a combination of capital raised through the sales of high-tech patents, loans from banks, and funds collected from financially powerful Shan-hosts. Many of its facilities and equipment were purchased from the MoD at pence on the pound during a Thatcher-era privatization drive. The "airfield" property which had previously been Goatswood village was sold to Severn Aerospace as well.

The Shans, through their PISCES pawns, made sure that Goatswood forest was also taken by the MoD through a Compulsory Purchase Order and then resold to Severn Aerospace. When it became known that Severn Aerospace was planning to flatten large sections of the ancient forest, environmentalists from across Britain converged on the site

to try and block the development. Where another company would have been paralyzed for years by the lawsuits and civil disobedience of the environmental protesters, Severn Aerospace had access to the assistance of PISCES. Between PISCES' access to the full power of the British security and intelligence apparatus and its arsenal of paranormal intelligence techniques, Severn Aerospace was able to quickly neutralize the environmentalists' opposition.

Severn Aerospace is the means through which PISCES pays the rent on their facilities and the salaries of their employees. PISCES headquarters is disguised as the London offices of Severn Aerospace; its other facilities, salaries, and equipment are paid for out of Severn Aerospace's coffers. Severn Aerospace gets its funding through world-wide sales of high-technology aerospace products. The majority of these sales are to the U.K. government in the form of components used in numerous military applications, military aircraft, and missiles. Severn Aerospace is also one of the most important contractors to the European Space Administration, building their newest generation of booster rockets. Suffice it to say that with the benefits of the Shans' technology, there are no real cost overruns at Severn Aerospace. The costs of producing high-tech products is greatly reduced and their research and development budget is, in reality, zero. Add to this *fake* cost overruns and inflated government contracts and Severn Aerospace is able to wholly support all of PISCES' intelligence-related activities. The two most important Severn Aerospace facilities are its London headquarters and its Severn Production Plant.

London Headquarters

PISCES conducts most of its business from the London offices of Severn Aerospace. They occupy an entire office block located in Southwark, between Waterloo Station and the River Thames. From these posh, corporately clean offices, PISCES does its work. The building is equipped with every convenience imaginable: an underground parking garage, satellite and microwave communications arrays, a gymnasium and pool, supercomputers for data storage and analysis, a secret detention center, and an escape tunnel into the London Underground. The majority of the building is taken up by the actual offices of Severn Aerospace, filled with salesmen, secretaries, engineers, programmers, and administrators going about the daily business of running a multi-billion-pound company. On the restricted upper floors, PISCES has the run of the place.

From these floors, PISCES' communications system reaches out to its worldwide system of agents, front organizations, and the rest of the United Kingdom's intelligence agencies. The communication systems are built to GCHQ's highest level of security. Messages and data are routed around the world through British military satellites and microwave transmitters. PISCES has the ability to access any

data from MI-5, as their relationship with that agency is extremely close. MI-6 is another matter entirely—they don't permit PISCES to blithely wander through its files. All requests are made formally, and therefore are rarely made at all since PISCES doesn't want MI-6 to know what they're interested in.

PISCES distributes its information to other agencies through MI-5. The rest of the U.K.'s intelligence community never knows its true origin. Only the Prime Minister receives intelligence directly from PISCES. PISCES also recruits most of its personnel from MI-5, most of whom believe they are still working for MI-5, albeit an extremely covert section. This "Section" is sometimes referred to as "the Gods." This nickname derives from the power, access and total lack of accountability the "Section" wields.

In most situations, PISCES agents in the field carry wholly legitimate MI-5 identification, which are rather circumspect in actually identifying which agency the agent represents. PISCES Internal Affairs (PIA) are always equipped with such identification. PIA is based at the Severn Aerospace London Headquarters and is charged with maintaining the internal security of PISCES. Their presence is considered highly intrusive by most agents and PIA agents are often considered "outsiders" by most of the other personnel. This is particularly true since the PIA agents are never recruited from among the ranks of field agents or researchers. This has always been the case since it was believed that there was less chance of "personal relationships" interfering with the task of rooting out treason.

The Severn Production Plant

The Severn Production Plant, which covers hundreds of acres and has its own runway large enough to accommodate any variety of military aircraft, is located in what used to be Goatswood Forest. Most of the forest is gone now, bulldozed to make way for Severn Aerospace's immense aircraft-assembly buildings and airstrip. The facility is connected by road and rail to the outside world as well as to the small town of Winterdown Flats, which houses the employees of Severn Aerospace who do the legitimate work at the plant.

Winterdown Flats was built with funds provided by Severn Aerospace and resembles nothing so much as a town built in the last century. It rests atop the ruins of a far older community, one that had been founded in the early fourteenth century but abandoned since 1968. That small but ancient community was formerly known as Goatswood. The ancient and enormous stone door located in the hillside outside Winterdown Flats remains as PISCES left it in 1968, sealed shut. Beneath Winterdown Flats, a labyrinth of tunnels connects the old basements of Goatswood with the grotto beneath the hill with the stone doors. To date, no one has discovered any of the ancient secrets that lie beneath their carefully manicured village.

The Shans' templeship sits at the corrupt heart of the Severn Plant in an immense sub-basement only accessible to those who are hosts for the Shans. This level of the facility also houses the Shans' breeding facilities, their living quarters and entertainment complex, and the pens for their Xiclotl slaves.

There are also two items of occult significance which are kept at the Severn Plant. One is the Goatswood Moon-lens, and the other is the Ghroth telescope. The Moon-lens of Goatswood currently resides outside the main entrance to Severn Aerospace, Ltd., still mounted atop its long metal pole. According to the bronze plaque adorning the pedestal next to the column, the Moon-lens is actually a modern art sculpture entitled *The Movement of the Heavens*. The Shans have held onto the Moon-lens just in case they ever need to summon its Guardian, an avatar of Shub-Niggurath that lives in the cavern (currently sealed with a massive camouflaged stone door) outside Winterdown Flats.

Those Shans old enough to remember the destruction of Shaggai still fear Ghroth, the interstellar being who laid waste to their world. So when PISCES uncovered the existence of a cult of astrologers in Brichester, the Shans took notice. The cult's prized possession was a telescope whose non-terrene lenses enabled those peering through it to see Ghroth for what it really was, a living and malevolent being. Normally Ghroth's eyes cannot be seen when they are open. Only through these specially constructed and arranged lenses can the Great Old One's true nature be revealed.

The telescope is set up in a modern observatory at Severn Aerospace, complete with computer-controlled and motorized attitude and orientation adjustment. The Shans always have someone scanning the heavens for their great nemesis. Many Shans fear that Ghroth may still be pursuing them.

PISCES Paranormal Library

Over the decades, PISCES has collected an impressive library of paranormal and occult texts dealing with pre-human history, medieval metaphysics, and sorcery. Many of these texts were either liberated during WWII, acquired from lone practitioners or cults, or removed from the British and Wharby Museums using PISCES' wartime powers. The library is kept at Kilmaur Manor in the Scottish Heathlands, which had previously served as PISCES WWII-era headquarters. Kilmaur Manor is officially held by the Gaelic Landmark Trust as a historic landmark, but is not open to the public. The Trust receives almost 95% of its funding from Severn Aerospace, which declares the trust as a charitable tax deduction.

The manor house is set in the middle of sixty-seven acres of land and cannot be seen from the driveway that approaches the front gate. Much of the land around the property is bare, mountainous highlands that provide little in the way of cover for those seeking a more-surreptitious

entrance. Visitors who reach the front gate are told that the manor is private property and that they must leave immediately. Those bold enough to jump the walls will soon find out that the gardeners and groundskeepers all took a turn with the SAS and seem able to produce automatic weapons from the oddest places. Kilmaur Manor has not slacked off from the level of security it maintained during WWII, only now the guards are assisted by night-vision video surveillance, laser-beam alarms, motion detectors, and a host of other methods for detecting the undetectable. There are even preternatural defenses in place to safeguard the library and keep its secrets. Those who are captured trying to gain entry are not handed over to the local constabulary. They are airlifted by helicopter to the secret detention facility on St. Kilda, known as Magonia, where they will almost certainly spend the rest of their lives.

The library is referred to as the Vault and is located in the cellars beneath the manor house. The Vault is in essence an enormous walk-in safe, complete with reading room and bookshelves inside. When not in use by PISCES personnel consulting the tomes, a squad of "groundskeepers" is always stationed inside The Vault at all time. Access to the vault is limited to only those approved by the Director of PISCES. No one is left alone with the books whenever they are consulted. What follows is a list of the most important and dangerous works from the PISCES library. In parenthesis after the title is the source from which PISCES acquired the book. *Italicized* spells or spell components are flawed and will not perform as described.

The Book of Dzryan (Wharby Museum)

Language: Chinese; **Mythos Gain:** +9; **SAN loss:** -1D3/1D6; **Spell Multiplier:** x1; **Study Time:** 14 weeks; **Spells:** Call Forth Childe of the Woode (Summon/Bind Dark Young), Call Forth Wind Spirit (Summon/Bind Byakhee), Call Forth the Unseen Walker (Summon/Bind Dimensional Shambler), Dream Vision (Contact Cthulhu)

Confessions of the Mad Monk Clithanus (British Museum)

Language: Latin; **Mythos Gain:** +9; **SAN loss:** -1D6/2D6; **Spell Multiplier:** x4; **Study Time:** 29 weeks; **Spells:** Contact Mad Cthulhu, Contact Follower of Mad Cthulhu (Star Spawn), Elder Sign

Cthaat Aquadingen (British Museum)

Language: Latin; **Mythos Gain:** +13; **SAN loss:** -1D8/2D8; **Spell Multiplier:** x3; **Study Time:** 46 weeks; **Spells:** Bring Forth the Great One (Call/Dismiss Bugg-Shash), Call the Black, Dreams from God (Contact Cthulhu), Dreams from Zattoqua (Tsathogghua), Dreams from the Drowner (Yibb-Tstll), Speak with the Sea Children (Contact Deep Ones), Speak with Father Dagon, Speak with Mother Hydra, Speak with God-Child (Contact Star-Spawn of Cthulhu), Nyhargo Dirge

Cultus Maleficarum, the Sussex Manuscript (Wharby Museum)

Language: English; **Mythos Gain:** +7; **SAN loss:** -1D3/1D6; **Spell Multiplier:** x2; **Study Time:** 36 weeks; **Spells:** Call/Dismiss Azathoth, Call/Dismiss Cthugha, Call/Dismiss Hastur, Call/Dismiss Nyogtha, Call/Dismiss Shub-Niggurath, Call/Dismiss Yog-Sothoth, Contact Ghoul, Contact Nyarlathotep, Contact Sand Dweller, Dominate, Dread Curse of Azathoth, Dust of Suleiman, Elder Sign, Powder of Ibn-Ghazi, Resurrection, Shrivelling, Summon/Bind Byakhee, Summon/Bind Fire Vampire, Summon/Bind Servitor of the Outer Gods, Voorish Sign; **Notes:** This is a very muddled and incomplete translation.

The Eltdown Shards, translation by Rev. Arthur Brooke Winters-Hall (British Museum)

Language: English; **Mythos Gain:** +11; **SAN loss:** -1D4/1D8; **Spell Multiplier:** x2; **Study Time:** 6 weeks; **Spells:** Converse with Ye Ancient Ones (Contact Yithian); **Notes:** The original shards and the translation are included.

Praesidia Finium (Frontier Garrison) (Wharby Museum)

Language: Latin; **Mythos Gain:** +2; **SAN loss:** -1/1D3; **Spell Multiplier:** x0; **Study Time:** 3 weeks; **Spells:** none

The G'Harne Fragments, translation by Sir Amery Wendy-Smith (British Museum)

Language: English; **Mythos Gain:** +10; **SAN loss:** -1D6/1D10; **Spell Multiplier:** x2; **Study Time:** 12 weeks; **Spells:** Contact Chthonian, Contact Elder Thing, Contact Shudde M'ell, Red Sign of Shudde M'ell; **Notes:** The original fragments and their translation are included.

Ilarneek Papyri (British Museum)

Language: English; **Mythos Gain:** +6; **SAN loss:** -1D4/1D8; **Spell Multiplier:** x2; **Study Time:** 15 weeks; **Spells:** Brew Dream Drug; **Notes:** This volume was authored in the city of Ilarneek, in Earth's Dreamlands, and discusses the doom that came to Sarnath.

Massa di Requiem per Shaggay (British Museum)

Language: Italian; **Mythos Gain:** +4; **SAN loss:** -1D3/1D6; **Spell Multiplier:** x0; **Study Time:** 2 weeks; **Spells:** None; **Notes:** While no spells exist in the opera, if the opera is performed with a full cast and orchestra, Azathoth will be summoned.

Necronomicon, 15th Century Latin translation (British Museum)

Language: Latin; **Mythos Gain:** +16; **SAN loss:** -1D10/2D10; **Spell Multiplier:** x5; **Study Time:** 66 weeks; **Spells:** Call/Dismiss Azathoth, Call/Dismiss Cthugha, Call/Dismiss Hastur, Call/Dismiss Nyogtha, Call/Dismiss Shub-Niggurath, Call/Dismiss Yog-Sothoth, Contact Ghoul, Contact Nyarlathotep,

Contact Sand Dweller, Dominate, Dread Curse of Azathoth, Dust of Suleiman, Elder Sign, Powder of Ibn-Ghazi, Resurrection, Shrivelling, Summon/Bind Byakhee, Summon/Bind Fire Vampire, Summon/Bind Servitor of the Outer Gods, Voorish Sign

Necronomicon, Henrietta Montague's scholarly translation (British Museum)

Language: English; **Mythos Gain:** +14; **SAN loss:** -1D10/2D10; **Spell Multiplier:** x1; **Study Time:** 60 weeks; **Spells:** Call/Dismiss Azathoth, Call/Dismiss Cthugha, Call/Dismiss Hastur, Call/Dismiss Nyogtha, Call/Dismiss Shub-Niggurath, Call/Dismiss Yog-Sothoth, Contact Ghoul, Contact Nyarlathotep, Contact Sand Dweller, Dominate, Dread Curse of Azathoth, Dust of Suleiman, Elder Sign, Powder of Ibn-Ghazi, Resurrection, Shriveling, Summon/Bind Byakhee, Summon/Bind Fire Vampire, Summon/Bind Servitor of the Outer Gods, Voorish Sign

The Pnakotic Manuscripts (British Museum)

Language: English; **Mythos Gain:** +10; **SAN loss:** -1D4/1D8; **Spell Multiplier:** x2; **Study Time:** ; **Spells:** Contact Elder Thing; **Notes:** This is a photostatic copy of the original English translation. It is, however, heavily expurgated.

Reflections, by Ibn Schacabao (British Museum)

Language: English; **Mythos Gain:** +8; **SAN loss:** -1D4/1D8; **Spell Multiplier:** x2; **Study Time:** 27 weeks; **Spells:** Call/Dismiss Angel of Music (Tru'nembra), Call/Dismiss Yog-Sothoth, Contact Denizens of S'Gluho

The Revelations of Glaaki 9 out of 15 volumes (Briechester University)

Language: English; **Mythos Gain:** +15; **SAN loss:** -1D6/2D6; **Spell Multiplier:** x3; **Study Time:** 32 weeks; **Spells:** Call/Dismiss Azathoth, Call/Dismiss Daoloth, Call/Dismiss Shub-Niggurath, Contact Byatis, Contact Eihort, Contact Glaaki, Contact Ghroth, Nyhargo Dirge, Summon/Bind Being from Xiclot

Saracenic Rituals, (British Museum)

Language: English; **Mythos Gain:** +3; **SAN loss:** -1/1D3; **Spell Multiplier:** x3; **Study Time:** 6 weeks; **Spells:** Contact Bast, Contact Sebek; Invoke Djinn (Summon/Bind Byakee), Invoke Invisible Servant (Summon/Bind Star Vampire) **Notes:** This work is actually a chapter from *De Vermis Mysteriis* covering the spells Ludwig Prinn learned while in the Middle East.

Tuscan Rituals (British Museum)

Language: Italian; **Mythos Gain:** +2; **SAN loss:** -1/1D3; **Spell Multiplier:** x3; **Study Time:** 3 weeks; **Spells:** *Contact Summanus*; **Notes:** This tome is dedicated to pagan beliefs in the area known as Tuscany during Roman times.

Ye Booke of ye Arab, Dr. John Dee's translation (Archives of the Royal Family)

Language: English; **Mythos Gain:** +15; **SAN loss:** -1D10/2D10; **Spell Multiplier:** x4; **Study Time:** 50 weeks; **Spells:** ; **Notes:** Call forth the Lord of the Pit (Call/Dismiss Nyogtha), Call forth Angel Yazrael (Call/Dismiss Yog-Sothoth), Consult Dark Servant (Contact Ghoul), Consult Ye Spirit of the Earth (Contact Nyarlathotep), Dominate, Dust of Suleiman, Elder Sign, Powder of Ibn-Ghazi, Command Angel Dilyah (Summon/Bind Servitor of the Outer Gods), Voorish Sign

Magonia

The secret facility under Hirta Island has become more of a prison than a laboratory. Experiments are still performed there, but more often than not the work at Magonia involves interrogation and dissection. Prisoners are now referred to as "specimens," even those who appear wholly human. When specimens have "passed their usefulness," they are disposed of by helicopter hundreds of miles out to sea in the North Atlantic, dropped into ocean currents that take them even further out to sea. Hypothermia is fatal within just a few minutes, their bodies never found.

Since the Shans have infiltrated PISCES, many of the specimens at Magonia are not corrupt cultists and tainted sorcerers. The facility is now the oubliette where the Shans dispose of their enemies and those they no longer have a use for. There are still a few members of the Goatswood cult stored away in the darkest corners of Magonia, as well as an avatar of Y'gononac, but the majority of those in Magonia are the victims of long-term possession by the Shans. For many who play host to the Insects from Shaggai, the experience is mentally crippling, ultimately resulting in the host no longer being able to maintain a veneer of sanity without the direct control of the Shans' parasite. Scurrying in the dark corners of Magonia are several dozen former high-ranking PISCES officers, as well as important government officials and scientists whose minds have collapsed under the strain of mental infestation. To the warders at Magonia, these drooling, babbling madmen are indistinguishable from the cultists likewise imprisoned in the bowels of Hirta.

Some residents of Magonia stay for shorter periods of time. Indiscrete reporters, curious government auditors, suspicious PISCES agents, and all manner of individuals who come too close to the truth about the true masters of PISCES find their way to Magonia. These unfortunates are kept isolated from the rest of the population and even the warders until Shan-infested PIA interrogators learn all the prisoner has discovered about PISCES, as well as who they've told. Once their secrets have been stripped away, these unfortunate prisoners are dropped by helicopter into the North Atlantic.



When Magonia was established in 1946, it was inconceivable that anyone would ever take an interest in the St. Kilda Archipelago. These days St. Kilda has become the focus of environmentalists interested in protecting the species of sea birds and feral sheep, archaeologists who wish to excavate the ancient sites on the islands, as well as thrill-seekers who wish to climb the sea stacks and SCUBA dive in complex underwater cave systems. Despite PISCES' efforts, the archipelago was designated a Biosphere Reserve in 1976, a National Scenic Area in 1981, and a Site of Scientific Interest in 1984, and thus subject to more regulation and attention. Through the National Trust of Scotland PISCES has ensured that all the islands' caretakers have been PISCES agents. While no landings are permitted without prior permission from the Ministry of Defence, they are nonetheless permitted—but closely watched. Unauthorized visits result in arrest by the military and unceremonious return to the mainland. In 1998, another layer of Magonia's cover was removed when the missile-tracking station was decommissioned. PISCES has arranged to have their own people garrison this mothballed facility, under cover of the Royal Artillery. Along with the "caretakers," these men and women ensure that no one delves too deeply into the comings and goings on Hirta. Those who raise PISCES suspicions often find themselves suffering from untimely and fatal boating accidents.

PISCES still brings prisoners and supplies to and from Hirta, but only under the cover of night and only at times

when no outsiders are on the island. This system takes extremely careful coordination to ensure that no one sees the camouflaged entrances into the heart of the island. One problem this has created is that PISCES must sometimes hold individuals they wish to send to Magonia for weeks at other, less escape-proof facilities, before transporting them to their final destination. PISCES is considering decommissioning Magonia completely, or finding a new location for it; such a decision will be made slowly, however.

The Recruiting Fronts

PISCES maintains three research and training fronts which it uses to identify and recruit potential Talents. These "private" organizations permit the British government to continue expanding both their pool of talent and the limits of their knowledge of ESP and its biological basis, without ever having to admit that the government has an interest in the subject. Only those at the highest levels of these organizations know they are working for the Crown.

The most important front organization is the London-based **Psychic Research Association**. One of the reasons it is so important to PISCES is that it pre-dates PISCES' creation by nearly sixty years. Founded in 1882, the Psychic Research Association (PRA) acted as a clearinghouse for everything from self-proclaimed psychics and spiritualists to professional academics with an interest in the occult.

The PRA also served as a forum for presenting evidence of psychic and paranormal phenomena, everything from photographs of the Loch Ness Monster to eyewitness accounts of hauntings. There were, however, a few individuals with a more abiding interest in all things preternatural; one might call them "investigators."

Today, the Psychic Research Association is still in the business of researching ESP and the paranormal, albeit with a substantial government stipend. The PRA has stringers all over Europe, Africa, the Middle East, and India, looking to identify people who should be evaluated by the PRA for some measurable level of extrasensory talent. Thousands of individuals are evaluated every year at the Victorian-looking offices of the PRA in central London. PRA also assists PISCES in gathering intelligence on potential paranormal threats and assessing claims of magical knowledge or abilities. Obviously, they have to sift through an incredible amount of fraudulent claims and nut cases. The PRA is also a clearinghouse for research into other paranormal phenomena, but does not receive financial assistance for these activities.

The **Paragon Foundation** is located in the middle of downtown Toronto, in the Canadian province of Ontario. It is solely the creation of PISCES. Established in 1945, Paragon's purpose was to assist PISCES in conducting Talent evaluations in the western hemisphere. The Paragon Foundation's stringers range from the Arctic Circle to Tierra del Fuego, looking for signs of paranormal activity or individuals demonstrating extra-sensory Talent. It is through the Paragon Foundation that PISCES covertly investigates paranormal happenings in this part of the world. PISCES has a strong relationship with the Royal Canadian Mounted Police due to the RCMP's close association with MI-5. When covert action against a paranormal event is called for, PISCES prefers to rely on the RCMP rather than the more recently created Canadian Security and Intelligence Service. For their part, the RCMP believes they are working with MI-5.

The **ESPer Tech Corporation** has its corporate offices in Sydney, Australia, and from those offices it conducts many of the same functions of the Psychic Research Association and the Paragon Foundation in Australia and Southeast Asia. ESPer Tech is run by two former members of AISO, the Australian Intelligence and Security Organization. Again, PISCES has a good relationship with AISO through their strong connection to MI-5. (Relations between MI-6 and AISO have always been poor because of the tendency of MI-6 to treat AISO as an undependable security risk.) The ESPer Tech Corporation claims to be a private-enterprise venture into the investigation of ESP phenomena. However, through a twisted maze of financing, the ESPer Tech Corporation derives most of its operational budget from PISCES.

"Unconventional" Techniques

Between the experiments at Magonia, the research compiled at the Vault, and ESP research, PISCES has developed a number of "unconventional" techniques for dealing with the appearance of hyperdimensional entities. Some of them are considered effective. None of them are considered safe.

Authorized Formulae

The following list of formulae has been developed since 1946 for use against entities from non-Euclidean space: Dread Curse of Azathoth, Dust of Suleiman, Elder Sign, Nyhargo Dirge, Powder of Ibn-Ghazi, Shriveling, and Voorish Sign. (They may be known under a variety of colorful names, however, rather than the rulebook titles.) While PISCES has access to various Bind and Dismiss spells, these have never been practiced except in the field under extreme circumstances. After all, in order to practice a Bind or Dismiss spell you have to have the entity in question right in front of you. As the saying goes, do not call up what you cannot put down. And since PISCES could never be sure which formula might recreate the Karotechia's Castle Naudabam disaster, or blow up the planet, they are loathe to randomly summon things just to see what would happen.

PISCES dispatches specialists instructed in the use of these formulae whenever the threat level warrants it. These specialists are often graduates of PISCES Talent-recruitment fronts whose extra sensory perception is not sufficiently advanced to warrant further training. They are always closely watched by field agents who are under orders to "neutralize" them if they become a threat to the mission.

ESP Techniques

It should be noted that despite PISCES' intensive interest in and research of ESP ability, they have never been able to rebuild their roster of Talents to the levels that existed prior to 1925. Today their inventory consists of only four truly useful Talents. Although PISCES has dozens of other individuals who manifest psychic ability under observation at any given time, the number of genuine Talents with operational utility is always going to be limited. Past operational experience has also proven that Talents are often more than normally susceptible to the sanity-damaging influences of the Great Old Ones and their minions. Operational doctrine demands that Talents be kept as far away from those kinds of influences as possible.

As an investigative agency, PISCES has always been most interested in Talents with abilities like clairvoyance, clairaudience, precognition and psychometry. These are the Talents that can tell PISCES what's going on, what's going to happen, and what has happened.

Information and game rules for the psychic abilities utilized by PISCES appears in Appendix A, on p. 222.

Important Individuals: PISCES

Adam Scott Glancy

The Duchess of Staffordshire

Marjorie Rittingham is the only daughter of the Duke and Duchess of Staffordshire. She was always an enthusiast of the occult and studied several related topics while at University. Following her parents' deaths in an auto accident, Rittingham used part of her considerable inheritance to study psychic phenomena, particularly those topics which related to contact with the spirit world. Through these pursuits she came into contact with the Paragon Institute, one of PISCES' front organizations for identifying genuine psychics and recruiting them into government service. PISCES quickly identified Rittingham as a desirable asset and recruited her into the organization in 1980. The Shan-infested infiltrators recruited her for the protection and deference they would receive by having a peer of the realm in their ranks. Rittingham was quickly promoted within PISCES and was soon in charge of directing that agency's private "front organizations" for the recruitment of Talents. She performed admirably in that capacity, quietly and discretely attracting genuine private funding from other like-minded peers of the realm who knew nothing of PISCES or the Shans.

In 1994, the then-head of PISCES mentally disintegrated under the influence of the Shan infesting his brain. A new head of PISCES needed to be chosen by the inner circle. They chose Rittingham, once again on the basis that her access to the British nobility and the Royal Family would further protect the Shans and their puppet PISCES. She was introduced to her new "tenant" at the Shans' templeship in the bowels of Severn Aerospace.

The Shan high priest of Azathoth began suborning Rittingham's will by crawling around in her subconscious, digging for some unspoken desire, some unsated hunger. What it found was an unanswered need for control, left over from when Rittingham's life seemed so aimless following her parents' deaths. From that germ, the Shan weaved a web binding her feelings of helplessness to her repressed sexuality. The result was that Rittingham's mind is now twisted by sadistic sexual fantasies involving exercising total control over her partners. She carries this need for total control outside the bedroom. Her new Shan-twisted personality can most charitably be described as "domineering." Combined with her Shan's own twisted aesthetic, this psychosis is ultimately expressed in her bi-monthly "fox hunts" on a private estate in British Columbia, Canada. Attended by many of PISCES' Shan-infested elite, these hunts are almost exactly like a traditional British fox hunt, except that the fox has been replaced by a human victim. These victims are taken from prisons, mental institutions, and homeless shelters. Their disappearances are covered up as deaths, escapes, or they are simply forgotten as these victims are chosen specifically because they won't be missed. These hunts are invariably fatal for the "fox," who is subjected to the terror of the hunt and the horrors of what happens upon capture.

Today, the Duchess of Staffordshire is a willing and enthusiastic slave of the Shan. During the day, Rittingham is in charge of her actions, carrying out the Shan's agenda. During the night the Shan becomes active and Rittingham's mind is submerged by the Shan's total control. This loss of control only serves to exacerbate Rittingham's psychosexual disorder, causing her to be even more domineering and obsessed with controlling others.

Marjorie Rittingham, the Duchess of Staffordshire

Leader of PISCES, age 53

Race: Caucasian (English)

STR 8 **CON** 10 **SIZ** 9 **INT** 14 **POW** 14

DEX 10 **APP** 13 **EDU** 21 **SAN** 0 **HP** 11

Damage Bonus: +0

Education: Cambridge University, M.A. Archaeology and Anthropology

Occupation: Director of PISCES

Skills: Archaeology 54%, Bargain 49%, Credit Rating 78%, History 46%, Law 21%, Listen 38%, Occult 71%, Persuade 66%, Ride 63%, Spot Hidden 39%, Track 48%

Languages: English 95%, French 47%, Latin 47%

Attacks: Shotgun 42%, 2D6+2 (magnum buckshot)

Permanent Insanity: Psychosexual Disorder, Sadism

Physical Description: Rittingham is a serious-looking woman. She stands 5'6", 125 lbs. Her silvery hair is cut short and professional. Her high, fine features hold an aristocratic cast. She wears little or no jewelry and makeup at work, tending towards conservative business dresses. At home and at her private estate, Rittingham dresses opulently and extravagantly in the extreme. Only the most unfortunate souls ever see her dressed in her fox-hunting regalia.

Marjorie Rittingham's Shan Tenant

High Priest of Azathoth

STR 3 CON 2 SIZ 1 INT 22

POW 27 DEX 31 HP 2

Move: 4/40 flying

Attacks:

Meld 60%, damage is progressive control after insect enters brain of target

Nerve Whip 50%, special

Armor: None

Damage Bonus: None

Spells: Call/Dismiss Azathoth, Contact Azathoth, Create Gate, Dread Curse of Azathoth, Power Drain, Shrivelling, Summon Bind Servitor of the Outer Gods, Voorish Sign, Wither Limb, Wrack

Sanity Loss: 0/1D6

Notes: The Shan infesting Marjorie Rittingham is the high priest of the templeship, one of the original Shans to arrive on Earth in the 1500s. It has occupied the last three heads of PISCES. This degenerate creature is a religious fanatic whose counsel and leadership were responsible for getting the Shans expelled from the world of L'gy'hx. It was this creature that originally established the witch cult among the humans of Goatswood, and it was this twisted mind which conceived the plan to conquer the Earth and enslave the human race as a labor force to build multi-dimensional gates to allow Azathoth entry into current time-space. However, with the defeat of the witch cult in the 1600s this creature has changed its plan. It now sees the Shans' mission as escaping the bonds of Earth and summoning their brethren from other Shan colonies to conquer the planet. The limitations of the lethality of terrestrial sunlight, the inability of the templeship to teleport off the planet, and the sheer numbers of humans they must face have taken the edge off of the high priest's arrogance. The human population will need to be dramatically reduced before the Earth can truly be made a Shan Xanadu.

Colonel James Corder

Colonel James Corder began his career with the British Army in 1972 as a cadet in the Royal Military College at Sandhurst. Corder is third-generation British Army. His father was a Regimental Sergeant Major who was killed during a tour of duty in Northern Ireland. Corder was the first in his family to attend one of England's prestigious military academies. He excelled physically and academically at Sandhurst and qualified to apply to the Special Air Service, the British Army's special forces. He graduated at the top of his training class and joined the SAS in 1977. For the next five years Corder continued to excel. In 1982, during the Falklands War, Corder served with distinction and was both decorated and promoted to the rank of Captain.

After the Falklands, Corder was detached to the 14th Independent Intelligence Company for counter-terrorism duties. After an exhaustive battery of psychological tests, Corder found himself attached to an unsanctioned anti-IRA "wetworks" squad. Corder participated in fourteen assassinations. His victims included members of the IRA, as well as "suspected" mem-

bers. Unlike many of the men in the unsanctioned unit, Corder never lost his taste for the work and was an enthusiastic participant. By the time he was promoted to the rank of Lt. Colonel, Corder was planning the operations and had developed the reputation for being "Her Majesty's Lord High Executioner."

By 1992, Corder had come to the attention of PISCES. On several previous occasions Corder had conducted assassinations for PISCES without ever being aware of who he was working for. The then-chief of PISCES Internal Affairs was beginning to break down under the strain of hosting his Shan tenant, and a new host was required. Corder's skills and experience would be invaluable to the Shans, as would his contacts among the "wetworks" specialists of the Ministry of Defense. In August of 1992, Col. Corder was introduced to his new master.

Corder's Shan tenant has driven Corder insane, but has twisted his madness to serve the Shans' needs. Now Corder lives for little more than his next opportunity to avenge his father's death. Each threat to the Shans that he kills is another one of the "IRA bastards" who gunned down his father in the streets of Londonderry back in 1970. That ceaseless quest for revenge is what keeps Corder's persona from disintegrating.

Colonel James Corder

PISCES' Lord High Executioner, age 43

Race: Caucasian (English)

STR 14 CON 14 SIZ 14 INT 16 POW 9

DEX 12 APP 11 EDU 19 SAN 0 HP 16

Damage Bonus: +1D4

Education: Royal Military Academy at Sandhurst; SAS training

Occupation: Chief of PISCES Internal Affairs (PIA)

Skills: Climb 81%, Drive Automobile 60%, Hide 69%, Jump 61%, Listen 52%, Martial Arts 54%, Navigate 43%, Parachute 41%, Sneak 64%, Spot Hidden 44%, Swim 51%

Languages: English 95%

Attacks:

Sig-Saur P228 61%, 1D10

Commando Knife 62%, 1D4+2+db

Fist/Punch 52%, 1D3+db

Grapple 44%, special

Garrote 91%, strangle

Kick 42%, 1D6+db

H&K MP-5 SSD SMG 51%, 1D10

Permanent Insanity: Homicidal Compulsion

Physical Description: Col. Corder is a tall, thin man, 6'3", 186 lbs. He is square-jawed and clean-shaven. His hair is jet black and combed straight back. His eyebrows are so dark and thick that they appear to run together. Although set deep in his skull, Commander Corder's icy blue eyes burn ferociously. Whether on duty or off, Corder dresses like an undertaker. His accent, although educated and practiced, betrays his origins as a London Eastender.

Colonel Corder's Shan Tenant

STR 1 CON 2 SIZ 1 INT 18

POW 17 DEX 28 HP 2

Move: 4/40 flying

Attacks:

Meld 60%, damage is progressive control after insect enters brain of target

Nerve Whip 50%, special

Armor: None

Damage Bonus: None

Spells: Cloud Memory, Contact Azathoth, Dominate, Enthrall Victim, Implant Fear, Mental Suggestion, Mind Blast, Nightmare, Power Drain

Sanity Loss: 0/1D6

Notes: The Shan currently infesting Col. Corder is one of the original Shans who came to Earth in the 1500s. It is a religious fanatic, perhaps even more zealous than the high priest itself. Its greatest pleasure on Earth has not been the adoration of Azathoth, or even degenerate mental and physical pleasures; rather, it has been the destruction of cults worshipping gods other than Azathoth. Its greatest desire is to return to L'gy'hx and obliterate the native species there. While it fully intends to turn Earth into a Shan playground, the extermination of the inhabitants of L'gy'hx is its fondest wish.

Walter Cargill

The Walter Cargill who existed prior to 1989 no longer does. For all intents and purposes, that man was killed when the Shan tenant took up residence in Cargill's cerebellum. Before then, Cargill had been a successful aircraft designer. He had worked on Britain's Blue Streak and Black Arrow rocket programs in the 1960s, and the X-series satellites in the 1970s. For

years he lobbied politicians and civil servants for a British return to the space race, but was consistently disappointed—until he was asked to join a team of other British aerospace scientists to put together a lobby to press the British government for a new British space program. The new lobby group was also linked to some big money that was putting together a new aerospace firm—Severn Aerospace. Cargill signed on to the project in the hopes of revitalizing the U.K.'s aerospace industry and making a real contribution to the ESA.

In the summer of 1991, Walter Cargill was deliriously happy. Severn Aerospace had completed its production plant, the prospects for government contracts appeared excellent, and Cargill was on the board of directors. Then Cargill decided to tour the entire Severn Production Plant. That's when he discovered the restricted levels. "Special security clearance only," he was told. Unfortunately for Cargill, he demanded to be granted this "special clearance" and he got it. He has been a host for the Shans ever since.

The Shans' seduction of Cargill was made that much easier due to his obsession with space flight. The Shan keeps him in line by filling his mind with ecstatic visions of distant worlds. Cargill sees himself as the man who will lead humanity to the stars, reinventing humanity as an inter-

stellar species. He now sees himself as infallible, touched by divine providence. As a result, he is incapable of tolerating failure or contradiction. While under control of the Shan infesting him, Cargill is cool, rational, almost detached. When the Shan is dormant, Cargill is bombastic, self-absorbed, and prone to violent outbursts when his desires are not instantly gratified. Twice he has bludgeoned to death subordinates who have either voiced a contrary opinion or failed to live up to his expectations. PISCES has covered up these deaths, but someday Cargill may end up doing something that will end up on the front page of the *London Times*. If that happens, his Shan parasite will abandon him for a new host and he will have to suffer some kind of unfortunate accident.

Walter Cargill

Head of Severn Aerospace, age 68

Race: Caucasian (English)

STR 10 CON 7 SIZ 16 INT 18 POW 12

DEX 7 APP 14 EDU 23 SAN 0 HP 12

Damage Bonus: +1D4

Education: Doctor of Philosophy in Astrophysics & Aeronautics, Cambridge University

Occupation: Chairman of the Board of Severn Aerospace, Inc. and Special Advisor to the Secretary of State for Trade and Industry

Skills: Accounting 43%, Astronomy 88%, Bargain 54%, Chemistry 68%, Computer Use 62%, Electrical Repair 63%, Electronics 63%, Fast Talk 31%, Mathematics 72%, Persuade 71%, Physics 73%

Languages: English 99%

Attacks: Silver-handled cane 42%, 1D8+db

Permanent Insanity: Megalomania

Physical Description: Walter Cargill is a large, robust man who, despite his ponderous weight of 230 pounds, radiates an image of jovial good health, a younger version of Santa Claus. At least, he would if he wore a beard. As it is, he keeps his grey mustache and hair neatly trimmed. Cargill wears finely tailored suits and affects the use of a silver-tipped cane, although he has no real use for it beyond beating to death those who challenge him or his authority.

Cargill's Shan Tenant

STR 1 CON 3 SIZ 2 INT 18

POW 21 DEX 32 HP 3

Move: 4/40 flying

Attacks:

Meld 60%, damage is progressive control after insect enters brain of target

Nerve Whip 50%, special

Armor: None

Damage Bonus: None

Spells: Cloud Memory, Contact Azathoth, Dominate, Dread Curse of Azathoth, Enthrall Victim, Mental Suggestion, Shrivelling, Summon/Bind Servitor of the Outer Gods

Sanity Loss: 0/1D6

Notes: Cargill's tenant is one of the Shan elders. This Shan is the leader of the faction whose goal is putting the Earth as far behind them as possible. All its efforts are directed at escaping from the Earth and it does not tolerate distractions or having its resources appropriated for other operations. This Shan has always thought that the plan to conquer the Earth was foolish and has no interest in returning to L'gh'rx to destroy the natives and the heretical Shans, but that does not mean this creature is any less the religious fanatic. After all, it fled Xiclotl and L'gh'rx because the local religious practices offended its faith. This creature's goal is to return to Xiclotl and try to recreate the glory of Shaggai there.

Nigel Crampton

Nigel Crampton is a very nervous man. He has every right to be. He began his career as a psychiatrist working in the field of criminology and abnormal psychology. His first contact with the Mythos came while Crampton was working on the staff of Oakdeene Sanitarium. The incident, which was officially recorded as an "inmate riot," took place on the winter solstice, 1975. Several dozen inmates and staff members were killed when something manifested in the wing reserved for the most dangerous inmates. Crampton assisted in the evacuation of some of the inmates and staff and then re-entered the hospital to try and get more people out. What he found was six inmates changed by the womb of the Magna Mater and then vomited back into our dimension. Crampton decapitated all six with a fire-axe while they stirred in their afterbirth.

When the inmates' deformities were discovered, PISCES was called in to investigate. It didn't take them long to find their way to Crampton and get the real story from him. Instead of being arrested on six counts of murder, PISCES offered Crampton a job. He joined the staff of the PISCES facility on Hirta Island in 1976 and has worked there ever since.

When he first arrived at Magonia, Crampton thought it possible to communicate with or even cure the "specimens" locked away in the dark vaults. Once it became obvious that this was an impossibility, Crampton compounded the error by thinking he could comprehend the "specimen."

Crampton soon learned that the more you understood, the less you forgive. Within a few years he abandoned all attempts to reach the inmates of Magonia. Now he just wants them to stop screaming all through the night.

As he sees it, Crampton has the most critical job in England, perhaps the most critical job in the world. As the Director of Magonia, he is in charge of locking away the horrors of the Mythos as well as those whose minds have cracked under the stain of fighting those horrors. Crampton must ensure that none of his charges escape and that no one penetrates the security of Magonia. Crampton believes in the reality and cosmic horror of the Mythos. His experience at Oakdeene Asylum and nineteen years of listening to the unspeakable things from Goatswood scream in their cells has confirmed this for him. Crampton has grown compulsive and paranoid, making him even more obsessed with security. He personally involves himself with every aspect of the operation, right down to the maintenance of the various security systems. Crampton is extremely suspicious of the staff and constantly checks up on them, double- and triple-checking their work. In fact, Crampton's ultimate goal is to fully automate the facility so there are no guards to go insane, make mistakes, or collaborate with the prisoners. Perhaps if he were saner himself he would have Magonia's inhabitants executed—but if his charges were eliminated, he would have no purpose. To kill them would be to kill himself.

For Crampton, anyone brought to Magonia is a threat to humanity. Why else would they be there? Trying to get him to listen to reason will be all but impossible.

Nigel Crampton

The Dungeon Master, age 61

Race: Caucasian (English)

STR 7 CON 8 SIZ 13 INT 16 POW 15

DEX 6 APP 8 EDU 26 SAN 39 HP 11

Damage Bonus: +0

Education: MB.BCh, Ph.D. Psychiatry & Psychology, University of London

Occupation: Director of Magonia

Skills: Biology 71%, Computer Use 41%, Cthulhu Mythos 21%, Electrical Repair 43%, Electronics 42%, Hypnotism 58%, Library Use 67%, Mechanical Repair 39%, Medicine 77%, Occult 81%, Persuade 32%, Pharmacy 72%, Psychoanalysis 72%, Psychology 79%

Languages: English 99%

Attacks: Desert Eagle .44 Magnum 46%, ID10+ID4+2 (+10% with laser sight)

Indefinite Insanity: Compulsive, Paranoid

Sanity Loss Immunities: Goatswood Cultists, Servants of Glaaki

Physical Description: Nigel Crampton stands 5'11", although the stress of the last twenty years has stooped his shoulders, and he weighs 187 pounds. He usually can be found with a set of bifocals perched on his nose. He has flat, unassuming features, and almost no chin to speak of. He wears a bushy beard and keeps his long grey hair tied back with a rubberband. His closely set eyes are a nervous shade of blue and his manner is always quick and hectic, as if he is catching up with a timetable that only he knows.

Tobias Knight

Tobias Knight grew up in the Goven slum of Glasgow, Scotland. At the age of eight he nearly drowned in the River Clyde and was in a coma for several weeks. When he finally regained consciousness, his newfound talent for "finding the lost" and "knowing the unknowable" terrified his parents and siblings. Believing that young Tobias was possessed by evil spirits, his mother badly scalded him with boiling water while trying to drive the devil out of him. The police were called and Tobias taken to the Accident and Emergency Department. Social Services determined that the pervasive "delusions" about demonic possession in the Knight house meant that Tobias would have to be removed for his own protection. So at the age of eleven, Knight was placed in an orphanage in Edinburgh. During his time in the orphanage he did his best to hide his strange ability from the staff and other children.

He was never adopted and left the orphanage at the age of sixteen. Unable to get into University he joined the British Army where he rediscovered his gift for "finding things out." After two years in the infantry he was trained by the Intelligence Corps as an interrogator. His superiors and instructors never noticed anything paranormal about his abilities; all they knew was that Sergeant Knight was an exceptional interrogator. After leaving the Army, Knight applied for a position with London's Metropolitan Police Department and was accepted. By the age of thirty he was the youngest Detective Inspector at New Scotland Yard. He seemed to have an instinctive ability to know who his culprit was just by walking through the crime scene, and a creepy ability to establish a rapport with any interrogation subject. Knight's ability to see "beyond" caused him to make connections and leaps of logic that had nothing to do with the physical evidence, and ultimately this brought him into contact with the Mythos. During his two years as a Detective Inspector he

worked no less than twelve occult-related cases, two of which actually involved agents of the Mythos. The mental strain began to take its toll.

Knight's inability to control his talents contributed to his substance abuse. For years he had "medicated" himself to block out his visions. He had been able to operate as a functional alcoholic during his military career, but he was unable to keep his illness secret from his superiors at Scotland Yard. He was forced to take a medical retirement.

When New Scotland Yard let Knight go in 1992, PISCES picked him up. They gave him counseling for his alcoholism and training for his ESP talents. PISCES also gave him the authority and influence he needed to clear a murder case he had never been able to resolve while working for the Yard. For five years, Knight was a front-line soldier for PISCES, using his abilities to assist MI-5 and MI-6 behind the scenes, tracking terrorists, criminals, serial killers, and even cultists.

But lately Knight has begun to feel as if there is something wrong with PISCES. More and more of his missions are making less and less sense. Why do the highly placed members of the organization suddenly disappear? Why won't any of PISCES' directors meet with him in person, instead communicating with him only through subordinates? Why is PISCES spying on academics, reporters, and others who are investigating the same occult mysteries as PISCES? Why is PISCES collecting compromising information on members of Parliament, the military, and the peerage? Why is PISCES so concerned with tracking down the Army of the Third Eye? And even stranger, if tracking down the Army of the Third Eye is such a priority, then why isn't *he* assigned to the case? All Tobias is sure of is that the higher-ups in PISCES fear his ESP ability and don't want him getting too close to certain PISCES operations. He has begun work on trying to collect and collate evidence about PISCES to get some kind of picture of what could be going on. However, his battle with alcoholism is making this difficult and is exposing him to extreme danger.

Tobias Knight

Asking the Wrong Questions, age 38

Race: Caucasian (English)

STR 14 CON 12 SIZ 13 INT 16 POW 18

DEX 12 APP 15 EDU 17 SAN 40 HP 13

Damage Bonus: +1D4

Education: None

Occupation: Occult Investigator for PISCES

Skills: Bargain 48%, Computer Use 29%, Cthulhu Mythos 11%, Drive Auto 33%, Fast Talk 49%, Forensics 49%, Occult 27%, Law 38%, Library Use 33%, Listen 46%, Persuade 47%, Psychology 73%, Spot Hidden 63%

Languages: English 85%

Attacks:

Fist/Punch 84%, 1D3+db

Grapple 41%, special

Headbutt 39%, 1D4+db

Kick 41%, ID6+db

Browning 9mm auto 41%, ID10

ESP Talents: Psychometry 96%, Second Sight 74%

Indefinite Insanity: Substance Abuse Disorder, Alcoholism

Notes: When under the effects of alcohol, Knight's skills and ESP abilities are negatively affected. His level of sobriety ranges from sober (no penalty), to slightly impaired (25% reduction in skill levels), highly impaired (50% reduction in skill levels), and severely impaired (75% reduction in skill levels). While on duty for PISCES he is rarely more than slightly impaired. Off duty he is usually highly impaired and often severely impaired.

Physical Description: Tobias Knight looks far older than his actual thirty-eight years. He stands 6'1" and weighs 173 pounds. His appearance has been slipping due to his losing battle with alcoholism. He normally wears a long mustache and his long blonde hair often gets in his blue eyes. His broad cheekbones and deep-set eyes show the effects of his drinking. On bad days he sports a scraggly beard and bloodshot eyes. When on the job he often dresses in a shirt and tie with a shabby raincoat. Colleagues have ribbed him about dressing like Colombo on more than one occasion.

Sarah Moore

Sarah Moore had been the victim of years of sexual abuse at the hands of her father, a struggling student of Medieval Metaphysics. Her father had repeatedly used her to perform the Tantric spell the Keeness of Two Alike to assist him in his attempts to decipher the *Zegrembi Manuscript*. Sarah was alone and isolated; she had no siblings and her mother had perished due to one of her father's failed experiments. Mr. Moore made his daughter become the "Swordbearer of Korvaz," intending her to serve him as his assistant, but Sarah had other plans. Sarah learned to bind to her will something her father had not yet mastered the control of—a Fire Vampire, and she set it on him. Sarah's father was incinerated, as was his library and their house. Sarah did not escape the conflagration uninjured. She was badly burned over sixty percent of her body and blinded in her right eye. Skin grafts saved her life, but left her badly disfigured.

In 1993, at the age of fifteen, Sarah was placed in the custody of a psychiatric care facility. But she didn't stay there long. PISCES agents discovered evidence of her father's studies in the ruins of the family home, specifically the object known as the Sword of Korvaz. When the PISCES agents asked her about her father's work, she gave them an earful. PISCES arranged for her removal from the asylum and moved her to Magonia for further examination. Her skills and mastery of the Sword of Korvaz greatly impressed her interrogators.

After about a year, Sarah was adjudged sufficiently stable to be operationally useful. In many ways Sarah was the perfect instrument for the execution of hyper-geometrical formulae. She had already shown great aptitude and was fully realized in her belief in the power of metaphysics, but unlike many of the other practitioners of such rituals she was not a worshipper of alien gods. Furthermore, as long as PISCES limited her access to the Sword of Korvaz she could not summon any of the "high-energy plasma enti-

ties." While there were serious questions about her mental health, the director of PISCES, Marjorie Rittingham, was assured that Sarah could be properly supervised. Sarah was subjected to hundreds of hours of cutting-edge plastic surgery to repair the damage from the fire and change her appearance.

Since then Sarah has served PISCES—or rather, she has served PISCES' new masters, the Shans. Most of the operations she has conducted have been assassinations of targets deemed threatening to the Shans' position. Her victims die as the result of mysterious house fires, faulty petrol tanks on their cars, or unexplainable instances of spontaneous human combustion. Without ignition sources or accelerants, these deaths are ruled accidental or left unsolved. Her special talents are also extremely useful for destroying evidence or shutting down petty annoyances.

Sarah could care less who she kills, as long as she can call down the "angels of fire" as she calls the Fire Vampires. Sarah has developed into a full-blown pyromaniac with a severe psychosexual disorder. She is still traumatized by her father's abuse and continues to perceive herself as a disfigured cripple. Sarah would, if given the opportunity, express her sexual desires by summoning the angels of fire as her surrogate lovers. For her, heat, warmth, love, and passion are inseparable from the open flame. So far PISCES has prevented her from using the Sword of Korvaz for this purpose.

Sarah Moore's insanity goes beyond the merely homicidal, however. She is consumed with a desire to touch the Great Father of Embers, the name she knows Cthugha by. Her only known connection to this entity was the *Zegrembi Manuscript*, but her father's copy has long since been destroyed. The other item she seeks to make her own is the Sword of Korvaz. Her ultimate hope is to find another copy of the *Zegrembi Manuscript*, steal the Sword of Korvaz from PISCES, and use them to bring the Great Father to Earth and finally know the warmth of his embrace.

Sarah Moore

Psycho Killer, age 21

Race: Caucasian

STR 16 CON 16 SIZ 10 INT 14 POW 22

DEX 9 APP 10 EDU 15 SAN 23 HP 13

Damage Bonus: +1D4

Education: None

Occupation: Assassin for PISCES

Skills: Anthropology 21%, Archeology 44%, Astronomy 43%, Cryptography 71%, Cthulhu Mythos 05%, History 39%, Library Use 63%, Occult 89%

Languages: English 82%, Latin 73%, Persian 31%

Attacks: Sword 46% (see Sword of Korvaz in the nearby boxed text)

Spells: Bind Fire Vampire, Keenness of Two Alike

Indefinite Insanity: Pyromania, Antisocial and Borderline Personality Disorders

Physical Description: Sarah Moore was badly disfigured by burns she received six years ago. She received skin grafts on both her hands, right arm, and back. The right side of her head was badly burned as well and she wears a glass eye. Her remaining eye is blue and her hair is red. Her new face is attractive but not exceptional since PISCES didn't want their assassin to stand out for any reason. Even so, the skin grafts are fairly obvious if looked for. The rest of her body, however, is trim muscle as she tends to overcompensate for her self-image. Despite the skin grafts, Sarah Moore sports new scars on those parts of her body most easily hidden by clothing. These are the burns she's inflicted on herself through her obsession with fire.

The Sword of Horvaz

The name of this three-thousand-year-old relic refers to an ancient name for Fomalhaut, where the Great Old One Cthugha dwells. The steel for this sword was forged in a furnace heated by a Fire Vampire which was later sealed within the weapon. It is a beautifully crafted hiltless sword with a slightly curved, single-edged blade. The scabbard is crafted from ivory. Whoever picks up the weapon feels a burning pulse quicken his senses and muscles. If they maintain physical contact with the sword for a full day, they begin to sweat and then suddenly faint. After a few minutes of unconsciousness the swordbearer recovers, but has permanently lost one point from their STR, CON, INT, POW, DEX, and APP.

The now-anointed swordbearer is affected by all temperatures as if they are twenty degrees lower than the actual temperature (in Fahrenheit). Thus if the temperature is 80°, the swordbearer feels as if the temperature is 60°.

The Sword of Korvaz also has the following properties, which only function for anointed swordbearers:

- △ It is an enchanted weapon doing 1D8+1+db damage. If the swordbearer expends one Magic Point, she can cause the blade to glow yellow-hot for the next seventy minutes. When activated in this way, the blade does 3D6+db damage. The handle of the weapon remains cool to the touch.
- △ Without spending any Magic Points, the swordbearer can ignite any flammable material or scorch non-flammable materials simply by touching the blade of the sword to an object.
- △ While holding the drawn sword, the swordbearer can summon, but not bind, Fire Vampires at a cost of one Magic Point per Fire Vampire. This power is only effective when Fomalhaut is above the horizon and visible to the naked eye (on clear nights between August and December).
- △ While holding the drawn sword, the swordbearer can send telepathic messages to Fire Vampires within a hundred yards. To command Fire Vampires, the swordbearer must actually cast the Bind Fire Vampire Spell, an ability the sword does not provide.

Each time the swordbearer draws the sword, she must make a SAN roll or lose 1D3 SAN. When the swordbearer's SAN reaches zero, she will be consumed with an overwhelming desire to immolate herself. If she succeeds, they turn into a Fire Vampire and will fly off to join their new lord and master Cthugha orbiting the star Korvaz.

The Zegrembi Manuscript

Zegrembi Manuscript

Language: 3 versions—alien language, Elizabethan cipher, Latin; **Mythos Gain:** +7; **SAN loss:** -1D4/1D8; **Spell Multiplier:** x4; **Study Time:** 25 weeks; **Spells:** Bless Torch, Call/Dismiss Cthugha, Cloak of Fire, Fire Dance, Flame Soul of Cthugha, Incinerate, Summon/Bind Fire Vampire; **Notes:** This manuscript was written in 1663 by occultist Nicholas Zegrembi and comprises his alleged translation of an alien spell-book from an alternate dimension. Zegrembi, who may have been responsible for the 1666 Great Fire of London, made three versions: one in the original language, one in an Elizabethan cipher, and one in Latin. All three have been lost to history, but copies of one or the other made by persons unknown occasionally surface.

MP Victoria Broadhead

As early as her sixth form at Public School, Victoria Broadhead knew that her life was going to revolve around politics. She had always seen herself as a leader and she had the drive to take command of most situations. Victoria joined the Young Conservatives and began working for the Conservative Party as a volunteer during her time at Public School. At University she was the president of the Young Conservatives Club and went to work full-time for the party following graduation. Her first jobs were working on campaigns for party candidates in London borough elections. Her success and drive soon had her running the election campaigns instead of merely working on them. Ultimately, Victoria Broadhead gained the reputation as one of the Conservative Party's top campaign managers.

But Victoria could never be satisfied merely making the political fortunes of others. Rather than lose her to the private sector, Victoria was given the party's full support and was elected Member of Parliament for Harrogate East in Yorkshire. She has since developed a reputation as a savage foe of government waste in all its forms. She plays no favorites and is just as critical of social programs as she is of military "white elephants." In the course of this campaign she has developed a reputation as someone who whistle-blowers can trust to protect them. This has led to more and more civil servants coming forward with more evidence of waste and incompetence.

Victoria Broadhead has recently been elevated to the Conservative Party's shadow cabinet, which is formed by the opposition party (that is, the party not in control of Parliament) to oversee and monitor the ruling party's activity; members of the cabinet claim titles identical to their counterparts in the ruling party and keep an eye on those counterparts, but they have no governing power other than their elected status as MPs. They're simply watchdogs. As the shadow Minister of Defense, Victoria has become interested

in several Ministry of Defense "non-appropriated" projects. Victoria isn't opposed to the Ministry of Defense's work, but she is appalled at the idea that the MoD's budget is an unassailable sacred cow, especially given the sometimes too-cozy relationship between certain procurers at the MoD and the military contractors. She has heard rumors from informants within the MoD that some programs are being hidden, even from the non-appropriated budget. It has been whispered that the MoD is paying for unapproved projects by having defense contractors overcharge on legitimate projects with phony cost over-runs, and then setting the money aside in slush funds that the MoD dips into for unapproved projects. The name Severn Aerospace, Inc. has come up in her inquiries again and again.

Severn Aerospace has also raised Victoria's suspicions on several other points. The Aerospace firm seemed to come out of nowhere in 1989, founded with funds raised by the profits from industrial patents. Other investors remain mysterious, just as mysterious as the sudden renewed interest of the U.K. government in meaningful participation in the ESA. Victoria has always been suspect of Severn Aerospace's sudden appearance just a few scant years before the change in U.K. policy. It seems too fortuitous to be just coincidence. Did Severn Aerospace influence government policy to create a market for its products, or did members of the government, aware of the impending change in policy, create a corporation able to take advantage of the government's new policy? Either way, it smells bad and Victoria Broadhead intends to get to the bottom of it. She has at her disposal an army of investigators, access to the highest levels of government, the media, and, of course, her reputation as a crusader.

Should Victoria actually begin to unravel the connections between Severn Aerospace and various members of the British government, she will be in grave danger. Not of losing her life, of course, but rather her soul. The Shans do not assassinate members of Parliament, after all. They prefer infestation.

Victoria Broadhead**Suspicious MP, age 46****Race:** Caucasian (English)**STR** 13 **CON** 10 **SIZ** 15 **INT** 17 **POW** 15**DEX** 11 **APP** 11 **EDU** 20 **SAN** 75 **HP** 13**Damage Bonus:** +1D4**Education:** M.A. Political Science, University of Leeds**Occupation:** Conservative Party Minister of Parliament**Skills:** Accounting 66%, Bargain 89%, Credit Rating 97%, Drive Automobile 64%, Fast Talk 81%, History 37%, Law 59%, Library Use 72%, Persuade 81%, Psychology 77%**Languages:** English 95%**Attacks:** None

Physical Description: Victoria Broadhead is a rather plain woman who dresses in dull business attire. But at 6'1" and weighing in at 200 pounds, Victoria has no trouble getting anyone's attention. Subordinates have sometimes taken to calling her "Queen Victoria," but never to her face. She has brown hair, which she usually wears pinned up to accentuate her height, and green eyes, which she usually keeps hidden behind serious glasses. She doesn't smile easily in public, as she has carefully cultivated a public persona as a no-nonsense political animal fighting for the nation. She uses her physical size and stern demeanor to intimidate faint-hearted political opponents. In private she relaxes, lets her hair down, and is partial to oversized sweaters.

Sir Charles Balfour

Born in 1910 to an academic family, Sir Charles Balfour earned his knighthood through service to the state. Charles Balfour joined the British Army after graduating from Sandhurst Military Academy in 1930, and soon found himself involved in military-intelligence matters. By 1938 he was a Captain in the Intelligence Corps. He was not a popular officer with his superiors. Balfour had no patience with those he considered his intellectual inferiors—there was no shortage of these—and this often brought him very close to insubordination. Balfour also held unpopular (albeit accurate) opinions of German military capacities, and was a bit of an enthusiast of the occult. The fact that history bore out his predictions about Nazi Germany's intentions made him even less popular.

When the Special Operations Executive was created on July 16, 1940, he gained an assignment with the covert action teams that were infiltrating Europe to support partisans and commit sabotage. He was an extremely effective and lucky operative. On his fourth mission he was ambushed by *Gestapo* agents and gravely injured. He spent three months convalescing with the French resistance before being airlifted out with a pair of RAF pilots. Balfour recuperated for another six months but never regained the full use of his legs. By the time he was fit for light duties, it was January 1942. Captain Balfour was reassigned to an obscure and unglamorous "Section" which had been designated as a research department. The section turned out to be the Paranormal Intelligence Section for Counterintelligence, Espionage, and Sabotage, or PISCES. Balfour was astounded by

the things he learned working for PISCES. He was especially interested to hear that PISCES had a Nazi counterpart: the Karotechia. Balfour served with PISCES for the duration of the war and was involved with organizing and executing some of PISCES' most successful operations.

By the end of the war, Balfour was a Colonel and one of the top men in PISCES. By 1959, Brigadier General Charles Balfour was the director of PISCES. He retired from government service in 1969 and was knighted for his service to Queen and Country. One of his last acts was to oversee and direct the operations to clear the town of Goatswood in 1968.

For the first decade after his retirement, Sir Charles Balfour kept up with the doings at PISCES by passing the time and exchanging rumors with colleagues who were still in the Great Game. But by the late 1970s, everyone he knew in PISCES had also retired or died. Some of his younger colleagues heard rumors of an increase in early retirements in PISCES and odd medical discharges, and they duly passed these rumors on to him. But Sir Charles has no idea that the institution he so loyally served for three decades has been suborned.

Sir Charles is aware of the existence of Delta Green from his service during WWII. He never thought much of "those colonials" and heard rumors of Delta Green's breakup and demobilization. He will, nevertheless, be a great asset to anyone who wants to go up against PISCES. It will take a great deal of convincing in order to bring him on board, particularly if the people inquiring are with Delta Green; however, once convinced that something is amiss in PISCES he will have a list of dozens of now-former PISCES operatives who will be able to bring any investigator closer to the truth.

Brigadier General Sir Charles Balfour, Order of the Bath

Canny Old Warhorse, age 88

Race: Caucasian (English)

STR 3 CON 3 SIZ 11 INT 17 POW 15

DEX 5 APP 17 EDU 26 SAN 65 HP 7

Damage Bonus: -1D4

Education: Officer's Commission at Sandhurst Military Academy

Occupation: Retired Director of PISCES

Skills: Bargain 69%, Conceal 44%, Credit Rating 51%, Cthulhu Mythos 11%, Fast Talk 58%, First Aid 51%, Hide 45%, Jump 52%, Library Use 78%, Navigate 51%, Occult 50%, Parachute 37%, Persuade 71%, Psychology 66%, Sneak 46%, Spot Hidden 52%

Languages: English 95%, French 88%, German 47%

Attacks:

Fist/Punch 63%, 1D3

Grapple 50%, special

Headbutt 43%, 1D4

Kick 50%, 1D6

Webley .455 Revolver 79%, 1D10+2+2 (Dum-Dum bullets)

Physical Description: Sir Charles has recently traded in his cane for a wheelchair. His hair is still full and thick and snowy white, and his mustache is neatly trimmed. He is well tanned from the time he spends in his extensive gardens. Sir Charles' sharp nose and piercing eyes have softened since the time he spent with PISCES. He has lost an unhealthy amount of weight which has prompted his housekeeper to bedevil him with nanny-like insistences that he "finish all his supper." Despite his physical frailty, Sir Charles is mentally sound and strong-willed. He will grimly produce an enormous Webley .455 from under the blankets keeping his old bones warm and blow equally enormous holes in anyone or anything that tries to do him ill.

The Army of the Third Eye

Adam Scott Glancy

Illustrated by Heather Hudson

NIETZCHE ONCE WARNED THAT THOSE WHO FIGHT WITH monsters should be wary lest a monster they become. For Delta Green, the greatest danger when fighting monsters is knowing who the monsters are. The monsters are almost never what they appear to be, and all too often the innocent have the smell of brimstone about them.

The Army of the Third Eye knows the truth of this. They fight the monsters around them—and the monster within.

Public Knowledge

Based in England, the Army of the Third Eye is a cult-like organization with terrorist overtones. Its story begins in 1989 with a young American tourist named Lee Coleman, who suffered some sort of a mental breakdown while visiting England. Coleman became convinced that there was a demon controlling his mind, and he drilled a hole in the center of his forehead to destroy the beast. As a result, he was committed to a psychiatric ward in Birmingham, England, only to escape a few months later. Between 1989 and 1993, Coleman went on to kidnap ten other men and women in England, Scotland, and Wales. He believed them to be possessed by the same demon and so “trepanned” them as he had done to himself. Given his lack of surgical skill, casualties among his victims were high. Two died during the operation, another from post-operative infection, and two more suffered permanent brain damage.

Those who survived, however, went on to join Coleman in his self-styled Army of the Third Eye and assisted him in kidnapping and trepanning others. Coleman’s “victims,” even those who suffered permanent brain damage and the one who later died from post-operative infection, refused to assist the authorities in apprehending him. They claimed Coleman’s operation had freed them from some kind of inhuman influence. Even more bizarre, in two cases the families and friends of the victims were *grateful* to Coleman for curing their loved ones of the malignant influences allegedly twisting their personalities. The authorities didn’t see it that way. In September of 1996, Coleman and the five known members of the Army of the Third Eye were captured in a daring police raid. Coleman is now serving four consecutive life sentences in Dartmoor Prison, while his victims had to be confined to Broadmoor High Security Mental Hospital.

Coleman is the most infamous criminal in Britain since Dennis Nilsen, a kind of British Charles Manson.

The Truth

The Army of the Third Eye has been fighting the Shans (or Insects from Shaggai) in England since 1989, when the Army’s founder, Lee Coleman, was cerebrally infested by one of the loathsome alien insects. That year Lee Coleman was supposed to take a summer backpacking tour of England following his graduation from Brigham Young University. In August of 1989, his tour took him through the area of the Severn Valley and the Goatswood Forest. While cycling through Goatswood he came across the PISCES operation excavating the Shan’s Templeship. He was captured by PISCES security forces and held in a cell until an “interrogator” could be brought to him. The interrogator arrived with a box from which he produced an enormous and hideous insect. As Coleman recoiled in horror, the insect alighted from the interrogator’s hands and flew right at Coleman’s face.

Coleman awoke to find himself on the side of the road outside Goatswood Forest, apparently unharmed. At first he thought the experience must have been some sort of vivid nightmare. But soon his nights were filled with incidents of sleepwalking, and gaps appeared in his memory. Coleman began to realize that his actions were not his own and that there was something forcing its will upon him. Soon the alien creature infesting his brain made its presence known to him. It explained that they were now a “team,” and that Coleman would assist the Shan in its mission among the humans or it would expose Coleman to a flood of blasphemous memories that would shatter his sanity. Coleman was shocked and horrified by the glimpses the Shan had given him and initially agreed to obey the alien’s commands. He became a courier, an errand boy for the Shans.

In October, calling on an incredible act of insane willpower, Coleman broke into an abandoned machine shop and used a drill press to drill a hole in the center of his forehead. The Shan inside was touched by the ray of sunlight that streamed into his head, and in its panic fled Coleman’s skull. Coleman was found by police and taken to a hospital in Birmingham where he was confined to the

intensive care unit. Without any identification, Coleman stayed in a coma for six weeks as a John Doe. When he awoke, he made the mistake of explaining his actions to the hospital staff, who then moved him to the psychiatric ward. Before his father, Edgar Coleman, could journey from Montana to retrieve him, Coleman escaped the psychiatric hospital and went on the run. He soon began his underground war against the Shans.

Coleman found that one of the after-effects of having the Shan in his head was that he had absorbed a great deal of the insect's knowledge. He knew the names and faces of dozens of other people similarly infested by the alien parasites. And he knew about their plans. On his own he effected the kidnapping of Richard Rowland, a 36-year-old engineer for the Ministry of Defence. Rowland's job at MoD was working on telemetry equipment for the Zircon spy satellites. Rowland survived the operation and joined Coleman in his "war." The Army of the Third Eye had found its first recruit.

Taking Action

Whenever Coleman or Rowland sensed another Shan-host, they would begin by observing the host to determine whether the host was a voluntary or involuntary one. If it appeared that the host had been too long under the Shan's influence, they would make a decision as to whether it was safer to give the host a pass or assassinate him. In the early days of the Army, Coleman and Rowland murdered two hosts they deemed "irretrievable." One murder was covered up as a mugging gone bad, the other was made to look like a suicide.

If Coleman felt the host still had some hope of recovery, he and Rowland would kidnap the host and take him to a pre-arranged location for trepanation. Of their first six attempts only one, a computer programmer for the MoD named Francine Parch, survived without lasting nerve damage. Two others survived with injuries: Julia Charlwood, a Labour Party minister of Parliament who ended up with nerve damage resulting in symptomology similar to schizophrenia; and Wade Collen, an electrical engineer from British Aerospace who was left with such lasting brain damage that he lost the ability to speak, walk, or even provide himself with the most basic hygienic care. Coleman decided that it was time for a change in tactics.

Their next "rescue" was Stuart Grayson, a financial administrator for the British arm of the European Space Administration. For this operation, Coleman decided to bring along some professional help. With the assistance of Rowland and Parch, Coleman kidnapped Karen Carter, a medical intern who was specializing in neurosurgery. She was taken to an isolated home outside of Leicester and presented with an ultimatum: either perform the trepanation herself, or stand by and watch the band of madmen do it



themselves and either kill or cripple the patient. Carter agreed to perform the operation, and her skills allowed Grayson to pull through with minimal cosmetic damage. Needless to say, the thing that flew out of Grayson's head made Carter a believer.

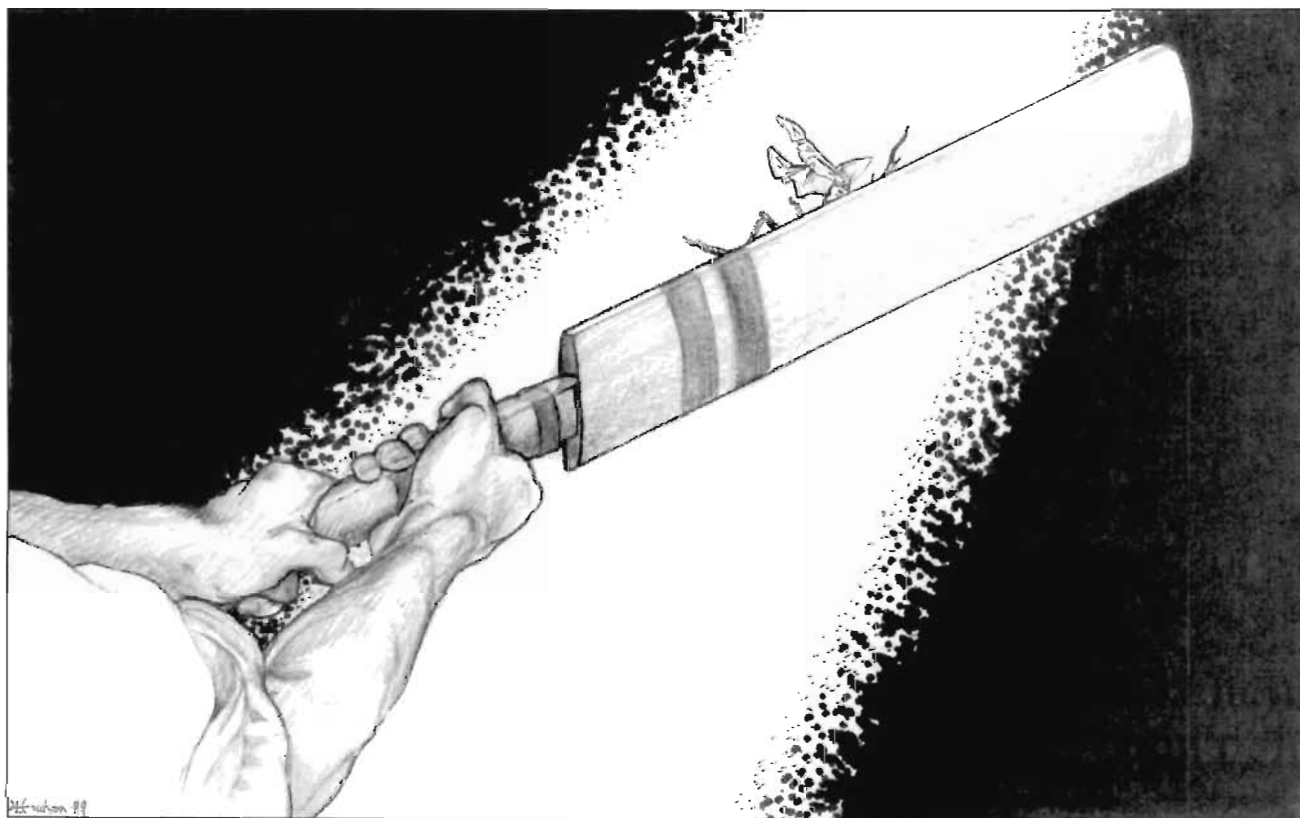
With Carter's assistance the Army performed thirteen more recruitments (many more than are publicly known), all of whom survived to join the Army of the Third Eye. She went on to teach her techniques to the other members of the Army so that the organization would not become overly dependent on her. Carter also delivered an ultimatum. She would not assist Coleman if any more hosts were murdered, no matter what the situation; these pathetic madmen were, after all, also victims of the aliens and not wholly responsible for their actions. Coleman agreed, at least for the time being, but reserved the right to change his mind when he felt the situation warranted.

Beginning with Stuart Grayson, all trepanation operations were performed on the back of the skull, rather than the forehead. The reasons for this were threefold: first, a larger section of skull could be removed, thus allowing more light into the cranial cavity; second, it was much easier to cover up a surgical scar beneath the hairline than one set dead-center of the forehead; and finally, as Coleman quipped, "These days you're going to need that third eye in the back of your head."

Sabotage

Besides the continued recruitment of new members, the Army of the Third Eye began targeting the Shans' activities (that they could identify) for acts of sabotage. Severn Aerospace was at the top of the hit list. These acts of sabotage mostly amounted to minor harassment: caltrop spikes were used to damage the tires of vehicles going into and out of the plant, threatening phone calls were made to company officials and employees, minor acts of vandalism aimed at encouraging the non-hosts who worked at the plant to quit. (Unfortunately, the economic situation in the Severn Valley meant that no amount of harassment short of car bombs would have dislodged the employees from Severn Aerospace.) Whenever possible, the spray-painted slogan "THE ARMY IS COMING" would be left as a calling card.

No penetrations of the facility were ever made. Security in and around the factory was simply too high to risk capture. Everyone understood that if any of them were captured, the Shans would repossess them and quickly learn all there was to know about the Army. Therefore, operations that risked capture were studiously avoided. It was also became standard practice for soldiers in the Army to wear a small glass vial on a leather cord around their necks. The vials are filled with potassium cyanide, a deadly poison, and in the event of imminent capture, soldiers are instructed to bite down onto the glass vial, cutting the inside of their



mouths and releasing the cyanide into their bloodstream. No one was to be taken alive by the Shans.

Publicity

They also made attempts to publicize the Army's cause. But no reporters or newsmen would have anything to do with the Army, beyond turning them in to the police. In fact, their second attempt to contact the press nearly ended in the capture of several soldiers by Scotland Yard. The Army even made a video of one of their trepanations which culminated with the creature flying out of the victim's head, but the result was just one more tape heaped atop the pile of bogus "Alien Autopsy" films circulating in the UFO-memorabilia market. Even more frustrating was the Shans' annoying habit of evaporating after death, even when sealed in an airtight container. They soon realized that nothing they committed to video or film could ever be considered proof—certainly not in a world where anyone could go to their local video store and see all the aliens and dinosaurs they could ever want. Until the Army could either capture a live specimen of the Shans or find a way to preserve a dead one, there would never have the kind of proof they needed to convince the world.

PISCES Retaliates

At first, PISCES was content to merely observe Scotland Yard's investigation of the Army and its activities—but soon more and more Shan-hosts were falling prey to the Army's hunters. By 1995, the Shans were getting desperate. No less than twenty hosts had been released from the Shans' control, giving the Army both allies and critical knowledge.

Only ten cases had been reported in the media or were known to Scotland Yard. The Shans, through the intervention of PISCES, had taken great pains to cover up the trepanation cases since 1993, so as to prevent Scotland Yard investigators from piecing together how the Army chose its victims and noticing the connections between them. For another two years PISCES tried to defend itself against the Army of the Third Eye by increasing the security around their Shan-hosts. PISCES soon found that despite the best possible precautions, it was impossible to safeguard all the Shan-hosts all of the time.

In 1996, the Shans chose to intervene directly through PISCES. The Scotland Yard investigation was officially taken over by PISCES, masquerading as MI-5 and the Ministry of Defence. Rather than hunt for the Army, PISCES chose to set several elaborate traps for the Army. PISCES saw to it that a low-level employee at Severn Aerospace, Milton Parsons, was cerebrally infested. The Shan made no attempt to hide the personality changes and somnambulism caused by the infestation and went out of its way to draw the attention of Parson's friends and family. They tried various means of diagnosing

Parson's problems, but failed. As they searched for answers, the case became publicized in the British medical and psychiatric community and this drew the attention of the Army.

Lee Coleman was intensely interested in seeing what was behind the walls of Severn Aerospace, which had sprung up not long after Coleman's encounter with the Shans in the Goatswood Forest. Having gone back to check the excavation site, Coleman had found what appeared to be a high-tech and well-guarded manufacturing facility where he had previously encountered a strangely engraved pyramid at the bottom of an excavated pit. If Milton Parsons could tell Coleman what was going on inside the walls of Severn Aerospace, that might give the Army the information it needed to launch an attack against the Shans' most important center in England. After making a couple of passes at Parson's family to assure themselves that the Shan infestation was genuine, Coleman and his trepanation team arrived to perform their grisly work.

Of course, PISCES was waiting for them, along with a contingent of SAS troopers. But Coleman was no fool, either. He had the Parsons move Milton to an isolated farmhouse in Cornwall with limited approaches. The trepanation was performed in the daytime to take full advantage of the effect sunlight has on the Shans. The SAS was at a serious disadvantage for storming the farmhouse, but were ordered to regardless by the Shan-infested PISCES agents who were anxious to save the Shan in Parson's skull. The fire-fight was quite fierce and when it was done Coleman and all three of his compatriots were dead. One was killed by the SAS, but Coleman and the other two used their vials of cyanide when it became apparent that they were going to be captured. It was a final act of defiance which robbed the Shans of the opportunity to crawl back into their former hosts' skulls and learn the identities of the other Army members. The Shans even failed to save the life of their fellow creature who had acted as the bait. Although it was a terrible blow to the Army, it was a disaster for the Shans.

PISCES covered up the massacre by substituting five suitable and unmissed homeless people to fill the roles of the "captured" terrorists from the Army of the Third Eye; their faces were never shown to the media and family members were denied contact. This deception continues to this day, with the stand-ins reduced to near-catatonic levels through the use of narcotics. They remain locked away behind the walls of Broadmoor High Security Mental Hospital except for the fake Lee Coleman, who is kept in Dartmoor Prison.

PISCES, through Scotland Yard's Special Branch, announced that the six people captured near Truro were the six publicly acknowledged members of the Army of the Third Eye: Lee Coleman, Richard Rowland, Francine Parch, Stuart Grayson, William Downing, and Capt. Thomas Cuthbertson, RAF. In truth, only five people died in that farmhouse; Lee Coleman, Richard Rowland, Cecil Marks, Ryan Partridge, and the unfortunate Milton Parsons. (Marks and Partridge

were recruited by the Army shortly before the massacre.) PISCES doesn't want the rest of the world to know that the Army of the Third Eye still exists or that they are still being hunted. It is more important to PISCES that no one pursue the Army except their reliable Shan-hosts—especially not Scotland Yard or the British media. There's no telling what a soldier from the Army might say to the wrong people, or whether they might be believed.

The Army Today

Since the Cornwall ambush in 1996, the Army has reorganized itself and changed its tactics. It has all but stopped rescuing people from possession by the Shans; the "bugs" seem to have pretty much figured that routine out. Anyone actively seeking the Army's help with a Shan-possessed friend or relative simply cannot be trusted. And when it comes to identifying and grabbing Shan-infested humans, the security surrounding these individuals is now too high to warrant such high-visibility tactics. When Lee Coleman was running the Army, such dangers would not have daunted him for a moment. If Coleman had not killed himself, the Army would probably be washed up by now, having battered itself to pieces trying to destroy the Shans head-on.

Today, Karen Carter directs the Army's operations. Her strategy has been one of investigation rather than attack. Since all the Army's former Shan-hosts are known to PISCES, their usefulness to the Army is severely limited. Therefore, following Coleman's suicide Carter's first step towards reforming the Army was to begin recruiting people into the organization who were not former hosts. These new members may not be as consumed by their hatred of the Shans as the former hosts are, but in many ways this is an improvement. As in the case of Lee Coleman, anger and the desire for vengeance can cloud judgment. The ex-hosts still perform duties for the Army, and Carter has taken steps to protect their identities, including finding ways to train them in the art of disguise and even obtaining black-market plastic surgery to cover the trepanation scars on the foreheads of the older members.

Today, the Army numbers fourteen underground members—that is, members who are known to PISCES and who have therefore had to change their names and appearances and purchase false identification in order to slip through the cracks of British society. Eleven of the underground members are former hosts and three are non-hosts whose eyes have been opened to the threat posed by the Shans. These fourteen work infrequently, usually at menial jobs that most people don't even notice: janitors, dish-washers, garbagemen. Some even beg. None receive social security since that would draw the attention of the government. This money is sufficient to keep their basic needs covered.

There are eighty-five above-ground members of the Army who have not gone underground and who are still able to maintain their jobs and social contacts. Carter and Clare are among these members. Most of the above-ground members cannot do more than help out with money, food, and shelter, but others are wholly dedicated. The Army knows, however, that at any given moment their members could be under surveillance, so contacts are infrequent and carefully planned.

Communication between members in the Army is done with the utmost caution, using Renaissance-era methods. Since the Army knows that the Shans have access to advanced surveillance equipment, all underground soldiers are under orders never to use the telephone under any circumstances, mundane or extraordinary. Some of the former engineers and computer specialists in the Army have speculated that through GCHQ, the Shans could be scanning every telephone call in the U.K. for key words and voice patterns of the members of the Army who used to be former hosts. No form of email is used, and neither are ham or citizen-band radios. The Royal Mail is also considered insecure. Instead, all communications with underground members are performed through brush passes, whereby written messages are passed between couriers on a crowded street. Written messages are encrypted using homemade cipher wheels. These are reasonably secure so long as one of the cipher wheels doesn't fall into PISCES hands. As an added security precaution, the wheels are changed every two to three months.

Strategy

The Army is primarily concerned with mapping out the influence of the Shans in the United Kingdom—or to use Carter's terminology, "determining the extent of the infection." Soldiers in the Army have set about trying to track PISCES, Severn Aerospace, and the new government policy of increased participation in the ESA, as well as the connections between the individuals involved. This investigation is being carried out using public sources in order to keep as distant from the Shans' conspiracy as possible. The Army realizes how dangerous it is to secretly investigate a conspiracy with governmental powers. The investigation is slow-moving and extremely cautious. Until the Army can determine who in Her Majesty's Government is involved and who is not, they are loath to take any more direct action against the Shans.

As to what to do with the information once they get it, there is a great deal of division inside the Army. Much of the division is ludicrous, such as soldiers arguing about whether they should inform the government or not when they still haven't determined the extent of the conspiracy. One option is to go public with the information, but without definitive proof this would only further convince the public that the

Army of the Third Eye is a band of dangerous lunatics. Even if they had proof, it is very likely that censorious D-Notices would be sent out to squash any such story if the Shans' influence penetrates the government deeply enough. This has raised the possibility of going to the foreign press, an option which has been used in the past in England when government whistle-blowers have wanted to circumnavigate the U.K.'s Official Secrets Act.

Another option that has been discussed is going to the government with their proof. The big question, of course, is which government to inform. Depending on the level of "infection" in Her Majesty's Government, it may be possible to inform some part of the British government and arrange for an internal house-cleaning to root out the alien infiltrators. So far it has been impossible to determine which branches and ministries are infested. Given that, informing the British government would be at best a useless effort, or at worst suicidal. Therefore an alternative plan has been put forward to inform a foreign government or organization. Some soldiers in the Army have suggested that the proper term for such action is "treason."

This begs the question of which foreign government should be informed. The suggestions have included NATO, the United Nations, the European Union, or even INTERPOL. Others have suggested that the best choice would be informing the government of France, because one of the organizations the Shans are most intent on infiltrating seems to be the ESA, an organization heavily supported by the French govern-

ment. If the Army can present the French with convincing evidence that an extra-terrestrial intelligence is in the process of suborning an agency critical to the national security of France, then there is a good chance the French will intervene. France might actually take such a story seriously enough to look at the evidence before throwing the Army's representative out of their offices. France is, after all, home to *Groupe d'Etudes des Phenomenes Aeronautiques Non-identifies* (or GEPAN), an official and government-sponsored UFO-investigation agency. Furthermore, the French government has consistently demonstrated its willingness to use extra-legal means for achieving its national interests. Whether it's above-ground nuclear weapons tests in the Pacific or sinking Greenpeace's *Rainbow Warrior*, the French seem willing to ignore international law and world opinion when it suits their purpose. Of course, this has also caused some soldiers to warn that if the French think England has been overrun by a bunch of alien cerebral parasites, there is no telling what steps they might take. France is, after all, a nuclear power.

Then there's the Americans. The recent shootout in front of the U.S. Embassy in London made the national and international news, and the soldiers in the Army immediately made the paranoid leap to connect the shootout to the Shans. They were correct this time, since even a broken clock tells the right time twice a day. The Army of the Third Eye has interpreted the shootout as some kind of conflict between the Shans and the American CIA. The idea that the



CIA and British Intelligence have a rocky, even hostile relationship is part of British conspiracy theory, and so the events at the U.S. Embassy have been interpreted in light of that pop-culture concept. So, some in the Army want to seek out agents of the U.S. government and deliver proof of the alien invasion of England. The U.S. has many strategic interests in England, everything from airbases to golf courses, and they are willing and able to protect them.

The debate goes on.

What the Army Knows

The Army of the Third Eye knows a great deal about the Shans and their plans, due to the exchange of memories that

takes place between the Shan and its host during a cerebral infestation. However, none of the members of the Army have ever been infested with anything other than Shans which were spawned here on Earth. These Earth-born Shans only know what the elder Shans have told them about the destruction of Shaggai, the colony on Xiclotl, or life on other planets—which isn't much, and tends to be wrapped in a lot of religious dogma. Former hosts will also have strong memories of the Shans' worship of Azathoth, one of the reasons their sanities are so shaky.

The Army currently understands that the Shans are a fugitive species fleeing the destruction of their homeworld, and that they are marooned on Earth. They also know that the Shans have a deep and overpowering attraction to hu-

Trepanation

To safely trepan a patient, a successful Surgery roll is required to perform the operation. It inflicts 1D4 damage and 0/1D4 SAN loss on the patient. If the Surgery roll is failed, the procedure inflicts 1D10 damage, 1D4/1D10 SAN loss, and 1D10 of permanent INT loss instead. A fumbled roll automatically kills the patient. The whole procedure, including closing the wound, takes about an hour. A failed Medicine or First Aid roll throws in the added hazards of post-operative infection, which can lead to an agonizing and protracted death. The above assumes that anaesthetic was used during the procedure. If not, double the SAN loss and the damage, but not the INT loss.

The effects of trepanation, even following a successful operation, can be very striking. Recipients of modern trepanation have reported symptoms including euphoria, relaxation, and a general feeling of well-being. Keepers should keep in mind the exact location that the skull was breached, because that location will always be particularly susceptible to any kind of physical trauma. Normally survivable blows could easily lead to brain damage or death.

Modern medicine has improved upon the tools once used by Egyptian and Inca healers to open the skull. With the addition of Carter to the Army's ranks, the Army no longer has to perform their trepanations with power tools. Today they use an instrument known as a Trephine. It resembles a large, stainless-steel "T" with the blades attached to the end of the longest arm. The cross-piece is the handle which the surgeon turns to rotate the various interchangeable blades. The blades, which resemble a hacksaw blade bent into a circle, come in 8, 13, 16, and 20mm diameters. For their purposes, the Army has created a number of 50mm blades. The trephine blade is held on target with a centerpunch-style guide. There is also a depth gauge to prevent the user from going too deep.

To properly trepan someone infested by an Insect from Shaggai, at least a 50mm diameter section of skull should be removed. While inside the skull, the Shan is only semi-corporeal and is intermeshed with the host's brain matter. It cannot be simply "plucked out." Direct sunlight must be directed into the opening in order to drive the alien abomination out of its host.

The effect of terrestrial sunlight on the Shans is not as dramatic as exposing a vampire to high noon in the Sahara desert. One of the many wavelengths of light in Sol's spectrum is toxic to the Shans, but is not immediately fatal. The Shans, in fact, can survive for several hours in direct sunlight. In game terms, the Shans lose one point of CON per hour of exposure to direct sunlight. The particular wavelength the Shans are susceptible to is part of the visible spectrum, so overcast days can extend the individual Shan's exposure but only by an hour or so.

Regardless, the immediate effect of exposing a Shan to direct sunlight is to panic the creature. The Shans live in mortal fear of sunlight, so the panic is more of a psychological reaction than a physical one, though the Shan does feel the physical effects of the sunlight as soon as it is exposed. The Shan will flee the trepaned cranium and seek safety.

Several options for refuge are open to the creature. First, the Shan can immediately infest another human cranium, provided one is available. Second, the Shan could fly into any fully darkened area; merely hiding in a shadow is not an option since the harmful spectrum will be reflected off nearby surfaces and still penetrate the shadows to some extent. Instead, the Shan needs a closed room, a cellar, or a thick, opaque blanket to completely shield themselves from the harmful wavelengths. A third option for the Shan would be to seek shelter inside some other living organic material, such as a tree or an appropriately sized animal. This has its drawbacks as well, since it is quite possible for a Shan who has hidden himself away in a tree to find himself immolated when its pursuers cover the tree in gasoline and ignite it.

man emotions and that they crave these sensations like a drug. Whether the Shans empathically feed off the raw emotion, the electrochemical reactions, or the secretions of endorphins or adrenaline, the Army has no idea. The Army does understand that the Shans are divided between those who wish to leave the Earth and those who are loath to abandon the decadent pleasures they have found here. They know that these two influences have produced projects that tug in both directions: plans to escape the Earth and plans to reinforce their position here. But since no one has had cerebral contact with one of the elder Shans, none of the former hosts have any clue how far along these plans are, or whether new plans are being developed. Ultimately, the Army knows that the Shans' plans both hinge on control of key figures in the United Kingdom's government. The Army has no information about other alien races like the Elder Things, the Yithians, or Mi-go. The only alien races they are aware of are the Shans and their slave-race, the beings from Xiclotl.

Techniques

Another side effect of being a host for the Shans is that after the insect vacates the host's cranium, the host retains an ability to detect the presence of Shans. Perhaps it's some kind of resonance left behind in the sub-atomic structure of their brains, a latent vibration caused by having the atoms of their cerebrum pressed against the non-terrene matter that define the Shans. No matter what the cause, the effect is that former hosts can feel the presence of the Shans. It comes upon them like a dull itching sensation in their heads. Not *on* their heads, but *in* them. An itch that cannot be scratched from the outside. The range of this effect depends on the number of Shans nearby. One Shan can be detected from about ten meters away. For every additional Shan, increase the range of detection by one meter. Detection, however, does not give the host any clue as to direction. Direction can only be determined by trial and error—that is, the sensation decreases as you move away from the Shan and increases as you approach. The more irritating the sensation, the larger the number of Shans. Of course, since the closer one gets, the worse the sensation, a former host might not understand how many Shans he was facing until they were far too close. Also, if there is one Shan-infested host standing in a crowd of un-infested people, the former host will not be able to pick the infested individual out until after they have made direct physical contact, such as a handshake or a touch on the shoulder.

As for combatting the Shans, the Army knows that trepanation is an effective way to force a Shan from the skull of its host. As far as the Army knows, there is no way to permanently bar a Shan from the brain of an intended victim. Some less-stable members of the Army have, however, adopted various styles of head-gear ranging from tinfoil hats to, in one case, a lead-lined helmet.

The usual tactics used when extracting a Shan through trepanation is to perform the surgery in direct sunlight and then have weapons standing by to deal with the insect before it can infest someone else or escape. The most popular tool for this job is aerosol spray-cans rigged up with lighters to create low-budget flame throwers. The resulting ball of flame damages the insect's wings, preventing their escape, but usually doesn't generate enough heat to ignite clothes or household furnishings or cause more than first-degree burns. With its wings crippled, the Shan is unceremoniously stomped to death.

Using the Army

The Army of the Third Eye can be used in several ways during a Delta Green campaign. First of all, the organization can be used as a way to teach trigger-happy investigators about the consequences of acting without due consideration. The Army is set up like a cult. They are secretive, violent, dedicated to their purpose, and many of their actions will likely seem insane to the objective observer. In fact, many of their members really are insane. The question is, can the investigators see past the veneer of madness and recognize the potential ally they have in the Army of the Third Eye. Obviously, this question could be answered negatively. The investigators could end up gunning down members of the Army (or vice versa) or even turning them over to the duly constituted (and Shan-riddled) authorities. But if the investigators establish a rapport with key members of the Army, they will have an extremely valuable ally at their disposal in the U.K.—which brings us to the next way the Army can be used to spice up your campaign.

The Army of the Third Eye, after all, has managed to keep a step or two ahead of PISCES since 1996. They have local contacts, safehouses, and clandestine communications systems in place on the British Isles. Any group planning to take on PISCES on its home turf, particularly a group of foreigners like Delta Green, would be well-advised to develop all three of those factors before launching any operations—so why not ally with the Army and use theirs?

The trick, of course, is trying to find the Army and make contact. PISCES has been hunting the Army and has had few successes. How will the investigators, with their limited local resources, find the Army when PISCES has not?

First, there is the possibility of Delta Green being contacted by *Phenomen-X*. When it comes to the media, *Phenomen-X* is just about the only “news” organization willing to give a bunch of crazed cultist-terrorists the time of day. If one of the producers from *Phenomen-X* should happen to get an anonymously mailed trepanation videotape from England, it would definitely spur the news hounds into action. Delta Green's contact with *Phenomen-X* might put them in touch with the Army of the Third Eye. Of course, since Majestic-12



also has contacts with *Phenomen-X*, it's also very likely that the videotape might find its way to Adolph Lepus's desk. What could possibly be more entertaining than having teams of Delta Green agents and NRO DELTA assassins playing tag with PISCES and the Shans?

Another possibility would be for Delta Green to come into direct contact with the Army of the Third Eye through SaucerWatch. Of course, this option would require the investigators in your campaign to have already forged some links to SaucerWatch—and SaucerWatch does have an informer in its ranks, Lawrence Hong, who is slipping information to Majestic-12. Once again, if Delta Green learns of the Army of the Third Eye through SaucerWatch, there's a darn good chance that Majestic-12 will be on the case as well.

Finally, there is an outside chance that the Army will come looking for Delta Green—or rather, looking for a U.S. intelligence agency to bring their proof to. As to which agency to go to, none of the Army members has any definite ideas. After all, who do you report an alien invasion to? None of them know anything about Delta Green, but a few have heard the UFO-conspiracy theories concerning Majestic-12 and the Greys. Whether these conspiracy theories are even remotely connected to reality or just the rantings of delu-

sional minds is a question that the Army is in no position to answer. However, it might be possible for a soldier from the Army to contact a Delta Green friendly with some tantalizing evidence. It's far more likely, however, that Majestic-12, with its wider web of contacts, would pick up on the Army's attempt to contact the U.S. government before Delta Green did.

Majestic-12 is not standing idly by, either. Following the embassy shootout, a damaged Shan specimen fell into Majestic-12's hands for a few hours, at least until the organism dissolved into nothing. Despite the Shan's dissolution, Majestic-12 did retain photographic evidence of the creature. The discovery of a new potential extra-terrestrial organism is a critical event for Majestic-12. This is because Majestic's erstwhile allies, the Greys, had assured them that there were no other extra-terrestrial intelligences operating on Earth. This new race, if that is indeed what it is, might be a potential ally, someone Majestic could play off against the Greys in order to negotiate a better deal. Of course, Majestic could easily end up just like PISCES if they go looking to make "alliances" with the Shans. Unaware of the danger, their agents from NRO DELTA are already beginning to make discrete inquiries in England.

Important Individuals: The Army of the Third Eye

Adam Scott Glancy

Karen Carter

Karen Carter had her whole life planned out. She knew which schools she would attend, what grades she would get, what hospitals she would intern at, and what her specialty would be. Carter planned to be the premier neurosurgeon in the British Isles, Europe, or even the world. Then the Army of the Third Eye came along and screwed all that up.

While working at Charing Cross Hospital in London, Carter was kidnapped from the hospital car park following a 48-hour shift. She was whisked away in the back of a van to a house outside the city of Leicester. There she met Lee Coleman and his fellow soldiers. She'd heard of the Army from news stories and had been horrified by their homebrew surgery. Coleman made their purpose clear immediately: he and his band of maniacs were about to initiate another member. Either Carter would perform the trepanation or Coleman would. Given Coleman's success rate, Carter agreed in order to save the poor man's life and mind. As horrific an experience as performing "unnecessary" surgery was, it was nothing compared to the multifaceted eyes and tentacle-covered legs of the enormous insect that flew right out of the man's head and straight at her face. Coleman brought it down with a well-aimed cricket bat and Carter became the first non-host recruit into the Army of the Third Eye.

Today, Carter has found herself thrust into the unenviable position of being the Army's General. She is the most skilled trepaner in the Army, and most members of the Army recognize her as the person who delivered them from their ghastly alien possession. Carter has made many new recruits and allies outside the Army's original ranks of trepaned former hosts. With her position as a respected member of the medical community, she is able to provide aid and assistance to Army soldiers who are on the run or who have to stay underground. It was only natural that she assume the position as General following Coleman's suicide, although she does have her detractors.

Carter leads the Army with a less histrionic style than Coleman. He was partial to grand gestures and impassioned action, but then again, he was also a suicidal maniac with a serious martyr complex. Carter, on the other hand, wants to survive this ordeal as much as she wants to expose and destroy the Insects from Shaggai. She is a thoughtful and careful leader who doesn't want to see any of her soldiers needlessly wasted on some "grand gesture" against the invaders. Instead, she wants to bide her time, recruit new members, determine the extent of the Shans' "infection" in Britain, and find the best way to strike a blow. Carter is treating the war against the Shans very much like a fight against an unknown pathogen: determine who has it, how it is passed, how it affects its victims, where it comes from, how transmission can be stopped or hindered, and—ultimately—how to kill it.

Karen Carter

Leader of the Army, age 34

Race: Caucasian (English)

STR 8 **CON** 11 **SIZ** 8 **INT** 18 **POW** 10

DEX 11 **APP** 12 **EDU** 19 **SAN** 44 **HP** 10

Damage Bonus: +0

Education: Bachelors of Medicine & Surgery, St. Mary's Hospital Medical School, Member Royal College of Surgeons

Occupation: Neurosurgeon and current leader of the Army of the Third Eye

Skills: Biology 69%, Credit Rating 64%, Cryptography 36%, Disguise 45%, Fast Talk 27%, First Aid 68%, Library Use 46%, Medicine 73%, Persuade 33%, Pharmacy 71%, Psychology 34%, Spot Hidden 54%, Surgery 84%

Languages: English 95%

Attacks: none

Physical Description: Karen Carter is a small woman, standing 5'3" and weighing in at 110 lbs. She is anything but extraordinary looking. Her eyes are gray-green, her short hair brown. Her face is dominated by her eyeglasses; the frames are too large and threaten to swallow her whole face. Nevertheless, she is clear-skinned, strong-jawed, and projects an image of steadfast reliability and no-nonsense competence.

Julia Sadler Charlwood

Julia Sadler grew up under the bombs of the Nazi Blitz. She spend her most formative years during the war, from age five to eleven, among the displaced population of London. Her father flew Spitfires and her uncles manned anti-aircraft batteries and fought the fires of the imperiled city. These experiences colored much of the rest of her life. She never lost her view of England as the great defender of democracy and freedom, standing alone against the forces of tyranny.

Julia began following politics as a public-school student and quickly found herself attracted to the machinations of politics. She met her husband, James Charlwood, at university and they quickly became a winning political team: Julia the gregarious political animal, James the astute organizer. After graduation, the Charlwoods worked part-time for the Tory party, ultimately graduating to full-time as the 1960s began to dawn. By 1964, Julia had decided to organize her own campaign for political office. The time for womens' candidacy was just beginning and Julia was poised for a breakthrough. Beginning with local councils and commissions, Julia built up enough of a resumé to run for parliament in 1968. Her first bid failed, but in 1970 she earned herself a seat on the back bench. Charlwood's politics were liberal by Tory standards, but she was easily able to make the transition into the 1970s and ultimately the 1980s. If for nothing else, Charlwood was notable for her political longevity.

In January of 1990, Julia Charlwood was infested by the Shans for the simple reason that she was the chairperson of a parliamentary sub-committee overseeing Britain's space-science budget. The Shans wanted control of the sub-committee in order to press for more investment in the ESA. Charlwood used up every favor she had in the Shans' service, and then promptly had a nervous breakdown. The

Shans thought they could reassert control over her and were loath to abandon such a valuable host. Unfortunately for the Shan tenant, its battle to maintain control over its mentally disintegrating host resulted in drawing the attention of the Army of the Third Eye. In March of 1990, they abducted Charlwood and trepaned her.

Julia Charlwood's trepanation did not go well. She was left with a hideous scar on her forehead and severe brain damage. The brain damage has produced radical changes in personality as well as symptoms of schizophrenia: social withdrawal, a lack of definitive identity, occasional incoherence, illogical speech patterns, auditory hallucinations, and bizarre emotional responses. She has proven to be more than the other soldiers in the Army can handle and has wandered away. She tried to return to her husband, but his response was to have her committed to an institution (which is where she belongs). Charlwood escaped from the minimum-security hospital and now wanders the streets of London, carrying her belongings in a rubbish sack.

Julia Charlwood is no longer in touch with the Army of the Third Eye, but they occasionally look in on her, if only to check up on the level of surveillance she is under. As one of two known members of the Army still at large, Charlwood is under constant surveillance by agents of MI-5 loaned to PISCES. PISCES does this at the bidding of its Shan-controlled inner circle, just in case the Army tries to contact Charlwood, or vice versa. For her part, Charlwood does her mentally unbalanced best to warn anyone who will listen about the "ghosts from space." She spends the money she panhandles on trips to the copy shop to duplicate her manifesto detailing the alien invaders' plans for England. Little of it is coherent, comprehensible, or even remotely correct. She also spends some of her "donations" on cans of yellow spray paint, and more than a few walls bear her spray-painted slogan, "THE ARMY IS COMING."

Julia Sadler Charlwood

Madwoman of London, age 64

Race: Caucasian (English)

STR 10 **CON** 12 **SIZ** 10 **INT** 8 **POW** 11

DEX 13 **APP** 4 **EDU** 22 **SAN** 33 **HP** 11

Damage Bonus: +0

Education: M.A. Economic History, Cambridge University

Occupation: Brain-damaged street person & mad prophetess

Skills: Bargain 84%, Climb 58%, Fast Talk 78%, Hide 41%, Jump 66%, Listen 58%, Persuade 77%, Psychology 73%, Sneak 38%, Spot Hidden 77%

Languages: English 99%

Attacks: Hand-made Shank 55%, 1D6+db

Indefinite Insanity: Disorganized Schizophrenia

Physical Description: Julia Charlwood looks nothing like the woman whose picture formerly graced thousands of campaign posters and buttons. The round-faced, jovial grandmother has been replaced by a spindly, hollow-eyed wreck. Her teeth are badly in need of repair. Her dead-white hair is kept knotted beneath a purple knit cap. She dresses for outdoor life—warmly and with as much thought to waterproofing as possible. Her life on the street has in many ways hardened and toughened her.

Donald Clare

Donald Clare is a psychiatrist who has specialized in the study and treatment of abnormal psychology. As an expert in Criminal psychology, he's consulted with Scotland Yard and written several books and many papers on the subject. Clare was a friend of Karen Carter, and was one of the first people she went to after she performed her first trepanation. Clare wasn't sure he could believe what she was telling him, but he was sure that she believed it. His initial instinct was to turn Carter over to Scotland Yard, but she convinced him to wait until after he met with Coleman and the other members of the Army. The meeting did little to assuage Clare's fears that Coleman and his Army were a pack of madmen. He was instead convinced that this whole notion of alien brain parasites was some kind of shared paranoid delusion, not unlike the kind of mindset found in cults like Jim Jones' People's Church or David Koresh's Branch Davidians. The only thing that didn't make sense was how Carter could have acquired the same paranoid fantasy after such a short period of contact. It would take more than just Carter's word, or the testimony of the lunatics in the Army to convince him.

Several months later, in February of 1993, Clare received a videotape in the mail. It showed Carter performing a trepanation. It also showed what came out of the man's head and tried to flee the sunlight, only to be smashed to pulp with a shovel blade. The rest of the tape showed the enormous insect evaporate over the course of an hour. Re-contacting Carter, Clare asked to be present at the next

trepanation operation, which just happened to be the operation that freed Squadron Leader Thomas Cuthbertson from the aliens' servitude. Donald Clare believed. He didn't want to, but he believed.

Clare now serves the Army in several capacities. First of all, he assists in helping the trepaned hosts claw their way back to sanity; most are mentally damaged by their time as hosts for the Shans. Second, Clare has access to the psychiatric community and has often assisted the Army by providing safehouses for Army members, hiding them in the one place the authorities are unlikely to look: psychiatric hospitals. Clare also has extensive contacts with law enforcement. He has used these contacts whenever the Army needs information that cannot be provided by legal means. Finally, Clare has been on the lookout for a member of the police force whom he might be able to bring into the Army.

Clare is a man who could probably use some time on the psychologist's couch himself. He is adept at seeing through other people's behaviors and personalities, but can't address his own. If he could, his marriage might have survived. His personality is highly egocentric and he rarely gives much thought to how he affects others, only how they affect him. Clare is a very charming and affable person and this charm goes a long way towards hiding his more selfish character traits. He can usually get people to do what he asks, but when he can't, his responses are petty and insulting. He uses his wry humor as a shield to deflect the reality of the horrors and the oppressive paranoia he has to deal with, but these days the jokes are ringing a bit hollow.

Donald Clare

The Army's Doc, age 39

Race: Caucasian

STR 11 CON 10 SIZ 16 INT 17 POW 12

DEX 12 APP 13 EDU 21 SAN 60 HP 13

Damage Bonus: +0

Education: MB,ChB Manchester University, Ph.D. University of Surrey

Occupation: Psychiatrist/Police Consultant

Skills: Biology 47%, Fast Talk 72%, Hypnotism 43%, Library Use 49%, Medicine 54%, Persuade 73%, Pharmacy 84%, Psychoanalysis 92%, Psychology 97%, Spot Hidden 73%

Languages: English 99%

Attacks: None

Physical Description: Donald Clare is a heavyset man, 5'10" and 230 lbs. He has thick, close-cut black hair and even blacker eyes. Some would say the only thing blacker than his eyes is his heart. He's clean-shaven, a bit jowly, with soft, friendly features that can turn on you in a second. His smile is usually full of razor blades.

Thomas Cuthbertson

Thomas Cuthbertson is a paradox, a brainy whiz kid who grew up on the wrong side of the tracks. He won an academic scholarship to Cranfield University and graduated in 1985 with a commission in the Royal Air Force. He specialized in technical intelligence, designing, constructing, and operating a number of specialized high-altitude reconnaissance cameras for the RAF. He worked closely with MI-6 and the Joint Aerial Reconnaissance Intelligence Center, consulting at their photography and high-altitude imagery labs. During the Gulf War he attempted to obtain a combat posting, but was forbidden to fly reconnaissance missions due to his specialized technical knowledge. Following the Gulf War, he was permanently posted to the Joint Aerial Reconnaissance Center, where he continued to design cameras for NATO spy satellites. As part of these duties he was assigned to missions at the European Space Agency headquarters in Paris to arrange launch vehicles and schedules for putting British satellites in orbit atop French rockets. It was exactly this kind of access that made Squadron Leader Cuthbertson an attractive host for the Shans.

Beginning in December of 1991, Cuthbertson was used by the Shans to learn as much as possible about the state of the French Ariane rocket program. The Shans needed to find out if

the ESA possessed any rockets capable of putting their entire templeship into orbit. If the ESA didn't, the Shans needed to determine how long it would take the ESA to develop one. He was also supposed to perform reconnaissance of the ESA and make selections as to which members of that organization were necessary if the Shans were going to operate through that organization. By the spring of 1993, Cuthbertson returned to London and made his report to his alien masters.

The Army came for Squadron Leader Cuthbertson in January of 1994. His Shan tenant was accidentally sensed by an Army soldier in a London shopping district. After some observation, Cuthbertson was abducted and trepaned. Even removed from the direct influence of his Shan master, Cuthbertson took several months to recover his old personality. Cuthbertson is now a fanatical enemy of the Shans, obsessed with their destruction. If it were up to him, the Army of the Third Eye would be engaging in a bombing campaign to destroy every known or suspected Shans stronghold, and innocent bystanders be damned. Cuthbertson believes that the Shans have very limited numbers and that if they are attacked decisively and without mercy, they can be crushed. The Army doesn't have the numbers or access to weapons needed for these tactics, but Cuthbertson is undaunted. He is considering striking out on his own with a few like-minded soldiers if he cannot convince Carter and the others to take more-direct action.

Thomas Cuthbertson, Squadron Leader, RAF (AWOL)

Army Fanatic, age 38

Race: Caucasian (Scottish)

STR 11 **CON** 12 **SIZ** 14 **INT** 17 **POW** 12

DEX 17 **APP** 9 **EDU** 20 **SAN** 28 **HP** 13

Damage Bonus: +1D4

Education: Bachelors Electrical Engineering, Cranfield University

Occupation: Rival for the leadership of the Army of the Third Eye

Skills: Air/Sea Navigation 49%, Computer Use 41%, Demolitions 28%, Electrical Repair 42%, Electronics 63%, Mechanical Repair 61%, Parachute 25%, Photography 86%, Pilot Jet Aircraft 88%, Spot Hidden 69%

Languages: English 99%

Attacks:

Commando Knife 69%, 1D4+2+db

Fist/Punch 62%, 1D3+db

Grapple 57%, Special

Headbutt 48%, 1D4+db

Kick 59%, 1D6+db

Indefinite Insanity: Obsession (with the Shans)

Physical Description: While he was in the RAF, Thomas Cuthbertson kept his thinning red hair regulation length. Since going underground with the Army, he has let it grow down to his shoulders and dyed it brown. He's also grown a beard and mustache, which he uses as a mask to hide his features. Cuthbertson's pinched green eyes and narrow nose are his only easily recognizable features. He stands 6'0" and weighs 192 lbs. These days he's traded in his RAF officer's uniform for thrift-store fashions.

DCI Margaret Alva

Detective Chief Inspector Margaret Alva joined the London Metropolitan Police Service in 1977. She rose quickly through the ranks due to her superb abilities as an investigator and her canny understanding of department politics. By 1988 she was widely credited as one of the best murder investigators in London. In 1990 she was assigned to the National Criminal Intelligence Unit with duties pertaining to psychological profiling.

In 1993, while still a Detective Inspector, Alva drew an assignment to develop a profile of Lee Coleman and the other members of the Army of the Third Eye. As soon as she took the case, Alva realized how bizarre the situation was. The fact that Coleman's victims were assisting Coleman in committing more abductions and assaults was strange enough. That the victims and even the victims' families were hindering the investigation was even stranger. But the thing that DI Alva could not understand was why Coleman was choosing his particular victims. At first she thought that Coleman was some kind of Luddite, someone with a fear of or grudge against technology. Coleman's (known) victims included an electrical engineer, a computer programmer, three Aerospace engineers, three staff members of the ESA, a Cambridge professor of physics who worked as an ESA consultant, and a member of parliament who headed a budgetary sub-committee dealing with Britain's contribution to the ESA. Alva was also struck by the evasion and resistance she got when she checked on some of the victims' employment histories and backgrounds. All had some passing contact with a company called Severn Aerospace, usually in some contractual or consulting capacity. Inquiries about the company were politely but firmly rebuffed. And then the "security types" turned up. Out in front of the trench-coated ruffians was a drab little man named Mr. Cotton.

Mr. Cotton informed DI Alva that MI-5 would be taking over the case and only needed her agency for its arrest powers and to provide testimony to shield the identities of MI-5 agents when it came time for the trial. As it turned out, Alva was not even present during the subsequent arrest of the Army, but was told that a "special detachment" effected the arrest. Afterwards, Alva and several other officers were given a script to memorize by Mr. Cotton. This script was their trial testimony, which they gave under oath to cover up the fact that MI-5 and the SAS had been involved. Alva refused. Cotton threatened her career as well as the careers of several fellow officers, but when she continued to resist, Cotton made it clear that more than just careers could be "terminated." There were also Alva's college-age children to consider. Alva reluctantly agreed to commit perjury, but it was a bitter and disillusioning pill to swallow. They even promoted her to Detective Chief Inspector to sugar it a little; that nearly made her hand in her resignation. The only thing that stopped her was her desire for revenge.

Margaret Alva always knew that there was more going on than just some crazed anti-technology cultists. Whatever was really at the heart of the Army of the Third Eye, it was probably highly embarrassing to Her Majesty's Government. When she finds out the truth, she's going to use it like a bayonet against Cotton and whoever he was running errands for. Since 1996 she has dedicated much of her free time to tracking down some of the leads she developed while working on the Lee Coleman case. She has a great deal of information in her personal files, all the official police files having been confiscated by MI-5. She is known to Delta Green through Agent Young, the sole survivor of the Delta Green-SAS shootout. She is aware that Agent Young, a Special Agent with the FBI, was asking about the Coleman case, and believes it's no coincidence that someone asking about Coleman was gunned down by the SAS.

Detective Chief Inspector Margaret Alva

Cop on the Prowl, age 43

Race: Caucasian (English)

STR 10 **CON** 12 **SIZ** 12 **INT** 15 **POW** 18

DEX 13 **APP** 12 **EDU** 19 **SAN** 90 **HP** 12

Damage Bonus: +0

Education: BSc Psychology & Law, M.A. Criminology, U. of Wales, Swansea

Occupation: Chief Inspector, Scotland Yard, Special Branch

Skills: Accounting 20%, Computer Use 28%, Drive Auto 44%, Fast Talk 66%, Forensics 73%, Law 48%, Library Use 31%, Listen 47%, Occult 21%, Persuade 61%, Pharmacy 42%, Psychology 81%, Spot Hidden 71%

Languages: English 95%

Attacks: S&CW M36 Chief's Special .38 Revolver 51%, ID10

Physical Description: After twenty-one years of police work, Margaret Alva frowns too much. It's the things she's seen—and done. When she was younger, she was told that she was beautiful, that her eyes were soulful and her mouth luxurious. Now the lines are too long and deep and the compliments don't come as regularly. Her light blonde hair, which she usually wears in a bun, is picking up flecks of gray that make it appear ever fairer. She stands 5'6" and weighs 156 lbs—too much time behind a desk and not enough at the gym.

Major Kenneth Codrington

Kenneth Codrington joined the SAS after several highly successful tours with the Parachute Regiment. He was an enthusiastic and patriotic officer, a decorated veteran of both the Falklands War and the ongoing troubles in Northern Ireland. Unfortunately, he also had talents and abilities the Shans desired for their use. When he was recruited into PISCES, he was told he would be doing work of critical importance to the defense of the Realm, work so secret that he would have to officially die before he could join. Major Codrington, who had not cultivated many relationships outside the purely professional, agreed immediately. Two weeks later he "died" during a training accident and joined PISCES. No less than a day later, he was introduced to his new partner, one of the decadent alien Insects from Shaggai. Codrington fought the alien's domination for as long as he could, but ultimately his sanity and willpower were ground down to dust. Besides bombarding Codrington with images of sadism, alien monstrosities, and blasphemous worship, the Shan would take the Major on "outings." The Major was forced to watch while the Shan used him like a puppet and perpetrated mind-shattering acts of rape, torture, and murder

on everything from children to household pets, and in one case, a policewoman. At first he only cooperated so that the Shan would not use him to commit more acts of murder, but soon he found himself participating willingly in the horrific acts he was committing. Some sadistic node of his personality began to grow inside him, nurtured by the nightmare in his skull. Major Codrington now serves his masters with slavish devotion. However, the human ego is a slippery thing, and sometimes madness can be an ally.

Codrington is generally in control of his own actions during daylight hours, but does not consciously stray far from the Shan's desires. However, Codrington drives his sports car at break-neck speeds through crowded London streets; he volunteers for dangerous missions and is always the first man through the door, the window, or the skylight; and he exposes himself to fire unnecessarily during missions and routinely takes on dangerous tasks that others are better qualified for. Unconsciously, Codrington wants to die and take the monster in his head with him to Hell. The Shan riding in his brain has not deciphered this behavior, human psychology not being one of its strong suits. The remnants of Codrington's personality form a cold, emotionless shell. He is aloof, completely indifferent to praise or criticism, and cannot form relationships with other humans.

Major Kenneth Codrington (A.K.A. "Mr. Cotton")

On the Trail of the Army, age 47

Race: Caucasian

STR 13 CON 13 SIZ 13 INT 16 POW 8

DEX 15 APP 9 EDU 21 SAN 0 HP 13

Damage Bonus: +1D4

Education: Royal Military Academy, Sandhurst

Occupation: Shan-controlled agent of PISCES

Skills: Climb 68%, Drive Automobile 79%, Hide 49%, Listen 46%, Martial Arts 60%, Sneak 52%, Spot Hidden 44%, Parachute 47%, Throw 42%

Languages: English 99%

Attacks:

Sig-Sauer P228 66%, ID10

Commando Knife 51%, 1D4+2+db

Fist/Punch 62%, 2D3+db

Grapple 61%, Special

H&K MP-5 Sub-machine gun 64%, ID10

Lee-Enfield Rifle 76%, 2D6

Kick 62%, 2D6+db

Permanent Insanity: Schizoid Disorder with Suicidal Impulses

Physical Description: Major Kenneth Codrington is a bland, nondescript man. He is 5'9", 170 pounds, with thinning brown hair and brown eyes. His features are wonderfully average, neither handsome or homely. However, they are notable for their dead, emotionless quality. Those who have looked into his eyes would say that they have the warmth of a cadaver.

Codrington's Shan Tenant

STR 3 CON 3 SIZ 1 INT 20

POW 22 DEX 29 HP 2

Move: 4/40 flying

Weapons: Meld 60%, damage is progressive control after insect enters brain of target

Armor: None

Damage Bonus: None

Spells: None

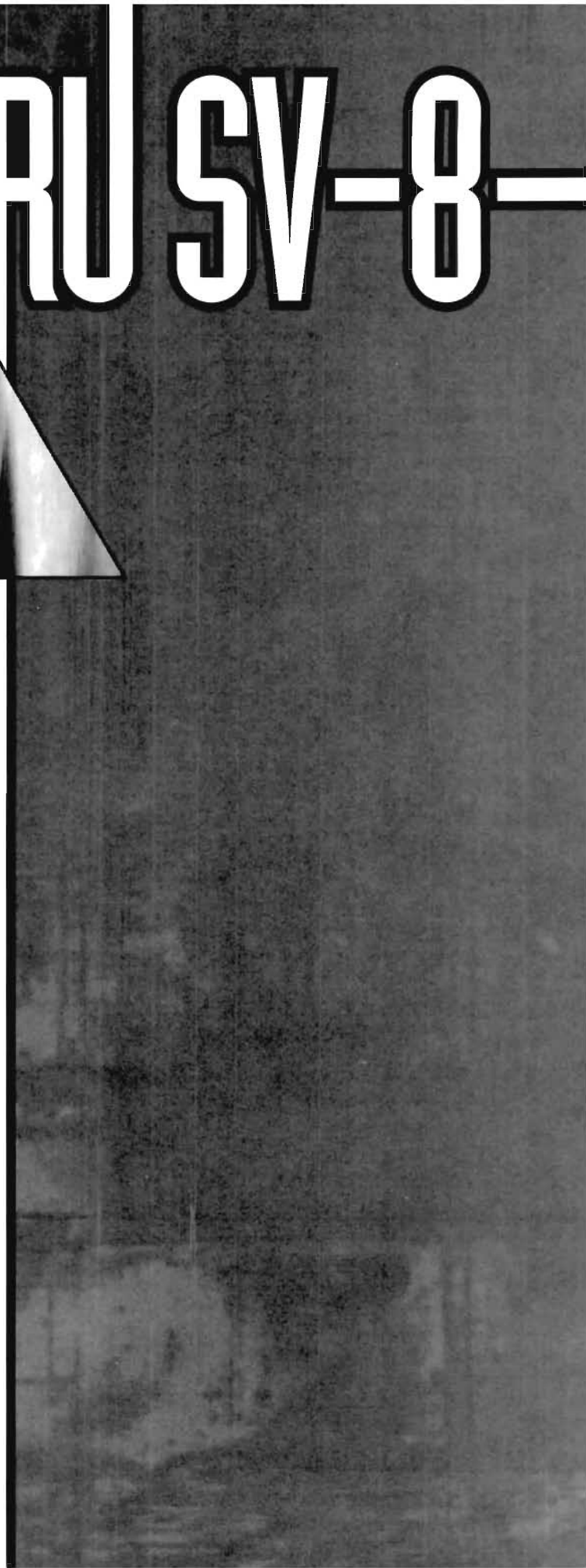
Sanity Loss: 0/106 Sanity

Notes: This insect was not born on Shaggai. It was born right here on Earth. It is even more decadent than its brethren in that it does not revere Azathoth or any other Outer God. All this creature worships is its own sick amusement, which usually takes the form of sadistic sexual homicides. It is part of a cabal of Earth-born Shans who do not want to leave the Earth, but instead wish to conquer it. It sees the interference of the Army of the Third Eye as more of an annoyance than a danger. It is so arrogant that it is not even disturbed by the uproar it caused when it arranged to have that group of U.S. government investigators ambushed by the SAS outside the American Embassy in London. Humans are such easy prey, after all. They cannot possibly harm the Shans in any meaningful way. What this Shan would most like to see is the Army of the Third Eye destroy some of the elder insects and perhaps tip the balance of power in favor of the terrestrial Shans so that they may proceed with their plans to turn the Earth into a Shan Shangri-La.

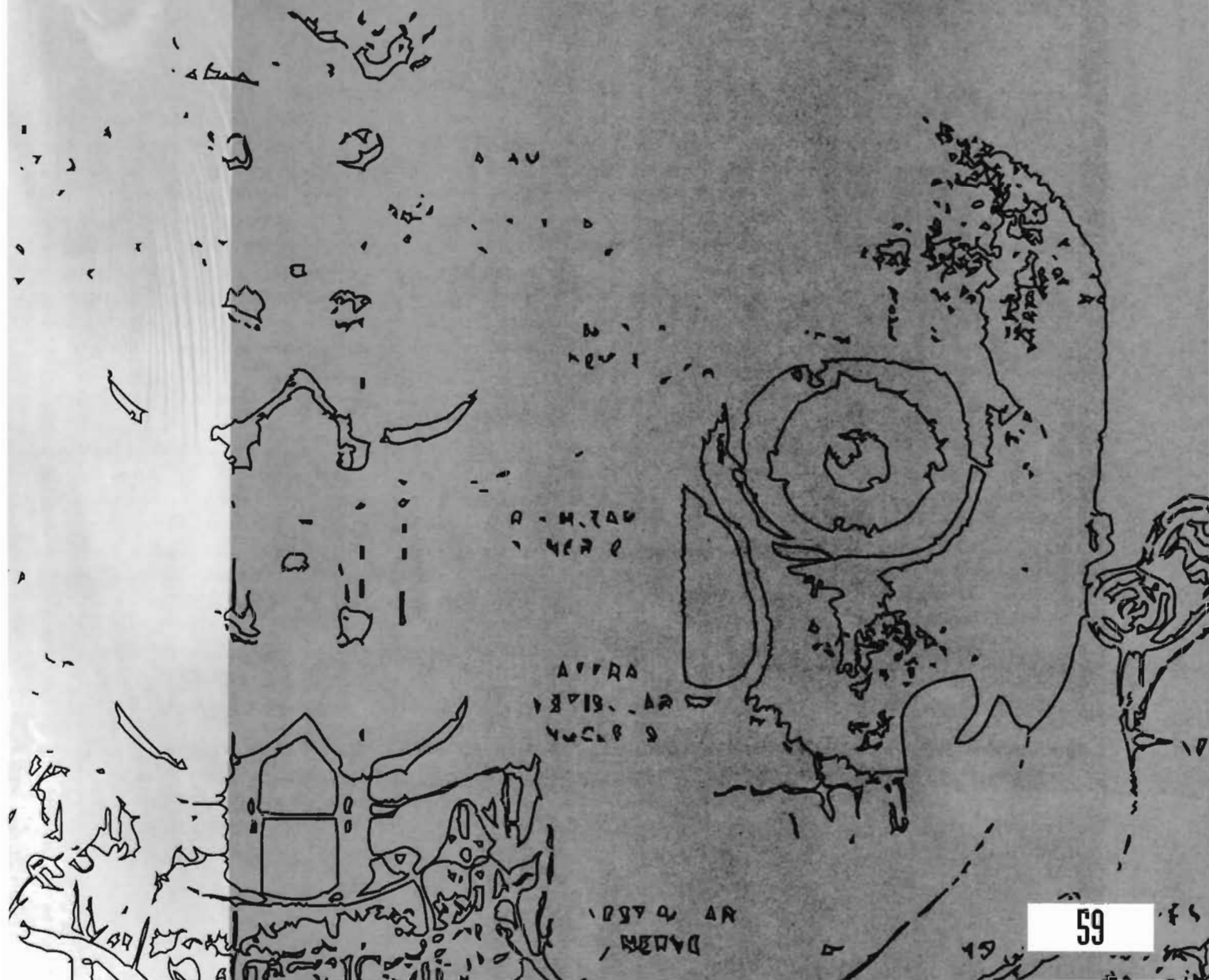
THE
ARMY
IS
COMING



GRU SV-8



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LOATHSOME MONSTERS.



GRU Spetsialni Viedotstvo 8

Adam Scott Glancy

Illustrated by John T. Snyder, III

THE ORGANIZATION KNOWN AS GRU SPETSIALNI VIEDOTSTVO 8 (Special Department 8 or SV-8) could be described as Russia's version of Delta Green—sort of. Like Delta Green, GRU SV-8 has stayed loyal to its original mission. But where Delta Green doesn't officially exist and in reality does, GRU SV-8 officially exists . . . yet in reality is little more than a ghost.

The Soviet GRU

GRU stands for *Glavnoye Razvedyvatelnoye Upravlenie*: "Chief Intelligence Directorate of the General Staff." Its origin was as the Registered Directorate of the Workers' and Peasants' Red Army, established October 21, 1918 by V.I. Lenin at the urging of his Commissar for War, Leon Trotsky. For all intents and purposes, the Registered Directorate of the Workers' and Peasants' Red Army served as the Red Army's intelligence service. (While it was not formally designated as the GRU until June 1942, the term "GRU" was in use almost from the start.)

The GRU acted as a central collection, collation, and analysis point for all the tactical and operational intelligence collected by the front-line Red Army intelligence organs. The GRU quickly organized itself to conduct foreign intelligence collection activities, with special attention paid to collection of technical and scientific intelligence.

Unlike the *Cheka*—the "Extraordinary Commission for Combating Counterrevolution and Sabotage"—and all the *Cheka*'s successor agencies (the GPU, the OGPU, the NKVD, the NKGB, the MGB, the MVD, and the KGB), the GRU has never been involved with the internal policing of the Russian people. GRU officers, removed from the sordid practices of spying and informing on their fellow citizens, have always held the other organs of state security in disdain as little better than Communist Party hacks and lackeys. There has also been a long-standing rivalry between the GRU and the various incarnations of the *Cheka*, known to Russians as "Chekists." However, despite the periodic purges and reorganizations of the Soviet internal security agencies, and despite the GRU's relative organizational stability, the GRU was always in a subordinate position to the other, more politically oriented, state security services.

GRU Development

The GRU scored a number of important intelligence successes during the 1920s and 1930s. Later, the GRU was both a victim and a tool of the Stalinist purges. In 1935, Stalin used the GRU to purge the NKVD: *Narodny Komisariat Vnutrennikh Del*, "People's Commissariat for Internal Affairs." Then, in 1937, Stalin used the NKVD to ruthlessly purge the GRU.

The GRU only came into its own during WWII, known to Russians as "The Great Patriotic War." Like most of the Red Army, the GRU had been largely gutted by Stalin's bloody purges and had to quickly rebuild itself to meet the Nazi threat. The GRU oversaw the creation and deployment of the first the Red Army Special Forces, the *Chasti Spetsial'nogo Naznacheniya*, or *Spetsnaz* units, during the Russo-Finnish War of 1939-1940. GRU foreign agents penetrated the German High Command, stole atomic secrets from both the Nazis and the United States, ran the Lucy Spy Ring out of Switzerland, the "Red Orchestra" in Western Europe, and the legendary Soviet agent Richard Sorge in Japan. Despite its successes, or perhaps because of them, the GRU remained on shaky political ground until the death of Josef Stalin in 1953. Showing too much success during the reign of Stalin could result in a purge just as easily as too many failures could.

The GRU flourished during the height of the Cold War under the brilliant leadership of Generals S.M. Shtemyenko, M.V. Zakharov, and M.A. Shalin. Following the ouster of Marshal Georgi Zhukov, the agency was headed by two incredibly corrupt former KGB generals, I.A. Serov and P.I. Ivashutin. From 1958 to 1987 they did much to damage the GRU's *esprit d'corps* and reputation. Their self-serving leadership and pilfering of operational funds was so onerous that it was often cited by GRU defectors as the reason for their coming to the West. After 1987, the Soviet military regained control of the GRU's leadership. Lt. General Fedor I. Ladygin, a career GRU officer, has headed the GRU since 1992. He is the first head of the GRU in the post-Soviet era.

Unlike the KGB, which was split up into three new agencies, the GRU survived the break-up of the Soviet Union intact, albeit with a much smaller operational budget. There have been few changes in mission or structure for the GRU since the fall of the Soviet Union. However, the GRU has not been immune from the problems of pov-

erty and corruption that have followed in the wake of the disintegrating Soviet empire. Officers and men often go months without pay, and have to seek alternative ways of supplementing their incomes. Active-duty GRU *Spetsnaz* officers have been rumored to hire themselves out as mercenaries or even contract killers for the Russian Mafia, or *Organyzatsia*. The GRU has also developed a reputation for acting as a mercenary broker, using its global contacts to connect the Russian supply of military talent with the needs of regimes and organizations around the world. Despite this, the current reputation of the GRU is far better than the Russian Army as a whole when it comes to honesty and integrity.

The GRU and the Mythos

GRU SV-8 had its origins in the Russian Civil War of 1918-20 and the Great Famine that followed. While fighting the Czech Legion and the Cossack army of Admiral Kolchak in Siberia, a young lieutenant in the Red Army, Gregor Studnikov, found himself assigned to suppress an outbreak of cannibalism. The Great Famine had indeed induced some of the desperate refugees to begin feeding on the dead, but there were some who chose not to wait for their food to simply die of starvation, war, or cold. Studnikov was supposed to "discourage" those who were feeding on the dead and "eliminate" those who were killing Soviet citizens for the meat on their bones. Hunting and killing the bands of cannibalistic brigands turned out to be the least of Studnikov's problems since those degenerates were, at least, human. Most of those who were devouring the dead in their graves were not human, or soon would not be. It seemed that those who maintained a consistent diet of rotten human meat were "devolving" into loathsome monsters.

Lt. Studnikov and his men killed several of these monstrosities, as well as dozens more who were in the process of changing from human to beast. He organized the burning of the dead in open pits when they could not be immediately interred, and posted guards around the cemeteries to prevent graves from being exhumed. This put an end to those who were turning into ghouls, but in truth it made little difference to the ghouls burrowing beneath the cemeteries. Studnikov carefully wrote his report to Moscow, omitting anything that would make him sound like a madman, and put the matter to rest. It would not be his last encounter with the Mythos.

While assigned to disaster relief around Yakutsk, following the Blizzard of '27, Captain Studnikov uncovered and eliminated an Evenki cult worshipping a pagan god they called "Kotura, Lord of the Winds." His investigative talents were recognized from his rooting out of this widespread cult, and he was asked to join the GRU in 1927.



The Chekists

Unlike the stable structure of the GRU, the *Cheka* and its descendants have been shuffled and reshuffled, split apart, reunited, and disbanded so often that it becomes difficult to keep their history straight. There are, however, three distinct “eras” prior to the dissolution of the U.S.S.R.

The first is the Cheka Era, December 20, 1917–July 10, 1934: The *Cheka*, an acronym for the Extraordinary Commission for Combating Counterrevolution and Sabotage, was founded on December 20, 1917, by Felix Dzerzhinsky, the first and perhaps most efficiently ruthless and innovative of all the U.S.S.R.’s secret police chiefs. Before 1922 it was renamed *VCheka* (“Central Cheka”). Between February 6, 1922, and July, 1923, it was renamed the GPU, or General Political Administration. Between July, 1923, and July 10, 1934, it was known as OGPU, or United State Political Administration. The *Cheka* Era is characterized by massive counter-intelligence efforts aimed at protecting the burgeoning U.S.S.R. against the very real threats of foreign intervention and White Russian counter-revolutionaries. The tools which would later be used during the Great Terror were originally created during this era, when it was believed that such extraordinary (and often illegal) means were necessary for national survival. Originally an investigative body, the *Cheka* was incrementally given the power to arrest, try, and execute enemies of the revolution. The *Cheka* was assigned to oversee the military to ensure loyalty and adherence to Marxist-Leninist dogma by the entire Red Army officer corps (many of whom had previously served the Tsar). A foreign-operations division was created to infiltrate and often eliminate White Russian counter-revolutionaries living abroad. The gulag system of prisons was established during this era as well. The agents of this era were distinguished by their fanaticism and ideological purity.

The second is the NKVD Era, July 10, 1934–March, 1954: This era is distinguished as the era of the Stalinist Great Terror. The NKVD, or People’s Commissariat for Internal Affairs, was crafted by Soviet dictator Josef Stalin to be the instrument by which all threats to his political supremacy would be eliminated. They worked against internal and external enemies of Stalin from July 1934 until February of 1941. After February of 1941, the external spying apparatus was assigned to an organization called the NKGB, or People’s Commissariat for State Security. During this period Stalin also created *Smersh*, which is detailed later in this chapter. On March 16, 1946 *Smersh* was officially absorbed into the MGB, the newly created Ministry of State Security, which took over the duties of the NKGB. At that same time the NKVD was elevated to the status of MVD, or Ministry of Internal Affairs. Upon Stalin’s death in March of 1953, his chief henchman and head of the MVD, Lavrenti Beria, reabsorbed the MGB into the MVD, recreating a “super-agency” like the pre-war NKVD. This super-MVD did not long survive Beria’s death. In March of 1954, it was broken up again into the KGB—the Committee for State Security—and the MVD. This era was a time when the security apparatus served no other interest besides Josef Stalin’s. The atrocities in this period against the people of the U.S.S.R. are unknowable in their scope and magnitude. The agents of this era were distinguished as bloodthirsty brutes.

Lastly there is the KGB era, March, 1954–December, 1991: During this era, the MVD was split into the KGB, the Committee for State Security, and the MVD. The MVD carried out internal security duties, such as non-political criminal investigations, the riot police, and administering the prison system. The KGB was responsible for foreign intelligence and covert operations, domestic counter-intelligence, and anti-sedition. It essentially performed the same duties as the American CIA, FBI, NSA, Defense Investigative Service, Marine Corps Embassy Guards, the Border Patrol, the Secret Service, the U.S. Army Honor Guard, and all the U.S. military counter-intelligence agencies combined. This era is characterized by numerous foreign intelligence successes against the West. During this era, with no absolute dictator to steer the political course, power and influence were divided between three institutions: the Communist Party, the Soviet military, and the KGB. The KGB’s domestic agents assigned to watch the Soviet population were often characterized as bull-necked thugs, but their foreign service counterparts were seen as urbane and sophisticated “cold warriors,” fighting not for Marxist-Leninist dogma but to maintain their position as the elite of Soviet society.

The Lost Library

In 1928 engineers excavating for bunkers and command centers under the Kremlin and Red Square discovered a previously sealed series of dungeons and catacombs. These catacombs included the lost library of Ivan the Terrible. Many of the books in the library were part of a dowry from the Byzantine Emperor in Constantinople, obtained when the first Tsar

of Russia, Ivan the III (or “Ivan the Great”), took the Byzantine princess Zoë as his wife. A Greek translation of the *Necronomicon* was rumored to be included among the dowry. Later, during the reign of Ivan IV (“Ivan the Terrible”), more books of occult significance were added to the library. It was rumored that the sorcerous knowledge contained within was used by Ivan the Terrible during his bloody pogroms against traitors both real and imagined.

When the library was unearthed in 1928, Soviet dictator Josef Stalin moved quickly to cover up the discovery. The plans for the command bunker complex were redrawn and the previous architects and construction crews were rounded up and shot. Relying heavily on the OGPU's principal deputy commander (and soon-to-be head of the reorganized NKVD) Genrikh Grigoryevich Yagoda, Stalin attempted to exploit his discovery. (This was described in the early 1980s *Call of Cthulhu* adventure *Secrets of the Kremlin*, published by T.O.M.E.) His experiments ended on April 17, 1931, with horrific and disastrous results. Even so, Stalin retained both the Greek *Necronomicon*, a partial Russian translation, and his interest in exploiting the occult.

The GRU became aware of this disaster through leaks in the OGPU and through Major Studnikov's own investigation into mysterious disappearances of both blind veterans from Red Army Hospitals and the inmates of mental hospitals throughout the Moscow Military District. Major Studnikov and a select group of GRU officers were assigned to determine whether Stalin was continuing to conduct his research into the occult and whether this research comprised a threat to the security of Russia. Secrecy was paramount, for what could be more dangerous than spying on their "Great Leader" and his secret police thugs? The "non-existent" GRU unit to which this duty was assigned was designated *Spetsialni Viedotstvo 8* (SV-8).

Spetsialni Viedotstvo 8

From 1931 until 1937, Studnikov and SV-8 worked in secret to try to penetrate Stalin's quest for occult power. They discovered that Stalin's team was a covert unit of the OGPU until 1934, when the NKVD took control of the project. Through their investigations, SV-8 learned that Stalin's team was meeting with no success. As long as Stalin's research was ineffectual, SV-8 was content merely to watch. They nonetheless remained poised to liquidate the research team and destroy their Moscow-based laboratory. Since such a strike would be tantamount to a suicide mission which might cause a serious backlash against the GRU, the officers of SV-8 chose to bide their time.

During the course of these investigations, SV-8 also uncovered several other occult conspiracies threatening the security and peace of the U.S.S.R., and eliminated them using the most direct and ruthless means available. SV-8's greatest achievement, however, was their remaining undetected by the Stalinist police state. Under Stalin, vast resources of the Soviet state were devoted to detecting plots and conspiracies against the U.S.S.R. and its "Great Leader." Despite the pervasive atmosphere of paranoia and betrayal, the men of SV-8 kept their secrets.

In 1937, the GRU, along with the rest of the Red Army, was decimated during Stalin's bloodiest purge of the military. The men of SV-8 were also exterminated, not because

Stalin had discovered their conspiracy against him, but simply because they were not his lackeys. A second purge of the military began in the summer of 1938, leading to the execution of every member of the Soviet General Staff and every GRU officer above the rank of Colonel. Of the original forty-nine members of SV-8, only six survived those two nightmarish years. Colonel Gregor Studnikov, who had successfully fought the ghouls and the cult of Kotura, was not among them; he took a bullet in the back of the skull with the rest of Stalin's victims.

During this same period, the NKVD was also feeling the effects of Stalin's paranoia. Stalin saw to it that Genrikh Yagoda, his chief of the NKVD and the head of the occult research project, was stripped of his office in 1936, arrested in 1937, and executed in 1938. Stalin's motives for this were primarily the necessities of power politics, but he may also have been motivated by Yagoda's lack of success in his occult researches. The new NKVD chief, Nikolai Yezhov, was assigned to head the occult project. Yezhov met with far more success than Yagoda, but by December 1938 he was dismissed from his position, and by February 1939 he was incarcerated in a mental hospital where he quickly committed suicide. The "suicide" was arranged by new NKVD chief Lavrenti Beria, the man who also took over supervision of Stalin's occult researches.

The surviving members of SV-8 kept low and regrouped for the next several years. Although the purges were not aimed at them, the end result was that SV-8 was effectively destroyed and their contacts with Stalin's occult research project lost. To further complicate things, when Beria took over the occult research project in 1939, he moved all personnel and facilities out of Moscow.

The Great Patriotic War

Through the European spy ring known as the Red Orchestra, the GRU became aware of the Nazis' interest in the occult, especially among Nazi organizations such as the *Ahnenerbe*: the Ancestral Heritage and Teaching Foundation. Despite the Molotov-Ribbentrop Pact and the division of Poland and the Baltic States between Stalin and Hitler, few in the GRU believed that Marxist-Leninism and National Socialism could co-exist for any length of time. Therefore, as part of a general preparation for war, the GRU hierarchy decided to set up a special department to exploit the Nazi leadership's belief in the occult for propaganda, psychological warfare, and disinformation purposes.

Rather than create a new department, the GRU hierarchy decided to reactivate *Spetsialni Viedotstvo 8*. Since everyone who had been involved with the unit's creation had been executed, there was no one in the General Staff or GRU who understood what SV-8's mission actually was. They thought it was a research section devoted to finding "new" espionage techniques from ancient sources, like Julius Caesar, Sun Tzu,

or Cardinal Richelieu. Staffed by GRU officers with education and experience in fields like history, ancient languages, archeology, anthropology, and folklore, SV-8 seemed perfect for the assignment. This revitalized *Spetsialni Viedotstvo 8* had over a hundred officers on staff, including the six original members—who alone knew SV-8's true purpose and the very real supernatural threats arrayed against the Soviet state. GRU SV-8 became operational in May of 1940.

At first, the "new" GRU SV-8 operated strictly as a think tank. They produced psychological warfare and propaganda plans to use against the Nazi armies, as well as to bolster the morale of Soviet forces. Through the GRU, SV-8 spied on German psy-war operations and infiltrated the *Ahnenerbe*. The most disturbing news from Germany was that there was another organization behind the *Ahnenerbe* which was doing more than just studying the occult for propaganda and psychological warfare purposes. They even discovered a secret department within the *Reichssicherheitshauptamt* (RSHA) known as *Sonderkommando H*, Special Unit H. (The "H" stood for "Hexen," the German word for witch.) It was rumored that *Sonderkommando H* was looking to use the power of the occult to aid the Nazi war effort. While this may have seemed ludicrous to the majority of the officers in GRU SV-8, there were six men at SV-8 who took the threat seriously.

At first, SV-8 kept well abreast of the activities of *Sonderkommando H* through the Red Orchestra spy network. But in June 1942, just four days after the Nazi invasion of the

Soviet Union, the Red Orchestra was compromised and hundreds of agents were arrested by the Gestapo. Many were turned and "played back" at the Soviets with disinformation. The loss of the Red Orchestra was but one disaster in an entire tapestry of disasters which would not unravel until after the Nazi defeat at Stalingrad. From June of 1941 until February of 1943, Russia was engaged in a desperate struggle for national survival. The Red Army literally suffered millions of casualties and seemed powerless to stem the Nazi advance. During those dark days it almost appeared that Mother Russia, the *Rodina*, would fall before the onrushing Nazi juggernaut.

Throughout this nightmare, GRU SV-8 did its best to perform its duties. In November of 1942, during the first winter of the three-year siege of Leningrad, reports began to filter back to Moscow about incidents of cannibalism in the city. While this was to be expected considering the horrific conditions in the city, the stories did not end there. In some reports it seemed that the bodies of the dead were not being eaten by the citizens of Leningrad. Rather, they were being consumed by some kind of sub-humans. GRU SV-8 examined the situation in Leningrad and learned that the same mutations that Gregor Studikov had observed in Siberia during the Civil War were manifesting in the citizens of Leningrad who had begun to practice necrophagy. The officers of GRU SV-8 set to work hunting these cannibals and killed and burned all those who showed the signs of devolution. Close



The Crematorium

One interesting side-effect of the GRU's contact with the ghouls during the Great Patriotic War was the creation of the GRU's crematorium at their Moscow headquarters. The GRU HQ is a walled compound surrounding several complexes of buildings, but dominated by a large glass and steel structure which has led to the HQ's nickname: "The Aquarium."

On site is an enormous crematorium built just after WWII as part of a series of improvements made by the then-chief of the GRU, General of the Army Sergei M. Shtemyenko. The crematorium is often used for disposing of secret documents, but its original purpose was for disposing of the dead. It is said of the GRU that once you are in, the only way out of the organization is through the chimney of the crematorium. Either you serve Russia and go into the crematorium in a casket lined with gold leaf, wearing your medals, or—if you betray Russia like Colonel Oleg Penkovsky did during the Cuban Missile Crisis—you go into the flames bound and gagged and very much alive.

The official explanation for cremating the dead was that it prevented any rival services from knowing the identities of the GRU's agents, even after they were dead. Also, when agents "died" and were "reborn" with a new identity, the crematorium was an excellent way to cover the GRU's tracks. The men of GRU SV-8, however, know the truth. General Shtemyenko had been a member of SV-8 and wanted to be sure that no ghoul would ever feast on his bones or those of his men. Incinerating the dead safeguarded the secrets of his organization from the ghouls, who could know a man's mind and life by eating his flesh.

watch was kept for any reports of similar situations across the Soviet Union.

Then, while still struggling to deal with the revelations about the necrophagists, GRU SV-8 rediscovered an old enemy in a new guise.

Smersh

Smersh. The name is an abbreviation of *Smert'shipionam*: "death to spies." *Smersh* was personally organized and named by Stalin in 1941. Initially it operated as part of the NKVD. However, from 1943 to 1946 it operated independently of the NKVD, answering directly to Stalin. Officially *Smersh* was Stalin's military counter-intelligence agency. In practice this meant *Smersh* enforced Stalin's "No Retreat, No Surrender" policy. *Smersh* tracked down spies, traitors, and deserters behind the front lines, shot retreating soldiers, and arrested and executed Soviets who escaped from German captivity. *Smersh* supervised a network of informers within the Red Army, Navy, and Air Force, and even the NKVD, and directed partisan operations behind German lines.

Smersh drew its recruits from the NKVD's *Osobyi Otdel* (OO), or "Special Sections." The OO operated as both separate military units and individual *Zampolits*, or "Political Officers," assigned to Red Army units. As Political Officers, they had the authority to relieve any military commander of his duties should his actions, or his personal opinions, stray beyond the official Communist Party line. As full military units, the OO also carried out some of the most savage acts of terror and murder ever committed. This included the purges of the Red Army between 1937 and 1938 and the infamous Katyn Woods massacre of 1940, when some fifteen thousand Polish officers and officials were executed and secretly buried. These men were Stalin's killer elite.

Smersh had one other duty that was unknown to the rank and file of the organization. *Smersh* was the organization charged with continuing Joseph Stalin's investigations into the paranormal and the occult. The section charged with this work had no name, no designation and was staffed by "dead men." These were people who had officially been killed during the purges and now lived under new identities. The men who operated as part of this secret directorate were divided into two groups: the *Smersh* field agents, and the research staff. The field agents did the leg work, and the leg-breaking, and the research staff provided the answers.

During their investigations in Leningrad, the officers of GRU SV-8 discovered *Smersh* units in the city capturing and interrogating citizens who had begun to undergo the mutagenic change into necrophagists. *Smersh* agents issued orders to Red Army commanders that all such "specimens" encountered were to be captured alive and handed over to *Smersh* for "special handling." GRU SV-8 believed that *Smersh* was studying the necrophagists, but they were unable to determine why or for what purpose. Because of the incident under the Kremlin in 1931, GRU SV-8 policy had always been against having close or extended contact with preternatural phenomena. Even under the most controlled conditions, the slightest mistake could lead to devastating results—or worse, the slow corruption of the soul. Therefore the men of GRU SV-8 did their best to secretly kill every necrophagist they came across. In one case SV-8 agents, disguised as German troops, assassinated a group of necrophagists held by *Smersh*. GRU SV-8 never became fully aware of the level of contact between *Smersh* and the necrophagists until after the fall of Beria and the ultimate dissolution of *Smersh*. But suffice it to say for now that SV-8 was thoroughly justified in their bloody policies.

The Cult of the Great Provider

Russian history has always been a charnel house. War, famine, pestilence, and death have rampaged on a scale so horrific that the numbers have actually lost their meaning, and their ability to shock. As a result, Russia has always been a haven for the ghouls.

The Russian Civil War between the Reds and the Whites provided an immeasurable feast for the ghouls of Russia. The Great Famine which followed caused a jump in the ghoul population as thousands of Russians turned to necrophagy to survive. These newly minted ghouls were careless and inexperienced and caused a ghoul colony in Siberia to be discovered by the Bolsheviks. This discovery caused the ghouls to withdraw and regroup, as well as to adopt the practice of killing humans undergoing the ghoul change when it appeared they were drawing attention to their activities.

During Stalin's purges of the 1930s, millions of people were killed. It is estimated that the dead numbered between nine and twenty million. Bodies were disposed of in huge mass graves as the NKVD executioners worked day and night. For the ghouls, the age of plenty had begun. Stalin's Great Terror produced all the bodies but none of the disruptions associated with a modern war. Furthermore, bodies were often secretly disposed of, rather than placed in cemeteries. These secret disposal sites were even easier for the ghouls to pilfer than regular cemeteries.

In this time of plenty, ghoul society became split. While older ghouls continued to worship the gods of the Mythos like Nyogtha and Mordiggian, some of the younger ones began to worship a new god: Josef Stalin, the Great Provider. His worship and adoration by ghouls in the former Soviet Empire continues to this day: the cult reveres pictures and statues of Stalin in underground ceremonies, and speaks of a time when He will walk the earth again, bodies piled to the clouds.

Among its other duties, *Smersh* was charged with examining and defining the creatures colloquially known to *Smersh* as "proto-humans." There were certain ghoul traits which interested both *Smersh* and Stalin. First, ballistics tests and observations in the field demonstrated that these creatures were extremely resistant to physical injury. Second, dissection and examination indicated that they had very well-developed senses of sight, smell, and hearing. They also possessed inhuman strength, endurance, and agility. Added to which they were intelligent, could understand spoken and written Russian, and could survive on nothing more than dead bodies. Added to *this* was the fact that many of these twisted creatures adored Comrade Stalin and abhorred the Nazis. (This hatred of the Nazis was primarily because the Nazis were incinerating the victims of their mass murders rather than disposing of them in easily accessible mass graves, like the Soviets.) To some in *Smersh*, this combination of attributes sounded like a recipe for the perfect "super soldier." Even more interesting to *Smersh* from a counter-intelligence and interrogation perspective was the "proto-humans" abilities to know the thoughts and minds of the corpses they consumed. If such abilities could be harnessed, even secrets taken to the grave could be known. Most importantly though, and of greatest interest to Josef Stalin, the "proto-humans" were extremely long-lived, perhaps even immortal.

From 1941 until 1953, experiments were conducted on captured ghouls to divine the secrets of their miraculous abilities. Primitive eugenics experiments were carried out using unwilling subjects of both sexes, resulting in a laboratory population of hu-ghouls: half-human, half ghoul. Despite numerous scientific atrocities committed against humans and ghouls alike, *Smersh* never isolated the secret of the ghouls' physical prowess and longevity. However, several *Smersh* officers, including the project administrator, became too closely associated with their "proto-human" prisoners. They began to see the prisoners not as sub-humans, but as the pinnacle of human evolution. These men began to mimic some of the ghouls' culinary practices and thus began the slide into madness and mutation. They, too, joined in the ghouls' adoration of "The Great Provider."

The Harotechia

In the fall of 1943, GRU SV-8 received its first solid evidence of the existence of a Nazi organization dedicated to the harnessing of occult power. The information came from Leopold Trepper, the Red Orchestra's former chief of French operations. Trepper was captured by the Nazis on December 5, 1942 and had cooperated with his captors, revealing the names of GRU agents and sending false radio reports to Moscow. Fortunately Trepper was able to warn the GRU which cells had been compromised by slipping warning codes into the messages he sent to Moscow.

While in Gestapo hands he picked up rumors about the existence of a secret SS organization which was investigating the occult. Of particular note was that Russian prisoners, Jews, Gypsies, and others earmarked for the death camps were being handed over to this new organization as "test subjects." In September of 1943, Trepper escaped the Nazis and went underground. A month later he sent a report to the GRU stating that he had discovered one of these "test subjects" while he was hiding out with the French resistance.

The man, Lt. Pavel Dzhurtchenko, was a Russian POW who had been brought along with many other Russians,

Jews, Gypsies, and others to the coast of Normandy. There they were herded into a series of caves along the shore where the Nazi officers conducted some kind of ritual involving throwing strange carved tablets into the sea. After dark, a horde of what Dzhurtchenko described as “fish-men” came out of the sea and, with the Nazi’s approval, attacked the prisoners in the cave. Before the horrible creatures could get into the cave, commandos and partisans attacked the proceedings with mortars and machine-guns. With nothing but sand to defend themselves with, most of the prisoners preferred to run out of the cave and take their chances on the beach with the bullets and shrapnel. Lt. Dzhurtchenko made it off the beach with several other POWs and they came into contact with one of the groups of French partisans who had attacked the ritual. Lt. Dzhurtchenko and his men were taken to a French town by the partisans where they were interrogated by a man who Dzhurtchenko thought was an American; at least he spoke English and smoked American cigarettes. Dzhurtchenko and his men had been fighting with the French partisans ever since.

The officers of GRU SV-8 were hard-pressed to believe the report, and because Trepper had been a prisoner of the Gestapo, there was always the chance that he had actually been turned rather than just pretending to cooperate. This fantastic tale could be just disinformation. But disinformation to what end? What was its purpose? If the report were true, it would mean that the Nazis were making fell bargains with the same powers which had wreaked havoc beneath the Kremlin on that dark night in 1931.

With the Red Orchestra in Germany and France crippled, most of the GRU’s efforts at intelligence gathering were centered around the “Lucy Ring,” a spy network operating out of officially neutral but often pro-Nazi Switzerland. Beginning in October of 1943, GRU SV-8 began using the Lucy Ring to find out who these Nazi occultists were. Their efforts were successful insofar as they learned the name of the Nazi organization: the Karotechia. As for the Nazi’s abilities to harness preternatural phenomena, GRU SV-8 and the Red Army would be getting a first-hand look at the Nazi’s occult arsenal as they began their long march to Berlin.

Nightmares on the Eastern Front

Following the climactic tank battle of Kursk in July of 1943, the Red Army went on an uninterrupted series of offensives that steadily drove the Nazis all the way back to Berlin. Each Soviet offensive proved more successful than the last, until by January of 1945, the Nazi forces were completely routed. As the Nazis became more desperate, GRU SV-8 encountered more evidence of the Nazis’ use of hyper-geometry and preternatural phenomena to counter the Red Army’s advance. Included among these horrors were several bizarre assassinations and attempted assassinations of Soviet commanders. (One Soviet General was driven insane by the

Karotechia’s manipulation of hyper-geometric principals and had to be relieved of his command.) GRU SV-8 was not properly equipped or trained to deploy preternatural counter-measures, and so had to rely on locating and destroying Karotechia units and agents before they could launch such attacks. Marshal Zhukov was the target of one such attack, in February of 1945, but was saved by the intervention of GRU SV-8.

On another occasion a squadron of Sturmovik attack aircraft were attacked by “bat-winged monsters.” These things destroyed three aircraft and damaged several others, leaving hideous claw-like gashes in the aircraft’s fuselage. But the most horrific and bloody weapon in the Karotechia arsenal were the resuscitated casualties.

The first resuscitated casualties were encountered in January of 1945, by units of the First Belorussian Front, under the direct command of Marshal Georgi Zhukov. The *poavylyatsya*, as the Soviets called them, were “released” in and around the Polish city of Lodz, and their appearance caused a serious shock to morale. The Karotechia also deployed these abominations around the city of Poznan in February of 1945. Again, they succeeded in creating casualties, sometimes even among their own troops, but were unable to slow the Red Army’s advance. GRU SV-8, through the Lucy Ring, was able to determine which Czechoslovakian industrial facilities were responsible for creating the chemicals the Karotechia was using to create these necromantic horrors. GRU SV-8 agents worked with Czech partisans to destroy the mountain laboratories. Despite this, enough supplies of the resuscitation chemical existed in Berlin to create thousands of lifeless killers. GRU SV-8 estimated that the *poavylyatsya* inflicted as many as 10,000 of the nearly 100,000 Soviet fatalities during the Battle of Berlin.

The End of the War

As the Soviets advanced towards Berlin, *Smersh* followed the advancing Red Army into Germany to seek out and detain Nazi scientists and officials. After the fall of Berlin, *Smersh* agents conducted excavations of the Führer’s bunker and organized a team of forensic specialists to autopsy the corpses of Adolph Hitler, Eva Braun, Josef Göebbels, and his entire family.

(Over the next eight years, Stalin would have the body of Adolf Hitler disinterred, re-autopsied, and reburied a number of times. Apparently it was extremely important for Stalin to assure himself that Adolf Hitler, his greatest adversary, was not only dead, but that his remains were intact and firmly in Stalin’s possession. The reason for this was that *Smersh*, like SV-8, was aware of the Nazi’s resuscitated-casualties project. Stalin feared that Hitler, though dead, could yet rise again.)

Meanwhile, Stalin had plans of his own for the fallen Nazi project. Much to Marshal Zhukov’s horror, *Smersh* issued directives that resuscitated casualties were to be cap-

tured intact for study, the lives of Soviet soldiers being thoroughly expendable in these situations.

During Delta Green's Operation SUMMER BREEZE, in May 1945, teams of American agents penetrated Soviet-occupied Nazi Germany and Austria to retrieve or destroy Karotechia files and personnel. During the operation, Delta Green was opposed by agents of *Smersh*, which was dedicated to recovering Karotechia files and personnel as well. Consequently there were several shoot-outs between teams of Delta Green agents and teams of *Smersh* agents. Despite some casualties, no Delta Green agent, dead or alive, ever fell into Soviet hands. Delta Green even managed to assassinate a Karotechia scientist who'd been captured by *Smersh* and was about to be flown back to Moscow. Ultimately *Smersh* was only able to bring one Karotechia member out of Germany: Dr. Erwin Peis, one of Dr. Gunter Frank's assistants on the resuscitated-casualties project. During the confusion, GRU SV-8 took the opportunity to continue its scorched-earth operations against any and all evidence of the Mythos. GRU SV-8 agents burned Karotechia files, destroyed artifacts, assassinated Karotechia members and even a few key members of *Smersh*, whenever the opportunity arose. The agents of GRU SV-8 covered their tracks by making it appear as if the Delta Green teams were solely responsible for all the destruction.

The Cold War

The two most important events for GRU SV-8 during the Cold War was their investigation of the UFO crash at Roswell, New Mexico, in 1947, and Delta Green's operation SIC SEMPER TYRANNIS during the winter of 1952-53.

Roswell

On July 8, 1947, the press officer of the 509th Bomber Wing based at Roswell Army Air Field released an announcement that the U.S. Army Air Corps had recovered a "flying disk," an extra-terrestrial vehicle. As the news story circled the globe, the commanding officer of the 8th Air Force, Brigadier General Roger Ramey, held his own press conference to display recovered pieces of the flying disk and to assure the world that they were nothing more than the remnants of a reflective radar target from a weather balloon. By July 9th, the story of the recovered disk was all but forgotten. But not by Josef Stalin.

At this time, the Soviet GRU and NKVD were waging a war to acquire all the information they could about the U.S. atomic-weapons program. It was the U.S.S.R.'s number-one espionage priority, bar none. Consequently, the GRU and NKVD had agents scattered all over the American southwest, trying to get close to sites related to America's atomic weapons program. Their targets included sites like the White Sands Missile Test Range, the Trinity Test site, the Los

Alamos and Sandina research facilities, and, of course, the only bomber wing in the world armed with atomic weapons: the 509th at Roswell. When the news broke about the recovered "flying disk," Stalin ordered his agents in the area to find out what was going on.

They discovered several tantalizing tidbits. Agents of the GRU, who had been keeping Roswell Army Air Field under surveillance, managed to take hundreds of photographs of the recovery operation. However, most shots were taken at night and at extreme distances due to the heightened security surrounding the recovery of the crashed disk. GRU agents assigned to spy on American testing of captured German jet fighters and bombers at Wright Army Air Field were perfectly positioned to observe the Army's delivery of the debris and saucer to the Foreign Technology Division. The GRU was unable to penetrate the operation at Roswell and Wright Field, but they were able to determine two things: whatever had crashed was not American, and the Americans had no idea what it was or where it was from. From the Soviets' point of view, Roswell was shaping up to be the American Tunguska.

Because of their initial success in penetrating the strange occurrences surrounding Roswell, the GRU received Stalin's assignment to penetrate the Americans' investigation of the mystery craft. The decision to give this job to the GRU was also rooted in Stalin's distrust of his head of the NKVD, Lavrenti Beria. Beria was still secretly running *Smersh* and overseeing Stalin's occult research project. Better, thought Stalin, to give Roswell to the GRU and thus keep Beria from getting too many important assignments.

Besides, the head of the GRU at the time was a close confidant of Stalin: General Sergei M. Shtemyenko, regarded by many as the most energetic, erudite, and ruthless of all the GRU chiefs. However, Shtemyenko was also the most important patron SV-8 ever had. He directed SV-8 from 1943 to 1945, and headed the GRU from 1946 until 1948. From 1948 until 1952 he served as the chief of the General Staff, during which time he continued to patronize and support SV-8. He was removed by Stalin in 1952 and demoted (despite having supported the dictator during a conflict with the Politburo), but was reinstated and brought back to head the GRU by Marshal Georgi Zhukov in 1956. When Zhukov fell out of power in 1957, Shtemyenko was demoted and transferred yet again. Yet he clawed his way back up one more time, becoming the chief of Soviet Ground Forces in 1962 and in 1968, General of the Army, First Minister of Defense, and Chief of Staff of the Warsaw Pact forces. Throughout his turbulent and resilient career, General Shtemyenko always saw to it that GRU SV-8 got whatever it needed. And what it needed in 1947 was to be beyond the reach of Lavrenti Beria and *Smersh*.

General Shtemyenko bitterly hated Lavrenti Beria and knew Stalin for the monster and enemy of Marxist-Leninism that he was. However, under Stalin's reign, the only way of having any chance of surviving in a position of authority was to be

Stalin's creature, to obey unflinchingly, to flatter the dictator's ego at every step. So far Shtemyenko had kept close to Stalin and supported the "Great Leader" at every opportunity.

The investigation of the Roswell incident, however, gave Shtemyenko an opportunity to use Stalin's authority to forge a weapon that could eventually be used against the blood-soaked dictator. When Stalin handed the Roswell operation to Shtemyenko, the GRU general suggested that a specially compartmentalized unit be created specifically for this task. A unit that would only be known to Shtemyenko and Stalin, secretly funded and staffed by anonymous men and women. He further suggested that this new department be disguised as the GRU's psychological warfare department from the Great Patriotic War: *Spetsialni Viedotstvo 8*. Stalin agreed. The Soviet Navy was issued orders to contact Leningrad Military District Unit 62728 in case of a "high probability" incident involving a UFO. The Air Force and Army were instructed to contact Moscow Military District Unit 67947. However, both units were fictitious and were simply routing points for relaying the data to GRU SV-8, which sent out teams to investigate any such incidents anywhere in the Soviet Union, the Warsaw Pact, or other Soviet Bloc nations.

This granting of clandestine *carte blanche* by Stalin gave Shtemyenko the opportunity to hide GRU SV-8 from the prying eyes of the NKVD. GRU SV-8's personnel were taken off the books, making them bureaucratically invisible to Lavrenti Beria and the NKVD. The same was true for their operational budget. These walls of secrecy served to protect GRU SV-8 fol-

lowing Stalin's death, since the only people outside SV-8 who knew about the unit were Shtemyenko and Stalin.

SV-8 learned little more about the Roswell incident during the next several years. But it was Roswell that ensured SV-8's survival and secrecy from this point forward.

SIC SEMPER TYRANNIS

In November 1952, Delta Green launched Operation SIC SEMPER TYRANNIS, a mission to destroy the Soviet life-extension experiments aimed at indefinitely preserving the life of Josef Stalin. The life-extension laboratory was located in Novosibirsk and was headed by Dr. Erwin Peis, a veteran of the Karotechia's resuscitated-casualties project. The facility was guarded by agents of *Smerish*, which continued to serve Stalin despite its officially being disbanded in 1946, and staffed by Stalin's hand-picked team of medical researchers. If they succeeded, Stalin's reign of terror would continue indefinitely.

SIC SEMPER TYRANNIS's operational plan involved the insertion of a ten-man team—six trained Delta Green agents and four Aleut Indian guides—into Siberia by submarine. The submarine, the U.S.S. *Peregrine*, would travel up the Gulf of Ob' and drop the team just south of the Arctic Circle. The team would then trek overland to Novosibirsk, destroy the life-extension laboratory with plastic explosives, and arrange extraction by "whatever means available." In command of the mission was U.S. Army Colonel Michael Keravuori, a



naturalized Finn, veteran of the Soviet-Finnish “Winter War” and a specialist in Arctic warfare and survival.

The insertion and overland trek went without a hitch. Then, on December 3rd, 1952, a Red Army arctic *Spetsnaz* unit on maneuvers stumbled across the Delta Green team some 200 miles north of Novosibirsk. During the ensuing firefight two of the native guides were killed and one of the agents was wounded. The survivors were captured and turned over to officers of the GRU for interrogation at a military installation in Tomsk. At the time, Soviet inter-agency rivalry was at its height and the GRU was in no hurry to share this intelligence and propaganda coup with their competitors in the NKVD. After a week of brutal interrogations, one of the team, U.S. Army Captain Peter Hodge, broke under torture and revealed the team’s mission to destroy Stalin’s life-extension project.

The interrogation report was taken directly to the head of the GRU, Colonel General Mikhail Alekseevich Shalin. General Shalin was a career GRU officer, a wartime member of SV-8, and a protégé of General Shtemyenko. As a GRU Colonel he had used Delta Green’s Operation SUMMER BREEZE to assassinate several old enemies in *Smersh*—payback for the purges of 1937 and 1938. General Shalin had protected and patronized SV-8 since he had become GRU chief in 1951. He had seen the Nazis’ resuscitated casualties in action during the war, so he took the idea of an undead and immortal Josef Stalin quite seriously. The possibility of another twenty, fifty, or one hundred years of Josef Stalin’s arbitrary state terror was not palatable to Shalin. (Shalin was no closet reformer; he was a hardened Machiavellian who had survived several previous purges and didn’t care to have to maneuver his way through another.) Shalin assembled a team of officers from SV-8 and briefed them on his plan.

General Shalin’s plan was to re-equip the Delta Green team and smuggle them into Novosibirsk to complete their mission. Likely as not the Americans would be killed by the *Smersh* and NKVD units guarding the life-preservation laboratories, but in case any of them did survive, SV-8 would have teams of *Spetsnaz* commandos positioned outside Novosibirsk to intercept and assassinate anyone who managed to get out. As for the GRU interrogators, the arctic *Spetsnaz* unit, and anyone else who’d had contact with the Americans, orders were cut to have them “transferred” to SV-8 for the remainder of the operation. Then these loyal and dedicated Soviet citizens soon found themselves rubbing shoulders with WWII-era Nazi and Japanese officers who were still being held in a secret GRU internment camp on the Lower Tunguska River. Those imprisoned Soviets were held there incommunicado until May 1953, three months after the death of Josef Stalin, when they were finally released by the GRU.

On the night of February 2, 1953, the eight surviving members of the Delta Green team were smuggled into Novosibirsk in a Red Army supply convoy arranged by Shalin and staffed by GRU loyalists and SV-8 agents. The

Delta Green team penetrated the *Smersh* facility and assassinated Dr. Peis and his entire team. The team’s plastic explosives set off the highly combustible chemicals being used in the zombification experiments, utterly incinerating the entire laboratory. Two members of the Delta Green team were intercepted and killed by GRU *Spetsnaz* and SV-8 agents. When the wreckage was cleared, SV-8 found three other Delta Green agents and the two Aleut guides in the rubble. SV-8 had missed one of the Delta Green team. Despite a massive covert manhunt, SV-8 was never able to find this last member. Months later, U.S. Army Colonel Michael Keravuori walked across the frozen Bering Sea to Nome, Alaska. He filed his report on the successful mission with Delta Green, and the curious behavior of his Soviet captors.

Without his “elixir of life” Stalin succumbed to ill health on March 5, 1953, much to the relief of Colonel-General Shalin. But with the death of Stalin, a new threat arose. Lavrenti Beria, now head of the (yet again) reorganized state security agency—the Ministry of Internal Affairs, or MVD—had plans to pick up where Stalin left off. Just after Stalin’s death, not trusting the task to any of his subordinates, Beria rifled the contents of several of Stalin’s most important vaults. Not only did he retrieve materials that would have compromised his political survival, but he also took possession of Stalin’s partial Russian translation of the *Necronomicon*.

The End of Beria and Smersh

Marshal Georgi Zhukov and 1st Secretary of the Central Committee Nikita S. Khrushchev were the prime movers behind the conspiracy to depose and eliminate Beria, the man who had served for fifteen years as Stalin’s “Lord High Executioner.” Since the Ministry of Internal Affairs (MVD) was thoroughly controlled by Beria, the GRU played a large role in the conspiracy and was assigned to arrest and eliminate Beria loyalists. On June 26, 1953, Beria attended a meeting of the Soviet Central Committee. He entered the conference room without his bodyguards and, as Marshal Zhukov bid him welcome, Khrushchev shot the would-be dictator in the back of the head. As far as official records were concerned, he was executed December 23, 1953, after a trial by the Central Committee. But like much of Soviet history, that was a lie.

While the majority of the GRU was directing Red Army military police to arrest Beria loyalists, Colonel-General Shalin moved to deliver the death blow against *Smersh*. Using *Spetsnaz* units (including the arctic *Spetsnaz* unit which had been isolated since Operation SIC SEMPER TYRANNIS) and a list of *Smersh* agents stolen from Stalin’s vaults, Colonel-General Shalin moved to seize every *Smersh* “dead man” in the Soviet Union. The operation was almost completely successful. 282 *Smersh* agents were “shot while trying to escape,” 740 *Smersh* agents were captured, and only seven got away alive and free. GRU SV-8 also captured the *Smersh* breeding facility outside Gur’yev, on the northern shore of

GRU SV-8's Mythos & Occult Archive

Spetsialni Viedotstvo 8's archive includes documents and artifacts dating as far back as 1500 A.D. Besides their own case files, SV-8 has the captured files from *Smersh*, including material taken from the Tsarist secret police (the *Ochrana*), texts looted from the holdings of the Eastern Orthodox church, and files from the Nazi Karotechia. Its crown jewels, however, are the texts from the secret library of Ivan the Terrible. The archive is located outside Moscow in an abandoned WWII-vintage command & control bunker. Access is granted using a hidden code-pad and a set of brass keys which must be simultaneously turned by two operators. Failure to use the code-pad still allows entry into the archive, but it also closes the safe-like door behind the intruders and fills the air-tight archive with a non-persistent nerve gas—and activates an alarm at SV-8.

GRU SV-8 Files

Language: Russian; **Mythos Gain:** +10; **SAN loss:** -1D6/1D8; **Spell Multiplier:** x0; **Study Time:** 144 weeks; **Spells:** None; **Notes:** There are literally thousands of files. Fortunately they have been carefully maintained and exhaustively cataloged. If investigators are looking for specific Mythos phenomena or incidents, they will not have to comb the files to find it. These files contain information on the history of SV-8 as relayed by this chapter, plus all the SV-8 operations mentioned and many more.

Personal Journal of Colonel Gregor Studnikov

Language: Russian; **Mythos Gain:** +4; **SAN loss:** -1D3/1D4; **Spell Multiplier:** x3; **Study Time:** 6 weeks; **Spells:** Dismiss Kotura (Nenet language version of Dismiss Ithaqua), Banish Gnoph-keh; **Notes:** There is a great deal of information on Kotura, his cult, the human sacrifices that took place under the Kremlin in 1931, and the necrophagists and their habits. The spells in the files are drawn from ancient Siberian traditions.

Smersh Files

Language: Russian; **Mythos Gain:** +12; **SAN loss:** -1D8/1D10; **Spell Multiplier:** x1; **Study Time:** 228 weeks; **Spells:** Contact Ghoul; **Notes:** The sheer volume of these files should be truly daunting to any researcher. They have not been nearly as carefully maintained and cataloged as the GRU files. Included within is material from the Czarist *Ochrana* and Eastern Orthodox witch trials, and the Nazi Karotechia. There is also a great deal of medical and biological information about ghouls. Dissection photos, diagrams, and anatomical samples can be found, including a ghoul skeleton and a ghoul corpse preserved in formaldehyde. Hidden among the information on ghouls is the spell for contacting them. All files are from between 1928 and 1954.

Russian Translation of the Greek Necronomicon & Al Azif

Language: Russian; **Mythos Gain:** +12; **SAN loss:** -1D10/1D20; **Spell Multiplier:** x3; **Study Time:** 50 weeks; **Spells:** Call/Dismiss Azathoth, Call/Dismiss Cthugha, Call/Dismiss Hastur, Call/Dismiss Nyogtha, Call/Dismiss Shub-Niggurath, Call/Dismiss Yog-Sothoth, Contact Ghoul, Contact Nyarlathotep, Contact Sand Dweller, Dominate, Dread Curse of Azathoth, Dust of Suleiman, Elder Sign, Powder of Ibn-Ghazi, *Resurrection*, Shriveling, Summon/Bind Byakhee, Summon/Bind Fire Vampire, Summon/Bind Servitor of the Outer Gods, Voorish Sign; **Notes:** This translation was created by various scholars working for Josef Stalin between 1930 and 1936. Because the sanity of the translators was faltering during the translation, most of the spells were flawed and did not function. Some of the Mythos-related information was also incorrect. Through cross-checking with the fragments of the *Kitab Al Azif*, most of these errors were later corrected. Only the *italicized* spells, or portions of spells, do not work; the exact nature of their malfunction is up to the Keeper.

Al Azif Fragment #1

Language: Arabic; **Mythos Gain:** +3; **SAN loss:** -1D4/1D8; **Spell Multiplier:** x0; **Study Time:** 11 weeks; **Spells:** None; **Notes:** This fragment was looted by *Smersh* from the University of Sofia, Bulgaria, in 1945. It contains mostly pre-human history.

Al Azif Fragment #2

Language: Arabic; **Mythos Gain:** +13; **SAN loss:** -1D8/-1D12; **Spell Multiplier:** x5; **Study Time:** 32 weeks; **Spells:** Call/Dismiss Azathoth, Call/Dismiss Nyogtha, Call/Dismiss Shub-Niggurath, Contact Ghoul, Contact Sand Dweller, Dust of

Suleiman, Dread Curse of Azathoth, Powder of Ibn-Ghazi, Shriveling, Summon/Bind Byakhee, Summon/Bind Fire Vampire, Summon/Bind Servitor of the Outer Gods; **Notes:** This fragment was once part of the collection of documents collected by the Hermitage Museum in Leningrad. It was seized by the NKVD in 1939.

Cabala of Sabaoth

Language: Hebrew; **Mythos Gain:** +3; **SAN loss:** -1D3/1D6; **Spell Multiplier:** x2; **Study Time:** 16 weeks; **Spells:** Augur (Using Arithmancy); **Notes:** Requires a skill check in Mathematics to comprehend. Seized in 1854 during a pogrom against Jewish communities in the Ukraine.

Rasul Al-Albarin

Language: Arabic; **Mythos Gain:** +11; **SAN loss:** -1D6/2D6; **Spell Multiplier:** x4; **Study Time:** 36 weeks; **Spells:** Conjure Glass of Mortlan, Enchant Brazier, Voorish Sign; **Notes:** Written in 900 A.D., this blasphemous tome came into the hands of the *Ochrana* when they arrested a refugee from the court of the Ottoman Emperor in 1789.

Karotechia Files & Russian Translation

Language: German/Russian; **Mythos Gain:** +1; **SAN loss:** -1D4/1D6; **Spell Multiplier:** x5; **Study Time:** 4 weeks; **Spells:** Resuscitate Casualty; **Notes:** Between the Karotechia, Delta Green, and GRU SV-8 all trying to destroy the Karotechia's files, few original documents remain. These were brought out with Dr. Erwin Peis who ran Stalin's life-extension project in the late 1940s and early 1950s.

Ivan the Terrible's Library

The Greek Translation of the Necronomicon

Language: Greek; **Mythos Gain:** +17; **SAN loss:** -1D10/1D20; **Spell Multiplier:** x5; **Study Time:** 68 weeks; **Spells:** Call/Dismiss Azathoth, Call/Dismiss Cthugha, Call/Dismiss Hastur, Call/Dismiss Nyogtha, Call/Dismiss Shub-Niggurath, Call/Dismiss Yog-Sothoth, Contact Ghoul, Contact Nyarlathotep, Contact Sand Dweller, Dominate, Dread Curse of Azathoth, Dust of Suleiman, Elder Sign, Powder of Ibn-Ghazi, Resurrection, Shriveling, Summon/Bind Byakhee, Summon/Bind Fire Vampire, Summon/Bind Servitor of the Outer Gods, Voorish Sign; **Notes:** This copy is one of the originals hand-copied by Theodorus Philetas in 950 A.D. A badly flawed Russian translation is kept in the *Smersh* files.

The Pnakotica

Language: Greek; **Mythos Gain:** +17; **SAN loss:** -1D10/1D20; **Spell Multiplier:** x5; **Study Time:** 60 weeks; **Spells:** Contact Elder Thing, Create Temporal Communicator, Identify Spirit, Imprison Mind; **Notes:** These ancient Greek scrolls detail the pre-human history from the point of view of the Great Race of Yith. They include much information on the various alien races who have occupied the Earth.

Hermes Trismegistus

Language: Greek; **Mythos Gain:** +0; **SAN loss:** -1D2/1D4; **Spell Multiplier:** x1; **Study Time:** 40-EDU weeks; **Spells:** Apporation Ka, Baneful Dust of Hermes Trismegistus, Chant of Thoth, Mirror of Tarkhun Atep, Parting Sands, Seal of Isis, Sekhmenkenhep's Words, Voice of Ra; **Notes:** Requires skill checks in Astronomy, Chemistry, History, Medicine, Occult, and Pharmacy for full comprehension. This book was copied directly from ancient Egyptian papyrus scrolls in the third century B.C.

The Testament of Carnamagos

Language: Greek; **Mythos Gain:** +6; **SAN loss:** -1D3/1D6; **Spell Multiplier:** x2; **Study Time:** 23 weeks; **Spells:** Create Sign of Barzai, Call Quachil Utraus, Pact of Quachil Utraus; **Notes:** This book has the curious temporal effect of aging anyone finishing the book, as well as their surrounding furnishings, by ten years. This led to the death of the first NKVD scholar to study the work. Also, a sealed section contains the forbidden words that call Quachil Utraus. When unsealed and read in 1934, Quachil Utraus appeared and reduced a second NKVD scholar to dust. The tome is considered highly toxic by SV-8 and is never even touched—they keep it in a coffin-sized high-tech container built (but never used) to transport plutonium. Notes on its contents are kept in the *Smersh* files.

the Caspian Sea, where the necrophagist-human hybrids were being raised and trained.

At first, SV-8 was primarily interested in settling the score with the *Smersh* field agents, most of whom were blood-soaked veterans of the NKVD's OO. From all across the U.S.S.R., these 656 prisoners were first assembled in Omsk, then taken up the Irtysh river by prison barges. Two hundred miles later, the *Smersh* agents were herded onto trucks and driven to an open field, where their executioners waited with freshly dug mass graves and fifty-five gallon drums of hydrochloric acid to speed them on their way to Hell. Having played out this scene hundreds of times before, albeit from the opposite side of the drama, the *Smersh* men did not resist. By nightfall, the graves were full, the drums of acid were empty, and the only men riding home in the trucks were the men of GRU SV-8.

With the thugs and assassins of *Smersh* eliminated, Colonel-General Shalin thought that it would be possible to use the eighty-four captured *Smersh* researchers for the GRU's own purposes. However, as the researchers and the collected research were examined, a frightening pattern emerged.

First, it was discovered that the first Russian translator of the Greek copy of the *Necronomicon* had blinded himself rather than complete the translation. Of the four translators who completed the work (each working on different sections), two suffered mental breakdowns and one committed suicide. Numerous other researchers had succumbed to "psychotic episodes." There was one case where a translator murdered his entire family in what could only be described as a ritualized killing. Then there was a pathologist assigned to examine the corpses of necrophagists who had himself become a practicing necrophagist and was beginning to show signs of the mutagenic change. Yet another researcher who had been working on fourth-dimensional travel had to be identified by the fillings from his teeth, as that was all that was left of him save a small amount of dust filling his clothes and shoes. The *Smersh* field agents may have been bloody, mass-murdering butchers, but in many respects the research staff was no longer wholly human.

Over and over again, the evidence of *Smersh*'s own files, and even captured Karotechia documents, indicated that delving into this research was extremely damaging to the human psyche, the near-universal result being mental degradation and madness. The research staff were all corrupted to one degree or another. Those not showing mental or physical aberrations simply could not be trusted. Colonel-General Shalin saw to it that the *Smersh* research staff was liquidated, along with the semi-human hybrids in Gur'yev. Furthermore, Shalin issued a directive banning any further research into the use of hypergeometry or preternatural forces. Although some "formulas" developed by *Smersh* could be used for counter-offensive purposes, the alien science known as "magick" was to be considered strictly off-limits. GRU SV-8 would not be corrupted like *Smersh* or the Karotechia.

Leadership Changes

Following the bloody liquidation of *Smersh*, GRU SV-8 was blessed by having their two most important patrons head the GRU. Colonel-General Shalin was chief of the GRU from 1951 to 1956, and again from 1957 to 1958. General Shtemyenko, as mentioned earlier, filled in from 1956 to 1957 and later supported the agency as Chief of the Red Army and Minister of Defense, the later a position he held until his death in 1976. During their various tenures, these two men methodically eliminated all traces of SV-8 from GRU files since 1946. Shalin and Shtemyenko also chose to create the bureaucratic illusion that SV-8 had been decommissioned after WWII by creating copious forged records substantiating this illusion. They also established covert methods of funding the agency through fictitious military and civilian projects.

(One problem caused by this covert funding is that SV-8 is currently funded at 1976 levels, Shtemyenko having failed to take into account inflation and the changing value of the Russian ruble, as well as the issue of SV-8's survival after his death. As the years have passed, the budget has grown tighter and tighter.)

From 1958 to 1962, the GRU was under the corrupt directorship of ex-KGB general I.A. Serov. SV-8 kept a low profile during this period, since both Shalin and Shtemyenko were out of power and General Serov had served with *Smersh* during the Great Patriotic War. Serov's successor, ex-KGB general Petr Ivashutin, was even more corrupt and regularly looted the GRU budget to pay for his luxurious lifestyle. While this diverted funds from regular GRU operations, SV-8 was regularly able to acquire operational funds by disguising their thefts as Ivashutin's thefts. Additional funds were provided by General Shtemyenko out of the Red Army's operational coffers. Happily for SV-8, Ivashutin paid almost no attention to GRU operations, and this allowed SV-8 to operate comfortably during his 1963 to 1987 term as GRU director.

SV-8 versus Majestic-12

During the 1950s and 1960s SV-8's holy grail was the penetration of Majestic-12, the American project to analyze the Roswell alien craft. Some of Majestic-12's high-tech projects were discovered during the 1950s, but none of them were ever penetrated. Often the price of these discoveries was quite high. Unlike other high-tech research and national-security programs, Majestic-12's secrets were safeguarded by men who were not content with merely arresting or expelling captured spies. No less than sixteen GRU agents either disappeared or met with untimely accidents or fatal health problems while trying to penetrate Majestic-12. By 1970, GRU SV-8 was aware of projects MOONDUST and REDLIGHT. They believed that the Americans were analyzing whatever was recovered from the Roswell crash site, but were unaware of Majestic-12's minor success in reverse-engineering Grey



technology, their other crash recoveries, or the signals they'd detected coming from the moon.

The reason for this mistaken impression was Project LOOKING GLASS, Majestic-12's organization for keeping tabs on what the Communist and former-Communist Bloc states knew about UFOs. During the Cold War, one of the biggest questions before Majestic-12 was whether the Greys had made contact elsewhere on the Earth and whether there was a Majestic-12-like organization on the other side of the Iron Curtain. The intelligence LOOKING GLASS collected suggested that no other nation on Earth had contact with the Greys and that Majestic-12 was the only nation working on decoding the Grey's encrypted transmissions. But LOOKING GLASS did become aware through Project GARNET (Majestic's counter-intelligence arm) that the Soviets were trying to penetrate Majestic-12 and the mystery around Roswell, almost from the day Major Jesse Marcel made his report to the commander of the 509th Bomber Wing. During the first months after the Roswell crash, Central Intelligence Group agents and Army Intelligence officers saw to it that Soviet agents sniffing around Roswell and Wright Army Air Fields disappeared without a trace. However, this only prompted closer Soviet scrutiny. When Majestic-12 and GARNET were formed, these heavy-handed tactics continued, although GARNET favored solutions involving death by seemingly natural causes to improve deniability.

The Deception

Ultimately, it was an accident at AREA-51 which provided Operation LOOKING GLASS with the material for a grand deception. In 1972, Majestic-12's Project REDLIGHT attempted to restart the anti-matter reactor on the recovered alien spacecraft from Roswell, with disastrous results. The spacecraft exploded, killing four of REDLIGHT's top researchers and severely damaging the facilities at AREA-51. The disaster was nearly complete; however, LOOKING GLASS saw an opportunity. After all, the loss of the "Bucket" (as the spacecraft was known), wasn't the end of Majestic-12. There had been other crash recoveries, though none of them were nearly so intact, plus there were the extra-terrestrial signals that project SIGMA had been monitoring since 1954. SIGMA's chief cryptographer, Abner Ringwood, was getting close to cracking the "Gordian Cipher" and thus opening the possibility of communication with the Greys. Therefore, with the assistance of Project GARNET, LOOKING GLASS concocted a plan by which the "truth" could be leaked to the Soviets in order to make them swallow a useful lie.

The plan began with the accident at AREA-51. LOOKING GLASS correctly deduced that Soviet seismographs would have detected the massive underground explosion that destroyed the "Bucket" and its test facility. Furthermore, Soviet spy satellites, operated by the GRU, had been over-flying the Nellis Test Range with increased regularity since the accident. Normally the repair and salvage operations were carried out on a schedule which made sure no Soviet "spy-

birds" were overhead at the time. LOOKING GLASS made sure that "snafus" occurred that threw the schedule off and allowed the Soviets a few peeks at what was going on. Nevertheless, GRU agents on the ground were not allowed close enough to take any useful photos of the post-accident cleanup, although these agents did collect observations and data indicating that some kind of enormous cleanup was being conducted.

Henry Watts

Next, in the spring of 1973, LOOKING GLASS put out the bait: Henry Watts. Watts was an aerospace engineer who'd worked for NASA and Lockheed. LOOKING GLASS told Watts that he was going to be set up to pass disinformation to the Russians, selling them a bill of goods about recovered UFOs and reverse-engineered alien technology. Watts was an employee of the Lockheed Skunk Works, the facility on the Nellis Test Range that designed and tested such aircraft as the U-2 and SR-71 spy planes, but he knew nothing about the existence of Majestic-12 or the spacecraft recovered from Roswell. Watts could not approach the Soviets, as that would make him immediately suspect. Instead, LOOKING GLASS groomed Watts to appear ripe for recruitment. First he was fired from his job at the Skunk Works, then he went into debt, and was arrested and convicted of drunk driving. Knowing that the Soviets were always on the lookout for "disgruntled employees," LOOKING GLASS had the patience to wait.

In the winter of 1974, the waiting paid off. Agents of the GRU, attached to SV-8, made contact with Watts after months of careful observation. Watts's bitterness over his termination, his frustration over being unable to get work due to his resume being filled with classified jobs he could not talk about, and his growing alcoholism made Watts seem ideal. He told his GRU handlers that he had worked at AREA-51 on a facility that was reverse-engineering alien technology. He told them about how the only craft in their possession was destroyed when project managers, desperate for results, tried to restart the craft's power supply. The disaster destroyed the facility and all the evidence and examples of alien technology they had in their possession. Following the disaster, President Nixon had ordered the agency who'd been overseeing the project, code-named Majestic-12, to be disbanded and its resources reallocated back to the various agencies they had been borrowed from. The GRU agents listened carefully, took copious notes, and asked for proof. Watts claimed he had not been able to take any documents with him from the AREA-51 laboratory, because of the fanatically tight security at the facility. Workers and their belongings were searched every time they left the facility. Desperate for more money, Watts told the GRU agents that he knew people who still worked there and that maybe there was something he could do to secure some documents or corroborating evidence. Two days later, LOOKING GLASS, with

the assistance of the "wet-boys" from NRO Section DELTA, assassinated their pawn Watts by injection of a drug that produced a fatal heart attack. Watts, obviously, had never been told that in order to make his story sound more sincere, LOOKING GLASS planned from the beginning to kill him.

GRU agents stole samples of Watts' tissue from his autopsy and ran tests on them at a KGB laboratory in Moscow. The tests indicated the presence of a selective muscle paralytic which had induced the heart attack—a technique Majestic-12 had used before on GRU spies. With Watts dead at the hands of U.S. security agents, the GRU became convinced that the man had been telling the truth as he knew it. To this day, GRU SV-8 is convinced that the materials recovered from Roswell were of extra-terrestrial origin, that they were destroyed by the Americans during an experiment, that no significant advantage was gained by studying them, and that the organization created to study and exploit the materials, Majestic-12, has been disbanded.

The Deception's Aftermath

The GRU has traditionally specialized in espionage against high-tech targets such as defense contractors and national-research laboratories. They discovered other Majestic-12 projects, but did not connect them to the agency they believed was disbanded in 1973. The Soviets believed that Sub-Projects EXCALIBUR, GABRIEL, ZEUS, and JOSHUA were aimed at the U.S.S.R., not at "space aliens." EXCALIBUR is believed to be the American response to the Soviet-era underground command and control "city" built under the Ural Mountains near Chelyabinsk. GABRIEL and ZEUS are thought to be part of America's "Star Wars" Strategic Defense Initiative Program, and JOSHUA is thought to be a secret biological-weapons program. GRU SV-8 has no idea about the success of Projects SIGMA and PLATO at making contact with the Grey and establishing the Accord.

The Object

On January 29th, 1986, an object fell to Earth on a ridge outside the Soviet town of Dal'negorsk, about 300 miles northeast of Vladivostok. The object impacted on a ridge outside of town known as "Height 611." It was recovered by the Soviet Air Defense Forces, directed by GRU SV-8 agent Colonel Gennadi G. Silkin, and was sent to Moscow for analysis.

After months of careful research, the Soviet scientists presented a report which concluded that the object—a perfect sphere approximately half a meter in diameter and 1.45 kilograms in weight, made of an unidentifiable opaque material which proved impenetrable to Soviet science—was of definite intelligent and non-terrestrial origin.

Little more than the weight and dimensions of the object were learned. Its exterior could not be melted with magnesium torches, burned by acid, or cut by diamond-bit drills. It could not be penetrated by radio waves, sound waves, or

X-rays. It did, however, have an unusual Kirlian signature which led one researcher to suggest that the object might exist in more than four dimensions. It emitted no detectable radiation or radio waves, which argued against a theory that it was a robotic probe, like the Soviet Lunar and Venusian probes. (What good is a remote probe if it transmits no data back for analysis?)

Today, the Dal' Nagorsk Object is kept in a vault on a Russian Air Force Base in the Moscow Military District and is periodically withdrawn for re-testing and examination by new groups of scientists. Despite ten years of research, the Russians are no closer to fathoming the object than when they began.

Despite these mysteries, the object is significant for several reasons. First, it confirmed that GRU SV-8's suspicions about the extra-terrestrial nature of the 1947 Roswell incident were highly plausible. Second, since this example of alien technology was impenetrable to Soviet science, it stood to reason that the Roswell debris was probably just as impenetrable to the Americans. It seemed even less likely that the Americans ever gained any technological advantage from its analysis. Most importantly for GRU SV-8, the object represents a safety-net for the organization. Should GRU SV-8 ever come to the attention of the new government of the Russian Republic, the object represents a justification of GRU SV-8's continued existence. After all, GRU SV-8 knows about Roswell, the defunct Majestic-12, and has been studying the UFO phenomena for decades. What could be more critical than the unraveling of this interplanetary mystery, and who better to do it than SV-8?

Other Cold War Operations

GRU SV-8 conducted operations against preternatural phenomena wherever they were detected. However, detection of a preternatural event often occurred after the event had already past, thus precluding intervention. GRU SV-8 officers often found themselves cleaning up the debris, collecting residual evidence and recording the observations and recollections of witnesses, often with the assistance of drugs like sodium pentathol and scopolamine, and devices such as polygraphs. Police and military reports from across the Communist Bloc were scrutinized for evidence of extra-terrestrial or extra-planar threats.

Between 1954 and 1991, at least three dozen events were investigated and confirmed. In 1957, an archaeological dig in Mongolia was the scene of a deadly intervention. In 1964 GRU SV-8 investigated the assassination of a Colonel in the Cuban DGI (Dirección General de la Inteligencia) who had been killed via sympathetic magic. In 1966, they launched a joint operation with the North Vietnamese Army to clear a stronghold of degenerate cultists off the Ho Chi Minh trail. In 1968, they investigated and resolved a series of occult-related murders of young women in Kiev. In 1974, GRU SV-8

investigated the mysterious destruction of two MiG-21 interceptors which had attempted to lock missiles onto an unidentified object. In 1976, they destroyed an archaeological site in the Pamir Mountains of Central Asia which was the source of a manifestation by an extra-dimensional entity. And in late 1982, after the death of Soviet Premier Leonid Brezhnev, GRU SV-8 agents assassinated a lover of Brezhnev's daughter who had been using his influence with her, and thus her father, to acquire certain ancient and blasphemous texts which were shut away in KGB vaults.

The Yamal Op

GRU SV-8's last Soviet-era operation took place during the abortive coup against Mikhail Gorbachev. On August 18th, 1991, as the coup plotters began their moves, a freak blizzard caused the early-warning radar site on the Yamal Peninsula to go off-line. Not only did the radar go down, but all contact with the base was lost. This created a huge blind-spot in the Soviet's Arctic early warning system, potentially leaving the U.S.S.R. open to a submarine-launched nuclear attack from the north.

During the panic and confusion of the coup, the Soviet nuclear arsenal was not under the command of the Coup plotters or President Gorbachev. Instead, the commanders of the Strategic Rocket Forces, the Red Army, the Red Air Force, and the Red Navy all had control over their individual nuclear forces. Some in the General Staff believed the radar site was deliberately taken out to open the U.S.S.R. to a nuclear first strike and wanted to launch a pre-emptive attack on the United States. Cooler heads prevailed and the Soviet Air Defense Force and the Arctic Strategic Theatre Command launched a mission to put a team in under the blizzard and report on conditions at the radar site to confirm whether hostile action had been involved. GRU SV-8 snuck an officer into the operation, armed with some material collected by Gregor Studnikov back in the 1920s during his investigation of the Evenki Cult of Kotura, Lord of the Winds. The recon operation confirmed that while the site had been deliberately destroyed, it was not by U.S. or NATO forces; rather, it was destroyed by preternatural forces. Cultists of Kotura knocked the early-warning site out in order to provoke a nuclear exchange with the West, causing the onset of a global nuclear winter and thus increase the influence of their arctic god. The Soviet team succeeded in defusing the situation and prevented a thermonuclear exchange with the U.S.; the actions of the cultists were reported as being the work of Chechin terrorists.

SV-8 and Delta Green

One thing GRU SV-8 never learned about was the dissolution of Delta Green. GRU SV-8 had been aware of Delta Green since 1945, but wasn't fully cognizant of the agency's mission until 1953. Many in GRU SV-8 thought that Delta Green

The Riddle of the Sphere

The Dal'negorsk Object is actually an interstellar spacecraft belonging to a race of beings known as the Travelers. These parasites inhabit and control the nervous systems of host beings on three hundred worlds across the galaxy. (For more information on the Travelers see Chaosium's *Ye Booke of Monstres* and "Puppet Shows and Shadowplays," found in *Delta Green*.)

This particular Traveler arrived in larval form and slipped out to find a new host, only to make a very poor choice. The Dal'negorsk miner it chose to inhabit had the unfortunate habit of drinking a homemade liquor made from brake fluid and antifreeze. While this enabled the Traveler to slip inside its unconscious host's mouth almost unopposed, the miner's near-toxic level of inebriation prevented the Traveler from gaining control of the man's severely damaged nervous system. This, combined with the miner's other unfortunate habit of smoking in bed, led to the interstellar marauder's untimely demise. It burned to death with its host, thus ending its reign of terror before it could even begin.

Since the Traveler hadn't even had a chance to fully acquire a host before it died, its vessel was left exposed and, since its impact had been witnessed by many people in Dal'negorsk, it wasn't long before the Air Defense Forces and GRU SV-8 found and recovered it. Unfortunately for everyone on Earth, this intact space vehicle is sending out a signal, undetectable by human science, which is acting as a homing beacon bringing more of the Traveler's brethren to Earth. It was just this beacon which brought the Traveler which appeared in the scenario "Puppet Shows and Shadowplays." Unless someone loads the Sphere into a Russian booster rocker and fires it into space, the creatures known as the Travelers will continue to plague the Earth.

might represent a potential ally, but with the Cold War raging, no attempts to open a dialog were ever made. Delta Green was closed down by the Pentagon in 1970, but GRU SV-8 never uncovered this fact. This has led to the rather ironic misperception that Delta Green is still an official organization but that Majestic-12 is not.

After the USSR

Since the breakup of the U.S.S.R., SV-8 has fallen on hard times. Ironically, it has been the thaw in the Soviet system which has done the most harm to SV-8. While the GRU survived the fragmentation of the Soviet Union, the GRU and SV-8 has next to no budget. There has been more legislative oversight of the military budget and more accountability. SV-8 was forced to curtail its skimming of the GRU budget after 1991 and has since been forced to survive using only the covert budget set up in 1958 and last adjusted in 1976. Their eyes and ears in the former Soviet block are closed. No new agents have been recruited since 1991, and most of the staff has been retired by budget cuts. Months go by without the staff receiving pay, and unlike the other members of the GRU whose talents for war and espionage will always find a market, SV-8 is not so lucky. Most are researchers, historians and antiquarians whose talents are not easily turned into ready income.

SV-8 is half-blind and next to impotent, and must rely heavily on the voluntary assistance of its retired and former officers. Office staff in their Moscow HQ has dwindled to only eighteen full-time officers and six clerical staff members. SV-8 no longer has the funds or manpower to police the Russian Republic, much less the old Soviet Empire and its former satellite states.

One of the few resources GRU SV-8 has at its disposal is the hoard of Mythos-related books, artifacts, specimens, photographs, and reports that had fallen into the hands of the Russian state over the past six hundred years. Some of these items, like many of the books from the Secret Library of Ivan the Terrible, date from as far back as the 15th century. The sources of these items are as diverse as their numbers would allow. Down through the centuries these treasures had fallen into and out of the hands of the Tsars, their secret police, the Russian Orthodox Church, various cults and sects and, ultimately the Communists. The most blasphemous and dangerous items, notably the translations of the *Necronomicon* in Greek, Russian, and ancient Gothic, were seized by SV-8 when *Smersh* was liquidated. But other items were seized in October 1991 when, following the aborted August Coup, the KGB was split up into four separate agencies. Agents of GRU SV-8 were quick to loot the KGB's vaults of anything that might possibly have some occult significance.

The Bait-and-Switch

This trove of tomes has become the linchpin in SV-8's newest strategy for combatting agents of the occult. Since SV-8 can not afford to go looking for evil, they have chosen to let evil come to them.

The plan is the brainchild of the most recent SV-8 chief, General Alexandr Fedorovich Zimyanin. SV-8 put out a rumor among the smugglers, black marketeers, and antiquities dealers of Europe, the Middle East, and Asia, that a corrupt ex-KGB general was in possession of valuable artifacts of occult significance. This former property of the defunct Soviet

Union could be had for a reasonable price. Having cast their nets, SV-8 then waited to see who would come to have a taste. Anyone asking about the *Necronomicon*, certain other blasphemous artifacts, or demonstrating a bit too much familiarity with the preternatural, would be lured to Moscow, captured, interrogated, assassinated, and their bodies disposed of in the GRU crematorium. The plan had all the subtlety of a sledgehammer, but was also terribly effective. Up to a point, at least.

Several occultists and bibliophiles were lured to Moscow, and, if they were lucky, the SV-8 agents shot them before they dropped them into the GRU crematorium. Sometimes these prisoners denied knowledge of any such cults or claimed to be some kind of vigilantes fighting against the Mythos. Regardless, they all ended up in the same place. Then there came the loss of the Gothic *Necronomicon* in November 1994.

The Gothic Necronomicon

The Gothic *Necronomicon* first came to SV-8's attention while they were interrogating captured Karotechia officers in 1944. SV-8 tried to find it before *Smersh*, but failed. The Gothic *Necronomicon* was shipped east by *Smersh* where it became part of Josef Stalin's personal library. The tome, however, is written in the ancient and extinct language of the Goths. It was therefore set aside until such time as an expert in the Gothic language could be located. This was set at a low priority since there already existed a Russian translation of the Greek *Necronomicon*, and *Smersh* did not realize the value and power of the Gothic text.

Following the death of Stalin, the Gothic *Necronomicon* fell briefly into the hands of Lavrenti Beria. Following his execution and the liquidation of *Smersh*, the Gothic *Necronomicon* came into the possession of GRU SV-8, where it remained. In 1994, a group of Russian mobsters approached GRU SV-8 agent Petr I. Zborowski (who was masquerading as the corrupt ex-KGB general) and expressed an interest in the Gothic *Necronomicon*. The mobsters were middle men for some anonymous foreign buyer, whom SV-8 wanted to identify. Therefore it was decided to take the risk of playing out the negotiations a little further than usual. The mobsters let it be known they would be bringing along a noted Russian archeology professor to authenticate the Gothic *Necronomicon*. This forced GRU SV-8 to produce the real thing at the sales meeting with the mobsters at the Moscow International Airport. Security for both parties would be ensured by the presence of metal-detectors and hundreds of Airport Police and Customs Officers (formerly part of the KGB). That GRU SV-8 agreed to this "safe" meeting was a demonstration of their naiveté about the realities of law and order in Moscow in the post-Soviet era.

Following confirmation that the Gothic *Necronomicon* was indeed genuine, an *Organyzatsia* team appeared and began shooting with weapons that had curiously escaped detection by the airport's metal detectors. Agent Zborowski

was killed as was the Russian archeologist. The GRU SV-8 backup team intervened and a running gun battle ensued in the Moscow Airport. The *Organyzatsia* thugs escaped with the assistance of several dozen heavily armed Airport Police and Customs Officers whom they had thoughtfully bribed before arranging the meeting. The GRU team was fortunate to escape with only minor injuries and two fatalities.

GRU SV-8 was not in a position to kidnap, interrogate, or even assassinate the mobsters responsible for the shootout. If the Russian *Organyzatsia* had attacked agents of the GRU on a sanctioned mission, perhaps a retaliation could be arranged. But this operation was on Russian soil, thus officially outside the GRU's jurisdiction, and was unsanctioned by anyone outside SV-8. General Zimyanin instead began working on infiltrating the *Organyzatsia* with one of his agents, Yuri N. Krylov. Krylov is now on the trail of the men who hired the *Organyzatsia* to steal the *Necronomicon*. His mission has taken him to Western Europe, the Middle East, and now South America, pursuing leads to the book's new owners.

Meanwhile, General Zimyanin has restarted the bait-and-switch operation, only this time with extra safeguards, security, and a healthy dose of paranoia. He is determined never to allow such a disaster to ever happen again.

Delta Green Involvement

GRU SV-8 is intended to be used as a potential ally for Delta Green, a sign that they are not alone in their struggle against the Mythos and the coming End Times. While useful, GRU SV-8 is limited in its power and resources. If a relationship could be formed between the two agencies, GRU SV-8 could act as an extremely useful resource for consulting Mythos-related texts. After all, they possess a Greek copy of the *Necronomicon* in excellent condition. GRU SV-8 could provide much information on binding and banishing Mythos threats while Delta Green carries out the groundwork. Of course, the trick here will be identifying the Mythos critter before you need the spell to get rid of it. It won't go well for the investigators if they bring a Bind Byakhee spell to a Hunting Horror fight.

Considering GRU SV-8's current financial situation and its lack of access to useful intelligence, General Zimyanin will be willing to entertain the notion of cooperation between the two groups. However, the Russians will prove cautious and distrustful, always guarding against exposing themselves too much to their American "allies." The Russians want to be sure that Delta Green hasn't been infiltrated by a *Smersh*-like organization, and that Delta Green hasn't been corrupted itself by the Mythos. Ultimately though, the Russians' sense of pride will color much of their dealings with Delta Green. GRU SV-8 officers like Zimyanin do not want their American counterparts to know how hard things are for them, or how badly the fall of Communism has affected their prestige and power.

The Skoptsi

Since GRU SV-8 is already on the track of the missing Black Icons of the Magna Mater, it is very likely that Delta Green agents investigating the Skoptsi (described in their own chapter on p. 88) may run into them. Whether they become enemies or allies is up to the way the players choose to interact with them.

The Karotechia

Delta Green and SV-8 could also encounter each other during a Karotechia-centered campaign. Recovering the Gothic *Necronomicon* is GRU SV-8's number-one operational priority, but they still haven't discovered the continued existence of the Karotechia, nor do they know that the Reinhard Galt who stole the *Necronomicon* is the same Reinhard Galt who served the SS during WWII. If Delta Green agents encounter GRU SV-8, they may be able to supply many of the missing pieces of the puzzle they are assembling. It would almost be nostalgic having Russians and Americans teaming up to stomp Nazis again.

The Fate

GRU SV-8 could very easily run into agents of Stephen Alzis and the Fate, on account of GRU SV-8's efforts to attract individuals interested in purchasing items of occult significance. However, GRU SV-8 is poorly equipped to carry out an investigation in the United States, which of course segues into a magnificent way for Delta Green and SV-8 to cooperate. Fortunately for SV-8, Alzis is likely only to send one of his Adepts to Moscow to barter for Mythos items. If SV-8 assassinates or captures an Adept,

he won't even bother to retaliate. Adepts don't know enough to be a threat to Alzis and they are so easily replaceable that a retaliatory strike would not be warranted.

Phenomen-X

With the opening of the former Soviet Union, there are also plenty of opportunities for GRU SV-8 to run into news teams like *Phenomen-X* (described in this book on p. 124). The Soviet Union long supported pseudo-scientific research into the realm of psychic phenomena and has its own legends, myths, and ghost stories. It is likely that *Phenomen-X* could do a story on Siberia's version of Bigfoot, the Alma, or even on some of the self-proclaimed psychics of the former U.S.S.R. There is also a large and overly enthusiastic UFOlogy community in Russia. With the opening of lines of communication and commerce to the West, it is very likely that SaucerWatch has a few Russian subscribers. Of course, the last thing a SaucerWatch investigative team wants to do is get mistaken for spies by the Russian Federal Security Bureau (FSB); it would go even worse if they were mistaken for cultists by GRU SV-8.

Majestic-12

GRU SV-8 would also be very interested in learning about the continued existence of Majestic-12. Should Delta Green put GRU SV-8 "in the picture" about Majestic-12 and inform them that these agencies have connections to the same preternatural horrors that GRU SV-8 has been hunting since the 1930s, *Spetsialni Viedotstvo* 8 will prove to be tireless allies and implacable foes.

Important Individuals: GRU SV-8

Adam Scott Glancy

General Alexandr F. Zimyanin

General Alexandr Fedorovich Zimyanin is not the man he used to be, but then again, neither is he the man he appears to be. Born in Siberia, near Lake Baikal, Zimyanin grew up during the Stalinist era and the Great Patriotic War. His father and uncles all served and died in Comrade Stalin's heroic defense of the motherland against the forces of fascism. This assured his admittance to one of the Suvorov Military Academies and his officer's commission in 1950. His first assignment was as part of the staff of Soviet observers assigned to the People's Republic of Korea during that country's attempt to liberate the south from its colonial oppression. Zimyanin distinguished himself and was invited to join the Red Army *Spetsnaz*, the creme of the U.S.S.R.'s elite forces. The *Spetsnaz* trained him in all the methods of death dealing, escape, evasion and destruction known to Soviet military science. On more than one occasion he led missions in hostile or neutral countries to neutralize threats to the *Rodina* and the world revolution.

In May 1969, Colonel Zimyanin led a *Spetsnaz* mission across the Tian Shan mountains of communist China and into Taklimakan desert in Xinjiang province. Sino-Soviet relations were at an all-time low since the border clash between units of the KGB border guards and the People's Liberation Army on the Ussuri River in March of that year. Zimyanin's mission was to conduct photographic reconnaissance of the Chinese experimental ICBM sites in the Taklimakin desert and determine whether they were close to deployment. What he and his men found instead was the Plateau of Leng, or rather, the Plateau found them. Stepping through into the Dreamlands, Zimyanin and his men wandered the cold wastes for weeks. They were drawn by an unnaturally high lighthouse which led them to a monastery surrounded by concentric rings of monoliths, but did not approach. Something told them that only madness and death awaited them. After months of dodging groups of degenerate Pan-like inhabitants who were hunting them, and fending off dozens of suicidal attacks, Zimyanin and his men were captured and dragged in chains to a crumbling, near-abandoned black-stone city called Sarkomand. In the years that followed, all his men died in captivity, but Zimyanin, through sheer force of will, survived and escaped.

After three years on the Plateau of Leng, Zimyanin alone emerged back into our world and picked his way back through the mountains and into the U.S.S.R. Once there, he learned that in our universe, no more than six days had been lost. He made up a story about being ambushed by Chinese soldiers, but the GRU did not wholly accept this. How did he grow a full beard and shoulder length hair in just a week? How is it that scars appeared where his service record said none existed—particularly on his wrists, ankles, and neck, as if he had been manacled for months? How could his ribs, wrists, and collarbones show signs of being broken, set, and having healed in less than a week? And how did the cavities in his teeth appear so quickly? Under the influence of scopolamine, Zimyanin revealed the truth of his experience to GRU SV-8. Given his extensive contact with the preternatural, Zimyanin was drafted into the organization immediately.

The Plateau of Leng had thrust Zimyanin into a world outside dialectical Marxist-Leninism, and SV-8 gave him a way of processing this experience without losing his mind. This was not magic in the conventional sense, and these mad-beastmen did not whistle up demons his devout *babushka* might have understood, but these were things from beyond the physical universe. Zimyanin saw Leng as an alternate dimension, an example of what this world would be like if these horrors ever gained a foothold here. He dedicated his life to ensuring that such a nightmare never came to pass.

Zimyanin and GRU SV-8, however, have outlived the empire they strove to protect. But what was the U.S.S.R. except another name for Russia and its conquered territories? Zimyanin has risen to direct GRU SV-8, a title he intends to hold until he dies. Zimyanin is not interested in power or influence; he just has no faith that anyone will be able to do the job better than him. Zimyanin has been quick to adjust to the post-Soviet era. It was his idea to begin "fishing" for cultists using GRU SV-8's treasure trove of occult materials as the bait. His greatest fear, at the present, is what use the stolen Gothic *Necronomicon* will be put to. However, he also fears his dreams, somehow instinctively knowing that if he dreams too deeply he could find himself standing among the monoliths before the monastery gates again, madness beckoning from within. He gobbles REM-sleep suppressing drugs every night, washed down with vodka. Zimyanin smokes and drinks in moderation, although what constitutes "moderation" for a Russian will no doubt appear excessive to an American.

General Alexandr Fedorovich Zimyanin

Director of GRU SV-8, age 68

STR 11 CON 9 SIZ 13 INT 17 POW 15

DEX 11 APP 10 EDU 24 SAN 49 HP 11

Damage Bonus: +0

Education: Franze Military Academy, Leningrad (now St. Petersburg)

Occupation: Director of GRU SV-8

Skills: Bargain 84%, Cthulhu Mythos 25%, Fast Talk 66%, History 52%, Hide 32%, Jump 48%, Land Navigation 39%, Library Use 34%, Listen 41%, Occult 22%, Parachute 43%, Persuade 77%, Psychology 86%, Sneak 52%, Spot Hidden 71%

Languages: English 28%, German 26%, Russian 99%

Attacks:

AK-47 Rifle 66%, 2D6

Makarov 9mm pistol 57%, 1D10

Fist/Punch 62%, 1D3

Grapple 48%, Special

Headbutt 28%, 1D4

Kick 44%, 1D6

Indefinite Insanity: Hypnophobia (fear of dreams)

Physical Description: General Alexandr Fedorovich Zimyanin is a Siberian: weathered, imposing, and silent. His face is so deeply lined, one might at first guess he had been wounded in a knife fight. His black Tartar eyes are narrow slits, his eyebrows thick and bushy. His lantern jaw gives him the appearance of a slight underbite. His hair is black, with ever-widening streaks of gray at the temples. He was once a huge, powerful man, but the years have been no kinder to him than they have been to Russia. His body is a maze of scars left by the whips and cudgels of the Men of Leng during his captivity in the Dreamlands.

Major Ekaterina Pokrovsky

Major Pokrovsky was the child of academics. Born in Akademgorodok, a Soviet "think tank" outside Novosibirsk, she was a Young Pioneer and party member while in school. Pokrovsky's studies were geared toward ethnography and the study of the various indigenous peoples, languages, cultures, and folklore of the Soviet Union. She was a natural polyglot and quickly picked up many native Siberian languages. She married a Soviet Army officer, Yevgenni Khrenov, and she found herself living in Eastern Europe. While there, her husband was killed during the Soviet invasion of Czechoslovakia. Left with two children to take care of, Ekaterina joined the Soviet Army as an interpreter. Her facility with languages made her an asset and she soon found herself engaged in intelligence work.

In 1975, while working for the intelligence staff of the Far Eastern Theatre of War HQ, Pokrovsky was tapped to participate in a GRU SV-8 operation. Her background in ethnography and folklore assisted a SV-8 team in apprehending a group of Buryats who had been involved in kidnapping children for sacrifice in pagan ceremonies. Once her talents as a linguist were identified, she was drafted to work with SV-8 at GRU HQ outside Moscow. At first she thought that SV-8 was going to mean little more to her than better pay, more perks, and a Moscow apartment, but it didn't take

long for her to become a true believer in the power and danger of the occult.

Again, it was her fluency in languages that got her transferred to the archive where she served as an assistant to Konstantin Fedorchuk, the then-current keeper of the archive. However, in 1988, Fedorchuk went irretrievably insane and tried to destroy the archive by filling the sprinkler system reservoir with gasoline and then setting a small fire. Contrary to SV-8 directives, he'd been reading much of the material in the files, including the Russian translation of the *Necronomicon*. Pokrovsky was forced to kill Fedorchuk before he could immolate himself, Pokrovsky, and the archive.

Major Pokrovsky has now been the keeper of GRU SV-8's archives for nearly ten years. She takes her duty extremely seriously and exercises the utmost caution when dealing with anyone who needs access to the archive. Besides herself, and her assistant Captain Vladimir Arbatov, only General Zimyanin knows the location of the archive. And his knowledge of its contents is nothing compared to hers. She used to study the contents of the archive, reading *Smersh* and *Karotechia* files, but hasn't resumed her studies since she gunned down her gibbering and frothing predecessor. Both she and her assistant keep constant watch on each other to ensure neither tries to read the *Necronomicon* or its translations. Although she doesn't know the spells herself, Major Pokrovsky knows which *Smersh* and *Karotechia* files contain "formulae" for dealing with extra-planar entities.

Major Ekaterina Pokrovsky**The Woman Who Knows Too Much, age 53**

STR 10 CON 13 SIZ 15 INT 16 POW 12

DEX 9 APP 14 EDU 23 SAN 33 HP 14

Damage Bonus: +0**Education:** U.S.S.R. Academy of Sciences, Novosibirsk Branch, M.A. Ethnology**Occupation:** Chief of Archives, GRU SV-8**Skills:** Anthropology 67%, Cthulhu Mythos 20%, History 64%, Library Use 59%, Occult 69%**Languages:** Buryat 37%, Chinese 62%, Chukchi 21%, Evenki 33%, Ancient Greek 63%, English 44%, German 52%, Nenet 39%, Russian 99%, Tuvan 22%, Yakut 37%**Attacks:** 9mm Marakov Pistol 43%, ID10**Physical Description:** Major Ekaterina Pokrovsky was a striking beauty once. Had she been born in the west, fashion photographers and Hollywood agents would have pursued her. Now, that beauty is still there, but it is hidden beneath an ill-tailored uniform, seventy extra pounds, and thirty years of fighting the Mythos. She stands 5'10" and weighs 200 pounds, with winter-blue eyes and shoulder-length white-blonde hair (kept up when on duty). Her cheeks are broad, and her lips full. With the right clothes she could pass for the Russian Empress for which she is named.

Col. Viktor Adamovich Sterlikov

Colonel Viktor Sterlikov began his career as a graduate of the Suvorov Military Academy system. He volunteered for Soviet Airborne Forces and served with the 105th Air Assault Division during the seizure of Kabul, Afghanistan, in December of 1979. His performance brought him to the attention of the Second Directorate of the GRU, the Soviet *Spetsnaz*. Sterlikov graduated from *Spetsnaz* training and returned to Afghanistan in 1981. He spent the next eight years there in various counter-insurgency roles against the Mujahideen guerrillas. It was on just such a mission in Afghanistan that Sterlikov first came into contact with the preternatural menace.

Captain Sterlikov and his *Spetsnaz* company were in for rest and refit at a Soviet rear-area supply depot/airbase when they were attacked in the middle of the night. But this was no ordinary attack: no incoming mortar rounds, no sappers infiltrating the perimeter wire. The base's ammo and fuel depots simply began exploding. Dozens of aircraft were destroyed and hundreds of men killed or wounded. During the inferno, Sterlikov saw bright, flitting stars, burning with white-hot intensity, moving like angry wasps as they danced through the base leaving fire in their wake. He narrowly escaped being incinerated by leaping into a well and hiding until it was all over. A group of GRU SV-8 agents at the base had been the target of the attack, but escaped. They made contact with Sterlikov and offered him a chance to revenge his comrades who been blackened to charcoal by the "fire demons." Together they hunted and killed the "Zhorasterist" cult who'd launched the attack. From then on, Sterlikov served both the Red Army *Spetsnaz* and GRU SV-8 with equal loyalty.

The Afghan War produced hundreds of *Spetsnaz*-trained men with either mental or physical impairments which precluded continued service in the *Spetsnaz*. Many of these men gravitated towards the international mercenary market. The Soviet and later the Russian governments tolerated this as it allowed them to unofficially have eyes and ears on the scene of conflicts around the world.

Sterlikov's current position inside the GRU is to maintain lists of these ex-*Spetsnaz* and their whereabouts around the world. Sterlikov helps arrange contacts between these mercenaries the global markets for their lethal talents, and the GRU takes a cut of the proceeds for brokering the deal. As the contact point for hundreds of GRU "stringers" in dozens of obscure and lethal locals around the world, Sterlikov is privy to a great deal of intelligence, some of which is of interest to SV-8. However, Colonel Sterlikov's primary function for SV-8 is organizing these ex-*Spetsnaz* mercenaries whenever SV-8 needs some "deniable" muscle on an operation.

Colonel Sterlikov believes that the paranormal, and the "creatures" encountered in association with it, are somewhere between "aliens" and examples of cryptozoology. He does not believe in gods or demons. He is a stalwart soldier, proud of his service to the U.S.S.R., although he has never had much faith in Communism. Sterlikov believes in the glorious future of Russia, in spite of its desperate present. Politically, he is a nationalist, distrusts the West, and hates the corruption of the current government and its neglect of the armed forces. He is a strong political supporter of former paratrooper, general, and Afghan veteran Alexandr Lebed. His wife, Marisa, and two sons, Andrei and Arkadi, live with him in the officers' housing at the Higher Airborne Forces Command School in Ryazan.

Colonel Viktor Adamovich Sterlikov

Broker of Rare Talent, age 38

STR 16 CON 17 SIZ 17 INT 16 POW 13
DEX 12 APP 9 EDU 21 SAN 65 HP 17

Damage Bonus: +1D6

Education: Suvorov Military Academy, Higher Airborne Forces Command School

Occupation: *Spetsnaz* Commando & Mercenary BrokerSkills: Climb 56%, Dodge 24%, Hide 53%, Jump 56%, Martial Arts 47%, Navigate 52%, Parachute 44%, Persuade 36%
Psychology 48%, Sneak 51%, Track 56%

Languages: Pushtu (Afghan) 23%, Russian 99%

Attacks:

AK-74 Assault Rifle 67%, 2D6

Bayonet 52%, 1D6+1+db

Rifle Butt 47%, 1D8+db

Fist/Punch 51%, 1D3+db

Grapple 48%, Special

Kick 49%, 1D6+db

Commando Knife 42%, 1D4+2+db

Marakov 9mm pistol 51%, 1D10

Stetchkin 9mm Machine Pistol 47%, 1D10

Physical Description: Colonel Viktor Adamovich Sterlikov is a huge man. He stands 6'8" and weighs in at 256 pounds. Almost none of that is wasted on anything other than bone and muscle. His face looks like a clenched fist and his fists look like anvils. His cropped hair is thick and low on his heavy brow. He is a physically demonstrative man, but around subordinates his demeanor is one of barely concealed physical menace. He looks like he would be more at home in a suit of chainmail than modern body armor.

Col. Gennadi Grigorevich Silkin

Colonel Gennadi Silkin began his career in the Red Air Force. His eyesight kept him grounded, but he never lost his love of aircraft and aerospace technology. As a fully trained engineer, he eventually moved into intelligence as a foreign-technology-analysis officer. He traveled the world inspecting and collecting examples of Western aircraft that had either crashed or been shot down in the numerous brush-fire conflicts of the Cold War. He excelled at this work, which took him into some of the most inhospitable terrain and dangerous war zones in the world. Silkin's coolness under fire and ability made an impression on those he served with. In 1978, he came to the attention of GRU SV-8, which was in the process of finding someone to join its Foreign Space Object Evaluation Unit, a much smaller, scaled-down version of Majestic-12's PROJECT MOONDUST. Silkin joined, but was dubious that the Unit would ever find anything more exotic than a U.S. spy satellite. After eight years of policing up other countries' space-junk, Gennadi Silkin got the shock of his life.

In 1986, an object of extra-terrestrial origin fell outside the far eastern town of Dal'Nagorsk. Major Silkin headed the GRU SV-8 team which recovered the Dal'Nagorsk object, coordinated its examination, and produced the final report on its extra-terrestrial and intelligent origins. But what should have been a scientific discovery that would have placed the

name Silkin on the same plane as figures like Columbus, Pasteur, Oppenheimer, and Einstein was relegated to the world of "state secrets." Silkin has brooded about this, hoped for some change when the U.S.S.R. became the Russian Republic, but was put off again by General Zimyanin. However, in his heart of hearts, even Silkin does not want the report on the Dal'Nagorsk object made public. The sphere has kept all its secrets and any public declarations would only have the Americans trying to muscle their way in. Heaven forbid the Americans unravel the sphere's mysteries after Russians failed to do so after twelve years of effort. Silkin thinks the object is an unmanned probe and that its ability to move and transmit data has been damaged or malfunctioned. With that in mind, he believes the probe's owners will come looking for it, or send another one. Silkin, who has had access to every UFO-related report generated across the former Soviet Empire since 1917 (as well as the GRU's reports on the Roswell incident and Majestic-12), believes that the next contact may be sooner rather than later. Then all questions will be answered. Sometimes, on quiet nights when he cannot sleep, Colonel Silkin wonders whether we will like the answers we get.

Today, Colonel Silkin's Foreign Space Object Evaluation Unit represents the only "operational" arm of GRU SV-8 officially acknowledged by its secret Stalinist-era charter. The other members of the Foreign Space Object Evaluation Unit include a GRU operations officer cross-trained as an aircraft and helicop-

ter pilot, and a GRU interrogator fluent in over fourteen languages. All three are trained for airborne insertion operations. They have the full authority of the GRU, but rely on the assets of local military units to locate, cordon off, recover, and transport back to Moscow any "Foreign Space Objects."

Without the legal standing created by the Foreign Space Object Evaluation Unit, it would be impossible for SV-8 to

carry out its missions concerning preternatural phenomena. Silkin and his team have not encountered any preternatural horrors or beings, but, as long as he keeps chasing down things that fall from the skies, it may only be a matter of time. If that should happen, and Silkin survives both physically and mentally, he will be introduced to GRU SV-8's "real" mission.

Colonel Gennadi Grigorevich Silkin

Russian UFO Chaser, age 46

STR 9 CON 10 SIZ 13 INT 18 POW 14

DEX 13 APP 11 EDU 22 SAN 70 HP 12

Damage Bonus: +0

Education: Ph.D. Aerospace Engineering, Moscow University

Occupation: Chief of GRU Foreign Space Object Evaluation Unit

Skills: Air/Sea Navigation 53%, Astronomy 22%, Climb 58%, Computer Use 43%, Drive Automobile 42%, Electrical Repair 71%, Electronics 74%, Jump 47%, Mechanical Repair 66%, Military Science 63%, Navigate 52%, Parachute 44%, Physics 69%, Spot Hidden 77%

Languages: Russian 99%

Attacks: 9mm Marakov Pistol 53%, ID10

Physical Description: Colonel Gennadi Silkin is a scarecrow of a man, tall and thin as a broomstick. His Russian military uniform positively swallows him. He wears his blonde hair short, and his steel-rim glasses accentuate the coldness of his stare. His face is long but narrow, with a jutting chin and high cheekbones and brow. He is a serious man who wishes everyone to take him seriously. Consequently, he smiles infrequently and self-consciously. Silkin is a workaholic who takes on too many of the responsibilities around him and then will not delegate any of to his subordinates. He is uncomfortable leaving important work for others.

Anatoli Semenovitch Ogarkov

At age sixteen, General Anatoli Ogarkov served as a rifleman in the Great Patriotic War. After the war he attended Moscow University and officers' candidate school. As an officer he obtained a staff position in military intelligence and was eventually taken into the GRU's Foreign Intelligence Directorate. His English-language skills led to his assignment in a wide array of English-speaking countries including Canada, the U.S., the U.K., Malta, Nigeria, South Africa, Singapore, India, Australia, and Brunei. During this time he became involved with making weapons sales and providing military advisors to governments and "movements" all over the planet. Ultimately, he rose to be the chief of the GRU's military-advisor program.

In 1971, while he was a senior GRU officer in England, Ogarkov was introduced to SV-8 and the world of the preternatural. One of Ogarkov's agents, Lila Padol, was the mistress of an eccentric British mathematician named Nathaniel Butler. Butler had a position in GCHQ, Britain's code-making and -breaking organization. A call from Padol alerted Ogarkov that Butler had suffered some sort of collapse while working on an experiment.

When Ogarkov arrived, he found Butler in a state of hysterics, crying and babbling that he was not Butler, but

was actually Padol trapped in Butler's body. Sequestering Butler in a safehouse, Ogarkov called in specialists in psychiatry, pharmino-interrogation, and hypnotism to examine him, but not one could provide any explanation for how Butler could now know all the intimate details of Ogarkov's role as Padol's case officer. When a team from SV-8 arrived they were able to provide an answer, albeit not a comfortable one. After examining Butler's study, personal journal, and personal computer, the SV-8 team concluded that Butler had been the victim of a mind swap with an extraplanar entity. That entity had switched its mind into Padol and had probably made several more changes since then. With the assistance of the agents in Ogarkov's GRU residency, the SV-8 tracked the entity through four dumbfounded and horrified victims before they performed a "ritual" to imprison the entity in its latest victim and kill it. Ogarkov participated in the "manhunt" and extermination of the alien. Following that mission, he was called on by SV-8 to assist on several other operations.

Ogarkov retired from the GRU in 1989 with the rank of Major General and began his second, and far more profitable, career: international arms dealer. Using contacts he built up over his thirty years with the GRU, Anatoli Ogarkov is now one of the three most important people to know if you want to buy Russian-made weaponry. He has amassed a sizable fortune, with offices in Leningrad and Malta, a siz-

able "security force," and a summer *dacha* on the Black Sea.

With his ready-made supply of military surplus, Ogarkov is GRU SV-8's main source of military hardware. Rather than obtain their equipment for missions through regular channels, SV-8 often "borrows" their equipment from Ogarkov. Ogarkov doesn't ask questions when the ammunition he loaned out comes back several thousand rounds short. This equipment includes everything from AK-74 assault rifles to Mi-24D Hind helicopters. It is even rumored that he has access to weapons of a more destructive nature, weapons he

would never sell to his normal customers but *would* "loan" to SV-8 in the event of ultimate crisis.

Ogarkov also serves as the front man for SV-8's bait-and-switch operation. He has the international connections and contacts to put out the word that there are treasures, beyond the military variety, to be found in Russia. He deals with those looking for occult treasures and, after consulting with Major Pokrovsky about the buyer's wish list, makes a recommendation as to whether the buyer is truly dangerous and warrants closer attention.

Anatoli Semenovich Ogarkov

Arms Dealer and SV-8 Ally, age 69

STR 7 CON 10 SIZ 13 INT 15 POW 13

DEX 13 APP 11 EDU 22 SAN 63 HP 12

Damage Bonus: +0

Education: B.A. English Literature, Moscow University

Occupation: Ex-GRU General, Arms Merchant & Antiquities Dealer

Skills: Accounting 37%, Bargain 71%, Conceal 36%, Credit Rating 54%, Disguise 36%, Fast Talk 58%, Forgery 41%, Hide 39%, Listen 32%, Persuade 56%, Psychology 74%, Sneak 42%, Spot Hidden 67%

Languages: English 72%, Russian 99%

Attacks: 9mm Marakov Pistol 63%, ID10

Physical Description: Anatoli Ogarkov does not look like a merchant of death. He is 5'6", 188 lbs. His eyebrows are long and bushy, his hair snow white. He wears a trim beard and full mustache. His nose and cheeks are ruddy from his overindulgence of alcohol. He wouldn't look altogether out of place in a Santa suit. He even smokes a pipe. However, people who underestimate him in business dealings often end up holding a bag of coal.

Yuri Nikoleavich Krylov

They say fortunes are made during either an empire's rise or fall; Yuri Krylov's fortune would come from the Soviet Empire's latter stage. Born in Sevastipol, Krylov was recruited out of the Soviet's elite Naval Infantry to join the Naval *Spetsnaz*. He was assigned to his brigade's anti-VIP company: a unit specifically designed to assassinate high-ranking civilian and military leaders at the onset of a military conflict. Despite no declaration of war, Krylov found himself being called on no less than six times in as many years to exercise his skills as an assassin, usually on detached duty to the KGB. He quickly became disenchanted with performing such dangerous work for a junior officer's pay, and in 1989 he left the Navy and became a private contractor—a killer for hire.

Krylov's skills were in high demand. The KGB hired him for political assassinations in the Baltic states and the Caucasus; Russian politicians hired him to remove competitors and embarrassments; and the *Organizatsia* hired him for everything from punishing disloyalty to settling disputes. Working for political types gave Krylov a certain amount of protection from the police, but his *Organizatsia* contracts paid the bills.

While doing a job in Bulgaria in 1993, Krylov ran into a situation beyond his ability to comprehend. As a favor, Krylov

was sent by the *Organizatsia* to help some Bulgarian gangsters in the port of Varna eliminate their Turkish rivals. But the Turkish gangsters wouldn't stay dead. Krylov killed the same heroin smuggler no less than three times, the last time by shooting him right between the eyes at point-blank range. When the man resurfaced he still had Krylov's bullet hole in his forehead. Then all hell broke loose. Bulgarian gangsters began murdering members of their own gang. The Bulgarian who'd served as Krylov's contact tried to murder him. During the hand-to-hand melee, Krylov accidentally and inexplicably tore the Bulgarian's face off his wet skull like some kind of mask. After killing the cackling, bloody madman with a broken bottle, Krylov booked passage to Sevastipol on the next ship out.

Krylov was pursued into the Crimea by assassins who came at him with the faces and voices of colleagues, friends, and even family members. Retreating to Moscow for answers and protection, he got both from SV-8, which he found through Colonel Sterlikov's network of ex-*Spetsnaz* mercenaries. With SV-8's help, he was finally able to shake the assassins on his trail. Since then, he has worked for SV-8 as their eyes and ears in the Russian underworld. Since 1994, his assignment has been to track down the men who stole the Gothic *Necronomicon*.

Krylov has learned that the Gothic *Necronomicon* was purchased by a tall, athletic-looking man of obvious Aryan de-

scent. Known only as “the German,” he paid in gold and answered no questions. When the *Organyzatsia* tried to raise the price, following the shootout at the Moscow airport, he killed three of their best men and a senior *Organyzatsia* lieutenant and stole the book. Figuring that whoever took the book would need it translated, Krylov has been tracking down the whereabouts of every expert in the extinct Gothic language. Four of them have disappeared since 1994 and every

time one has, that same tall, athletic-looking Aryan man has been around. Krylov has been criss-crossing Europe and the Middle East looking for “the German.” He is getting closer every day, backtracking him through terrorist and military contacts in the Middle East, learning rumors about him from the neo-fascist underground in Western Europe. The trail appears to have connections to South America and Krylov intends to follow them wherever they lead.

Yuri Nikoleavich Krylov

The Last Dangerous Man You Meet, age 36

STR 13 CON 12 SIZ 14 INT 14 POW 13

DEX 15 APP 15 EDU 21 SAN 44 HP 13

Damage Bonus: +1D4

Education: *Spetsnaz* training

Occupation: *Organyzatsia* assassin and SV-8 “stringer”

Skills: Dodge 47%, Hide 63%, Jump 44%, Martial Arts 61%, Parachute 42%, Scuba 49%, Sneak 62%, Swim 54%

Languages: English 43%, Russian 99%

Attacks:

Commando Knife 63%, 1D4+2+db

Fist/Punch 64%, 1D3+db

Grapple 61%, special

Head Butt 61%, 1D4+db

Kick 65%, 1D6+db

SVD Sniper Rifle 87%, 2D6+4

Physical Description: Yuri N. Krylov dresses for his role as an assassin, preferring expensive Italian suits made of dark fabrics. He is a devilishly handsome man whose green eyes and jet black hair combine to give him a sinister look. His sardonic smile and mocking eyes should be a warning, but more often than not, they serve to lure women who should know better. Krylov thinks of himself as lethal in more than just the literal sense.

Neil & Francis Cooper

“Neil and Francis Cooper” represent the last vestiges of GRU SV-8’s network in the U.S. They were sent to the United States as part of SV-8’s mission to pierce the veil of secrecy around the Roswell incident. “Neil Cooper” (Pavel Ivanovich Pachkin), was born in the Russian city of Rostov on Don and was recruited by the GRU from the Red Army Tank Corps because of his specialized knowledge of English. “Francis Cooper” (Svetlana Kobulov) was born in the Belorussian city of Pinsk. During the Great Patriotic War she fought as a partisan behind the German lines. She learned German and was sent to a GRU language school after the war to develop her English.

Before they joined the GRU, both “Neil” and “Francis” ran afoul of the NKVD. Neil’s parents were executed during the Great Purge and Francis failed to comply with the sexual advances of the *Smersh* officer detailed to oversee her partisan group. They have no love for the “political” intelligence services, but do have some loyalty to the GRU for sending them beyond the grasp of the NKVD.

In August of 1947 they were smuggled into Mexico and then crossed into the United States. They took the names Neil Cooper and Francis Stern from the graves of infants who died within their first year. With this information they were able to acquire birth certificates and social security numbers. They became U.S. taxpayers and quietly blended with their neighbors. “Neil” took a job as a auto mechanic, while “Francis” became a high-school German teacher. They lived (separately) as fiancés for a year and then married in 1949 to build their cover.

Over the years, their primary target was penetrating the American intelligence and military operations associated with the 1947 Roswell incident. This caused them to move regularly, living periodically in and around Wright Patterson Air Force Base in Ohio, Roswell Army Air Field in New Mexico, and finally the Nellis Proving Grounds in Nevada, home of the infamous Area-51. The work was extremely dangerous; sixteen of their undercover comrades disappeared or suffered fatal mishaps while investigating the activities surrounding Roswell and the agency they knew as Majestic-12. The Coopers were the agents who discovered Henry Watts, the allegedly disgruntled former Project REDLIGHT engi-

neer, and debriefed him in 1974. Following what was perceived as the demobilization of Majestic-12, the Coopers were "put to bed" until further notice.

Today they make their home in Las Vegas, living comfortably off the proceeds of their retirement plans and social security. Their meager stipend from the GRU dried up decades ago, along with any desire they had to return to the U.S.S.R. They have gone thoroughly native and are, for all intents and purposes, Americans. They have enough loyalty to the GRU and Russia to keep their mouths shut about their spying activities, but they no longer perform regular operational duties. They also know that the U.S. security services can be as brutal as the KGB used to be, and believe that if Majestic-12 ever learned their secrets then their lives would be forfeit.

Once upon a time, their marriage had just been for cover purposes. Soviet intelligence rarely let any agent leave the U.S.S.R. unless they had spouses or family left behind, to ensure their overseas agents' loyalty. Both Pavl and Svetlana were

married to others before they left for America, but those relationships disintegrated over time. They are now truly man and wife with two sons, a daughter, and six grandchildren to prove it. None of their children or grandchildren know the couple's secret history, and neither do they want them to.

Now, GRU SV-8 has "woken" the Coopers for another operation. Russian religious icons associated with an extinct Christian heretical cult known as the Skoptsi have been stolen from museums and collections in Europe and the United States. Since the majority of the icons are believed to be in the United States, the Coopers have been given the assignment of finding out who is stealing them. The Coopers are not happy about being reactivated, but are complying with the order. Once again, it's time to load up the Winnebago and "go on vacation." While basically decent people, both Pavl and Svetlana have killed in the line of duty (back during the Great Patriotic War) and are thoroughly capable to doing so again to protect themselves or their secrets.

Neil Cooper (Pavel Ivanovich Pachkin)

Member of the GRU and the AARP, age 74

STR 5 CON 11 SIZ 12 INT 13 POW 18
DEX 6 APP 10 EDU 23 SAN HP 12

Damage Bonus: +0

Education: GRU training, Mechanics & Machinist School, Rostov-ov-Don

Occupation: Semi-retired GRU "illegal"

Skills: Bargain 47%, Disguise 61%, Fast Talk 67%, Hide 44%, Listen 46%, Drive Tank 38%, Drive Automobile 34%, Mechanical Repair 68%, Persuade 66%, Photography 52%, Psychology 65%, Spot Hidden 36%

Languages: English 83%, Russian 99%

Attacks: Handgun 52%

Physical Description: "Neil Cooper" is definitely getting on in years. He moves slowly and carefully due to his advancing arthritis. He is otherwise healthy as a horse, although perhaps could stand to lose some weight. He stands 5'9" and weighs in at 167 lbs. His thinning silver hair is kept crew-cut short, his imperious brow deeply lined. His blue eyes are as bright and sharp as ever, but his failing eyesight has caused him to need a severe eyeglass prescription. He still flashes a winning smile since the Efferdent takes care of the Nicotine on his dentures. His "vacation" attire is that of an avid amateur photographer, with an unusually impressive set of equipment.

Francis Cooper (Svetlana Kobulov)

Grandmother Russia, age 73

STR 8 CON 11 SIZ 10 INT 17 POW 13
DEX 9 APP 10 EDU 22 SAN ?? HP 11

Damage Bonus: +0

Education: GRU Language School & training

Occupation: Semi-retired GRU "Illegal"

Skills: Chemistry 52%, Cryptography 47%, Demolitions 57%, Electronics 56%, Forgery 52%, Hide 43%, Listen 53%, Sneak 42%, Spot Hidden 57%

Languages: English 83%, German 52%, Russian 99%

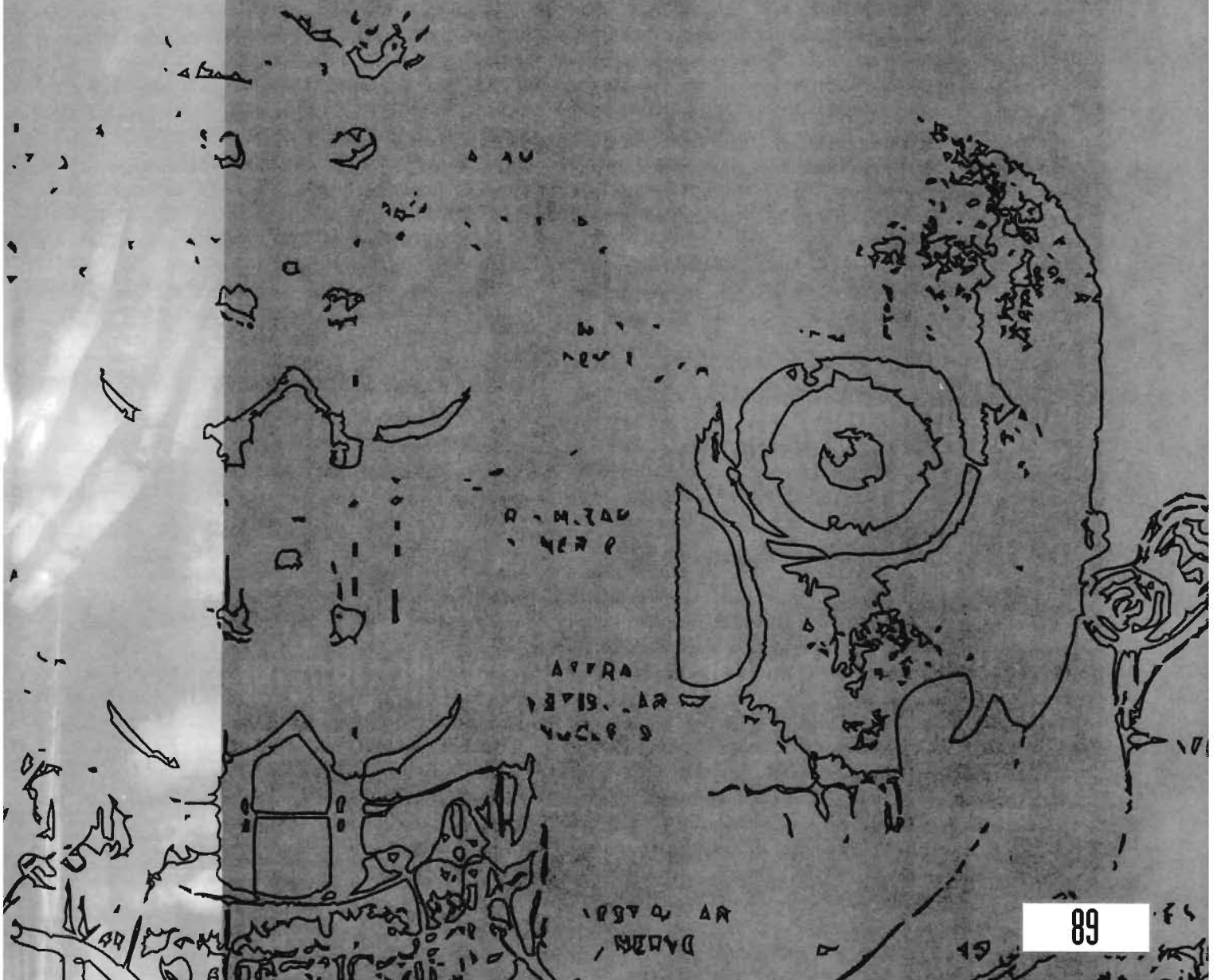
Attacks: Stiletto 82%, 1D4+db (triple damage on impale)

Physical Description: "Francis Cooper" is a short, round woman perhaps best described as "dowdy." She stands 5'4" and weighs 143 lbs. She is in excellent health, with eyesight that doesn't require correction except for reading. Her silver hair is worn in a bun and her brown eyes shine with kindness. Despite her generation, she favors pants over skirts and dresses. If encountered "on vacation" she plays the role of a spunky ol' lady enjoying her retirement. She will always have photos of her grandchildren ready to prove her credentials.

THE SKOPTSI



SEMYON HUNG IN THE ROTTING,
SMOLDERING VILLAGE FOR TWO DAYS
BEFORE HE WAS VISITED BY A "BLACK
MONK" WHO SAT AT THE FOOT OF SEMYON'S
X-SHAPED CRUCIFIX AND ENGAGED HIM IN
A RELIGIOUS DEBATE.



The Skoptsi

Adam Scott Glancy

Illustrated by Heather Hudson

THE SKOPTSI ARE THE MODERN REMNANT OF AN ANCIENT cult of Shub-Niggurath from the Caucasus Mountains of Asia. Alternately patronized and persecuted by the Czars, then nearly exterminated by the Bolsheviks, the surviving Skoptsi have fled Russia and settled along the northern shore of the Chesapeake Bay in the northeastern United States. The Skoptsi, however, have lost many of their cult's secrets and rituals. They have even forgotten how to call Shub-Niggurath, whom they call "the Magna Mater," and thereby receive the goddess's gift of immortality. The Skoptsi desperately need the gift of immortality because their membership practices self-castration as part of their devotion to Shub-Niggurath. With no "second generation" to follow, the cult will die out unless new members are recruited, or the current cultists can preserve themselves indefinitely.

To recruit new members, the Skoptsi operate a charitable adoption service through a Russian Orthodox Church which brings orphans out of Eastern Europe. To secure their immortality, they are seeking a series of ancient and Mythos-related icons depicting the fall from grace of an ancient Rus holy man. The icons are the key to receiving the gift of immortality from Shub-Niggurath, and guaranteeing the survival and growth of the Skoptsi into the new millennium.

History

The Black Icons tell the story of Semyon, a Christianized Rus monk who was proselytizing along the southern Volga River circa 1220 A.D., during the decline of the Kievan state (then little more than loosely linked principalities). Brother Semyon found himself in front of a Mongol expeditionary force scouting for places to ford the Volga. The Mongols cruelly massacred the village brother Semyon was preaching in; the women (and not a few of the men) were raped, the animals slain, all the food and buildings put to the torch, and a tower of skulls built. The Mongols crucified Semyon as a great joke on his crucified god. Semyon hung in the rotting, smoldering village for two days before he was visited by a "black monk" who sat at the foot of Semyon's X-shaped crucifix and engaged him in a religious debate. "Now all of the Rus lands lay open to the Tartar host because your timid god will not help you," taunted the Black Monk. "Apparently your god does not love his flock enough to protect them." After another day of listening to the

Black Monk, Semyon cursed the name of Christ and spit upon the Bible the Black Monk placed at his feet. He accepted the Black Monk's invitation to accept another god (or more properly, goddess) into his heart.

The Black Monk taught Semyon how to summon Shub-Niggurath and once the Magna Mater appeared, she devoured the insanely screaming Semyon and then re-birthed him as one of the *Gof'nn Hupadgh Shub-Niggurath*, the Blessed of Shub-Niggurath. Reborn, rejuvenated, and twisted by the Goddess's womb, Semyon went looking for the Mongol expeditionary force. With the assistance of the Goddess's Dark Young, the reborn Semyon saw to it that the Mongol warriors suffered deaths beyond the imaginings of sane men.

But the Goddess did not want death; she wanted life. She wanted Semyon to feed more sacrifices into her maw/vagina to produce more blessed offspring. Mad with lust and devotion to his Magna Mater, Semyon wandered into the southern steppes of Russia, south of the Volga River and along the shores of the Caspian Sea. He turned inland into the Caucasus Mountains. There, in what is now known as southern Dagestan, the mad monk established his temple to the Magna Mater in the ruins of a Scythian Kurgan (burial mound). There the Black Icons end their story.

Growth and Persecution

But the foul cult continued to fester, kidnapping and assimilating both willing and unwilling members from Christian, pagan, and Muslim enclaves in and around the Caucasus Mountains. For the next four centuries the cult survived in its isolated valley, spawning innumerable black myths among Christians and Muslims alike.

At various times the Persian and Ottoman empires sent expeditions into the Caucasus Mountains to exterminate the cult. Sometimes the expeditions disappeared, seemingly swallowed by the mountains. Other times they returned, having found nothing. And once, in 1590, a deranged and gibbering Ottoman cavalry officer wandered into a Georgian village. His deformities were so horrendous that the villagers stoned him to death on the spot while he wept tears of gratitude.

In 1650, an expedition was formed between Cossack Hetmen, Ottoman Viziers and Persian Mullahs—an unprecedented alliance of Eastern Orthodox Christians, Sunni, and Shiite Muslims. Once their scouts located the cult's strong-

hold, ten thousand warriors swept down into the valley. They cleared it of every living thing, burning every building, tree, cultivated field, and blade of grass, slaying every animal they found. Taking a page from the Romans, they went so far as to salt the earth and dam and divert the streams which fed the valley. But their ultimate fury was reserved for the valley's twisted inhabitants, who could hardly be referred to as men or women. The invaders slew every cultist they encountered, from toothless hags to toothless infants. Their own warriors were flogged if they showed the slightest sign of mercy. In the end, the warriors faced and destroyed the foul spawn of the Goddess—both her tentacled Dark Young and the *Gofnn Hupadgh*—but only after the loss of nearly half the warriors. The mad monk Semyon, now over four hundred and fifty years old, was captured. It was decided to draw and quarter the horrid creature, but much to the dismay of his executioners, Semyon did not stop spitting curses at them until beheaded. His body was burnt with the bodies of his followers in a huge bonfire. The Kurgan burial mound temple was unearthed, its foundation pulled up, and the stones smashed.

Despite the invaders' efforts, some of the cult's sacred items—including the Black Icons—escaped destruction. They were preserved through the intervening centuries by the few survivors of the cult, who moved north and disguised themselves as a "Christian" cult: the *Skoptsi*, or "Castrated." The Skoptsi survived in Russia for the next two hundred years.

The Castrated

On the surface, the Skoptsi was a Christian cult related to the sect known as the Flagellants. The Flagellants were Christians who flogged and beat themselves in frenzied rituals in order to atone for their sins. To the majority of their membership, the Skoptsi merely took this a step further. Most members believed that all sex, even sex between married couples, was mortal sin in the eyes of the Christian God. Even the sex that had conceived them meant that they were steeped in mortal sin. In order to permanently give up the sin of the flesh, members of the Skoptsi voluntarily castrated themselves. This act of castration was thought to be the "Baptism of Fire" through which a man seeking absolution for his sins must pass. (In fact, the act of castration was originally performed with a red-hot iron. Later, various edged implements, from shaving razors to hatchets, were used to deliver "the Seal of God," as the act of castration was known among the cult.)

For men undergoing the Baptism of Fire, there was the "Lesser Seal," where only the testes were removed, and the "Greater Seal," wherein both the penis and testes were removed. Women underwent the "Seal of God" rather than the Baptism, but this operation was more akin to Middle Eastern and African rituals of female circumcision. In the female ritual of the Lesser Seal only the labia and clitoris were removed. For the Greater Seal the interior of the vagina was seared with a hot iron and the vaginal opening sewn



shut save for the smallest opening intended for urination and menstruation.

The Cult of the Magna Mater, devoted to Shub-Niggurath rather than the Christian God, existed as the secret inner circle of the Skoptsi cult. New initiates were not introduced to the true nature of the cult until they were about to accept the Seal of God, or rather Goddess, a fact they would be appraised of at the last minute. And by then, of course, it would be too late.

Pogroms & Patrons

The Tsarist government of Russia first became aware of the cult in 1771 when a peasant from the province of Orel was arrested, tried, and convicted for having induced thirteen others to sexually mutilate themselves. By 1775, the Skoptsi's high priest, Kondratji Selivanov, was in Moscow preaching his doctrine and gaining disciples. Arrested and sent to Siberia, Selivanov escaped exile and returned to Moscow in 1797.

Upon his return to Moscow, Selivanov gained access to the court of Czar Alexander I through the influence of the Baroness Krudner, a German adventuress and herself a devotee of Shub-Niggurath (this time in the guise of Sheelana-gig, a practice brought from England). Czar Alexander I was weak-willed and mystically inclined. He was impressed with the seemingly Christian piety of Selivanov and the other Skoptsi and forbade their prosecution or persecution. Czar Alexander I even patronized the cult with money. As a result, the Skoptsi made conversions among the royal court, including the sometime chamberlain of the Polish court, state councilor Alexi Michaelov Jelanski.

Selivanov was set up with a splendid house in Moscow. This mansion was known to his followers as Heavenly Zion, the New Jerusalem, and The House of God. His followers revered him as alternately the reincarnation of Christ or Czar Peter III, who had removed the ordinances against the sects of Flagellants. But his luck eventually ran out and he was once again imprisoned, this time in the monastery of Spasso-Euphemius. Selivanov died in 1832, at an extremely advanced age. Rumors persisted that he was assisted into his grave by his enemies who feared that his unwillingness to die of natural causes was gaining converts among the brothers in the monastery. When Selivanov's body was stripped for washing prior to burial, the monastic brothers discovered that horrific and ungodly "changes" had occurred in Selivanov's body, the result of his re-birth through Shub-Niggurath. The body was promptly burned and the ashes carried away and thrown into the Black Sea.

Between 1840 and 1859, Czar Nicholas enacted severe measures against Skopziism. The Czarist secret police—the Ochrana—arrested hundreds of cultists, stripped them of their honors and civil rights, and deported them to Siberia. However, Nicholas's efforts only succeeded in spreading the

cult further, as hundreds more cultists fled to the Balkans and the Danube regions of eastern Europe.

The next great pogrom against the Skoptsi began in 1865 when officials around the Sea of Azoff began to investigate complaints that Skopziism was on the rise in that region. The group was soon rooted out, but was discovered to only be a branch of a larger group.

In 1869, as more arrests and deportations were being made in the town of Tamboff, the chief of police was offered a bribe by a local merchant, Ploticyn, to release three high priestesses of the cult. Ploticyn was arrested and his estate searched. The police found an underground complex of four secret cellars beneath the houses of the estate, all connected by tunnels. Here in these underground catacombs, the Skoptsi practiced their ceremonies. Most importantly, the police discovered correspondence with dozens of Skoptsi groups all across Russia and the Balkans. These documents implicated hundreds of people, including some quite prominent individuals, such as the millionaire Tretjakoff of St. Petersburg. The trials and investigations against the cult lasted into 1872 and proved to be interminable. Czarist officials were completely baffled at the cult's tenacity and ability to recruit new members. Local police and Ochrana continued to discover pockets of Skoptsi well into the first decade of the 20th century.

During the 1871 pogrom, the Skoptsi's most important artifacts, the Black Icons depicting the fall of the Monk Semyon, fell into the hands of the Ochrana. The Skoptsi were loath to allow their most sacred artifacts be taken from them, and the Ochrana soon discovered Skoptsi cultists trying to break into the Moscow warehouse where the Ochrana stored its loot. This caused the Ochrana to move the icons on three occasions to keep them out of the Skoptsi's hands. Ultimately they were held for a time in the Hermitage palace in St. Petersburg. They remained in the custody of the state until 1901, when corruption and bribery succeeded where stealth could not. The blasphemous icons were sold to a Czarist nobleman, Count Demitri A. Aleskevitch. Count Aleskevitch was not a Skoptsi, merely a decadent sensualist whose taste in art ran to the perverse. The icons remained in his possession until the intervention of the Bolshevik revolution.

Red Holocaust

The 1917 October Revolution spelled the end of the Skoptsi as a power in Russia. The Bolsheviks ruthlessly suppressed the Russian Orthodox church throughout their newly created Soviet Union, converting cathedrals and other church property into state property and executing priests who resisted or spoke out against the expropriations. The Skoptsi, and other religious sects, were treated even more severely. Where the Czarist government was content to arrest, imprison, or deport the Skoptsi, the Bolsheviks maintained a shoot-on-sight policy. The Skoptsi were seen as pro-Czarist due to their claimed as-

sociation with Czar Peter III. These religious zealots were also viewed by the Bolsheviks as the ultimate expression of religion being the “opium of the masses.” But most of all, they were secretive. Their membership was secret, they met and conducted rituals in hidden locations, and they shunned outsiders.

As revolutionaries, the Bolsheviks understood that secretive religious associations could easily be transformed into counter-revolutionary organizations.

Beginning in March of 1918, the Bolshevik Cheka (the first of many Soviet secret police institutions) hunted the

New for Call of Cthulhu

CALL MAGNA MATER (SHUB-NIGGURATH): This ritual—recited in Russian—works identically to the Call Shub-Niggurath spell described in the *Call of Cthulhu* rulebook, but carries with it a further consequence. It brings the Magna Mater to the summoner as normal, then entices the Magna Mater to consume, gestate, and rebirth the summoner as one of the *Gof’nn Hupadgh Shub-Niggurath*, the Blessed of Shub-Niggurath. These are ageless, monstrous creatures who retain their full human intelligence and awareness. The transformation is a grotesque process which grants the recipient immortality and power, as well as a burning desire to serve their new Mother/Lover to their last drop of blood. It also results in the following physiological and psychological changes:

SAN Loss: -1D20/-1D100. Furthermore, each day that the victim exists as one of the *Gof’nn Hupadgh Shub Niggurath* costs an additional -1D2/-1D4.

POW: +6

CON: +6

APP: -2D6

Regenerate 1D6 hit points per round until dead.

Immune to the effects of old age.

Claw 30% 1D6+db

Bite 30% 1D4

Spells: Call Shub-Niggurath + other Shub-Niggurath-related spells, as per the Keeper’s discretion.

SEAL OF THE GODDESS: A ceremony whereby a Skoptsi initiate mutilates his or her genitals while in the presence of Shub-Niggurath in exchange for magical power. (This same spell is used for both the Lesser and Greater Seal rituals. In the Lesser Seal ritual, the male removes his testicles or the female removes her clitoris and labia and then flings them into one of the Magna Mater’s maws. In the Greater Seal ritual, the male removes his penis or the female scars her vagina with a red-hot iron.) The ceremony costs the castrator 1D20 SAN (plus 1D10/1D100 for seeing the Magna Mater), plus 1D10+3 hit points. The high damage is to reflect the very real possibility that the castrated will bleed to death or die of shock. The Skoptsi usually have someone trained to deal with such trauma on hand to ensure the initiate won’t die. These Skoptsi are referred to as “midwives.”

When the ceremony is completed, the initiate gets +6 POW and an automatic +50% when performing the spell *Call Magna Mater* (Shub-Niggurath). The spell bonus applies even if the cultist accepting the seal does not yet know the spell.

Male Consequences

The physical effects of taking the Seal of the Goddess are different for female and male cultists. Male cultists, perhaps, suffer the greatest physiological consequences. First, removal of the testes (in the Lesser Seal ritual) means the loss of the organs producing the androgenic hormone testosterone. Testosterone is responsible for the physiological changes of puberty, the onset of which is between the ages of twelve to fourteen in males. The physiological changes controlled by testosterone include the development of facial and body hair, enlargement of the larynx (which causes the voice to deepen), enlargement of the penis and testes, alteration of body shape, and an increase in muscle growth. (Excess levels of testosterone may also be linked to baldness.) If a male cultist takes the Lesser Seal before puberty, all of those secondary sexual characteristics will be underdeveloped.

If the cultist takes the Lesser Seal after puberty, there will be consequences, but they will be less noticeable. The cultist’s sex drive will decrease in the long term, he’ll grow less body and facial hair, he’ll have a more difficult time increasing his muscle mass, and he’ll be less likely to grow bald. His voice will not be altered, since he already went through that process in puberty.

Taking the Greater Seal (before or after puberty) has few consequences beyond the cosmetic and, perhaps, the psychological. Removal of the penis will not result in any hormonal changes. It may, however, cause the cultist to view himself in terms other than male simply because removal of the penis means removal of the appendage most connected with the male identity.

Female Consequences

For female cultists, taking the Lesser Seal involves removal of the clitoris and the labial folds in an operation much akin to “female circumcision,” which is still practiced in some areas of Africa and the Middle East. It will cause serious cosmetic scarring and, with the removal of the clitoris, negatively affect the ability of the cultist to experience sexual pleasure. The Lesser Seal will not affect fertility or the ability to perform intercourse.

The Greater Seal involves the scarring of the interior of the vagina and uterus with a red-hot iron. This does not normally damage the ovaries, which are the source of the estrogen hormone responsible for regulating fertility cycles and the changes women undergo during puberty. Since the ovaries are not damaged, the female cultist will not experience the menopause-like heat flashes and bone deterioration which would otherwise occur. However, this ghastly procedure often damages the uterus so badly that even though the normal fertility cycle is still ongoing, fertilization is next to impossible. Even if fertilization does occur, the interior damage often results in miscarriage. Pregnancy could be life-threatening for a Skoptsi cultist since the interior scarring could produce conditions where a full-term delivery would be impossible due to the inelasticity of the vaginal scar tissue.

The Black Icons

The Black Icons are a series of fifteen religious paintings done on small pieces of wood, each about the dimensions of a sheet of paper. They are done in the style of classical Russian Orthodox religious icons, featuring a variety of rich pigments and some gold leaf. The subject matter, however, is a far cry from the works of Andrey Rublyov. The icons depict the story of an apostate monk who forsakes Christianity for the worship of the Magna Mater: Shub-Niggurath.

Some of the icons depict a ritual used to summon the Magna Mater. Careful study of the icons allow the examiner to learn this ritual. Treat the icons like a Mythos tome: Art skill or Ancient Rus; +2 Mythos; -1D4 SAN; Spells XI; Contains Call (but not Dismiss) Magna Mater (Shub Niggurath); 8 weeks. If the person deciphering the icons has both Art and Ancient Rus skills, the spell multiplier is doubled and study time is cut in half.

The icons portray this meeting between the Magna Mater and her new supplicant as a kind of sexual union/holy sacrament. It is not apparent from the limited scribbling and images that the supplicant will in fact be engulfed by the Magna Mater’s womb.

The image of the Magna Mater in the icons is not an accurate depiction (if there could ever really be such a thing) of Shub-Niggurath. The Black Goat of the Woods with a Thousand Young is anthropomorphized as a kind of stone-age fertility goddess, like the Venus of Wilhelmsdorf: a huge faceless female figure with a fecund belly and pendulous breasts.

There will be no warning as to the true nature of the horror that will be invoked. Once the Goddess appears, she will not depart until all present have been held in the warmth of her womb.

A Note About “Wither Limb”

Just in case it needs to be spelled out in black and white, when the Skoptsi cast the spell Wither Limb at an investigator—at least, a male investigator—there is a particular limb they will direct the spell against; three guesses which one. To the Skoptsi, destroying an enemy’s penis is a particularly cruel thing to do. It deprives the victim of the ability to ever cast their manhood into the drooling maw of the Magna Mater, thus ensuring that they can never become one of the Goddesses’ favored children. When used against this “limb,” the damage is lower: -1D6 HP, and only 1 point of CON is lost, but the SAN loss for the victim and comprehending witnesses is 1/1D6+1.

Skoptsi wherever they could be found. They cleared Skoptsi communities out of the provinces of Orel, Tambov, and the Crimea. Moscow, Suzdal, and St. Petersburg (soon to be renamed Leningrad) were purged of their influence, often through a policy of mass execution. Because these pogroms began first in Moscow and then radiated outward to all outposts of the Bolshevik empire, many of the Skoptsi communities in Siberia were forewarned of the impending genocide. Retreating with the anti-Bolshevik “White” resistance units like Kolchak’s Czech Legion, the Skoptsi fell back before the Bolshevik advance. They made their way to Vladivostok,

which was occupied by American Troops between 1918 and 1920, and escaped to America as “oppressed Christians fleeing Godless communism.”

Following the revolution, Count Aleskevitch’s property—including the Skoptsi’s Black Icons—was seized by the Cheka. The icons lay forgotten until 1919 when the Bolsheviks were selling everything to finance the Civil War with the White Russians, foreign interventionists, and other counter-revolutionaries. The icons were sold to Armand Hammer, one of the few western businessmen who was willing to deal with the Bolshevik regime. Hammer got them in a consignment of other Rus-

sian Orthodox paraphernalia and never saw them before he bought them. Once Hammer saw the scenes depicted on the icons, he wanted to get rid of them quickly. He sold them to an auction house in New York called McGunn & Naughton (which still exists today) and the auction house disposed of them for a tidy profit. Since then the icons have scattered across the United States and Western Europe for the last seventy years, passing from one owner to another. Until now, few guessed at their occult potential.

Moscow on the Chesapeake

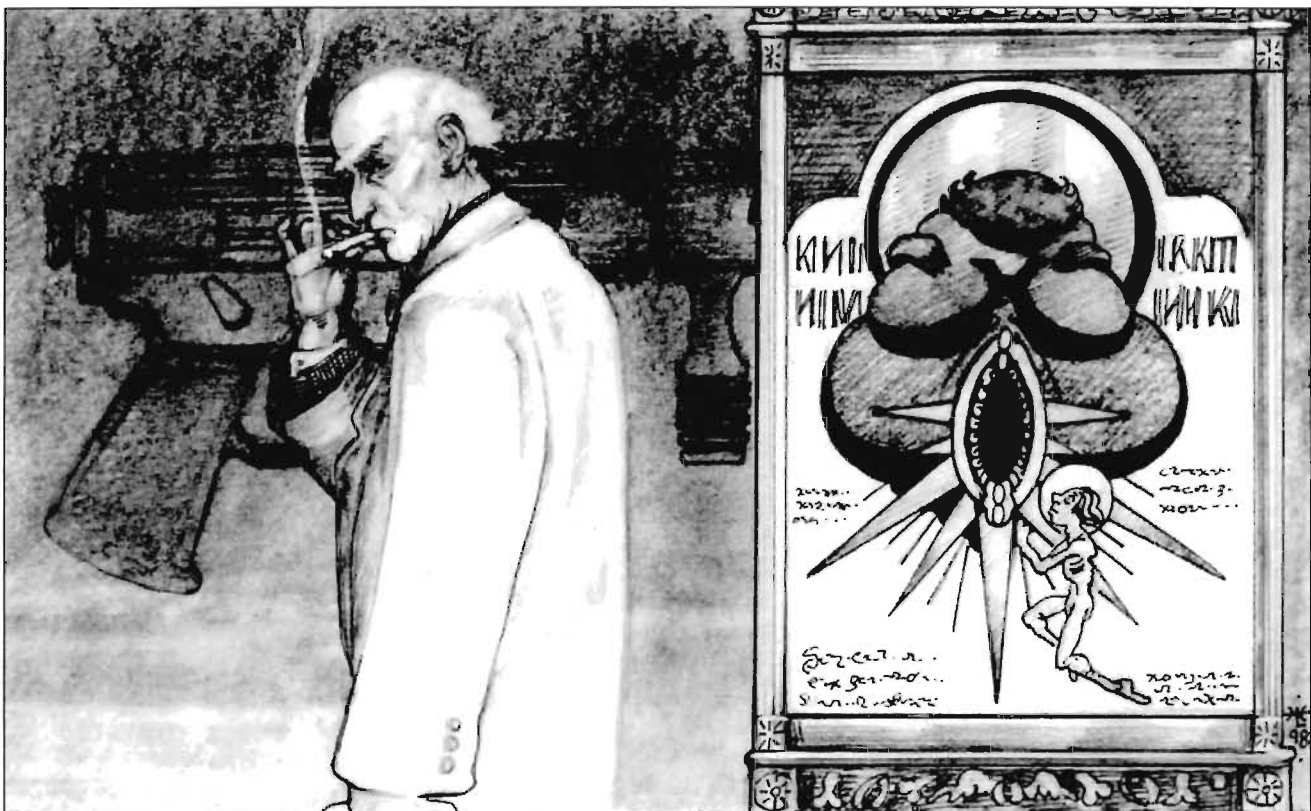
When the Skoptsi first arrived in the United States, they disembarked in the port of Los Angeles and settled there. They were able to conceal themselves for a few years, but by the mid-1920s they had decided to try and make contact with Skoptsi still trapped in the Soviet Union. This endeavor ended in disaster. In 1926, the colony's high priest in Los Angeles was killed by vigilantes who discovered his connection to Shub-Niggurath. The colony fled California and scattered to all corners of the United States. They kept in touch with each other while they laid low for almost a decade before reforming in 1935 and relocating to the east coast, as far away as possible from the scene of their last disaster.

Today, the Skoptsi occupy an unincorporated district on the eastern shore of the Chesapeake Bay, known to locals as "Moscow on the Chesapeake." Altogether there are some

three hundred and sixty Skoptsi. Unlike their ancestors in Russia, all of them are initiated into the mysteries of the Magna Mater. They occupy themselves with projecting an image of dour but hardworking immigrants. The Skoptsi typically follow their traditional 19th-century guild occupations: gold and silver-smithing are common trades, and several Skoptsi are involved in the jewelry business. In Moscow and St. Petersburg during the 19th Century, the Skoptsi controlled the Coachmen's Guild from nearly top to bottom. Today the Skoptsi colonists have kept that vocation, but now drive taxi cabs rather than horse-drawn coaches. Several cab companies in and around the Chesapeake Bay area employ the cultists without any knowledge of their true associations or odd physical condition. Others are involved in carpentry, plumbing, and contracting. This has allowed them to assist their fellow Skoptsi in the creation of hidden rooms within their homes. Such secret sanctums for the worship of the Magna Mater are traditional with the Skoptsi and date back to when their cult was persecuted by the Czar.

Iconostasis

The center of the Skoptsi community is a Russian Orthodox Church called the Basilica of Our Virgin Mother. The church was built in 1938 using modern building techniques to mimic traditional construction and architecture. The church is built primarily of wood, with many intricate and beautifully en-



The CIA Connection

The Skoptsi's chief troubleshooter, Fedor Berezhkov, brings another important factor into any investigation of the Skoptsi community in Moscow on the Chesapeake: the Central Intelligence Agency. When Berezhkov fled the U.S.S.R. in 1953, agents of the GRU were close on his heels with a signed death warrant. Berezhkov had been a blood-soaked killer for Stalin's NKVD and during WWII he worked for the organization known as *Smert'shpionam*, or *Smersh*. It functioned as Stalin's personal death squad and was used to eliminate the Soviet dictator's rivals and enemies. *Smersh* also became the organization through which Stalin followed up his investigations into occult and paranormal sciences. Following Stalin's death in 1953, his chief of the secret police, Lavrenti Beria, moved to take control of *Smersh* and the rest of the Soviet political apparatus. Before his plans were ready, Beria was purged by a conspiracy headed by Marshal Georgi Zhukov and Nikita Khrushchev. The time for settling old scores had arrived. Hundreds of Beria's lackeys and butchers were rounded up and summarily executed. The entire *Smersh* organization was liquidated by agents of Soviet Military Intelligence (the GRU). All, that is, except Fedor Berezhkov.

Major Berezhkov was leading an archaeological expedition in the Dagestan region of the Caucasus Mountains on the personal orders of Josef Stalin. During the Soviet dictator's waning months, he had become obsessed with his own mortality, frantically searching for any method to prolong his life. Berezhkov's expedition was part of that quest. The expedition was searching for a mythical valley Stalin had heard of in his youth, where there existed a sort of "fountain of youth." The valley Stalin had heard tell of in Georgian folklore was none other than the redoubt where the cult of the Magna Mater had festered for nearly four centuries. Unfortunately, Berezhkov found the valley and the remnants of the Magna Mater's temple. Berezhkov had the cult's burial-Kurgan/temple excavated none too gently, using steam-shovels and bulldozers. He found many skeletons of the dead *Gofnn Hupadgh Shub-Niggurath* that had fallen to the swords and musket balls of the Cossack-Turkish expedition three centuries earlier. Artifacts and fragments of the cult's trappings were also discovered. All of this was loaded onto horses and brought down out of the mountains to Sheki. There it was loaded onto a convoy of trucks to be shipped to Tbilisi and thence by rail to Moscow for examination and analysis. Unbeknownst to Berezhkov his patron, Lavrenti Beria, was at that moment being shot dead in the Kremlin by Nikita Khrushchev. The purge of the NKVD and *Smersh* had begun.

While returning with his convoy of artifacts to Moscow, Berezhkov and his men were ambushed by Red Army *Spetsnaz* who had been specifically dispatched to eliminate Berezhkov and his loyal archaeologists. During the firefight, Berezhkov was able to slip away and escape on foot while the rest of his team was massacred. He was dogged by *Spetsnaz* and GRU agents all the way across Georgia. Miraculously, Berezhkov managed to avoid his GRU pursuers and slip past the MVD guards on the Georgian frontier with Turkey, one of the Soviet Union's most heavily guarded borders.

Crossing the border to Turkey, Berezhkov presented himself first to Turkish military intelligence and then to the CIA as a defector. The CIA debriefed Berezhkov for nearly two years on every conceivable detail of his career in the NKVD and *Smersh* and found him to be a treasure trove of information. However, the information was slightly dated in its usefulness since the NKVD was, at the time, being reorganized as the KGB and MVD, and *Smersh* had been almost completely liquidated. Even so, Berezhkov betrayed every confidence, every Soviet agent, every state secret he knew to his CIA case officers. This led to a number of intelligence coups for the CIA.

Berezhkov was permitted to emigrate to the United States, was given a new identity, and a CIA pension disguised as a U.S. Navy disability pension. The CIA has a policy of taking good care of their defectors, protecting their identities and shielding them from assassinations by their former comrades, and that policy extends to Berezhkov even today. Despite the fact that his defection is now forty-five years old and all the case officers who debriefed him are long since retired or dead, Berezhkov can still call on the CIA for help.

This help isn't going to come in the form of a dark limo full of CIA assassins loaded down with silenced automatic weapons. It will be more bureaucratic in nature. The CIA will assign a case officer to look into who is bothering Berezhkov. If the investigators don't work for a government agency the CIA will approach them and "order" them to back off, pretending to have authority they really don't have. If the investigators work for a civilian government agency the CIA will approach the investigators and ask them to back off, as a "professional courtesy." The CIA won't say why, only that "national security" is involved. If the investigators refuse, or persist, the CIA will go to their superiors with their complaints. If the investigators actually work for the CIA or military, the request to back off will come in the form of a direct order and serious punishment can be incurred if they refuse. If the investigators present proof that Berezhkov is involved with serious criminal activity, his CIA patrons will not protect him. He is too old and unimportant for the CIA to stick its neck out. However, the CIA's involvement may confuse or delay the investigators.

graved fixtures and decorations. The interior is brightly decorated and, when compared to spartan Lutheran or Baptist churches, gaudily adorned with gold-leaf and malachite inlay. Stained glass and religious icons abound.

There is an area located behind the altar of traditional Russian Orthodox churches where only the priests can venture. The massive gilt-and-icon-covered wall that hides this area is known as the iconostasis, and behind it are kept important icons and religious items prior to use in church ceremonies. The iconostasis in the Basilica of Our Virgin Mother, however, hides nothing except a flight of stairs. These wooden steps descend nearly two stories into a deeply dug sub-basement beneath the basilica. Here, away from the prying eyes and ears of the faithless, the Skoptsi conduct their adorations of their *true* goddess.

The basement is huge: three hundred feet long by a hundred feet wide. The walls, floors, and high, arched ceiling are covered with wooden planks and reinforced by a framework of heavy beams. The interior is lit by electric lights which hang from above. The walls, beams, and benches are decorated with stylized depictions of the Magna Mater as a fecund, naked female figure engaging in some kind of sexual liaison with her diminutive human followers. Ventilation is poor and when all three hundred and sixty Skoptsi are in attendance, the heat is stifling. The air in this hall burns like a furnace when all the Skoptsi are ecstatically dancing in the manner of whirling dervishes. At the opposite end of the hall from the stairs is a raised altar, curiously bare. No statues or paintings loom over the altar. Instead, an empty recessed alcove is set into the wall. Someday, the Skoptsi hope this will hold the cult's most sacred and treasured items, the Black Icons.

As is traditional with all Skoptsi structures, there are four escape tunnels out of the basement for dispersing the worshippers in the event of a raid by the authorities. The stairs from the basilica are rigged to be collapsed from the bottom by knocking the supports loose with a pair of sledgehammers left at the foot of the stairs for just that purpose. The intent is to delay any raiders so that the congregation can flee to safety through the four tunnels. The tunnels emerge some three hundred yards from the church in camouflaged exits. One emerges in the basement of one of the Skoptsi cultist's houses, the second into what appears to be a garden shed, the third from under a doghouse, and the fourth comes out under an apiary, or bee-hive.

Families Without Frontiers

Because of the Skoptsi practice of castration as part of their devotion to the Black Mother, they haven't sired many offspring. The cult had previously survived by kidnapping children who they raised as their own, but since the end of WWII, they have used a new tool: adoption. Through a Skoptsi-owned and -operated orphanage, Families Without

Frontiers, they have been "rescuing" orphans from behind the Iron Curtain and delivering them to a fate far worse than the cruelest Stalinist Gulag.

The orphanage was founded in 1948 by Yalena Kalamatiano, one of the most dedicated and fanatical of the Black Mother's devotees. The orphanage is set on a former farm in Maryland near the border with Delaware. Outwardly it projects the image of pastoral serenity: whitewashed wood buildings, green rolling hills, split-rail fences. Over the decades, Yalena has converted numerous children to the adoration of the Magna Mater. In cases where she has failed to instill the proper devotion to the Outer Gods, Yalena sacrifices such stubborn children to summoned Dark Young of Shub-Niggurath. Yalena, despite her advancing years, still acts as the chief administrator and headmistress of the orphanage.

The farm, known as "the Cornucopia," covers some two hundred acres of green Maryland dairy farmland. The dairy cows are sometimes used in Skoptsi ceremonies involving the Dark Young of Shub-Niggurath, and the farm has to buy new cows on a regular basis. The orphans live in the farmhouse with Yalena, her assistant Sabina Apollanov, and two other Skoptsi cultists: a pair of hulking thugs with a predilection for pedophilia and random beatings. On average there are no more than twenty orphans living on the farm at any given time. The children are closely watched during the day and locked in their rooms at night. The grounds are patrolled in the evening by several sets of hulking Rottweiler attack dogs to discourage intruders and escape attempts.

Conversion to the worship of the Magna Mater begins with a kind of good cop/bad cop scenario. Sabina and the two brutish cultists make life for the orphans a ghastly nightmare of physical, sexual, and psychological abuse. Yalena acts as the kindly matron, offering the children shelter and succor at the breast of the Magna Mater. Those who accept the goddess soon find they are above the abuse and are granted privileges and responsibilities on the farm. Once an orphan has accepted the worship of Shub-Niggurath, they are assigned to a Skoptsi family in the area. Those who refuse to accept the Magna Mater are sacrificed to the Dark Young.

Yalena keeps the Maryland State Adoption Agency and Child Protective Services Unit of the Department of Social Services off her back through the regular use of spells like Domination, Cloud Memory, and Mesmerize. This practice has sometimes proven difficult, since years of repeated use of these spells causes mental degradation and sometimes insanity in those who are subjected to them. Yalena has had to arrange for two suicides over the years at the Child Protection Unit. Both victims hung themselves under her domination, and sooner or later, more are bound to join them.

Although the Skoptsi have supplemented their numbers through the Families Without Frontiers Orphanage, the cult's hierarchy is still withering. Within a decade, the most experienced and learned members of the cult will be dead of old age. Unless something can be done.

A Promise of Rebirth

In order to assure the cult's survival, Jermija Bogdashkavich, the cult's reigning high priest and last of the *Gof'm Hupadgh Shub-Niggurath*, has begun pursuing a ritual that has been lost to the cult since it was expelled from Russia: direct congress with the Black Mother. By being rebirthed by the Black Mother the cultists can become immortal Blessed of Shub-Niggurath. The last high priest before Bogdashkavich knew the ritual, but was killed in Los Angeles during the 1920s. Since then the ritual of summoning the Black Mother has been lost to the Skoptsi.

A year ago, through contacts in the Russian emigré community, Bogdashkavich acquired a fragment of a journal purported to be from the effects of the last Tsarist Interior Minister, Prince Grigori Ogorodnikov. The Black Icons, according to the journal, were to be destroyed, but were seized by the Bolshevik secret police. Bogdashkavich has therefore dispatched one of his ablest cultists, Fedor Berezhkov, to track the icons down. Berezhkov is a former NKVD executioner and agent of Stalin's death squad *Smersh*. If anyone can find the icons, it is Berezhkov.

The Organizatzia

Fedor Berezhkov has procured the services of a crew of Russian gangsters to help find the icons; he's still too afraid of Soviet state security to return to Russia himself. He needs *Organizatzia* (Russian mafia) middlemen to trace the icons from Russia and recover them by whatever means most expedient. Berezhkov, though mad, is no fool. He knows that the Russian gangsters will either try to rip him off or steal from him once they know he's rich, so he deals very carefully with them. He offers them success-only contracts with no expenses paid up front. He also protects himself by taping conversations with the Russian thugs and surrounding himself with bodyguards drawn from the cult's most savage members. The crew Berezhkov has selected for this work is a rather unique bunch, and is headed by an ex-KGB agent, Natalia Chermeninko.

The old Russian Mafia of the 1970s and 1980s is being forced out of power by a new, more powerful and violent group made up of ex-KGB, ex-CPUSSR, and ex-military types. The old Russian Mafia immigrating to the U.S. is like a barbarian invasion: they wouldn't be coming here if the new ex-Communist Mafia wasn't driving them out of their old stomping grounds. Natalia Chermeninko was squeezed out of the new order, despite her KGB credentials, because of her gender and her Ossetian nationality. A non-Russian female gang leader would be unthinkable in xenophobic patriarchal Russia. In the United States, however, the rules are different.

Chermeninko has assembled a very proficient crew made up of talented eastern European gangsters. They specialize in jobs like armed robbery, high-security burglary, hijacking, and

safe cracking. She also runs a "talent agency" for recruiting Russian hit men to do work in the United States. Currently she still must answer to the established Sicilian Mafia of the East Coast and Midwest. But she has high hopes to one day be free of such entanglements. Her crew's contacts in the U.S. and Russia, plus their specialty in robbery and larceny, made them the perfect choice to track and recover the icons.

All six of Chermeninko's break-in-artists are former Red Army *Spetsnaz*, or Special Forces. They are also all from her home territory in South Ossetia in what is now the independent Georgian Republic. They originally signed on with Chermeninko in order to help steal money to support the struggle for the independence of South Ossetia from Georgia. Now, they are too pleased with their life of crime in America to ever want to return home. American prisons are like hotels and the court system ridiculously easy to defeat. They are cool customers, supremely confident in their abilities to circumvent any security or legal system. When they decide to steal something, it's gone.

Most members of Chermeninko's crew are recent immigrants, legal or otherwise. Besides the newly arrived Volga and Don Cossacks, Ossetians, Circassians, and Abkazians, there are a few second-generation Ukrainians and Russians from the poor ghettos of America's Mid-Atlantic Coast and Rust Belt cities. (There are, however, no Georgians, Chechins, or Ingushetians in her crew, these being the current ethnic enemies of the peoples who make up her organization.) Few have much education beyond what they learned on the street and little ambition beyond their next heist or hijacking. All together, Chermeninko has access to thirty "soldiers" for her organization. They dress in expensive styles that belie their poor taste, and are supremely confident when it comes to bullying and intimidating weaker opponents. When faced with strong opposition, they will retreat, gather more allies and weapons, and then attack from ambush. There is no honor among these thieves.

Using the Skoptsi

There are a number of ways that the Keeper can use the Skoptsi in an ongoing Delta Green campaign. Obviously the cult would be the target of a Delta Green investigation, and there are several ways that Delta Green can be put on the Skoptsi's trail.

First, the thefts being carried out by the cult's *Organizatzia* lackeys might attract the attention of Delta Green and could lead to an investigation of the Russian Mafia and then their Skoptsi patrons. Natalia Chermeninko's men are burglarizing museums and private collections all over North America, trying to track the chain of ownership of the Black Icons. Delta Green could be brought in even sooner if the *Organizatzia* goons steal one of the Black Icons from an occultist or sorcerer that Delta Green has under surveillance, perhaps kill-



ing the old cultist in the process. This could prove quite problematic for Delta Green since any electronic surveillance is probably warrantless, and it would not do to have the local police find the dead man's house filled with NSA-quality surveillance gear. Of course, the Keeper may prefer a softer option wherein the investigators are brought in after a number of high profile, high-tech burglaries make it apparent that occult items are being sought by persons unknown.

Second, there is the Cornucopia farm and Families Without Frontiers. The next obvious way for a group of Delta Green investigators to begin hunting the Skoptsi is for one or more of the orphans at the Cornucopia farm to escape. These Russian and Romanian children will be lost in an alien land, terrified beyond belief, and unable to speak a word of English. They'll try to avoid the regular authorities since getting caught will mean being returned to the orphanage; this is particularly likely since Yalena has several Maryland Child Protective Services workers under her sorcerous domination. Hunger will drive them to steal and eventually they will get caught. Delta Green investigators could be contacted by a DG friendly who witnessed not only the children's terror at being returned to the orphanage, but also the unusual indifference of the Child Protective Services worker who came to collect the child. Under Yalena's domination, the CPS workers are totally oblivious to the child's screams for rescue and deliverance. Any investigation of the Families Without Frontiers orphanage will lead the investigators to

the various Skoptsi families the orphans have been placed with, and then to the Basilica of the Virgin Mother.

Ultimately, investigating the Skoptsi could bring Delta Green in contact with some potential allies in GRU SV-8 (described in their own chapter on p. 58). The Skoptsi's search for the Black Icons has attracted the attention of that group, but the truth is that GRU SV-8 no longer has the resources to launch an operation against the Skoptsi in the United States. They might, however, be willing to take on some "limited partners" when it comes to taking out the Skoptsi. However, the risks inherent in such an adventure are enormous. Counterintelligence agencies like the American FBI and Russian FSB could misinterpret any such relationship as a spy ring and begin an investigation that could expose both organizations. While GRU SV-8 doesn't face as organized a force as Majestic-12 at home, there are still powerful enemies left over from the dismantled KGB who would love to see the GRU get a black eye. Exposing GRU SV-8 would certainly make the GRU look foolish and dangerously unsupervised.

For its part, Majestic-12 would certainly characterize any such relationship between Delta Green and GRU SV-8 as evidence that Delta Green is a threat to national security and thereby get the agencies that Delta Green draws its membership from to launch their own "house-cleaning" operations to weed out these "traitors." Such an investigation could paralyze Delta Green for years.

Important Individuals: The Skoptsi

Adam Scott Glancy

Jermija Bogdashkavich

Jermija Bogdashkavich was born in 1868 in the Ukrainian town of Obodovka. He was the first and only child of Skoptsi parents who immediately underwent the Baptism of Fire following Jermija's birth. As he grew older, the cult's high priest noticed Jermija's potential and offered the two-year-old toddler to the Goddess's gaping womb for conversion into one of her *Gof'n Hupadgh Shub-Niggurath*. Jermija has never really known life as a human. He has always been one of the Blessed of the Goddess. Soon after his conversion, Officers of the Ochra and Cossack soldiers raided the Skoptsi cult and slew the high priest. The Skoptsi's precious Black Icons were seized and Jermija and his family were exiled to Siberia.

While in Siberia, Jermija always held a preferential place among the Skoptsi as one who had experienced "congress" with the Goddess. Meeting up with other exiled Skoptsi, the cult's rites and lore was reassembled and as Jermija grew older he was taught to read these documents. It was generally assumed by all that he would grow to take his place as high priest and summon the Goddess to be among her faithful again. By the age of sixteen, Jermija had taken the Baptism of Fire himself, never having been with a woman. He worked endlessly to relearn and reassemble the cult's fragmented knowledge, but to no avail. He was never again to experience the warm embrace of his Goddess's womb.

When the Bolsheviks seized power and the civil war broke out, Jermija took advantage of the chaos to lead his people out of exile in Siberia. Disguised as refugees, they walked out of that frozen hell. When members succumbed to the elements, the others ate them. When the Skoptsi encountered small bands of refugees or isolated communities, the Skoptsi feasted on them. Finally the band emerged near

American-held Vladivostok and sought refuge as anti-Bolsheviks. Using his mystical powers, Jermija made sure his people were granted asylum in the United States. The Skoptsi's first stop was Los Angeles, California.

Jermija continued his search for a way to recontact his Goddess. Around 1924, Jermija heard tell of a Skoptsi from a different branch, one Alexander Solonitsyn, who possessed a way to contact the Magna Mater. Solonitsyn, however, was incarcerated in Lubyanka prison by the Cheka. Jermija arranged for Solonitsyn's sorcerous escape and brought him to America. American vigilantes killed Solonitsyn and destroyed his key to the Magna Mater (see the scenario "Dream Factory," published in Pagan's anthology *Mortal Coils*). This disaster caused the Skoptsi to flee and reassemble across the continent on the shores of the Chesapeake Bay. There he established the Skoptsi community and founded their church, the Basilica of Our Virgin Mother.

Now, Jermija has a new lead on recovering the lost Black Icons. If they are recovered, the Skoptsi will finally be reunited with their goddess after almost three quarters of a century. Jermija will sacrifice anyone or anything to once again know the true love of his Goddess.

The lust that is growing in him has become particularly problematic since he traded in his false beard for a real one. Growing facial hair has been made possible by regular injections of the hormone testosterone. An unfortunate side effect of these injections is the return of Jermija's libido. Without a means to express his libido, Jermija has begun to seek other outlets for his sexual energies. This has involved using his sorcerous powers to lure prostitutes into his church and then use the cult's sacrificial dagger as a substitute penis. The rest of the Skoptsi cultists would be deeply offended by the profaning of their sacred objects in this way. If his activities were discovered, it could well cost Jermija his life.

Jermija Bogdashkavich

High Priest of the Skoptsi, age 130 (apparent age 70)

Race: Caucasian

Nationality: Ukrainian

STR 9 CON 17 SIZ 18 INT 16 POW 28

DEX 10 APP 9 EDU 27 SAN 0 HP 18

Damage Bonus: +1D4

Education: None

Occupation: Shub-Niggurath priest disguised as a Russian Orthodox priest

Skills: Archaeology 44%, Astrology 31%, Bargain 48%, Credit Rating 51%, Cthulhu Mythos 62%, Fast Talk 86%, History 46%, Library Use 74%, Occult 87%, Persuade 86%, Psychology 77%

Languages: English 62%, Rus (Pre-Cyrillic Russian) 74%, Russian 99%, Ukrainian 99%

Attacks:

Claw 42%, 1D6+db

Bite 42%, 1D4

Knife 69%, 1D6+r+db

Armor: None, but regenerates 1D6 hit points until dead; immune to the effects of old age

Spells: Bless Blade, Cloud Memory, Dominate, Dread Curse of Azathoth, Implant Fear, Mesmerize, Mindblast, Nightmare, Seal of Goddess, Summon/Bind Dark Young of Shub-Niggurath, Voorish Sign, Wither Limb, Wrack

Physical Description: Jermija Bogdashkavich is an obscenely fat man. He wears a long beard traditional to Russian Orthodox Clergy. Jermija's mutations are ghastly to behold, but are easily disguised beneath the thick, heavy vestments of a Russian Orthodox priest. His legs are now more akin to those of a goat than a man's. His gait is slightly peculiar, as if he is walking on his tip-toes. If asked about this, he will say that he lost almost all his toes and part of a foot to frost-bite while in a Siberian gulag.

Fedor Berezkhov

Fedor Berezkhov was a bully's dream come true: he was bookish, frail, and easily cowed, tailor-made for getting knocked around by the bigger boys in the village. Fedor's father was a member of the Bolshevik party. During the famine of the 1920s, Fedor always had enough to eat. As a result he was always the target of bigger hungry children looking to steal his food. For his weakness, Fedor's father beat him. By the time he was fourteen years old, Fedor had been prominent in the Young Pioneers (Stalin's own version of the Hitler Youth). At fifteen he denounced his parents to the secret police; they were never seen again. At eighteen Fedor joined the NKVD and was assigned to the *Osobyie Otdely* (OO), or "Special Sections." These were the death squads that executed the victims of the Great Terror of 1937 and 1938. Fedor himself personally executed hundreds of Red Army officers with a pistol shot to the back of the head. Later he was a supervisor during the 1940 liquidation of the entire Polish officer corps in the Katyn Forest: 14,000 men shot in the back of the head and buried in mass graves.

When the Nazis invaded the Soviet Union in 1941, Berezkhov was selected for the organization known as *Smersh*. Berezkhov loved the power, authority, and terror he wielded. He was safe in the rear echelons, away from the front, and as a Captain in *Smersh* he could order the execution of anyone, even a General of the Red Army. Berezkhov was a tireless killer and accomplished torturer who distin-

guished himself in a service filled with butchers. After the 1946 official disbandment of *Smersh*, Berezkhov continued to work directly for Comrade Stalin, combing the Red Empire for the keys to immortality for the ailing ruler.

When Stalin died and Beria and *Smersh* were purged, Berezkhov fled to the West. Robbed of the power and authority he had used to terrorize Russia, his last act of betrayal against the Rodina was to become an informant for the CIA. After his debriefing, Berezkhov was resettled under the false identity of Vasilii Karpov. Berezkhov was an unhappy defector, unable to find a place among the White Russian emigré community and wary of other eastern-European immigrants. He moved often, from one Russian community to the next, looking for someplace he could disappear. What he found was Jermija Bogdashkavich. The Skoptsi high priest seduced Berezkhov with the promise of power undreamt-of even during the height of Stalin's terror. Having personally excavated the Skoptsi's ancient valley for Stalin, Berezkhov was quick to understand that the worship of the Goddess would bring real power. Once the Black Icons are in the Skoptsi's hands, Berezkhov will be an immortal. He believes he will walk atop the corpse of mankind and stand at the Goddess's left hand. Berezkhov took the Greater Seal of the Goddess in 1969 and has been a devoted Skoptsi ever since.

Berezkhov is attended by several burly Skoptsi who enforce his will and do his bidding. They act as his proxies for acting out sadistic and fatal entertainments using prostitutes, runaways, and street kids. No longer strong enough to engage in torturing victims, Berezkhov has been reduced to being a voyeur.

Fedor Berezkhov (A.K.A. Vasilii Karpov)

Skoptsi Troubleshooter, age 78

Race: Caucasian

Nationality: Russian

STR 4 CON 3 SIZ 8 INT 15 POW 14
DEX 12 APP 9 EDU 21 SAN 0 HP 6

Damage Bonus: -1D6

Education: None

Occupation: Ex-Smersh agent, now agent of the Magna Mater

Skills: Cthulhu Mythos 26%, Drive Automobile 44%, First Aid 54%, Hide 42%, Land Navigation 51%, Medicine 23%, Occult 26%, Pharmacy 51%, Psychology 80%, Ride 46%, Sneak 43%, Spot Hidden 47%, Track 43%

Languages: English 43%, Russian 99%

Attacks:

Tokarev T-33 pistol 7.62 mm 53%, 1D8

Moisin-Nagant M1944 Carbine 47%, 2D6+4

Bull Whip 57%, 1D3+db

Physical Description: Fedor Berezhkov is a wizened wisp of a man. He weighs a little over a hundred pounds and stands barely 5'6". His eyesight is failing, as is his hearing, and his body is wracked by violent coughing fits. Fedor is paying the bill for a lifetime spent smoking Russian cigarettes. His fingers, hair, and teeth are stained yellow from sixty-four years of nicotine. He is beardless and no longer shaves due to his having accepted the seal of the Goddess.

Yalena Kalamatiano

Yalena Kalamatiano is a first-generation American Skoptsi. Her parents were part of the migration of cultists who fled Russia from the Bolsheviks and settled in the United States. She has never forgiven her parents for having conceived her through the abomination of sexual intercourse. After all, the act of creation is a sacred one, reserved only for gods. She is one of the most fervent Skoptsi and pioneered their child-napping and adoption schemes to keep the cult's rolls filled.

Yalena founded Families Without Frontiers back in 1948 after a close call with the FBI, which was investigating one of her kidnappings. (Today, old FBI files still list her as the primary suspect in a number of child-kidnappings during WWII. FBI resources were stretched too thin to properly investigate and the kidnappings ceased after the war ended.) Since then, her watchword has always been "caution." She moves very carefully and always maintains her carefully constructed façade that she is a plump, matronly, immigrant woman who loves children almost as much as she loves finding them homes where they can be loved.

Yalena employs sorcerous means at every opportunity. She uses sorcery to destroy the minds and bodies of the cult's

enemies. And it is by sorcery that she erodes the sanity of the victims she turns to the worship of Shub-Niggurath. Another key component in her bringing the orphans into the worship of Shub-Niggurath is a sort of good cop/bad cop psychodrama she acts out with her assistant, Sabina Apollonov. Sabina plays the role of tormentor, abusing and tormenting the orphans whenever Yalena is not around. Yalena then arrives to dress their wounds, dry their tears, and tell them how it will be alright. Yalena encourages them to seek solace in prayers to the good and kindly Great Mother Goddess who will protect them and deliver them from their torments. Children who turn to the Goddess are granted privileges and are free from abuse. Those who do not will ultimately find themselves sacrificed to one of the Dark Young of Shub-Niggurath while their former bunkmates chant the rituals of the Magna Mater and squeal in ecstasy.

Yalena's work for the cult is all about control, all about power. The exercise of total control and power over the orphans in her care is the focal point of her entire existence. That is what she truly loves. Every night she prays to the Magna Mater to come and make love to her so that she too can be immortal like Jermija Bogdanovitch. As an immortal, Yalena will always be in control, and will always be in charge.

Yalena Kalamatiano

Skoptsi Orphanage Manager, age 74

Race: Caucasian

Nationality: Russian

STR 5 CON 11 SIZ 15 INT 14 POW 19
DEX 7 APP 5 EDU 25 SAN 0 HP 13

Damage Bonus: +0

Education: None

Occupation: Director of Families Without Frontiers Adoption Service and headmistress of the Cornucopia farm

Skills: Bargain 38%, Botany 82%, Cthulhu Mythos 53%, First Aid 53%, Law 33%, Medicine 27%, Occult 51%, Persuade

88%, Pharmacy 82%, Psychology 87%

Languages: Bulgarian 21%, English 42%, Romanian 23%, Russian 99%, Serbian 26%

Spells: Cloud Memory, Dominate, Implant Fear, Mesmerize, Mindblast, Nightmare, Seal of the Goddess, Summon/Bind Dark Young of Shub-Niggurath, Voorish Sign, Wither Limb, Wrack

Attacks: Ceremonial Knife 55%, 1D6+1

Physical Description: Yalena Kalamatiano looks every inch the part of the matronly Russian babushka. She is 5'5" and 200 pounds. Her hair is silver and thinning on top, and her features are both fat and wrinkled, like an apple that had been left out in the sun too long. Her corpulent body is a latticework of ritual scars from years of self-flagellation, while the scars between her legs testify to her passage through the ritual of the Greater Seal.

Sabina Apollonov

Sabina Apollonov was an orphan from Romania. Her parents were gypsies executed by the Communist government of Nicolai Ceaucescu. Orphaned at the age of three, she was placed in a Romanian orphanage and became merchandise in the Romanian baby-trade, whereby the Romanian government sold babies to couples in the West for hard currency. Unfortunately for Sabina, she was bought by Yalena Kalamatiano. She was processed at the Cornucopia farm and her will was quickly broken. She embraced the all-powerful Magna Mater, expunged her womanhood with a hot branding iron, and dedicated herself to the cult's rituals. Sabina was raised by a Skoptsi family, but always remained devoted to Yalena Kalamatiano, whom she calls *Babushka* ("Grandmother").

Sabina went to nursing school and has since become an accomplished Skoptsi "midwife," ensuring that those accept-

ing the Goddess's Seals do not die of blood loss or shock. Since then she has returned to work with her Babushka at Families Without Frontiers where she plays the "bad cop" to Yalena's "good cop." Sabina's job is to make sure that the children live in a world of capricious terror interspersed with moments of spirit-crushing humiliation. This drives the children to seek the safety of Yalena and the worship of the Goddess. Sabina has a close relationship with the guard dogs that prowl the grounds of the farm looking to tear intruders, or escaping children, limb from limb. There is nothing that excites Sabina more than setting the dogs on someone.

Sabina was subjected to this very same cycle of abuse. She has the psychology of an abused child who now perpetrates abuse upon those she has power over. Sabina constantly seeks approval from Yalena, who perpetrated much of the physical and psychological violence against her. Her stunted sexuality has left her with only violence and religious fervor as the outlets for those urges. Consequently, the children suffer horribly under Sabina's attentions.

Sabina Apollonov

Skoptsi Cultist, age 23

Race: Caucasian

Nationality: Russian

STR 13 CON 16 SIZ 11 INT 13 POW 8

DEX 13 APP 14 EDU 13 SAN 0 HP 14

Damage Bonus: +1D4

Education: Graduate of Temple University's Nursing School

Occupation: Skoptsi "midwife" and Assistant Administrator of Families Without Frontiers

Skills: Animal Handling 60%, Cthulhu Mythos 30%, First Aid 80%, Medicine 40%, Pharmacy 40%, Psychology 45%

Languages: English 65%, Romanian 20%

Attacks:

Fist/Punch 60%, 1D3+db

Kick 40%, 1D6+db

Grapple 60%, Special

Whip 70%, 1D3 or Grapple

Physical Description: Sabina is a stout, healthy young woman. She is olive-skinned, black-eyed and black-haired, which reveals her Gypsy heritage. She is an attractive woman with a wild, almost feral, look to her. She bears the scars of accepting the Greater Seal of the Goddess.

Kerry Houghton

Kerry Houghton joined Child Protective Services to save lives and protect the future. She truly believed that every child she saved from physical abuse would mean one less parent abusing their child in the future; every child rescued from sexual abuse would mean one less sexual predator stalking the streets down the road. However, things have not gone quite as Kerry planned. She and the rest of her workers are overloaded with a monumental caseload. The department is rife with cynicism and malaise and often the courts are powerless, or simply intervene too late. The stress has been building up in Kerry for months and she's been having a great deal of trouble sleeping. Her dreams are often haunted by half-glimpsed images of trapped and desperate children crying for her help. In her dreams she turns her back and leaves them in the darkness. Kerry thought it was just the stress of the job. Certainly her coworkers are acting strangely, too.

Kerry has begun to reread her diary, attempting to analyze her moods and thoughts. However this has led to an

even worse revelation. Her memory does not comport with her journal. Her journal is full of incidents her memory does not account for—thoughts and comments on cases and incidents she no longer remembers. Her journal talks about the Families Without Frontiers orphanage, but she doesn't remember visiting the place. She doesn't even remember writing the passages in the journal. Kerry fears she may be losing her mind and has decided to seek psychological care.

What Kerry doesn't know is that she and several other members of her office have been subjected to the sorcerous mental domination of Yalena Kalamatiano and her acolytes. After she was forced to re-write reports and destroy records that could have drawn official attention to the Families Without Frontiers Adoption Service, her memory was erased. Kerry is struggling to remember what she's seen and to understand what is happening to her. Unfortunately, her attempts to retrace her steps may draw the attention of Yalena Kalamatiano and her foul Goddess before Kerry has the answers she seeks. Should that happen, Kerry may find herself in the clammy embrace of one of the Dark Young of Shub-Niggurath, or the victim of another of her office's many "suicides."

Kerry Houghton

Skoptsi-Controlled CPS Worker, age 23

Race: Caucasian

Nationality: American

STR 11 CON 13 SIZ 11 INT 15 POW 11

DEX 15 APP 14 EDU 15 SAN 38 HP 12

Damage Bonus: +0

Education: B.A. Sociology, Maryland State University

Occupation: Maryland State Child Protective Services Caseworker

Skills: Climb 74%, Computer Use 42%, Credit Rating 38%, Dodge 71%, Drive Automobile 32%, Fast Talk 45%, First Aid 42%, Jump 80%, Law 38%, Listen 43%, Persuade 60%, Psychology 38%, Spot Hidden 61%, Swim 77%, Throw 52%

Languages: English 86%

Attacks: None

Physical Description: Kerry was once very beautiful: a lively, athletic blonde just one step removed from the cover of a fashion magazine. Today she has lost too much weight, her hair hangs limp, like her shoulders, and her eyes are dark smudges ringed by wrinkles. Someone who didn't know her might think she was going for that "heroin *chic*" look. Friends just think she looks sick.

Natalia Chermeninko

Natalia is the leader of a crew of Russian mafioso, specializing in high-risk burglaries. She's a dark beauty who makes up for any physical flaws (and there are not many) with supreme self-confidence and attitude. She wears her thick hair long, but simple. She laughs easily (although without sincerity) and can change from bored detachment to incinerating fury in the blink of an eye. Her greatest fear is that she will be murdered by a member of her organization or one of the crime families she does business with. Her paranoia, which borders on the pathological, appears to her colleagues and soldiers as just good planning. She enjoys being underestimated because of her sex and never fails to play that card when it is to her advantage. She is deeply angry over being run out of the ex-Communist Mafia back in Russia. Her ambition is to one day force those who disregarded her to deal with her as an equal.

Recently, her crew has been retained by a mysterious man named Fedor Berezhkov to recover some valuable Russian Orthodox icons. Natalia finds him unpleasant and disquieting to deal with, and is more than a little curious why he displays no sexual cues whatsoever, neither heterosexual or homosexual. She does not trust him (not that she trusts

anyone), and wishes to complete her contract as quickly as possible. She is incredibly greedy, however, and if given the opportunity would rob Berezhkov of everything he owns, steal the icons back, resell them for an even higher price, and shoot Berezhkov in both his beady eyes.

Investigators should not make the mistake of believing they can intimidate, charm, or persuade Natalia into giving up Berezhkov or cooperating with Delta Green. She may pretend to cooperate, but she will only be waiting for an opportunity to turn the situation to her advantage. She will seek every chance to corrupt or compromise anyone she encounters, and she's very good at it. This insidious talent is what made her a star with the KGB. If she ever discovers that Delta Green exists and that it is an illegal operation, she will begin blackmailing Delta Green. Not for money, but for favors. Natalia is interested in information on her criminal competitors, getting people and things past U.S. Customs and Immigration, and even making her enemies drop dead of "natural causes." Natalia will be extremely difficult to get off Delta Green's back once she climbs on. Frankly, there would be no way to get her off short of killing her, and that could prove quite costly since she will have whatever blackmail material she's using squirreled away for release if anything should happen to her. Natalia has no interest in the occult, but she could end up being Delta Green's worst nightmare all the same.

Natalia Chermeninko

Russian Mafia Crew Leader, age 38

Race: Caucasian

Nationality: Ossetian/Russian

STR 13 **CON** 14 **SIZ** 10 **INT** 18 **POW** 16

DEX 17 **APP** 16 **EDU** 19 **SAN** 65 **HP** 12

Damage Bonus: none

Education: Moscow University, Marxist-Leninist Economics

Occupation: Ex-KGB turned gangster

Indefinite Insanity: Paranoia

Skills: Bargain 66%, Fast Talk 77%, Hide 26%, Listen 48%, Martial Arts 56%, Persuade 78%, Psychology 77%, Sneak 27%, Spot Hidden 47%

Languages: English 63%, Ossetian 45%, Russian 91%

Attacks:

Fist/Punch 57%, 1D3

Grapple 58%, special

Kick 58%, 1D6

Offhand Firearms Use 53%

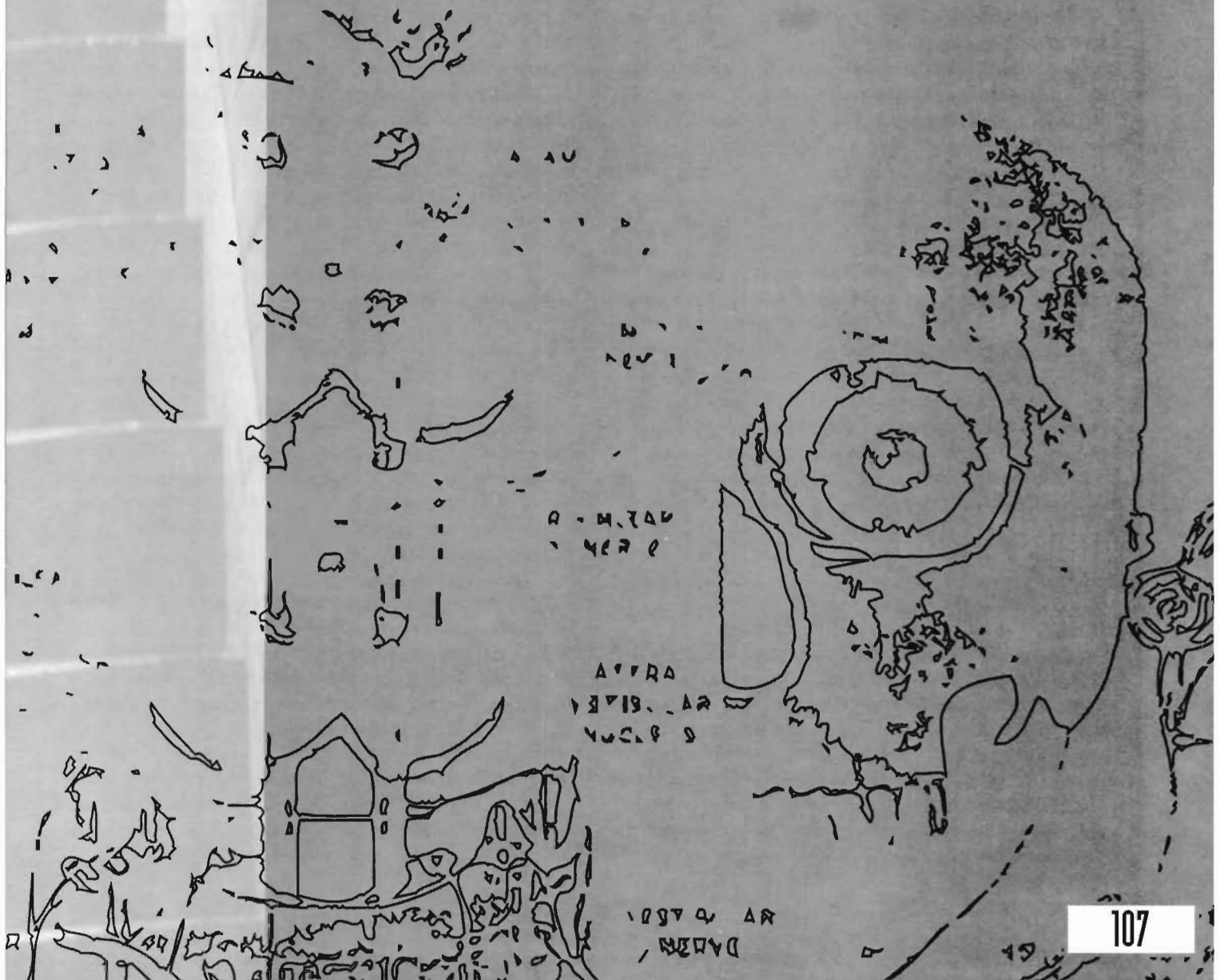
V268 Skorpion 9mm Submachinegun 53%, 1D10 (Natalia carries two in a double shoulder rig)

Physical Description: Natalia Chermeninko is black-haired and black-eyed. Her Ossetian blood makes her much swarthier than a Russian, appearing more Turkish or Armenian. She stands 5'8" and weighs 123 pounds. She has long, almond-shaped eyes and a long straight nose; the overall effect is to give her a rather raven-like appearance.

THE OUTLOOK GROUP



MANY PEOPLE ENTERED THE
OUTLOOK FACILITY AND NEVER
LEFT ALIVE. MANY ARE STILL
THERE.



The OUTLOOK Group

Dennis Detwiler

Illustrated by the author

NESTLED IN THE TINY COMMUNITY OF BOUNTIN, MARYLAND lies the OUTLOOK Group. From the outside, its sprawling grounds look ordinary for Maryland, just another of the dozens of multi-million-dollar firms which surround the capitol. Perhaps this one looks more austere, more frictionless and empty. People are rarely seen coming and going from it, and those that enter sometimes leave days afterwards. What is done there remains a matter of speculation, even to the groundskeepers, janitors, and receptionists who work there.

Past the large glass double doors, past the atrium with its soothing cream walls and musak, past the security doors and down into the sub-basements, if one were to get that far, one might hear screaming, laughing, or crying coming from a dozen different rooms.

In them, Majestic-12 tests its elite.

Dr. Albert Yrjo

"Dr. Albert Yrjo" is an obscure name, lost in the annals of behavioral science, rarely seen or spoken of by those outside the field. A recluse since the late 1960s, Yrjo's most famous experiment followed the Millgrams experiments of the late '50s: at New York University he subjected test groups of ordinary people to false environments and simulations, then monitored their reactions in the hopes that certain behavior patterns could be detected. These simulations varied greatly in severity and attempts at authenticity. Each test group experienced one simulation; in the time before the tests were cancelled, Yrjo successfully simulated a simple building fire, a mechanical failure on an elevator during a building fire, the announcement of a presidential assassination and coup by the U.S. military, the announcement of an imminent nuclear attack, and an announcement of alien first contact.

During a 1964 alien-contact simulation, one of the test subjects suffered a severe psychotic break and attacked two other subjects and a research staffer with a large ashtray stand. Before he could be stopped, the two other subjects were dead from head trauma and the research staffer suffered extensive brain damage that triggered a lifelong coma.

Yrjo's experiments were immediately shut down by NYU. He lost his tenure and respectability and was shunned by the academic community.

His first book, *The Group Dynamic in a Stress Environment*, found publication in 1966 with a small press. This book detailed all of his "stress simulations" at NYU and explained his belief that most people rely on the social dynamic of groups for their internal decision-making processes.

Yrjo subsisted for a time, working up manuscripts for two other books about behavioral science and his experiments, but as the years went on and the world found new events to focus on, he could find no outlet for publication. Soon Yrjo found himself in debt, living off a small stock portfolio which he liquidated to pay his rent and eat. For seven years he did not leave his house or interact with anyone except the postman, the grocery delivery boy, the meter man, and the like. In that time he worked on what he considered to be the greatest accomplishment of his life to date. The document was called *SRT (Stress Reaction Testing)*, a comprehensive document outlining a careful series of progressive stress simulations used to both verify that the test subject was of sound mind and to steel that subject to further psychological trauma.

Unfortunately, as the SRT process had yet to be tested, it remained nothing more than scientific conjecture. Yrjo submitted the paper to twenty-four publishers, schools, and other organizations—including the U.S. Army and Air Force—in the hopes of finding backing for his experiments.

The Air Force responded favorably. Dr. Yrjo moved to Modesta, California, where he now had a lab facility with full funding. As his project grew over the next decade, he was called upon by many federal agencies for special research work. All the studies he pioneered in the late 1970s were classified under the codename SOMA, and were used extensively by the U.S. in the Cold War.

Yrjo's research became more baroque and expensive as the years went on. In that time he perfected a process which he called "personality engineering." This involved a full simulation of everyday life for test subjects, using odd stimuli and bizarre and seemingly random occurrences to poke and prod the subject's feelings (and therefore his mind) in specific and pre-planned directions. Living within a facility, these subjects were monitored 24 hours a day, and every action and reaction was carefully documented by teams of doctors. Through this extensive cataloging of reactions, Yrjo was able to devise "personality models" which, to a degree, were able to predict future actions of subjects with similar personalities.

In the first four times this process was used for practical purposes by the government, three subjects moved along the predicted path, and one suffered a severe nervous breakdown. The three foreign agents who were compromised, however, became some of the most willing and capable intelligence sources ever captured.

Majestic-12

In 1978, Yrjo was approached by Dr. Abner Ringwood. Ringwood was the director of Majestic-12's Project PLATO and was preparing to coordinate the first face-to-face communication with the Greys. Ringwood told Yrjo nothing except that if he signed on to a new covert project called ARGOS for the CIA then his funding would be unlimited and his research would not be hindered by "the morality of the masses."

Yrjo accepted gladly. He expected resistance from the Air Force and Army, but was stunned to find that somehow Ringwood had already assured his release from the many contracts which bound him, and that both the Army and the Air Force had remained amicable toward him.

Dr. Yrjo's new facility was in Bountin, Maryland, and was called OUTLOOK Group. The original OUTLOOK Group—a failed military think-tank—had folded in the early 1960s after the Bay of Pigs invasion, but the designation was renewed for Yrjo's work.

Ringwood's required experiments were very specific, and were to be run on Ringwood-supplied subjects who were almost all of military backgrounds. Most involved simulations of alien invasions, alien first contact, and endless variations on such themes. With his new funding, and assurances that there was no such thing as too much money for a project, Yrjo created some of the most realistic simulations ever conceived. He once even managed to convince a room full of military personnel and scientists that an alien was present in the room.

Ringwood's focus on such a specific subject did not go unnoticed by Yrjo, and as his suspicions rose and were verified by everything except factual evidence, he began keeping an extensive personal journal recording all of his simulations, in the hopes that a pattern would emerge.

In truth, the test subjects that Ringwood supplied were Majestic-12 personnel, and his real agenda with Yrjo was to prevent personnel with any vulnerable psychoses from working in Majestic-12. Yrjo's processes were exceptionally accurate, and often predicted who would crack under pressure *before* the simulation occurred, just by analyzing their personality traits.

Dr. Yrjo was often left to his own devices, and with his large staff was allowed to pursue his own private lines of research, no matter how illegal or immoral they were. Many people entered the OUTLOOK facility and never left alive. Many are still there.



RICOCHET

In 1991, Yrjo moved his operation to Puerto Rico due to his failing health. (The OUTLOOK Group facility remains open in Maryland and psychological testing still goes on there without the direct supervision of Dr. Yrjo.) In Puerto Rico, Yrjo continues his research on behavioral models and screens important personnel for Majestic-12. Individuals who are considered a security threat are often left to Dr. Yrjo for interrogation, and so far he has enjoyed a 98% success rate in extracting information from initially uncooperative subjects.

By 1992, Yrjo had pieced together the basic story of Majestic-12, the Roswell crash, and the first direct contact with the Greys. Most of this information was recovered during psychological testing from numerous Majestic-12 subjects who were considered security risks. He informed Ringwood that he wanted entry into the ultra-secret group, and through Justin Kroft (MJ-1) he was granted MAJIC clearance and access to a small amount of Majestic-12 data. With limited access to the files of Sub-Project ARC DREAM, Yrjo's research found new and even more complicated directions. He successfully proposed a new ARC DREAM research project directly to the Majestic-12 steering committee, thus creating Sub-Project RICOCHET.

Yrjo and his RICOCHET team perfected the use of a new series of chemical agents discovered through study of the Greys' Cookbook. These advanced drugs could induce permanent amnesia, selectively target and erase a memory, and in large and carefully controlled doses render an individual devoid of any consciousness whatsoever. They also worked extensively with the CIA MKULTRA drugs, mixing the two for numerous effects.

Yrjo continues working to this day in the Puerto Rico facility, with his select group of young scientific protégés. His personal obsession now is what he calls a "stress cascade reaction." He believes that a carefully orchestrated simulation with faked videos, radio reports, and newspaper articles about some specific horrible event could induce a mass riot if the central backstory was good enough. The key would be for the story to be frightening, realistic, and for it to seem beyond reproach. The news would be leaked to CNN or another central news service, and from there would spread like a virus, slowly engulfing the globe; if it was good enough, by the time the facts were checked it would be too late.

He continues to pursue this line of thinking, hoping in the future to make "smart" stress cascades, which could be tailored to cause destructive urges in undesirable groups selectively. Right now, with Majestic-12's funding, Yrjo plots to make the world's first psychological virus.

The Maryland Facility

Located at the end of a cul-de-sac on the edge of the mostly suburban incorporated village of Bountin, the one-story facil-

ity sits on nine acres of land covered in standing copses of trees and bushes, surrounded by a twelve-foot stone fence. This fence appears to be normal stone, but the top four feet are covered in a special glaze of crushed glass, making climbing all but impossible with bare hands or light gloves. On the far side of the fence a concealed roll of concertina wire hangs over the inner perimeter (it remains invisible to the outside).

Security measures at the gate seem mundane but are actually quite extreme. The security personnel who work the gates are under the direction of NRO DELTA Chief Adolph Lepus, and are all former NRO DELTA agents who have somehow gotten into his good graces. A post at the OUTLOOK facility (or at a facility like it) is seen as a cushy job to the members of NRO DELTA. These men (dressed as run-of-the-mill security guards) are some of the most highly trained killers in the world.

The guards are prepared for anything short of an armored assault on the compound. Their small booths have small "murder holes" in their bullet-proof windows through which they can poke the muzzles of their weapons, and each of the two booths is equipped with fully automatic H&K MP-5s for rapidly eliminating the enemy.

On the interior of the facility, there are three guards between the foyer and the entrance to the sub-basements where the real work goes on. These men are armed with a lone sidearm, a canister of chemical mace, a fighting knife, and their NRO DELTA training.

In the sub-basements the security is extremely tight, and NRO DELTA guards with MP-5s stand at every large intersection and maintain a 24-hour guard at the database and information-processing centers. The mainframe computer and its counterpart paper files are rigged with thermite to be detonated in case the facility is fatally compromised. Backups of the data exist only at the Puerto Rico facility, but none of the Puerto Rico files are stored or backed up in Maryland.

Information in the Facility

From the database room all information access and input at any computer in the compound is monitored 24 hours by a Majestic-12 computer specialist. Access is restricted for nearly all files in the database to normal personnel; even the sub-basement staff of doctors and nurses has extremely limited access.

Clearance may be granted for specific files by Yrjo, Valentine Krogen, or any member of the Majestic-12 steering committee. These files must be signed for both by the receiver and the person authorizing their retrieval. All this information is forwarded to Project DELPHI at the COUNTRY CLUB once a month, where it is perused carefully for possible patterns which would indicate espionage.

All of Yrjo's data from 1966 onward is contained in the computer and text files. This includes medical reports, summaries of "treatments," and even around-the-clock transcription of subjects' speech during the course of experiments.

There are files on more than fifteen thousand test subjects, as well as several hundred summaries of stress simulations such as "Subject informed of parents' violent death" and "Simulated schizophrenic degeneration," each rated from 1.0 to 10.10 in .1 increments. The highest is 10.10—"Alien Invasion Scenario 4." Each file describes in great detail how to conduct each simulation, down to blueprints for fabricated locations and tailor's patterns for special costumes.

Anyone reading these files in depth—a process that requires several weeks—with a Psychology or Psychoanalysis skill of 30% or higher must make a SAN check; if failed, they lose 1 SAN point due to the antiseptic horror documented in these simple folders.

There is no MAJIC-classified information dealing directly with the Greys, their plans on Earth, or what the government knows, in the Maryland files.

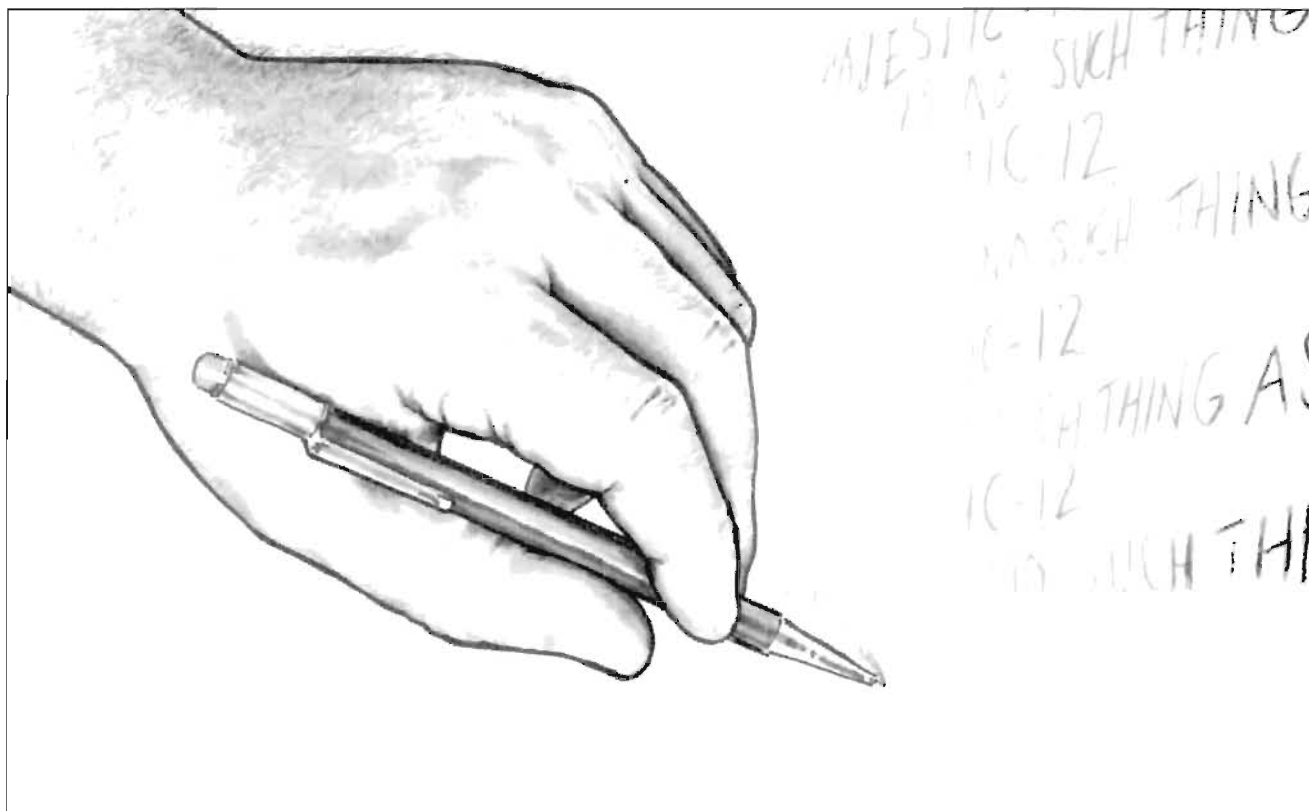
Personnel

The Maryland facility maintains a full-time staff of sixty-six employees, including secretaries, research assistants, groundskeepers, security guards, *etc.* The doctors and nurses who work in the sub-basements comprise about 40% of the staff. The ground floor supposedly contains the OUTLOOK Group's cover: a geopolitical think tank. Valentine Krogen, now approaching 65, maintains an office on the ground floor. He handles the everyday interaction between Majestic-12 (who

he believes are the highest and most classified group in the government, although he knows nothing of the Greys) and the staff in the basements. No actual think-tank work is done anymore, although OUTLOOK still subscribes to a huge number of periodicals to keep up appearances; Krogen mostly spends his days reading this material out of habit. The rooms that once served as the think-tank's main work areas are now piled to the ceiling with stacks of these periodicals, which Krogen deposits absent-mindedly day after day.

The sub-basements are managed by Dr. Armand Perov, who runs all the psychological testing at the facility and has full access to the files at the site (but may not disseminate them without permission). Perov is a long-time associate of Dr. Yrjo, and the two share information freely, keeping an extensive trade of ideas through encrypted email and packages. Perov was hand-picked by Yrjo to take up the reins at the site when he was forced to leave for warmer climes due to his failing health. Perov knows of Majestic-12 only through his private correspondence with Yrjo and some of the transcripts he has witnessed from Majestic-12 agents under examination. He is in the first stage of being granted MAJIC clearance, as a tangible need for a replacement for Yrjo is being felt by the Majestic-12 steering committee, who have grown to rely on Yrjo's processes.

The rest of the staff are everyday people. Even the doctors who administer the tests have little that is exceptional about them. Most know very little of what goes on there, and



are allowed only brief glimpses of the everyday workings at the site; those that learn too much either receive "treatment" or are brought into the fold. Since 1981, only two members of the staff have been granted MAJIC clearance. Both transferred to the Puerto Rico facility with Yrjo in 1991.

The Puerto Rico Facility

OUTLOOK Group's Facility B is located off Puerto Rico on the south coast of Vieques Island, on a promontory bordered by Puerto Ferro, Red Beach, and the Caribbean Sea, within the USMC's Camp Garcia. It is a large walled compound, and is its own small village of a sort. The Americans who work there rarely leave the compound, and they rely on nothing from the civilian areas; instead, all supplies are shipped in by truck from the Camp Garcia airstrip nearby. (Camp Garcia policy, in fact, strictly forbids military personnel from entering the island's civilian areas at all.) In addition, military helicopters are often seen coming and going from Puerto Rico to the facility.

The compound is surrounded by two electrified wire fences and then by a twelve-foot stone wall topped with concertina wire and four guard cupolas. These cupolas face all four corners of the encampment and make sneaking up to the stone fence all but an impossibility. There is no ground cover outside the wall for two hundred yards. In each of the cupolas, two guards watch the perimeter around the clock; at night they utilize infrared and night-vision equipment.

The only access point is the main gate—there are three of them, actually, one in each concentric fence—where visitors, workers, or people leaving are thoroughly searched. Each inner gate is located about fifty yards counter-clockwise from the previous one, to prevent vehicles from making a high-speed run through all three gates in a row. Steel-core concrete posts spaced four feet apart and tire spikes line the base of both wire fences to stop a vehicle from busting through once past the main gate, but these fortifications only exist in line with the outermost gate and (on the innermost fence) in line with the middle gate. (To get in, visitors drive through the

main gate, go left fifty yards, turn right into the second gate, go left fifty yards again, and turn right into the third gate.)

The guards at this facility are hand-picked crack members of NRO DELTA. Far from a cushy job, this post is seen as one of the most valuable U.S. security sites in the world, and those agents assigned here consider it both an honor and a duty to serve here.

Inside the extensive compound, NRO DELTA guards are omnipresent. They are armed openly with fully automatic MP-5s, and each has explicit orders to detain or kill anyone without a security badge or other valid identification.

Information in the Facility

This facility is the storehouse for much of the ARC DREAM sub-project databases and files. Data from Yrjo's sub-project RICOCHET, as well as much of CATALYST and RECOIL, are stored at this site. A satellite uplink with Facility-12 in Cooper, Montana, keeps Yrjo in constant contact with all files dealing with the genetically altered NRO DELTA and BLUE FLY members. Yrjo regularly updates these files, studying the relevant materials and typing up his insights into the agents' mental stability. Within the Puerto Rico facility, these files are accesable only by Yrjo himself and are activated by thumb-print analysis. (This measures such sundries as blood pressure, heart rate, and body temperature, so a severed thumb is no good as a key.)

While the files in the database on ARC DREAM, CATALYST and RECOIL are spotty and somewhat random, the entirety of RICOCHET is kept in storage at the site. This contains all information pertaining to the use of genetically engineered drugs for brainwashing, memory wipes, and other advances on the CIA MKULTRA project which Yrjo has spearheaded over the last several years.

In addition, portions of the Cookbook are kept in the Puerto Rico facility. Only two of the five volumes are here: the red binder covering the function, design, and alteration of the brain, and the blue binder covering a similar range of subjects about the central nervous system.

Local Rumors

The locals believe that the Puerto Rico facility is some sort of secret American fortification or science station and only now, several years after its construction, are the local legends coming up to speed. Children avoid the place, and tell odd stories about it. Some concern the common fare—genetic mutants, cyborgs, and other Saturday morning kid's stuff—but others are far more real and strange.

One story involves a child being fired upon at night by someone in the facility. In the story, the child (who no one knew) ran too close to the perimeter of the fence and was shot at by a guard in one of the four towers which surround the camp. The child was not hit and fled, but this incident was clearly seen by several people from town.

Another story involves a woman who applied for a position at the facility as a secretary, and after a background check and thorough interview was hired. All was well for a time, but slowly the woman began to act strange, forgetting names, mispronouncing words, and so on. Finally, after some sort of stroke, the woman lost the abilities of speech and sight. The family moved away to Cabo Royo, and now no one in town recalls their name.

Anyone with full access to these files for a long period of time would be able to piece together the story of Majestic-12, the Roswell Crash, the Accord and many of the more significant secret developments of the last half-century. This site is heavily guarded, however, much more so than the Maryland facility due to its isolation.

Personnel

The practice of hiring locals was abandoned in late 1993 when an MKULTRA drug was accidentally ingested by a full-time staffer, causing serious brain damage. This incident (easily covered up by a large bribe to the family) has caused the Puerto Rico site to become much more insular than its Maryland counterpart. Now *all* staff members—including secretaries, groundskeepers, and janitors—are hired from the Maryland facility. Following years of loyal service at the Maryland site, these personnel are given a large raise, an incredible benefits program, and a condominium in the Puerto Rico compound's living area ("The Meadows").

Yrjo lives on-site all the time. Now that his failing health has begun to take a serious toll on his general stamina, he spends most of his time in purely academic research and development, coming up with new ways to contort and change the human mind—then letting his teams loose to test them. Two MAJIC-cleared researchers—Dr. John Baker and Dr. Bart Stryzik—manage the actual experiments these days and report directly to Yrjo.

Yrjo is the absolute authority at the Puerto Rico facility. He answers only to ARC DREAM head Maj. Gen. Kurtis Schenk, who mostly leaves him alone. Yrjo's impressive record easily makes him one of the most trusted team leaders at Majestic-12.

The central computer at the Puerto Rico facility is not guarded directly and is accessible from the many terminals on the grounds. Those who desire access through any of the terminals do need electronic pass-keys and a password which is updated daily.

The Drugs

ARC DREAM has synthesized a number of drugs described in the Cookbook. The Keeper should feel free to create

chemicals of his own to unleash on the investigators as needed. (Note that the color-coded names are arbitrary, and do not reflect the appearance of the chemicals themselves.)

Red

Red is a smart viral agent which causes uncontrollable rage by dampening the production of calmatives in the brain and exacerbating pain and threat responsiveness. Anyone dosed with this colorless, odorless liquid must make a CONXt roll or be overcome with homicidal rage. If this roll is failed, for CONX20 hours the victim becomes a killing machine, murdering anyone in his path. This drug is often used to set up patsies or to remove individuals who are seen as morally beyond reproach.

Orange

This is a tailored organism which can cause timed blackouts in cognitive retrieval. In other words, the subject remains conscious, but cannot recall what was perceived during the interval affected by the drug. The drug can be timed to affect a subject for more than 12 hours at a dose.

Yellow

Yellow is a chemical compound which causes complete and utter paralysis of voluntary musculature without affecting cognitive function. The subject must make a halved CONXt roll. If this is failed, the subject is completely paralyzed for CONX40 hours. This loss of motor control also causes a SAN loss of 1 point.

Green

This is a powerful hallucinogen which often (80%) causes violent responses. It is untraceable and undetectable by modern means and therefore is a common tool of Majestic-12.

Blue

A tailored microorganism, Blue can cause fatal cardiac arrest in even the healthiest subjects. If a CONX2 roll is failed when this topical agent is applied, the subject dies.

A Sample "Patient"

Subject #452029 is a caucasian male in his eighties. At the time of his arrival, the subject was in a state of what appeared to be REM sleep. His condition has never changed, suggesting an unusual form of catatonia or coma (which is why he was brought to OUTLOOK). He has been subjected to several dozen different simulations; to date, all have failed to break him or even cause a reaction. Repeated attempts at ending his persistent REM state with Cookbook-derived drugs have all failed. He has been "asleep" non-stop for the last several years. Dr. Yrjo suspects that the man may be a complete vegetable, but is fascinated by the man's unusual condition; he has come to consider Subject #452029 to be his nemesis, and designs increasingly strange new simulations to test on the man every six months or so.

Notes on ARC DREAM

ARC DREAM, a sub-project of Majestic-12's Project PLUTO, was assembled in 1981 to study and exploit the secrets of the Cookbook, an alien analysis of human genetics. ARC DREAM houses several sub-projects itself, each headed by a different team leader; the newest is RICOCHET, formed in 1991 by Dr. Yrjo. It continues to this day, operating from the Puerto Rico facility.

Sub-projects CATALYST and CORE (DG, p. 78) have been discontinued. Each was deemed a success and closed. Many of the most startling breakthroughs Majestic-12 has achieved were pioneered by these now-defunct projects, and the extensive files of each are still maintained in Majestic-12's databases.

Sub-projects RECOIL and BOUNCE continue, one in the field, the other in the laboratory. BOUNCE has been kept alive by the ever-narcissistic Justin Kroft (MJ-1) in the hopes that its breakthroughs can prolong his natural life span. So far its research into alien physiology and metabolism has revealed little but intriguing hints of what *could* be done to the human body prior to cell specialization, but these processes remain fatal to fully grown organisms and so remain useless. RECOIL continues its field studies of physiologically altered humans from NRO DELTA or BLUE FLY teams. Since 1988, volunteer field agents have received such physiological enhancements as gills, infrared sight, improved muscular response, enhanced strength, speed, and stamina, improved hearing and smell, and improvements to the immune system, blood clotting agents, and blood oxygen saturation. RECOIL maintains a round-the-clock profile on all of these men (twenty-three in all) who enjoy the benefits of alien science. Since 1989, RECOIL has handled the alteration of agents itself, taking over the reins at the former CATALYST headquarters: Facility-12 in Cooper, Montana.

Yrjo's team, RICOCHET, was assembled in 1992 to better bring to bear the awesome discoveries of the other teams. RICOCHET utilizes the research of CORE and CATALYST to exploit all opportunities now made possible by Cookbook-derived science. Mixing CIA MKULTRA mind-control research and the breakthroughs of CORE and CATALYST, RICOCHET has mastered the art of re-writing the human mind. Given the resources, time, and money, RICOCHET can bend even the most subtle, intelligent, or strong-willed individual to their whim. They can leave you with a single memory, endlessly repeating, or memories of their own design. Or no memories at all.

Maj. Gen. Hurlis Schenk and ARC DREAM

Schenk at first believed that technological research conducted by project PLUTO would guarantee his position on the MJ-12 steering committee for years to come. Instead, many of the sub-projects leaning towards the technological aspects of the Greys—such as their flying craft—have run dry. Without new assistance from the Greys the programs have stalled and died, leaving in their wake a series of half-completed devices with huge price tags.

His only considerable success has been ARC DREAM. A pragmatic man, Schenk is whole-heartedly behind these programs, including the dramatic successes of RICOCHET. He openly touts the figures and discoveries from ARC DREAM to the Majestic-12 steering committee to defend his ever-growing operational budget.

Secretly, Schenk is afraid of Yrjo's aspirations. Although Yrjo's age and ill health limit his influence on the steering committee, his discoveries and amazing breakthroughs are well known to all. Schenk feels Yrjo is slowly overshadowing his influence, and he fears that Justin Kroft has recognized this weakness. If so, Schenk is running out of time; once Yrjo dies, he'll be out of geniuses.

Indigo

This is a chemical compound which causes disintegration of the dendrites through which neurons transmit their signals in the brain. The result is a slow but fatal form of brain damage. It must be continuously administered, with each dose (if a CONx2 roll is failed) causing the loss of 1D4+1 points of INT and 1D4+1 points of EDU. All skills are affected by these losses. For each point of either attribute lost, 10 points of a random skill are lost. If the subject's INT reaches 1 or less, death occurs.

Violet

This organism induces a fatal cascade of body functions, causing slight mutations in certain body chemical productions. Death is painful and slow as wastes are not collected or excreted, blood does not clot, food is not digested, eye and ear ducts produce inappropriate fluids, and on and on. Starting at onset, death usually occurs in CONx2 days, sometimes much sooner as the victim chooses to end the pain.

The Treatments

The many "Stress Simulations" which Dr. Yrjo and his associates have developed over the years are some of the most ingenious and evil concepts ever brought to bear against the human mind. Utilizing drugs, actors, staged events, faked photographs, computer and optical effects, and even actual aliens, Yrjo has traumatized even the most stout mind in search of the ultimate answers about mental trauma. So far he has found none, but the processes have remained useful in other capacities to Majestic-12.

These simulations are rated in severity from 1.0 to 10.10. Numerous examples are listed, as are their effects, as a guideline.

1.0 "Subject informed of relative's violent death." An authoritative doctor informs the subject of the death of a loved one. Faked photographs clearly showing the victim, personal effects, and other familiar scenes are displayed to the subject. The subject is not allowed access to a telephone or to leave the facility, and is forcibly injected with a fake sedative. SAN loss 0/1D4.

1.1 "Subject is questioned at length about mundane activities." After an initial medical interview, the subject is brought into a room with an obvious one-way mirror. The interior is odd: the room's walls are sharply curved so the only place to sit or stand without effort is the center of the room. The door, which appears normal on the outside, has neither a window nor a handle. The subject is questioned about his activities by an authoritative voice from beyond the mirror. These questions imply that the subject has done something wrong, but never clearly state the cause of the suspicion. This continues for many hours, becoming more and more grueling with each question. It ends when the subject collapses from exhaustion/dehydration/starvation. SAN loss 1/1D4.

1.5 "Subject is falsely connected with known spy." The subject is questioned at length about an associate/good friend/loved one. Faked documents and recordings are presented to the subject which clearly implicate this person in treasonous activities. Surrounded in a small room by several anonymous agents, the subject is harassed, yelled at, frightened, and questioned until his breaking point is reached. SAN loss 1/1D4.

1.9 "Subject is implicated in murder." The subject is linked to a series of murders. Several dozen photos of bloody crime scenes and bodies are presented for inspection by a spectacled doctor. Two MPs with guns watch the proceedings. The doctor talks at length with the subject, trying to gently goad a confession from him. If the subject does not confess, the doctor confides that he might as well: the case is practically open and shut, fingerprints and blood recovered from the scene match the subject's, and eye-witnesses have made a positive identification of the subject as the murderer. SAN loss 1/1D6-1.

2.0 "Subject is implicated in treasonous actions." The subject is informed that his traitorous activities have been discovered and that he will be tried before a military court for his crimes. What those crimes were are not clarified. The subject's defense attorney comes in and asks simply how the subject would like to plead; during this discourse it is obvious that the attorney hates him. The attorney will answer no other questions, sneering if the subject suggests that he knows of no crimes. The subject is left for some time in a cell to ponder his situation. SAN loss 1/1D6-1.

2.1 "Subject is forcibly detained, searched, and beaten." After breakfast one morning, the subject is attacked and dragged off by a group of MPs to a small concrete cell. He is pinned down roughly and derobed, then roughly full-cavity searched by a female medical attendant. After the search, the subject is beaten for more than an hour. SAN loss 1/1D6.

2.5 "Subject informed of nuclear terrorist attack on Washington, D.C." A faked television broadcast describes a small nuclear explosion which kills the President, 10,000+ citizens, and most of the House and Senate. Faked footage of wreckage, bodies, *etc.* is also shown. The announcer (a famous TV personality) openly weeps at the end of the emergency broadcast. SAN loss 1/1D6.

2.9 "Execution Scenario 1." The subject is awakened in the middle of the night and dragged outside by a group of dark-suited men and military officers. He is instructed to lie face down with his hands behind his head. A gun is cocked and placed at the back of the subject's head, then a second gun out of view of the subject fires into the air. SAN loss 1/1D6.

3.0 "Execution Scenario 2." The subject is awakened in the morning with a full breakfast, then escorted to a courtyard by military officers. The subject is tied to a post as a group of soldiers with rifles marches into the courtyard. They stand in a firing line facing the subject. No pleas or requests are responded to. The soldiers are told to aim, and then to fire. The rifles are loaded with blanks. SAN loss 1/1D6.

3.1 "Terminal Disease Scenario 1." The subject is given extensive medical exams—some of which are bafflingly strange—by a series of military doctors. After a prolonged time and an exhaustive series of tests, the subject is informed that he is suffering from extensive bone cancer, and that he has less than three weeks to live. SAN loss 1/1D6+1.

3.5 "Terminal Disease Scenario 5." The subject is treated normally for several days while extensive medical testing is done. On the fourth day, after a prolonged period without contact in a locked room, the subject is visited by several people in biohazard suits who say the facility has been contaminated with a deadly biological agent and that many of the staff are dead. The subject is left in the locked room for one day without food or water to consider the situation. SAN loss 1/1D6+1.

3.9 "Presidential Assassination Scenario 1." After a quiet and restful night of sleep in the facility, the subject discovers his picture on the cover of the newspaper, footage of him on

the news, and a nationwide manhunt searching for him in connection with the assassination of the President. SAN loss 1/ID6+1.

4.0 "Presidential Assassination Scenario 2." The subject is immobilized with a paralyzing nerve agent and is briefed by his "case officer," who informs him that because his work in the past has been so marvelous, he has been chosen for a special mission. Several case files are shown on a screen, portraying the subject in locations he has never been, with people he has never seen, while the case officer drones on and on about the subject's impressive record of assassinations. The case officer finally says, "Your next target," and then displays a photograph of the President. SAN loss 1/ID6.

4.1 "Compromised Agent Scenario 1." The subject is drugged and brought to the facility. He awakes in the facility without any knowledge of his arrival. In the bed across from him is another man who seems injured. Doctors come and go, and do their best to make the subject comfortable. At one point the injured man leaps up and strikes a doctor. A second doctor starts shouting in Russian and several Russian soldiers in full uniform enter. They subdue the injured man and drag him away. Gunshots are heard in the distance a few minutes later. The door is locked and no one enters the room for some time. SAN loss 1/ID6+1.

4.5 "Compromised Agent Scenario 5." The subject is dosed in his meal with a timed knockout drug. In the midst of a conversation with a doctor, he falls unconscious, awaking to flickering lights. The light is projected from the inside of a headset which covers the subject's ears and eyes. If removed, the subject finds himself in a circular room, dimly lit, covered in odd, translucent materials. On ergonomic tables made of the same material near the subject are other unconscious people wearing similar headsets, but they can not be roused. The overall impression is that the entire stay in the facility was a simulation, and that this is the real facility. SAN loss 1/ID6+3.

4.9 "Alien appearance Scenario 2." The subject is dosed in his evening meal with a timed paralysis drug. Late that night the subject is awakened by odd lights and noise outside his window, but cannot move due to the drug. Standing at the window is an obviously alien creature. The fake Grey places its hand on the window and peers in. It waits some moments and then disappears into the dark. SAN loss 0/ID3.

5.0 "Alien intrusion Scenario 1." The subject is paralyzed by a nerve agent and then moved by fake Greys to a soundstage dressed as an alien ship, where he is medically examined. The subject is then returned to his room while unconscious. SAN loss 1/ID6+2.

5.1 "Alien intrusion Scenario 2." The subject is paralyzed by a nerve agent and then is seemingly disassembled by fake Greys on a mock up of an alien ship. They remove organs, legs and arms and even the brain, although the subject still can see and hear. SAN loss 1/ID6+2.

5.5 "Alien intrusion Scenario 6." Same as above except the subject is reassembled with an alien "embryo" in place at the base

of the skull. The creature is shown quite clearly to the subject, and is quite horrible. The feeling of drilling and then wriggling at the base of the skull can be felt. SAN loss 1/ID6+3.

5.9 "Death Scenario 1." The subject is secretly dosed with a paralyzing nerve agent. This drug leaves the subject conscious but completely numb and incapable of movement. Doctors rush in and attempt to restart the subject's heart. After several frantic minutes of injections, electric paddles and CPR, the subject is declared dead by the doctor in charge. SAN loss 2/ID6+3.

6.0 "Death Scenario 2." Similar to Scenario 1, the subject is given what he believes to be a full autopsy, although no pain can be felt. In full view his organs are removed and weighed, ending with a bone saw being used to supposedly remove his skull cap and brain. This is all simulated. SAN loss 2/ID8+2.

6.1 "Death Scenario 3." Similar to Scenario 1, the subject is paralyzed and brought to a crematorium. The subject is then allowed to observe several bodies being disposed of before he is wheeled to the oven. Although no pain or heat can be felt, the subject smells burning flesh and can see flames flickering in his peripheral vision. SAN loss 2/ID8+2.

6.5 "Subject immersed in corpses." The subject is drugged and awakens in a large container filled with portions of cadavers. There is no way out of the bin, and no light to see by, but the smell and shapes of the objects will rapidly inform the subject what the contents are. The subject is left there for four hours. SAN loss 2/ID8.

6.9 "Subject immersed in vermin and snakes." The subject is thrown into an industrial vat filled with harmless insects and snakes. Although it is possible to stand in the container, there is no place to climb to once the lid is closed. Four hours pass before the subject is released. SAN loss 1/ID8.

7.0 "Simulated amputation." The subject is rushed into surgery, anaesthetized with a local anesthetic and tied down with straps. The subject's head is also secured. The doctors then seemingly remove the subject's legs with scalpels and saws. The fake legs are then disposed of in full view of the subject. SAN loss 2/ID8.

7.1 "Subject is released into asylum's general population." The subject awakes from a drugged stupor in the open ward of an asylum. The doctors, nurses, and staff are placating and apologetic and seem not to understand much of what the subject says. The subject is forced to ingest fake medicines at set intervals which are simply placebos. This goes on for one week. SAN loss 2/ID6-1.

7.5 "Simulated schizophrenic degeneration." The staff begins dotting their speech with *non sequiturs*, misuses of common words, and bizarre statements. This continues over a period of days while the staff pretends not to understand what the subject is saying or writing. Likewise, all reading materials, TV broadcasts, and other forms of writing are updated daily (while the subject is kept sedated) to read consistent gibberish. SAN loss 2/ID8.

7.9 "Disjointed environment Scenario 1." The subject is drugged in the evening meal and left naked and without

identification or currency in a foreign locale. He is monitored by a mobile team in a van who observe his behavior. The closest structure is usually some sort of mock-up, and the people who "inhabit" it are actors. SAN loss 1/ID6.

8.0 "Disjointed environment Scenario 2." The subject is drugged in the evening meal and is transported and left naked on a Bikini Atoll. The small island is completely abandoned except for several small concrete buildings which are crumbling. SAN loss 1/ID8.

8.1 "Disjointed environment Scenario 3." The subject is drugged in the evening meal and is transported to an arctic relay station. Although there are enough supplies to last indefinitely, there is no radio or transportation, or even a map to indicate location. On one wall, a series of slashes indicate that the last resident, whoever they were, spent three years there. SAN loss 1/ID8+1.

8.5 "Subject is buried alive." The subject is drugged and awakes in a small box buried underground. There is no light and hardly enough room to move. A small fan blows air in near the subjects head. Through the vent occasional sounds can be heard including laughing, although cries for help go unanswered. Occasionally the fan stops working. SAN loss 2/ID8+1.

8.9 "Subject is shown relative's violent death Scenario 1." A faked television program depicts the subjects' loved one leaping from a smoke engulfed building. Their name is given clearly on the evening news. SAN loss 1/ID6.

9.0 "Subject is shown relative's violent death Scenario 2." A faked digital composite of an execution depicts a loved one of the subject being shot to death by firing squad. No explanations are given. SAN loss 1/ID6+1.

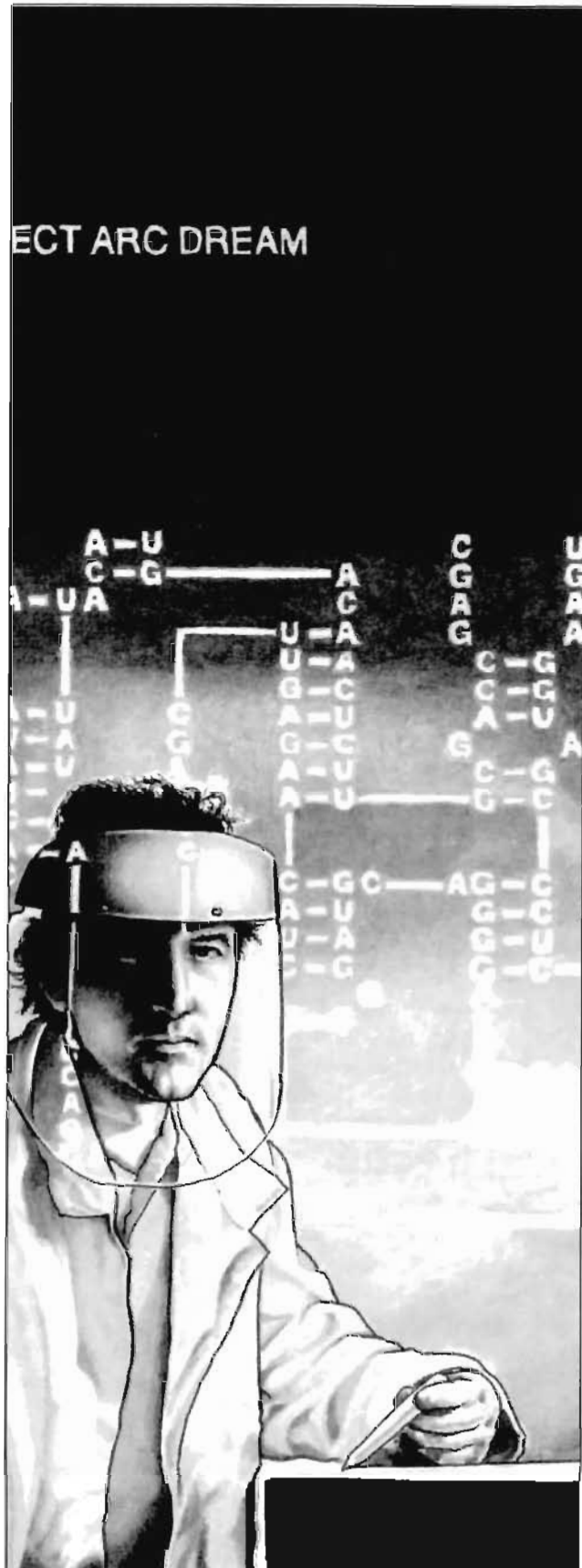
9.1 "Forced Participation Scenario 1." The subject is forced at gunpoint to place a gun to the head of an elderly man who is tied to a chair. The subject is told if they do not fire the gun at the count of three, they will be killed. Both guns are unloaded. SAN loss 2/ID8+2.

9.5 "Forced Participation Scenario 5." The subject is forced at gunpoint to place a gun to the head of a small child who is tied to a chair. The subject is told if they do not fire the gun at the count of three they will be killed. Both guns are loaded. SAN loss 3/ID8+3.

9.9 "Gang rape of subject." The subject is released into the violent ward of an asylum. Prisoners with a penchant for homosexual rape are released and encouraged by guards to rape the subject. SAN loss 3/ID8+3.

10.0 "Subject causes relative's violent death Scenario 1." The subject wakes in the facility without any memories of the previous day, and is informed that they are responsible for the death of a loved one or close friend in a car accident. Photos are shown of the wreck including graphic, recognizable pictures of the deceased. SAN loss 2/ID8+1.

10.1 "Subject causes relative's violent death Scenario 2." The subject is ordered to fire upon a loved one in a similar scenario to scenario 9.5. SAN loss 3/ID8+2.



10.5 “Simulated aging.” The subject wakes after a blank period confined to bed, and is treated as if he is senile and aged. The television and all items of the room seem somehow differently designed. The date, if asked, is forty years in the future. No explanation of the “jump” is given. SAN loss 3/IDIO-1.

10.10 “Alien invasion Scenario 4.” The subject is informed of a huge alien invasion which is being reported from all corners of the world. The television continuously broadcasts emergency reports (a famous anchor is shown, frantic and weeping) telling of the relentless assaults on all known countries, and the uselessness of all earthly weapons against the aliens. This continues for some hours. The facility is shut down with armed guards and flood lights as if a state of emergency did indeed exist. Finally, on the television the newsroom is overrun by horrible, bipedal monsters who dismember the news staff in front of the cameras, followed by a sudden loss of electrical power, as if a nuclear device had been detonated. SAN loss 3/IDIO.

Delta Green Involvement

Although insular and secretive, the OUTLOOK Group will be on the front lines if a showdown occurs between Majestic-12 and Delta Green in your campaign. Several methods are possible for introducing this organization, blatantly or subtly. Suggestions are described in the following sections.

Dr. Yrjo Defects

Yrjo is a very old man. Perhaps mortality has altered his moralities. Perhaps he wishes to be remembered always as the man who cracked the government’s greatest secret. Possible motivations are myriad but the outcome is the same.

Yrjo attempts to defect to the only organization he knows will take him in without the possibility of Majestic-12 getting to him through government channels. If there are any moles or agents in Delta Green, who better than Yrjo to expose them?

With this method, the Keeper can unleash the whole of the OUTLOOK Group in one go, or parcel it out bit by bit as Yrjo slowly unravels the tale to the investigators. In addition, this could lead to an investigator being captured and questioned by the OUTLOOK Group himself.

Also, with Yrjo’s help, files may be accessed, facilities breached, and personnel may be captured and questioned. Delta Green would not hesitate to harbor and aid such a person, but what if this defection is Yrjo’s greatest simulation ever?

A BLUE FLY Member Defects

A rogue BLUE FLY member defects. Perhaps he has had enough of the lies and killing, perhaps he fears for his family, perhaps CATALYST alterations have driven him towards the

brink. He makes his move to one of the several Delta Green agents known and monitored by Majestic-12.

Past this, his plan is limited. Will the investigators defend his family as well? Where will he go from here, now that the most powerful organization on Earth is after him? What secrets does he hold?

A Delta Green Agent Disappears

Through a captured agent, Yrjo extracts the secrets of Delta Green. First the agents in the kidnapee’s cell disappear, then several Delta Green friendlies. Cell A declares the telephone exchange and computer network compromised. Mass confusion sets in as word spreads that friendlies have abandoned Delta Green in droves, agents are holing up in fear of attack, and files are being rushed from compromised locations to new storage facilities.

What remains of the conspiracy feeds these rumors through the grapevine, and from this new problems arise. Whole cells of agents destroy each other in orgies of mistrust, paranoia, and violence.

The truth is, Yrjo has crafted a stress cascade reaction designed to specifically target an organization such as Delta Green. Only the first cell of Delta Green agents and a few of their friendlies were eliminated by Majestic-12; past that, the fear and paranoia of Delta Green itself becomes the weapon. Majestic-12 sits back to watch the fireworks as Delta Green tears itself apart at the seams.

The Mole Turns

A doctor in the OUTLOOK facility in Maryland becomes a mole for Delta Green. He is contacted and compromised by Delta Green agents. Drugs, money, ideology, whatever—these are used to manipulate the mole, convincing him to spy for Delta Green. The doctor has little access to secure files and information, and only provides tantalizing glimpses of what goes on behind the doors of OUTLOOK before he disappears for a time.

When he is tracked down some weeks later, he remembers nothing of his liaison with Delta Green, his mission, or the threats. If released he immediately informs Majestic-12. The contact has been “altered” by Yrjo who has sniffed out the mole, and the man’s memories of those events have been wiped clean.

The Investigators Are Compromised

In this exceptionally cruel scenario, the investigators are compromised and captured by the OUTLOOK Group, although they have no recollection of this fact. Released back to their daily lives, they make reports to Majestic-12 by phone once a week about Delta Green’s activities and then immediately forget having done so.

There are many ways to exploit this scenario. The characters may experience feelings of anxiety for no good reason, be overcome by flashbacks of events they cannot fully

comprehend, or notice the same odd behavior in their associates. This can lead to all types of paranoid action, and from that, to any number of bizarre conclusions.

Investigating OUTLOOK

This section summarizes the history of the OUTLOOK Group and notes what information is publicly available to researchers. At the end of this section are notes on the repercussions of such research. Note that there are no public records of the OUTLOOK Group's Puerto Rico facility.

The original OUTLOOK Group was started by Dr. Lewis Strater in 1955. Its activities up until 1963 are a matter of public record, but past that things get strange. Originally, the "group" was nothing more than Strater in a small office in Washington D.C., but with startling success Strater predicted several large shifts in the foreign political climate. Strater's fledgling think-tank was hired on as a contractor for the Pentagon and several security agencies including the DIA, NSA, and the CIA.

By 1961 the OUTLOOK Group facility had been constructed in Bountin, Maryland, and the firm employed over forty-five workers. Disaster struck suddenly, in the form of a poorly researched OUTLOOK Group report made on the feasibility on an American-backed rebellion in Cuba. When that plan was put into action, it resulted in the Bay of Pigs disaster. Heads rolled, and in less than a year the OUTLOOK Group's highest ranks had been fired and its consulting contracts suspended. This purge ended with the death of Strater in 1963, apparently the victim of a would-be robber in his home. No one was ever charged with the crime.

The OUTLOOK Group changed hands at that point, and was purchased by a company called Fullton Merchandising. If records are perused closely enough, the following facts emerge: Fullton Merchandising existed for only five days in 1963, barely enough time to complete the deal. After the purchase, 55% of the stock in the OUTLOOK Group was signed over to a second owner, Valentine Krogen, by the apparent director of the short-lived Fullton company. This director of Fullton Merchandising—"Thomas Moran"—is nothing more than a dead end: his Social Security number and biographical information (which are in the contracts) are completely false. This is where the public record ends until 1978.

In reality, the CIA took control in 1963, changing the function of the OUTLOOK Group into a geopolitical data collection and analysis facility. Valentine Krogen was a front man for the CIA, a public representative, who both solicited jobs much as the OUTLOOK Group had done before and scouted for talent. With its fingers in the think-tank pie, the CIA hoped to gain access to information which they would otherwise have to acquire through less-friendly means. In other words, OUTLOOK Group would process data for various branches of the government (as well as for private corporations), and then the CIA would secretly get copies of that data—spying on its own government to build up its internal databases without having to provide reciprocal intelligence.

By 1971 the OUTLOOK Group had its tendrils in numerous federal agencies. The CIA gave OUTLOOK tidbits from the CIA's own databases, which proved enticing to new "clients," none of whom knew that OUTLOOK was really a CIA operation.

As the 1970s wore on, however, the CIA grew less insular and began to establish more reciprocal relationships with other agencies—the death of J. Edgar Hoover in 1972 helped greatly in fostering a new spirit of cooperation among the elements of the U.S. intelligence community. When Director of Central Intelligence James Schlesinger drew up the infamous "family jewels" report in 1973—which summarized the CIA's history of illegal and unauthorized operations—the OUTLOOK Group became an embarrassment. Word got around in the intelligence community that OUTLOOK was a CIA front, and most of the group's clients canceled their contracts within weeks. The OUTLOOK Group cut its staff back to a handful and spent the next few years doing non-sensitive grunt work for the CIA exclusively. No public records describe the events of 1963–1977.

In 1978 the OUTLOOK Group hired a new director, Dr. Albert Yrjo, who received 51% of Krogen's stock, and in less than a year the facility was renovated. Most of the old staff was replaced, and a half-dozen new members were hired. (In secret, the CIA handed OUTLOOK over to Majestic-12.)

In 1982–83 extensive construction was performed on the grounds, with a new three-story sub-basement created to the side of the main building. The company which provided the contracting, Einsoll Systems, spent fifteen months on the entire project. If public records are checked, no blueprints are available, although they should be. Einsoll Systems suffered a break-in in late 1983 which resulted in the destruction of most of their records for the previous three years.

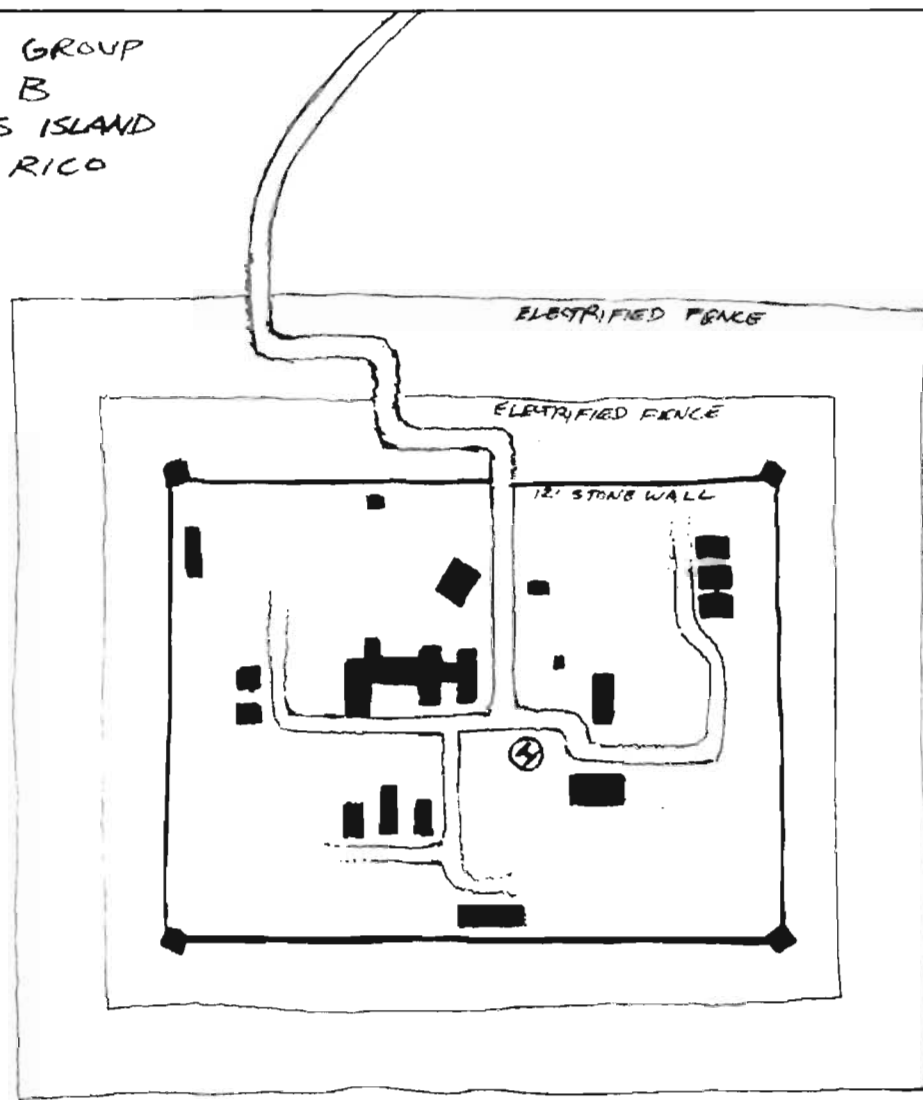
Today, the OUTLOOK Group remains a privately held corporation in Bountin, Maryland. Its phone number is unlisted. Visitors are told that the OUTLOOK Group is a geopolitical research facility/think tank that serves the U.S. government as an independent contractor. They are not accepting any other clients.

Repercussions of Investigation

Any attempt to investigate the OUTLOOK Group or its personnel through official government or military databases can prove deadly. (This does not apply to external databases such as publicly accessible internet web sites; no information on OUTLOOK will be found outside internal federal databases, anyway.) Majestic-12's Project DELPHI maintains an up-to-the-minute electronic "tag" on all such files, a practice begun back when the CIA owned OUTLOOK. Any agent who accesses multiple files all dealing with the same OUTLOOK-related subject is going to be traced and, if deemed a threat, eliminated. As usual with Majestic-12 wetworks, the NRO DELTA squad will be scrambled.

This will usually begin with surveillance for a short period, a breakin to the target's apartment or home to locate any and all documentation dealing with the leak, and then an anonymous phone call leading the target to an isolated location where he will be shot at long range by a sniper. If the target is unusually cautious, a "home invasion" attack will occur. This involves up to a dozen heavily armed, night-vision equipped, well-trained killers. After the elimination, simple steps are taken to make the attack look like a robbery. Strings are pulled and patsies often turn up, claiming to have committed the crime, only to die later in prison or in protective custody.

OUTLOOK GROUP
FACILITY B
VIEQUES ISLAND
PUERTO RICO



Important Individuals: The OUTLOOK Group

Dennis Detwiller

Dr. Albert Yrjo

Dr. Yrjo's history and personality are described in the main part of this chapter.

Dr. Albert Yrjo

Behavioral Scientist, age 74

Race: Caucasian

STR 4 CON 6 SIZ 8 INT 16 POW 11

DEX 7 APP 10 EDU 25 SAN 55 HP 8

Damage Bonus: -1D4

Education: Ph.D. Psychology and Behavioral Science, Johns Hopkins. Medical degree, Columbia University.

Occupation: Team leader for Majestic-12 sub-project RICOCHET

Skills: Accounting 13%, Anthropology 76%, Art: Writing 39%, Chemistry 52%, Dodge 30%, Drive Automobile 31%, First Aid 44%, History 49%, Hypnosis 71%, Literature 42%, Medicine 61%, Pharmacology 56%, Psychoanalysis 91%, Psychology 84%, Surgery 39%, Spot Hidden 69%

Languages: English 100%, French 48%, German 12%, Spanish 84%, Latin 61%

Attacks: None

Description: Yrjo looks like a small, twisted mole. His hunched body is covered in wrinkles and liver spots and he often shakes with a slight palsy. His hair, what's left of it, is a sheer wispy white, and he is rarely seen out of his doctor's smocks.

Valentine Krogen

Krogen was recruited by the CIA in 1955 fresh from his college graduation, and soon found himself embroiled in the intricacies of a spy war in Europe (often behind the Iron Curtain) until 1959. In that time he worked extensively in spy rings based in and around East Berlin. There is no official indication of why he stopped his spying activities.

From 1959-62 Krogen worked as an analyst for the CIA in

Washington, D.C. Most of this time was spent studying seemingly unimportant aspects of cultural beliefs (his college major was anthropology) among enemy nations. In 1963 Krogen was transferred to head the acquisition of the OUTLOOK Group for Central Intelligence. Since then only the name of his boss at the OUTLOOK Group has changed. To him, it seems, little is different since the Majestic-12 takeover in 1978. Krogen knows nothing of the Greys or the Accord, and instead believes that Majestic-12 is the force behind the government, and controls all aspects of secret United States policy.

Valentine Krogen

Ex-CIA Administrator, age 65

Race: Caucasian

STR 10 CON 10 SIZ 11 INT 12 POW 11

DEX 10 APP 12 EDU 19 SAN 51 HP 10

Damage Bonus: none

Education: B.A. Anthropology, University of Kansas City

Occupation: Director and Chief Administrator of OUTLOOK Group

Skills: Accounting 54%, Anthropology 40%, Archaeology 32%, Art 12%, Astronomy 10%, Bargain 27%, Chemistry 31%, Computer Use 36%, Conceal 51%, Dodge 39%, Drive 49%, Fast Talk 65%, Hide 41%, History 34%, Law 24%, Listen 30%, Locksmith 45%, Persuade 55%, Photography 30%, Physics 11%, Pilot: Helicopter 39%, Psychology 27%, Sneak 36%,

Spot Hidden 49%, Swim 45%.

Languages: English 95%, Russian 69%, French 46%, Spanish 40%, Italian 30%.

Attacks:

Punch 52%, 1D3 damage

Martial Arts 59%, (doubles kick or punch damage if roll is successful)

Grapple 61%, Subdue or pin

CZ75 Pistol 55%, 1D10 damage

Kick 31%, 1D3 (Martial Art doubles damage)

Description: Valentine is a clean and very, very unassuming old man who is extremely dangerous and most observant. His constant chatter and bland smile totally conceal the baroque workings of his exceptionally trained mind. He looks like someone's grandfather, which can be disconcerting if he is pointing a pistol at you.

Dr. Armand Perov

Perov is Yrjo's homunculus, and basically worships the man. Perov runs the day-to-day operations of the Bountin, Maryland, OUTLOOK facility, and has taken over all the former duties of Yrjo since the latter's departure for Puerto Rico. The two still exchange notes and ideas between the two locales.

Perov is currently in the process of being inducted into the inner folds of Majestic-12, and knows all about the secret history of the Majestic Special Studies Project. Majestic-12 is grooming Perov to take Yrjo's place when the old man finally dies. Major General Curtis Schenk has made it clear that Perov will get the lion's share of his operational budget if he is cooperative, and Perov plans to be—unless Yrjo tells him to be otherwise.

Dr. Armand Perov

OUTLOOK Group/Maryland Researcher, age 49

Race: Caucasian

STR 12 CON 13 SIZ 13 INT 13 POW 11

DEX 11 APP 13 EDU 20 SAN 52 HP 11

Damage Bonus: none

Education: B.A. and M.A. in Psychology, University of Connecticut

Occupation: Head of operations for OUTLOOK Group, Bountin, Maryland

Skills: Accounting 12%, Anthropology 22%, Art 39%, Biology 51%, Chemistry 53%, Computer Use 47%, Fast Talk 38%, First Aid 68%, History 35%, Law 23%, Medicine 63%, Surgery 51%, Persuade 39%, Pharmacy 41%, Psychoanalysis 43%, Psychology 58%

Languages: English 100%, Latin 61%

Attacks: None

Description: Perov is a health nut, and his physique reflects his fastidiousness. He is broad-shouldered and well-proportioned, and is very handsome. His large frame and psychological skills allow him to project an air of menace when needed, although this is a façade. His only contact with violence was pick-up football games at his fraternity in college; he is, in the most common sense of the word, a coward.

Dr. John Baker

Baker was a USAMRIID doctor who was recruited into Majestic-12 for use in the OUTLOOK Group due to his extensive medical knowledge and security clearance. Baker was interviewed by Yrjo and was subjected to a stress simulation of Yrjo's own design to test his mental fortitude. He never speaks of the incident. It is to be assumed that Baker "passed" Yrjo's test, but he is now deathly afraid of extremely confining places and can't even wear a seatbelt without suffering a panic attack.

Baker handles the surgical and medical aspects of Yrjo's Puerto Rican projects, and is responsible for the physical health and well-being of the test subjects.

Dr. Bart Stryzik

The second in the pair of doctors Yrjo uses to complete his experiments in Puerto Rico, Stryzik was recruited from a cutting-edge mental health care facility in Iowa by Majestic-12. He was tested by a custom stress simulation and survived his ordeal more or less intact, although he seems to depend on sleeping pills to maintain normal hours of work.

Stryzik's morality has been blinded by the possibilities offered by Majestic-12 and Project RICOCHET, and he no longer feels anything emotionally for his patients. He gleefully has sent dozens to their deaths, often in madness, and took notes the whole time.

Dr. John Baker

OUTLOOK Group/Puerto Rico Researcher, age 41

Race: African-American

STR 12 CON 11 SIZ 11 INT 13 POW 10

DEX 11 APP 15 EDU 19 SAN 43 HP 11

Damage Bonus: none

Education: M.D., University of San Diego; U.S. Army boot camp

Occupation: Chief Researcher OUTLOOK Group, Puerto Rico

Skills: Military Science 31%, Biology 59%, Chemistry 71%, Computer Use 32%, Medicine 68%, Pharmacy 70%, Photography 54%, Psychology 12%, Swim 41%

Languages: English 95%, Latin 54%, Spanish 32%.

Attacks: Punch 61%, ID3 damage

Pistol 33%

Rifle 49%

Submachine Gun 35%

Description: Baker is a nondescript individual who is almost forgettable owing to his bland good looks. He is completely professional and concise, and rarely says anything unnecessarily. Although he looks harmless, Baker will not hesitate to use any ability within his means to prevent the secrets of Majestic-12 from being exposed. This illusion of passivity can be deadly.

Dr. Bart Stryzik

OUTLOOK Group/Puerto Rico Researcher, age 40

Race: Caucasian

STR 10 CON 9 SIZ 10 INT 14 POW 12

DEX 11 APP 9 EDU 20 SAN 54 HP 9

Damage Bonus: none

Education: Ph.D. in Psychology, Temple University, Philadelphia

Occupation: Chief Researcher, OUTLOOK Group, Puerto Rico

Skills: Accounting 25%, Anthropology 31%, Art 31%, Biology 29%, Chemistry 30%, Computer Use 51%, Medicine 22%, Persuade 57%, Psychoanalysis 63%, Psychology 47%

Languages: English 100%, Latin 25%, Spanish 41%, German 12%

Attacks: None

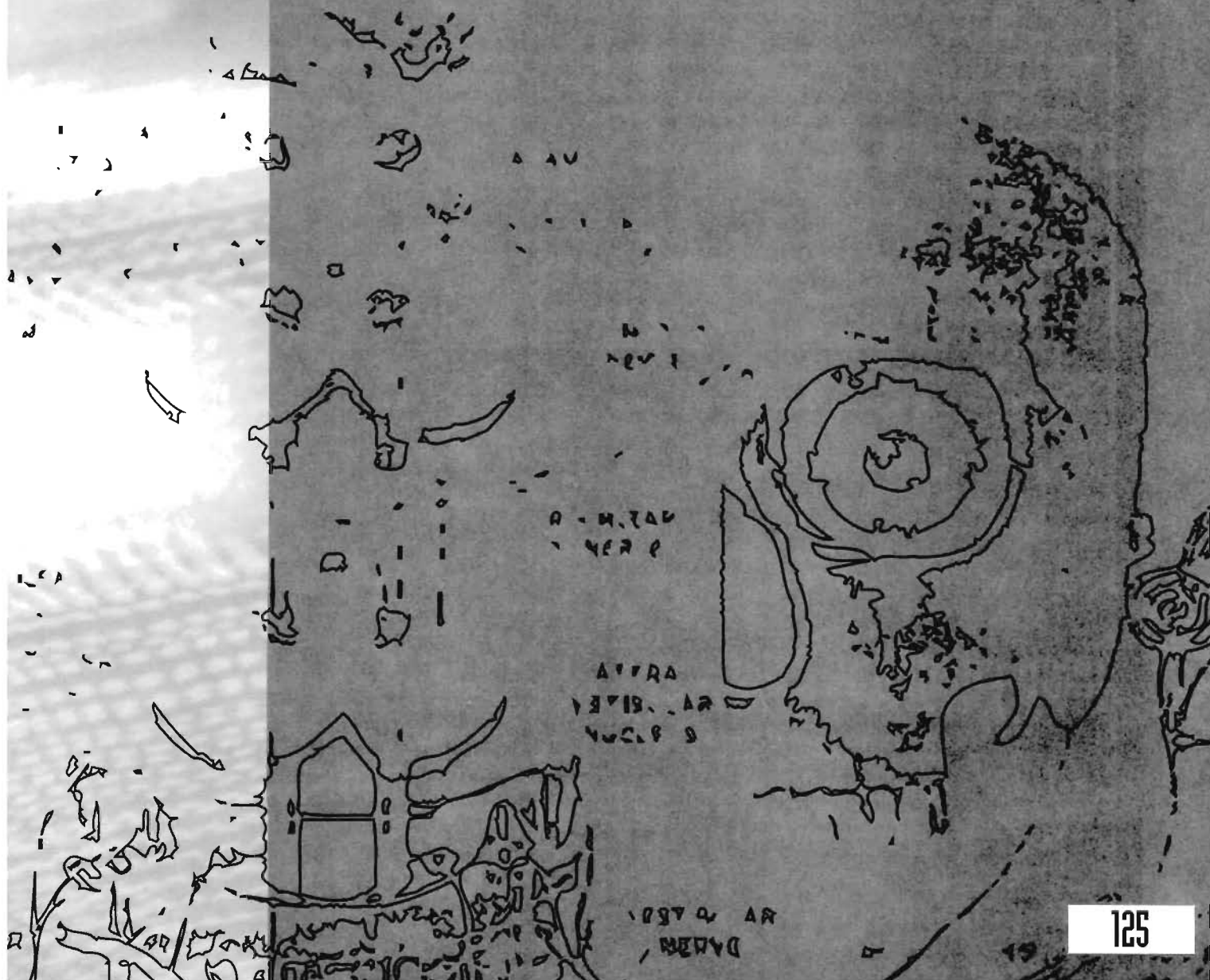
Description: Stryzik looks nervous and ill almost all the time. His seemingly distracted manner is in truth only skin deep; his mind is always working.

His red curly hair is rarely styled (or even combed), and his long white lab coat is usually soaked in sweat and other less-mentionable body fluids. The most memorable thing about Stryzik is the large hearing aid he wears on his right ear, without which his hearing is quite poor.

— PHENOMEN—X —



"DID YOU GET THAT SHOT?!
DID YOU GET IT?! TELL ME
YOU GOT IT!" "I GOT
IT... I GOT IT ALL, LARRY.
JUST TELL ME ONE THING:
WHAT THE HELL WAS IT?"



Phenomen-X

Dennis Detwiller with John Tynes

Illustrated by John T. Snyder, III

TELEVISION SHOWS COME AND GO. IT'S A VICIOUS WORLD out there in the coaxial jungle, and few survive—let alone thrive. Others learn to eke out a slim existence based on the rehashed superstition and obsolete beliefs of the common man. They find these people at 1:30 A.M. when the only competition is *Soloflex* and *Anthony Roberts: Personal Power* infomercials, and they consume that attention like so much meat.

How do they do it? They cover all the bases. Elvis? Leprechauns? Automatic Writing? Have they got a show for you. Do they believe it? Hell, no. If you met their sources, neither would you. It's all a matter of manipulation. It's like modern art: when you look at it, you see what you want to.

Phenomen-X was the biggest of the breed which prowled the late-night cable world for people to latch on to. It was a mercantile, mercenary operation where the word "Satan" was used more often than the word "news." They routinely rode their time slot as the kings of late-night cable with such wonderful stories as "Little Holly and the Devil," "Jesus in Texas?" and "Elvis: Dead at 65." Then something happened that changed everything.

Groversville

On May 5, 1997, the story "Take Me To Your Cracker" aired—a story about UFO sightings in Groversville, Tennessee—and during the next week almost everyone involved in the shoot died. Death came the same way for each of them: flu-like symptoms, then a trip to the morgue. The report was the same old shabby mess that they were used to putting together: alien abduction, UFOs, government black helicopters, viewers had seen it all before on *Phenomen-X*.

What the public never saw was the uncut videos. They showed a much different story than the one that aired. Frank Carincola, the only survivor of the Groversville shoot, returned a different man. The cocky, garrulous individual was replaced by a worn, desperate shadow of his former self. Still, he brought something positive back from there too, something like resolve, like belief. Something Frank Carincola had never known before.

That fall, the clockwork which kept the show rolling began to falter. The lead producer suddenly moved on to bigger and better things, when it had seemed he would never escape

syndicated cable hell. The directors and writers slipped away one by one—quietly, without a fuss—to high-paying cushy jobs with the networks and the bigger cable channels, until all that was left were the cameramen, two editors, and Frank Carincola, who refused the strange and sudden offers he himself received from better shows. He quickly rose to the task of producing and news directing the seemingly doomed show with a fervor he had not previously exhibited.

It was almost like someone had used *Phenomen-X* as a tool to root around and get some monstrous task done, and having finished that task, had attempted to dismantle the incriminating tool. Low-rent syndicated television producers didn't go on to happy endings in Hollywood and hack writers didn't find their dream jobs with a show like *Phenomen-X* on their resumé, but these odd things and more occurred right after the Groversville incident. This fact was not overlooked by Carincola.

There was something on those videotapes that came back from Groversville, something supernatural, and it was indisputable. The men who died after making those tapes received swift death certificates ascribing their demise to the flu, and that spoke volumes. The government agents seen on the tapes, the look in their eyes, somewhere between expectation and horror: it hammered it all home to Carincola.

Something supernatural was going on. The government knew, and it would kill to protect that secret.

What a story this would make—once he had all the facts.

Post-Groversville

Frank Carincola is the sole survivor of the Mi-Go's attempt to destroy the evidence of their tampering with the physiologies and minds of the residents of Groversville, Tennessee (as described in the scenario "Convergence" in the original *Delta Green* sourcebook). When their plans failed, the Mi-Go activated the deadly virus which was contained within the protomatter that the entire town had been ingesting from their contaminated water supply. This virus killed the victim so quickly that it was not possible for the disease to spread, and the flu-like symptoms made it appear as if it was nothing more than a serious case of a previously unseen flu type.

Frank Carincola and his crew stayed in Groversville for a little over five days. In that time, the crew ate local food and drank local water, becoming infected with the protomatter.

Luckily, Frank was a vegan who brought his own supply of bottled water and vegetarian meals, and this protected him from the machinations of the Mi-Go.

The startling videos that Carincola and his crew brought back were rapidly overshadowed by the deaths of Frank's crew. Further investigation yielded some startling facts. Many in the town suffered from similar strange illnesses, and many, in fact, died. Those reported as "fully recovered" from the Groversville outbreak by the subdued Center for Disease Control reports could not be located. In fact, no resident from Groversville could be located at all, once Carincola went looking for them. This news story found no air time, although sensational stories such as an entire town dying of a new flu strain would have normally ridden the national headlines for weeks. Groversville has become an American ghost town, full of abandoned buildings and stripped cars, population zero, and no one in a position of authority publicly asked why.

Carincola counted the missing and saw the writing on the wall. The report that *Phenomen-X* aired on the Groversville UFO sightings was brief, circumspect, and made no mention of the aftermath. Carincola kept his mouth shut, hid the original tapes away, and got serious about his job.

This incident changed Carincola's life forever. The cynical, bored cable pro came back a believer, something he would never have expected in a million years. The strange deaths and dismantling of the show, and the repercussions of the Groversville incident, made Carincola a crusader, a man consumed with obtaining the truth at any cost, using any means within his grasp.

And it made being a staffer at *Phenomen-X* a very dangerous proposition.

A History of Phenomen-X

Phenomen-X was created by the Haley Production Company in 1990. Arthur Tallent—an executive at Haley—was the original producer and created the show based on a set of notes he took after watching the news-magazine show *20/20* while also flipping through the *Weekly World News* (this story is repeated to this day at the studio). Tallent hoped to exploit the superstitious "everyman" of America by constructing a "serious" news program which dealt only with the supernatural.

The first season of twenty-six episodes was picked up by several dozen stations across the country, and decent ratings—for late-night syndicated series, at least—ensured the show's future. After the first season a new and more expensive set was constructed in Haley's new Culver City studio space, and the show's technical equipment got an upgrade—as did the show's travel budget.

Tallent took up an advisory production capacity after the first season was completed, and handed the reins of the



The Groversville Notes

Carincola has assembled a huge case file on all aspects of the incident at Groversville. Every piece of pertinent data he could locate is assembled in a jumble of newspaper articles, photographs, and government documents barely contained in a huge file.

Carincola has collated these fragments into the framework of a definitive book on the subject. This handwritten notebook contains a complete chronology of the events in Groversville from about four years before the incident to the CDC intervention. The notes offer extensive proof that some sort of conspiracy exists which has covered up the death of an entire town from some sort of flu-like virus. Carincola has attempted to locate dozens of individuals from Groversville but so far without any luck, and all forwarding addresses available through the CDC have proven incomplete.

All next of kin contacted maintain that they have not heard from those who disappeared after the Groversville incident. Often family members and friends have reported receiving money and personal belongings which once belonged to the missing right after the incident. Most are terribly worried.

Carincola even travelled to Groversville four months after his experiences there. The town is completely abandoned, and much of it is bulldozed flat. The reservoir is entirely gone: it was evidently filled with dirt and covered in a six-inch slab of concrete, an incredible task to undertake. Those living in the areas nearby Groversville have no idea who is working on the ruins of the town. The entire area around Groversville has been closed to the public, and is now apparently federal property, although Carincola could get no definitive answers from Washington. Even though Carincola saw no one in the ghost town, signs were posted on the periphery indicating that a severe fine would be levied against anyone who entered the town.

Nothing lives in what was once a village of twelve hundred souls. Route 135 no longer has an exit for Groversville, and from the highway only the ruins of darkened houses, rows and rows of them, are visible as one drives past the remnants of the town. It seems no one except Carincola asks the question: "How can a town just dry up and die?"

The Groversville Notes

Language: English; Mythos Gain: +1%; SAN loss: 1/1D3; Study Time: 3 Weeks

The Groversville Tapes

Carincola has several hours of raw footage on his videotapes from the Groversville story. What's on those tapes? The answer depends on your campaign. If your players have already gone through "Convergence," use your best judgement and prepare a list of things which were out of the ordinary and could have been observed by *Phenomen-X* from afar. Keep in mind whatever in-play appearances the *Phenomen-X* staff made during your sessions, and work accordingly; were any of your investigators captured on tape? What were they doing? (If Carincola died in your game for some reason, replace his entry in this chapter with another staffer who survived but who is otherwise identical.)

A ready-made example of what could be on the tapes is provided in the following sections. Use it if your group has not played "Convergence" and you don't plan to run it, or if you just need an example of what sort of material might be on those tapes.

Ideally, if you haven't run "Convergence" yet, you can run it with an eye towards using *Phenomen-X* again in your campaign later on. If that happy circumstance is the case, make notes during play about what footage Carincola might get, as well as whatever interaction he and his crew have with the investigators.

The Tapes [Ready-Made]

Phenomen-X was alerted to the Groversville story by an anonymous telephone tip indicating strange UFO activity in and around the small Tennessee town. The team from the show initially consisted of a field producer, Frank Carincola, and an assistant, Roger Barnes, sent with a rented car to question townsfolk and to stake out several UFO hotspots with a video camera in the hopes of capturing something on tape.

When Carincola began making the rounds, asking the townsfolk about the UFOs, he was told that not only were the oddities a near-daily occurrence in Groversville, but that even the government had taken an interest. Apparently federal agents were asking similar questions of the townsfolk, and were still in town, pursuing leads. The agents (Delta Green, of course) were pointed out to Carincola by a local store owner who had been questioned. Carincola immediately called his boss in Los Angeles. That evening, two more staffers—both union videographers with *Phenomen-X*'s best equipment—arrived in town.

Before the virus struck, Carincola and his crew followed several of the government vehicles around Groversville. The agents made numerous stops, asked several individuals questions, and were caught by Carincola's crew on video for a good fifty minutes unobserved as they searched the local reservoir and several cattle pens, and checked into a local motel.

With a brisk tip at the front desk of the only motel in town, Merle's Shut-Eye, Carincola discovered the agents' names and their license-plate numbers. Some background research revealed that only one of the names was real. The rooms the agents occupied were monitored by a cameraman twenty-four hours a day in the hope that some sort of indication of their intentions could be discovered.

On the *Phenomen-X* crew's fifth day in town, the federal agents entered another room in the same motel with a key given to them by the owner. The *Phenomen-X* team waited until the agents had entered the room and then moved into the parking lot, waiting outside the door for the agents to emerge. Carincola had prepared a list of questions for the agents, and hoped to startle them into answering one or two. He thought they were only switching rooms.

Instead, after about a minute a loud scream came from inside the room, followed quickly by half a dozen gunshots. The camera crew retreated behind a nearby parked car as one of the agents came lumbering out waving his firearm (which seemed to be shattered and bent), covered in a milky viscous liquid which seemed to actually move on his body of its own volition. This was all captured on videotape.

The agent collapsed and the ooze began to move into his mouth, nose, and ears, while he emitted gurgling noises and muffled screams. Two other agents emerged from the room with guns trained on their fallen comrade, who slowly died.

The camera crew (still behind the car) was spotted, and one of the agents rushed them brandishing a pistol and a badge and screaming incoherently. Carincola began to protest but then thought better of it. The camera crew fled the scene while the agents remained with the body.

That evening Carincola conversed with his boss by phone and was told to fold up shop and return to Los Angeles the following evening. On the drive to Knoxville's McGhee Tyson Airport, the first symptoms of the fast virus began to appear in those exposed to the protomatter in Groversville. Within seven days, everyone from the shoot except for Frank Carincola was dead of flu-like symptoms.

The Footage

This unedited footage covers six tapes and is more than five hours long. Most of the footage is distant recordings of four men in dark suits and sunglasses questioning farmers, investigating the Groversville reservoir, and talking to locals at length. Several very clear face shots of the agents are captured, however, and one clear shot of an FBI ID (forged, actually) is contained in the first half-hour.

The second and third tapes contain a total of three interviews. Each subject is asked several questions by Frank Carincola. All three are local livestock farmers who discuss odd lights, cattle mutilations and alterations, and sightings of black helicopters. They all also discuss their interaction with federal agents, who asked them similar questions. The fourth and fifth tapes mostly contain surveillance footage of the federal agents and night-sky views of mysterious lights whizzing far above.

The last five minutes of the sixth tape are mind-rending to watch. They capture in grisly detail the death of the federal agent in front of Merle's Shut-Eye at the "hands" of the protomatter blob. The tape comes to an end with a badge-and-gun-waving agent screaming and rushing the camera, which then goes to static.

Phenomen-X Groversville Footage

Format: six ¾" broadcast-VHS videotapes; **Mythos Gain:** None; **SAN Loss:** 1/ID3; **Study Time:** 5 Hours

Very Special Effects

Video is a difficult medium to judge. Is an image real or is it a special effect? Watching a Deep One on some video screen may not be all that impressive to the average individual who was not there when the footage was shot. Is it a guy in a gill-man suit? Is it an ageless evil from beneath the sea? Who really knows except the person who shot it? And without previous knowledge of the Mythos, who would believe something like that?

Seeing second-hand video without corroborating evidence is generally unimpressive to skeptical individuals. Showing an Army colonel a video of a Hunting Horror will do little except convince him that you are trying to pull something over on him. These types of naturally skeptical individuals must make an Idea roll when confronted with video footage of the Mythos. If they succeed, they lose no SAN and believe the image to be a fake; if they fail, they realize the true import of the image, and suffer the SAN loss.

Those with a background in video production or special effects (or with previous knowledge of the Mythos) are a different matter, however. If the image is real, they take the SAN loss. Such are the benefits of being a television or movie professional confronted with the Mythos.

show over to Michael Fitzsimmons, a well-known documentary director and producer. (His credits included reality-based programming such as *Wrong Side of the Law: Crooked Cops Caught On Tape* and *Air Crash: Disaster in the Sky*.) Under Fitzsimmons' lead, the show gathered a large following despite its shabby research and late-night time slot, due to decent writing and eye-catching camera and graphics work. These elements gave the show a professional air to the uninitiated eye, compensating for the dubious nature of many of the stories.

And so the show ran, twenty-six episodes a year, for a total of 130 episodes up until May 5, 1997, when the change began after the incident at Groversville. Suddenly the staff began to move on. People who had toiled in anonymity for years received their dream jobs out of the blue. Most of the writers and finally even Fitzsimmons found better-paying, more prestigious jobs in a weird series of coincidences.

Tallent stepped back into the picture long enough to hand the responsibilities for the show's production and news direction to Frank Carincola, the last field producer to remain behind, after Carincola had turned down two lucrative job offers. Tallent made it clear that the show needed to continue striving for a larger audience, and that at Haley Productions there was talk of cutting their budget, or even cancelling production of the show altogether.

Today, the staff is a shadow of what it once was, and Carincola reigns over it like some sort of mad potentate. Those still on staff either believe in what they are doing, or are so untalented as to be unemployable anywhere else. Carincola hires whoever he can get, as the turn-over rate at the show has become terribly high since the anonymous tips have been coming in again.

"Deep Throat"

In truth, both Delta Green and Majestic-12 are responsible for the string of anonymous phone calls placed to *Phenomen-X* in recent months, tipping Carincola off about interesting stories. Majestic-12's media spin-doctor Charlie Bostick has enjoyed using *Phenomen-X* as a tool to root around Delta Green operations and the UFO community in the past, and it was under his direction that *Phenomen-X* was alerted to the situation in Groversville to begin with.

Today, through Carincola, Bostick has found an effective way to disrupt Delta Green operations that Majestic-12's extensive intelligence sources know to be going on. A phone call is placed and a nosy camera crew shows up, taping and following the Delta Green agents at work. Bostick loves this trick and uses it often, in the hopes of hampering Delta Green in simple ways, or even causing an exposé of their activities "by accident." This way Majestic-12 remains out of the picture, even if the curtain is pulled away from the DG conspiracy.

Delta Green, on the other hand, knows a bit about Carincola and *Phenomen-X* from the Groversville incident,

and has chosen to utilize them in a much more base method. When something supernatural pops up and Delta Green's resources are stretched thin, *Phenomen-X* is notified by anonymous phone-call or email with all the details. Usually Carincola dispatches a production crew to investigate, and Delta Green monitors the situation to see if DG involvement is actually needed. If *Phenomen-X*'s shoot starts to pile up a body count, Delta Green steps in after the dust settles and fixes what they know now to be a major problem. If nothing occurs, resources are saved and Delta Green moves on.

No one knows of the existence of "Deep Throat" except for Frank Carincola, who receives the contacts personally. Carincola believes that the calls are from some sort of traitor in "The Group," his term for the shadowy federal organization he encountered at Groversville.

Haley Productions and Arthur Tallent

This large company has over fifteen shows in syndication all over the world. Located in Burbank, California, the company was started by screen legend Louis Haley in 1972 and has grown ever since. Haley's specialty has been "soft news" entertainment programs, these tabloid TV shows capture a large audience at low production prices, and they have kept Haley Productions on the map.

Their first show, *The Times and Places...* was a serious retrospective news program which dealt with human-interest stories. Each episode covered a specific news story (often sensational or ripped from the headlines). This show was popular for more than eight years and served as a training ground for many successful broadcast journalists who went on to better things. The success of this program led to many more like it, but with a Hollywood bent. Over the years Haley Productions has had two movie news shows (*Lights, Camera, Access*, 1978-84, and *Movie Insider*, 1988-present), three music news programs (*The Flip Side*, 1974-77, *The Cutting Edge*, 1979-86, and *Music Insider*, 1988-present), and two medical programs (*Frontiers of Medicine*, 1982-84 and *Life and Limb*, 1988-91).

Their latest venture was undertaken in 1990 by the President in Charge of Production, Arthur Tallent. *Phenomen-X* proved to be far more popular than anyone in the company could believe. Arthur Tallent's career was assured with what many in the infotainment industry considered a coup. It has proven so popular that several other production companies have created knock-off versions of *Phenomen-X*, including *Sightings* and *Strange Universe*.

Arthur Tallent now enjoys the CEO position at Haley Productions, and although he is little more than a figurehead for the board of directors, he lives a lavish, almost decadent life. He regards *Phenomen-X* as his greatest work, the right idea at the right time for the right audience. He's under absolutely no delusions about the program's merits; to Tallent, it's just a very successful product.

The Studio and the Staff

The *Phenomen-X* studio is located in Culver City, California within the greater city of Los Angeles. A single small warehouse contains the entirety of *Phenomen-X*. Originally a storage house for old props and costumes from 20th Century Fox Studios, it was purchased by Haley Productions in 1990 and was "renovated" on a shoe-string budget. In truth, it is little more than a tin shack with a faulty air conditioning system, poor electrical wiring, and horrible toilets.

The cubbyholes that the staff jokingly call "offices" are in a raised loft-like section which hangs above the production floor. Most of the building is taken up by tangled masses of wiring, camera equipment, video and sound production areas, and the "newsroom"—actually a set that is only staffed during tapings of the show. Two rooms remain from the 20th Century Fox days, filled to the brim with ancient props and costumes unclaimed by the company when they sold the property. It is not unusual to see *Phenomen-X* staffers walking around with odds and ends from the prop rooms such as Viking helmets, ray guns, and the like, on their heads or in their hands. The annual *Phenomen-X* Halloween party is a popular event.

Very little of the real work goes on in the studio. Field crews spend thankless hours all over the world, sitting in meadows and squatting in haunted houses, trying to get the impossible on tape. Only a couple hours a week are spent

taping in the studio. The rest of the week is consumed on location, or in editing, writing, and video production in the studio offices.

Twenty-six people call *Phenomen-X* their "career," many of them to their own chagrin. Most are researchers, assistants, and unpaid interns, eight are field producers and reporters, and the rest are videographers, editors, directors, and other technical staff. Frank Carincola presides above everyone from his office, which overlooks the production floor like a tower.

Daily Life at Phenomen-X

Generally, life at *Phenomen-X* is very casual, if a bit hectic. The studio is usually occupied by a dozen or more people at any given time. Even in the dead of night, staffers as pale as morlocks (often with prop Viking helmets on) can be found hunched over their computers, working to meet the deadlines sent down from on high.

On in-studio shooting days, the studio is packed with almost the entire staff. spurts of silence are interspersed with mad dashes to fix lighting, run electrical lines, and check sound levels. David Carmichael, the host, tapes the in-studio material reading from a teleprompter as the crew prepares to intercut these sequences with any field footage captured by the film crews on assignment. Any last-minute writing is done as the cameras roll. The show is taped "live"



as much as possible, meaning that all elements of the show are presented in real time as the cameras roll, resulting in a ready-to-air program that is later sent out by satellite to subscribing stations across the country.

There are two levels of life at *Phenomen-X*, however. The first level—a pleasant, almost tranquil workplace—is what most see when they walk the halls of the Culver City studio. What is not seen is contained within a silent fraternity within those same halls. Carincola and a small group of staffers who have glimpsed the very edges of the Mythos speak very little about their experiences, and seem to take their jobs much more seriously than some of their colleagues. Those in this silent fraternity do not speak much to those out of the loop, and take pains to send only the most experienced individuals out on what they suspect to be dangerous assignments.

It is easy to mistake *Phenomen-X* as just another television show, and that kind of mistake can easily kill.

A Phenomen-X Campaign

Phenomen-X offers wonderful campaign possibilities in an oft-overlooked basic occupation from the *Call of Cthulhu* rulebook: the journalist. It is the most basic job of the journalist to explore the unknown and to uncover the facts behind any given story, just what is needed to make a great CoC investigator. *Phenomen-X* takes the concept of the journalist one step further, however, and eliminates the everyday stories most journalists have to deal with. *Phenomen-X* only deals with the supernatural, making the Keeper's job of arranging investigations that much easier—they're like a civilian version of Delta Green, only with few resources and more idiots.

In a *Phenomen-X* campaign, players create characters who compose a *Phenomen-X* field team. Producers, reporters, videographers, and assistants—each is necessary in the

New for Call of Cthulhu

Running or playing a *Phenomen-X* character may require some knowledge of broadcast journalism equipment & roles, processes, and game equivalents. These topics are covered in this section, and may be shared with players as needed. The information herein is drawn from real life, but is condensed and simplified for ease of play.

Equipment & Roles

When in the field, a typical *Phenomen-X* team includes a producer, a reporter, and a videographer. The functions and equipment of these positions are described herein.

The **producer** sets up the story, does the background research, arranges everything from interview appointments to rental car reservations, and generally makes the whole thing happen. The producer also works with the reporter to write the story—a finished script of voice-over narration and sound bytes from interview subjects that actually tells the story on the air. A producer carries a cell phone, appointment book, company credit cards, and possibly a PDA (Portable Digital Assistant) such as a PalmPilot for storing and accessing information. (At some news shows, trained editors handle the writing/editing portion of the scriptwriting process; at *Phenomen-X*, though, producers perform that function.)

The **reporter** is nominally just a pretty face to put on camera; they are skilled in presentation and are crucial to selling the story to the audience. (Many news programs generally combine the roles of reporter and producer into one function, but at *Phenomen-X* and other news-magazine shows, reporters [or "correspondents"] generally have fewer responsibilities.) More ambitious and/or skilled reporters (such as Sonja Dewey, described later) handle their own journalistic production chores, leaving the producer to simply negotiate logistics and leave the research and story direction to the reporter. These reporters may carry the equipment of a producer; all have cell phones, however.

The **videographer** operates the video equipment, including the video camera, lighting, and sound. A professional video camera is a substantial shoulder-supported unit weighing six to ten pounds, and it uses 3/4" pro-quality videotape. (Consumer videotape—the kind you rent movies on and record on your VCR—is 1/2" VHS; pro-quality 3/4" tapes are bulkier and the tape itself is wider, enabling a higher-quality recording.) The camera is battery-operated; a single battery will power the camera for about two hours, and each battery is about the size of a paperback book. A portable lighting unit comes in a largish briefcase and includes two high-power lights and telescoping tripods to support them; they require a wall socket to plug into. Portable lights operated on battery power are carried separately for outdoor or short-notice work. (In the next year or two, *Phenomen-X* may make the switch to digital video cameras and digital video editing suites, but right now they're still using rather clunky technology from the late 1980s/early 1990s, bought on the cheap.)

In the studio, other staffers take control of the material. These include video editors, directors, and news directors.

The **video editor** takes the raw video and assembles a finished news piece from it, drawing largely on the written script supplied by the reporter and/or producer for guidance. Editors operate a pair of pro-quality 3/4" VCRs, essentially, copying

selected scenes from the raw video onto the finished tape and laying in the narration of the reporter where needed. (At some news programs, reporters both shoot and edit their own video; *Phenomen-X* has specialized staffers for those functions.)

The **director** controls the actual flow of the show, cueing different cameras, calling for the pre-taped reports to roll, signaling commercial breaks, and generally putting the show together minute-to-minute.

The **news director** chooses or approves all stories, judges whether finished stories are ready for broadcast, and selects the order that stories air in. Essentially, the news director is in charge of the whole operation.

Processes

Producers scan the mainstream media and check on tips, looking for stories. Whenever a possible candidate comes up, the producer tracks down information about the story—talking to witnesses, reporters on the scene, and official authorities—to assess its newsworthiness. Solid stories (as judged by the news director) are promptly assigned a reporter and videographer, and the threesome (producer, reporter, and videographer) travel to the location and get started. Less-solid stories, or stories that require substantial investigation, are only assigned a producer, who travels to the scene and scopes things out; if it looks good, a reporter and videographer are sent out.

The producer arranges interviews with principal parties and relevant officials. It's the producer's job to convince these people that an interview is a good idea, and that they will be treated fairly. In general, people are surprisingly willing to interrupt their schedule for a television interview—for most folks, such an interview is an exciting prospect; for many more, it's good for them professionally. Subjects who have undergone traumatic experiences may be less likely to grant an interview.

Once the taping is complete, the team returns to the studio. The reporter and producer draft a script, which is approved or disapproved by the news director. Once a script is assembled, the video editor works with the reporter and producer to create a finished piece of video to accompany the script, and the completed whole is presented by the show's host, David Carmichael.

Game Equivalents

Reporters and producers need skills such as Fast Talk, Law, Library Use, Persuade, and possibly Bargain—some interview subjects will want money for their interviews, and *Phenomen-X* is willing to pay for interviews if the topic is strong enough. Videographers need Videography skill; video editors and directors need Video Production skill. Both skills are described in the following sections. The skill descriptions are written in terms of analog video—the digital revolution has changed the equipment in many well-funded newsrooms, but many more still use last-generation—or, in *Phenomen-X*'s case, next-to-last generation—analogue gear. However, the skills may be generally applied to any present-day equipment and techniques, analog or digital, as there is little point in making fine distinctions.

Videography [05%]

This skill covers the proper operation of a professional-quality video camera, lighting equipment, and sound equipment. Successful use of this skill means the character has used the equipment at hand to record a professional-quality piece of audio-video footage that would not look out of place on a national network news report. The equipment required for this includes a hiking-backpack-sized container with the camera, tapes, and battery packs; a large-briefcase sized valise with two complete lighting units and tripods; and a satchel containing a large microphone (with show logos attached), a desktop stand-up holder for the microphone, a miniature clip-on microphone, and a battery-powered light that will attach to one of the tripods included in the lighting set or to the top of the video camera itself. If the user knows just what equipment will be needed, some of the above can be left behind; newer-generation camera gear is smaller and lighter.

Video Production [00%]

This skill covers the wide spectrum of production-related tasks involved in professional video production. (Specialists usually handle each area of video production, but for playability all of these functions are combined into this skill.) The user can: operate satellite uplinks for transferring video (or live feed) via satellite to a receiver elsewhere; edit recorded video according to a script; make adjustments to recorded video to improve picture quality and sound; perform processing functions to add effects such as fades, wipes, and other transitional effects to recorded video; create video effects (such as picture-in-picture) and graphics (such as logos, credits, and titles); operate a control board for a television program to turn on and off various cameras, video feeds, and live video effects such as titles and graphics; and generally assemble professional raw footage into a finished product suitable for airing on any national network news report.

field to compose the dozen or so short news bits which comprise a single *Phenomen-X* episode. The players must answer to their boss, pay their cable bills, and finish the episodes of the show on time while avoiding the horrors of the Cthulhu Mythos in the field.

The anonymous tips provided to Frank Carincola through Majestic-12 and Delta Green practically guarantees supernatural encounters on many of the assignments handed down from on high, and also gives the players an opportunity to take a crack at the many secrets of the Delta Green universe. It is easy to envision an adventure for *Phenomen-X* which involves them unraveling the secrets of The Army of the Third Eye, The Keepers of the Faith, or the Skoptsi, but what the teams encounter need not only be from the Cthulhu Mythos. Poltergeists, bigfoot, religious manifestations—the more “mundane” oddities the world has to offer can compose the “filler” in a *Phenomen-X* campaign. In fact, an assignment can contain no oddities at all. A particular job can be a red-herring provided by Majestic-12 or Delta Green, a hoax perpetrated to draw in the media, or a complete misunderstanding.

Discovery of the secrets of the Cthulhu Mythos by members of the national “media” may seem distressing for the Keeper at first, but *Phenomen-X* is not exactly 60 Minutes. The show, at best, is considered about as reputable as a twice-convicted felon. Even the most shocking videos and the most disturbing reports will hardly make a ripple on the national news scene; those that do will invariably be debunked as fakes, real or not.

Current Stories

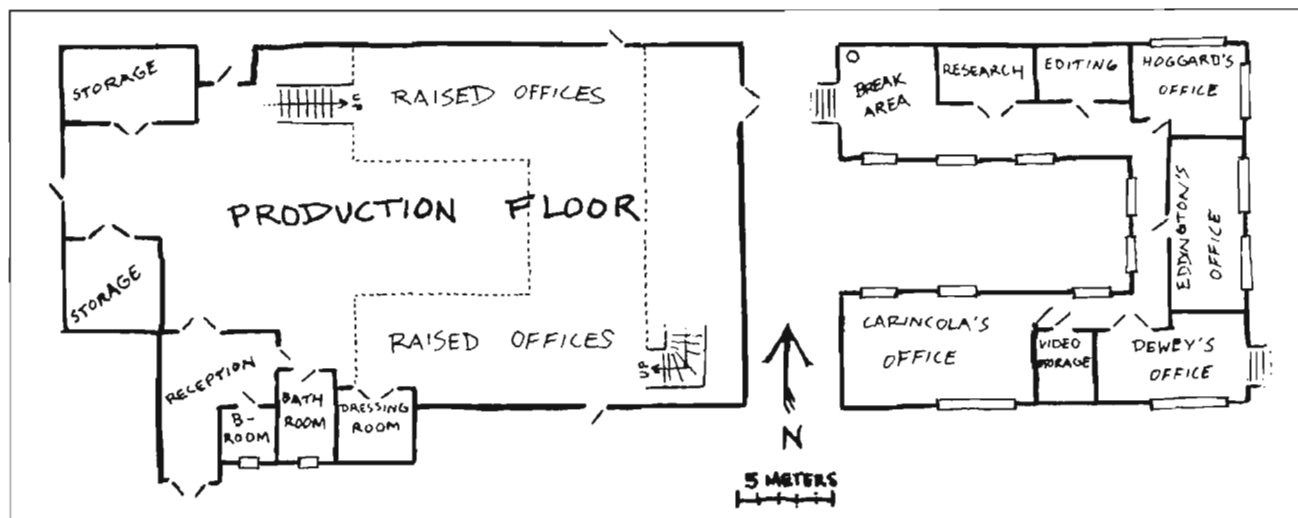
Phenomen-X is currently involved in three ongoing investigations. These are in addition to individual stories that crop up and are dealt with from week to week.

The first, and the most popular with viewers, is the monitoring of a haunted hotel on Long Lake. This decrepit

and nearly derelict 1920s hotel in the southern-Missouri Ozarks is owned by a retired couple who noticed odd occurrences the very first night they stayed there. They had hoped to fix it up as a tourist hotel, and instead seemingly purchased perhaps the most haunted spot in the United States. *Phenomen-X* camera crews have been to the hotel (which is in the midst of being refurbished) no less than five times, and have captured several startling and downright frightening things on video. The *Phenomen-X* internet web site even has a live 24-hour video feed from the cellar of the main building, where most of the activity has occurred.

The second is the ongoing investigation into the New Jersey “Woodman.” In and around the area of Jenkins, New Jersey, on the edge of the Pinelands National Reserve, locals have spotted an odd humanoid creature. It has been photographed and even has reportedly attacked a town pet. The first *Phenomen-X* camera crew to arrive in Jenkins found the locals hesitant to speak of the creature, although they did admit to its existence. The townsfolk’s matter-of-fact statements about the creature, and their reluctance to speak on camera, suggested that something real was indeed occurring. A seven-minute video taken from a tree blind by the second *Phenomen-X* camera crew caught the creature on tape, albeit from a distance. After *Phenomen-X*’s breaking of the story, several other bigfoot-study groups have descended on Jenkins, and the town is starting to warm up to the outsiders, who have boosted the local economy considerably.

The third investigation concerns a rash of spontaneous human combustion deaths in and around the New York City area. Odd facts linking the deaths have been uncovered by the *Phenomen-X* research staff. Each victim was reputedly linked with known organized-crime figures, each feared for his or her life, and each approached the police shortly before their bizarre death for protection—but would not reveal from what. Needless to say, the New York Police Department is most displeased that they have competition in this investigation, and they are not sharing information with *Phenomen-X*.



Important Individuals: Phenomen-X

Dennis Detwiler with John Tynes

Frank Carincola

Once the very epitome of the callous, driven newsman, Carincola was transformed by the horror of the Groversville incident into a conspiracy oriented zealot. He now believes some unseen, secret federal agency moves behind the scenes of the "real world," and controls the outcome of most major world events. Carincola refers to this unknown agency as "the Group." He makes no distinction between Majestic-12 and Delta Green, as he knows nothing about them individually. If Carincola did learn the truth, he would definitely side with Delta Green, although this is unlikely to happen. He has never heard the name "Delta Green," and has heard of "Majestic-12" only in the context of modern UFO conspiracy theory, where the name is commonplace. His anonymous contacts have never mentioned either group.

Carincola is interested in only one thing: uncovering the roots of the conspiracy and proving the existence of the su-

pernatural. He sees *Phenomen-X* as a perfect venue through which to complete his task.

Since Groversville, Carincola's mind is open to nearly any possibility, and anything "supernatural" that comes to his attention will be incorporated into his own warped world view. Ghosts, flying saucers, bigfoot—each is connected to the other in Carincola's mind, constantly rearranged and linked in the hopes of discerning the real pattern behind the lies. Frankly, Carincola is ready to believe anything.

There are few in Carincola's good graces, and fewer still in his confidence. In truth, he trusts no one, and even tapes phone calls with his dentist, mechanic, and mother. Just in case.

Those he does take a liking to are liable to hear the whole sordid mess of the Groversville story, which is near-myth in the *Phenomen-X* studio (although he keeps the tapes safely hidden away), along with Carincola's pet theories on "the Group" and their schemes. His paranoia and odd beliefs will seem a lot more sound to anyone who works at *Phenomen-X* long enough to see some of the oddities the anonymous tips lead to.

Frank Carincola

Paranoid Producer and News Director, age 47

Race: Caucasian

STR 11 CON 14 SIZ 9 INT 13 POW 10

DEX 12 APP 13 EDU 18 SAN 41 HP 11

Damage Bonus: none

Education: B.A. Journalism, University of Missouri-Columbia

Occupation: Executive Producer for *Phenomen-X*

Skills: Accounting 11%, Anthropology 16%, Art: Writing 49%, Chemistry 12%, Dodge 34%, Drive Automobile 59%, Electronics 30%, Fast Talk 65%, History 12%, Literature 32%, Listen 33%, Occult 26%, Persuade 44%, Spot Hidden 39%, Videography 31%, Video Production 46%

Languages: English 90%, Spanish 41%

Attacks: .32 Colt Revolver 57%, ID8

Notes: Carincola appears to be furtively paranoid. He is neither quiet nor reserved about his odd beliefs, and given the slightest provocation he will spout them to the average man on the street, his mother, or the Pope. This has made him anathema to most of the entertainment industry. The people at Haley Productions view him as the only man who will take the job at a failing show, and do it with the fervor necessary to possibly resurrect it.

In addition to his considerable quirks, Carincola is obsessive about what he eats. He is a vegan, only eating organically grown vegetables and fruit, and drinks expensive bottled water (his only vice). His tin pill case is filled to the brim with assorted herbal supplements which he pops like candy.

Description: Carincola is a balding thin man with a slight stoop. His eyes are always drawn and bloodshot and constantly move about, trying to take in everything at once. He wears dirty wrinkled clothing, and often mismatches his socks. His glasses, a thin pair of plastic bifocals, are always on his nose or on his head, and without them he is nearly blind.

Allen Eddington

Allen Eddington has spent a great number of his fifty-one years in the middle of the nastiest places on Earth. His first assignment as a CBS cameraman placed him in the middle of the Tet Offensive, so he is no stranger to combat and has been shot more than once. Algeria, Lebanon, Cambodia, Honduras—Eddington's passport reads like a who's-who list of brush wars.

His life in the battlefield ended with a twenty-two month hospital stay in Paris after a sniper's bullet tore through his lower torso in Sarajevo in 1994. After his convalescence, Eddington used some of his clout to locate what

he believed to be a cushy job back in the states, and through contacts at Haley Productions, found a steady paycheck at *Phenomen-X* in 1997.

Since his hiring at the show, he has seen shit to turn the proverbial hair white. Unlike most other members of the staff, Eddington not only believes what Carincola has to say about "the Group" but has become a zealot on the subject himself. No less than four of his assignments have led to things he could not explain away as swamp gas or hallucinations. (His one attempt to alert the mainstream—a tip to famed ex-CBS journalist and old friend Pierre Salinger about the explosion of Flight 800—brought no results.) He now keeps a private stash of videotaped oddities, and has an extensive notebook of private thoughts on these subjects.

Allen Eddington

Videographer, age 51

Race: Caucasian

STR 13 CON 8 SIZ 11 INT 10 POW 11

DEX 11 APP 12 EDU 16 SAN 45 HP 13

Damage Bonus: none

Education: One year of community college, no degree

Occupation: Top Cameraman for *Phenomen-X*

Skills: Bargain 32%, Climb 29%, Computer Use 37%, Conceal 47%, Dodge 41%, Drive 30%, Electrical Repair 28%, Fast Talk 56%, Hide 22%, Listen 35%, Navigate 37%, Spot Hidden 43%, Videography 57%

Languages: English 80%, Spanish 41%, Vietnamese 40%, French 23%

Attacks: Punch 59%, 1D3

Notes: Eddington's wounds from Sarajevo were grievous, and he now defecates into a colostomy bag, although very few people know this.

Description: Eddington is a short, stocky man with salt-and-pepper hair and clear serene blue eyes. He is hardly ever without his 3/4"-tape pro-quality video camera, and even carries a small consumer-quality Hi-8 video camera in his jacket as a backup, just in case. He always wears a ratty jean-denim jacket and old scuffed climbing boots. His midsection is a nightmare of Frankenstein-like scars, but Eddington very rarely lets anyone see them, and never mentions the incident in Sarajevo.

Robert Hoggard

Robert Hoggard ended up at *Phenomen-X* after a series of firings throughout Hollywood, all due to his drug addiction. His addiction to cocaine, which began in college, has consumed his life to the point where he does not even care where he works, only that he gets enough to support his habit from day to day. Hoggard works late nights mostly, searching the internet or thumbing through

books he has picked up for him from the local libraries. What he doesn't know or can't find, he makes up.

His writing is top-notch despite his other failings, and it is easy to mistake Hoggard as a believer in the supernatural due to the convincing nature of his work. But Hoggard thinks Carincola is a nut, and considers the things he is sent to investigate and write about nothing more than superstitious gobbledygook. If Majestic-12 is looking for a man on the inside, Hoggard will be their most likely candidate.

Robert Hoggard

Drug-Addled Researcher and Writer, age 29

Race: Caucasian

STR 9 CON 10 SIZ 10 INT 14 POW 11

DEX 13 APP 11 EDU 18 SAN 31 HP 10

Damage Bonus: none

Education: B.A. Journalism, Baltimore University

Occupation: Head Researcher and Writer for *Phenomen-X*

Skills: Anthropology 22%, Archaeology 31%, Art 10%, Art: Writing 57%, Astronomy 15%, Biology 20%, Computer Use 45%, Geology 11%, History 39%, Law 26%, Library Use 57%, Natural History 32%, Occult 43%, Pharmacy 24%, Physics 19%

Languages: English 90%, Spanish 13%, French 6%, Italian 3%

Attacks: None

Notes: Hoggard is addicted to cocaine, and requires several hundred dollars a month to support his habit. Without his drug of choice, his chipper, manic attitude changes to a cruel, manic attitude. Although he has no police record, it is probably only a matter of time before he is arrested for one infraction or another.

Description: Robert Hoggard is a small, frail man with bad skin, sunken eyesockets, and a wild, trapped animal look about him. He wears dirty stained clothes and rarely shaves, combs his hair, or brushes his teeth.

David Carmichael

Where do old game show hosts go to die? You guessed it: *Phenomen-X*. David Carmichael began his television career as the host of *High Numbers*, a game show which enjoyed a brief stint of popularity in the early 1970s. His career has slowly degraded ever since, with guest appearances on second-string sit-coms, *Hollywood Squares*, *Jerry Lewis Labor Day Telethons*, and the like to pay his mounting bills. He serves as paid spokesperson for the National Carpal Tunnel Syndrome Foundation. Like many "television personalities," Carmichael is smarmy and almost excruciatingly handsome. He

has no real-world skills, but can read a teleprompter with the best of them.

Carmichael is the host of *Phenomen-X*. For most of the show's audience, he is all they ever see besides video clips of the correspondents. His false television smile is anything but sincere. In the past year Carmichael has had to deal with a messy divorce, the destruction of his mansion in a California wild fire, and a paternity suit. These things and more have led Carmichael towards an increasingly fatalistic worldview. In the last four months Carmichael has seriously been considering suicide, and, when the camera is off, is nothing more than a dejected, inconsolable whiner. This has not won him any friends at *Phenomen-X*.

David Carmichael

Television Personality at the End of His Rope, age 51

Race: Caucasian

STR 11 CON 14 SIZ 9 INT 10 POW 10

DEX 12 APP 16 EDU 15 SAN 49 HP 11

Damage Bonus: none

Education: High School

Occupation: Anchorman for *Phenomen-X*

Skills: Bargain 31%, Booze Lore 63%, Drive 38%, Fast Talk 49%, Golf 22%, Persuade 63%, Psychology 34%, Tan 48%

Languages: English 81%

Attacks: None

Notes: Carmichael hates the staff at *Phenomen-X* and makes no bones about it. He is snotty, overbearing, and demanding. Only professional when the camera is on, Carmichael is nearly unrecognizable when being himself. The staff refer to him in the third person as "the talking head." As in, "Would the talking head like some coffee?" "Camera three, can you get in closer on the talking head?" Of course, he despises this as well.

Description: Carmichael is the sort of perfect, chiseled television personality that seems only to spawn in southern California. His hair is always impeccable, his skin always flawless, his teeth always blindingly white. But his frailties are showing, and his salary is not enough to keep up with the changing fashion trends. His clothing is out of date (though spotless), and his hair is caught forever in a coifed 1980s swoop, making him look like an off-the-rack used car salesman.

Sonja Dewey

You've got to start somewhere, and national chaff is better than local wheat. That was Dewey's thinking, at least, when she graduated from Boston University with a degree in journalism and an itch for broadcast news. While her graduating peers were going on to sub-poverty reporting positions with television stations in small-town, U.S.A., Dewey scored a relatively lucrative position at *Phenomen-X*. She's in her second season with the show, and gets more fan mail than any other reporter—her good looks and seemingly whole-hearted embrace of fringe conspiracy beliefs have garnered her many fans, and there are three fan websites devoted to her on the internet.

Dewey's good looks and smart-tough-chick on-screen presence have gotten her this far. What has gone unnoticed—except by Frank Carincola—are her substantial reporting chops. Dewey is still a novice, but Carincola has watched enough of her raw footage to see that she's got the makings of a devastatingly good interviewer, and her prep work for

field assignments is top-notch. If you asked her if she believes in the stories she reports for *Phenomen-X*, Dewey couldn't pass a polygraph—but she considers *Phenomen-X* to be an entertainment show rather than a journalism show, a dubious but crucial distinction that nevertheless salves her hardcore journalistic soul. Her plan is to make a splash with *Phenomen-X*, then leverage that status into a real reporting job with a real network. In college she paid attention to the broadcast-trade magazines, and spotted all the excellent jobs scored by *Phenomen-X* staffers. She has not yet put two and two together and realized that there might be a sinister reason for all those great jobs.

Carincola has not yet brought her into the inner circle; he considers her too young and inexperienced for that. However, he will be feeding her better and better stories as time goes on, testing her to see if she's worth his confidence. Carincola suspects that if Dewey could be brought into the realm of true believers, she could be the one who actually exposes the Group and takes *Phenomen-X* to the heart of the truth; he could well be right.

Sonja Dewey

Reporter, age 24

Race: Caucasian

STR 11 CON 13 SIZ 9 INT 16 POW 14

DEX 10 APP 16 EDU 15 SAN 67 HP 11

Damage Bonus: none

Education: B.A. Journalism, Boston University

Occupation: Reporter for Phenomen-X

Skills: Accounting 14%, Art: Writing 25%, Bargain 22%, Computer Use 28%, Drive Auto 37%, Fast Talk 44%, History 32%, Library Use 53%, Listen 33%, Persuade 56%, Spot Hidden 37%, Videography 31%, Video Production 27%

Languages: English 77%

Attacks: None

Notes: Dewey is very conscious of her appearance and the effect she has on men. Although not manipulative or flirtatious *per se*, she understands the small shifts in vocal tone and the seemingly unconscious gestures that can make a positive, friendly impression on a man and get him to cooperate with her questions. In private life, Dewey considers herself bisexual.

Description: Sonja Dewey is a strikingly beautiful young woman, with short black hair and a look that she's copped from Winona Ryder. She's a news junkie, and spends her spare time with CNN, the *New York Times*, the *Washington Post*, and a host of obscure political-science and journalistic magazines. Around the *Phenomen-X* staff, Dewey is a jocular, driven professional who swears like a sailor and avidly follows the Lakers; around interview subjects, the charm turns on.

Thomas Prendergast

A personification of *Phenomen-X*'s target market, Thomas ("Tommy") Prendergast is the envy of geeks everywhere. Not only does he get to work at *Phenomen-X* and actually get paid to do it, he also sometimes gets to go and help out on local shoots. Among his friends at the local gaming store, Tommy is the king of the geeks.

An avid roleplayer, conspiracy nut, and science-fiction enthusiast, Tommy received his first behind-the-scenes look at *Phenomen-X* after his cousin (*Phenomen-X*'s electrician Stuart Prendergast) brought him to see what a day on the job was like at his favorite television show.

Tommy grew on the crew like a fungus. He kept showing up day after day, cleaning up, getting coffee, doing anything that needed to be done. Finally, Frank Carincola hired him on as a minimum-wage slave responsible for almost every conceivable minutiae around the studio.

Tommy fervently believes in UFOs, although he has never seen one. Most of his free time is consumed by watching television and chatting on the internet. His favorite shows (besides *Phenomen-X* that is) are *Star Trek: Voyager* and *The X-Files*, which are mostly responsible for his naïve and optimistic worldview; they are also mostly responsible for his naïve and optimistic sexual fantasy life, which revolves heavily (so to speak) around Jeri Ryan and Gillian Anderson.

Although he has yet to prove it, Tommy does have something useful to offer *Phenomen-X*. His crew of friends comprise a veritable Baker Street Irregulars, and should a major story erupt in Los Angeles, he can easily get his friends to stake out locations, spy on people, hack into computers, and perform other useful and legally dubious functions. If Delta Green or Majestic-12 take on *Phenomen-X* on its home turf, Tommy's Irregulars could prove to be a major thorn in their side.

Thomas Prendergast

UFO Enthusiast and Gofer, age 22

Race: Caucasian

STR 12 CON 11 SIZ 14 INT 12 POW 11

DEX 13 APP 10 EDU 18 SAN 55 HP 12

Damage Bonus: +1D4

Education: B.A. Computer Science, University of West Los Angeles

Occupation: Thankful Peon and Gofer for *Phenomen-X*

Skills: Accounting 10%, Archaeology 16%, Astronomy 22%, Biology 12%, Computer Use 39%, Drive 17%, Electrical Repair 36%, Electronics 31%, History 30%, UFO Lore 57%, Quote Science Fiction Movie or Novel 81%, Physics 44%

Languages: English 90%, Klingon 23%

Attacks: None

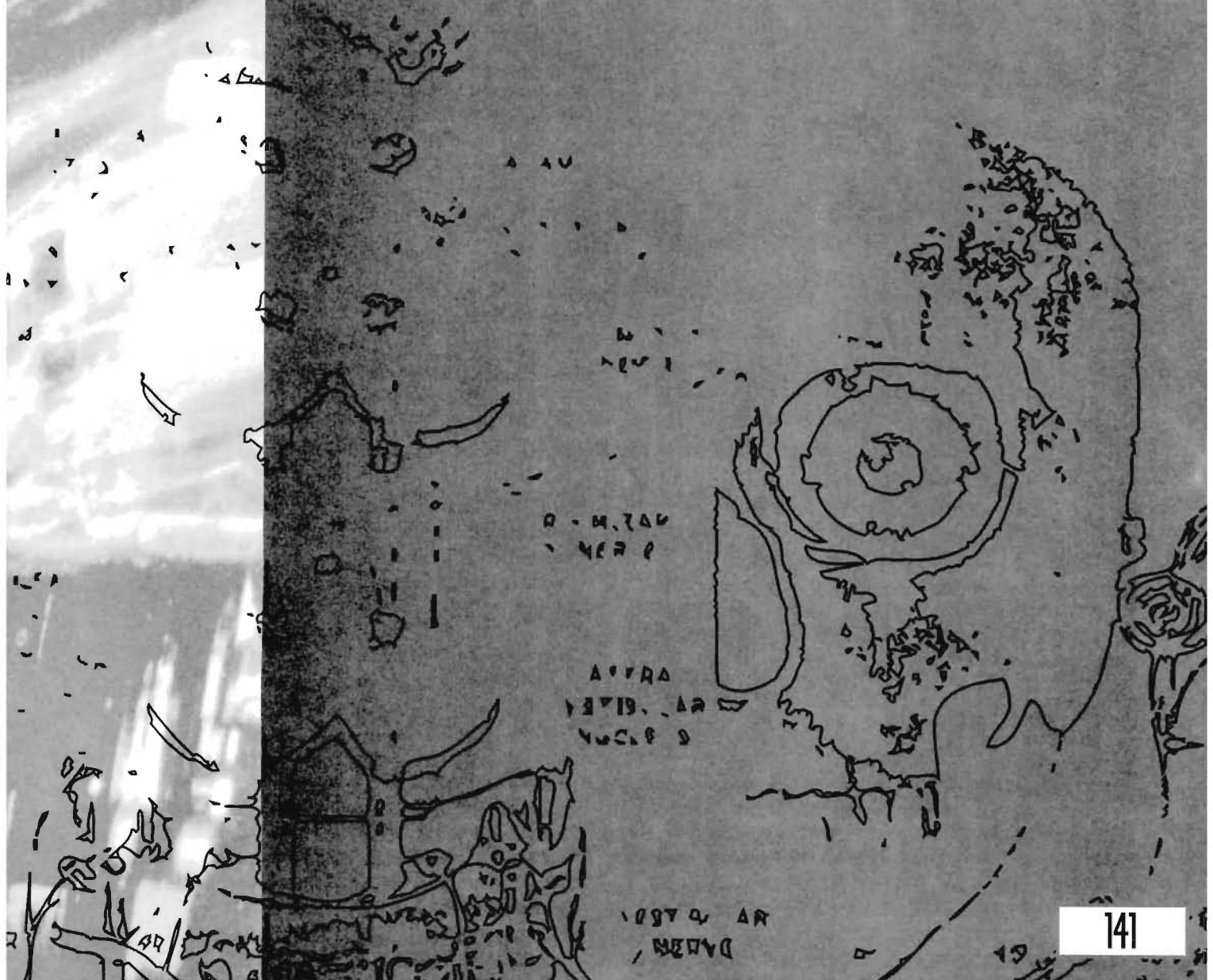
Notes: "Tommy," as he is called affectionately by the staff at *Phenomen-X*, is in everyone's good graces. There is no task too small for him to perform, and nothing he considers below his station, as long as it is for a *Phenomen-X* staffer. He holds everyone (including his cousin Stuart, who rigs the set lights) in constant and reverent awe, and kowtows to their every whim. Even David Carmichael likes Tommy, due to his naturally obsequious nature; he's the one staffer who doesn't refer to Carmichael as "the talking head." Carincola wouldn't bring Tommy into his inner circle if you put a gun to his head; Tommy has already broken three big *Phenomen-X* stories via anonymous postings to the internet before the show aired, although Carincola can't prove it and Tommy denies it.

Description: Tommy is a classic slob, and dresses in jeans and t-shirts. Since his hiring at *Phenomen-X*, however, he has begun to take better care of himself. He now combs his hair back and shaves despite his horrible acne; this usually leaves him with four or five serious cuts covered in tissue paper a day. Thomas is utterly forgettable in every way.

TIGER TRANSIT



WITH THE WEALTH AND POWER OF COCA LOCO
FUELING THE ALLIANCE, THE POTENTIAL IS
INFINITE. IT COULD BE THE BIGGEST
CORPORATE MERGER OF ALL TIME



Tiger Transit

Adam Scott Glancy with John Tynes

Illustrated by Toren G. Atkinson

TIGER TRANSIT, A LOW-PROFILE INTERNATIONAL SHIPPING company based in New York state, has been a silent partner to elements of both the U.S. intelligence community and to select U.S. corporations since it was founded as a CIA front company in 1965. They specialize in importing and exporting things that aren't allowed by the U.S. Customs Service, ranging from weapons to unexportable technology to banned agricultural products. The company's employees are experts in making illegal shipments look legal and transporting them by seemingly legal methods, thereby avoiding the messy altercations that come with traditional smuggling, such as interdiction by the Coast Guard, the DEA, and so forth.

Since the late 1980s, the management of Tiger Transit has slipped under the influence of a pair of cults dedicated to the Great Old Ones, and as a result, Tiger has been involved in shipping ever-more-illegal items ranging from ancient occult artifacts improperly removed from archaeological sites to living humans earmarked for sacrifice or worse in foreign countries—or right here.

The first cult to get its hooks into Tiger Transit was a group of second-generation Tcho-tcho-American immigrants who have been corrupted by the capitalist values of their adopted country. These Tcho-tcho still adore their old gods, through the Cult of Death's Herald, but now they have a new god: greed. They want to carve out their own bloody slice of the American Dream and they're prepared to use their old ways and traditional magics to do it.

The second cult to get involved is The Brotherhood of New Potential, a front for a cult of Shub-Niggurath worshippers. The Brotherhood has links to a defunct 1960s "death cult" known as the True Love Study Group. This cult has brought the important gift of their dark goddess's milk to the cabal which controls Tiger Transit. This gift poses a Cthulhu Mythos-related threat to the lives and minds of people around the world.

Overview

Since its inception, the CIA has created numerous "proprietary" companies: privately-held corporations formed for allegedly commercial purposes but whose primary client was the CIA and whose primary purpose was covertly assisting

the CIA in carrying out operations around the world. Perhaps the most infamous example was Air America, an air transport company that operated in southeast Asia during the Vietnam Conflict.

1965 saw the creation of Tiger Transit, a shipping company out of New York. Initially operated by two ex-CIA personnel, Vincent Bisagne and Ronald Toddhunter, Tiger was used to move questionable materials in and out of the country. Tiger moved everything from guns and munitions to cotton seed and relief supplies. Quite often Bisagne and Toddhunter took advantage of Tiger's "protected" status as a CIA proprietary to ship more than what appeared on their cargo manifests. Smuggling of non-approved cargoes was "officially" prohibited by the CIA, but many case officers chose to simply look the other way rather than rock the boat. By the early 1970s, Tiger's connections with the CIA had loosened somewhat. The company aggressively pursued contracts with many legitimate U.S. corporations, most of whom simply wanted to make legal shipments but who knew the collateral value of dealing with a "player" in the federal intelligence community. It was all very cozy.

In 1980 the CIA—which was gearing up for its covert war against the Sandinista regime in Nicaragua—quietly rekindled its close relationship with Tiger Transit. As the CIA's operations in Central America were scaled back after the Sandinista regime was voted out of power in Nicaragua, Tiger Transit was sold off to then-CEO Joseph Berg to run as a private company. From time to time, of course, the CIA would task Berg to do an occasional "deniable" operation. This on-again-off-again relationship continued to provide Tiger Transit with a certain amount of protection for some of its less-than-legal business ventures. Using contacts made in Latin America during the Contra War, Tiger Transit has smuggled drugs, primarily cocaine, into the United States and made strong contacts with several South American cocaine cartels.

Today, Tiger Transit has offices in Miami, Memphis, Seattle, Washington, D.C., and San Francisco in the U.S., as well as its headquarters in New York City. Its maintenance hub is located at Chicago's Midway Airport. Internationally, Tiger maintains offices or has ownership of small shipping companies in Port-a-Prince, Manila, and Lagos. Tiger has fine-tuned its methods of mixing legal and illegal shipments, using obviously legal shipments as a cover for illegal con-

tents. Tiger's mix of cargoes is about 94% legal and 6% contraband. Besides the company's genius in covert packing and creative paperwork, Tiger has long-standing influence with the U.S. Customs Service and other federal regulatory agencies, including numerous officials who receive kickbacks in exchange for not impeding Tiger's shipments.

Tiger's relationship with the federal government is unique; no other shipper has its contacts or its network of corrupt officials to call upon. Tiger is considered something of an American institution among beltway insiders, who rationalize its activities as the true expression of a free market; others consider it a necessary evil. Either way, Tiger has proved itself so indispensable to the government, to corporate America, and to organized crime that all three sectors overlappingly guard its secrets. None of Tiger's deep-pocketed benefactors have any idea that some of Tiger's regular business is occult-related. Ironically, the CIA itself has not used Tiger since 1992. Perhaps the agency feels that Tiger has grown too high-profile, or perhaps they no longer appreciate Tiger riding on their plausible deniability. Or perhaps someone at the CIA noticed the Tcho-tchos.

The Tcho-tcho

The first group to worm its way into Tiger Transit was a gang of southeast Asian drug dealers from Chicago. These were not your average drug dealers. They are the Tcho-tchos, a vile, homeless race, perhaps tainted down to their DNA by their long history of cannibalism and worship of the Cthulhu Mythos. No one is sure where they originated. As early as 128 B.C., history records a central Asian tribe known to the Greeks as the Tochoa and to the Chinese as the Yueh-chih. The Tochoans ruled an area encompassing Afghanistan and the southern regions of what is now the former Soviet central-Asian republics until the 3rd century A.D., when they were forced east by the Sassanid Persians. Some occult historians place their point of origin as the Pyrenees mountains, and link their heritage directly with the Great Old Ones. Today they are found mostly in communist-controlled areas of Asia. The Indochinese wars of the 1950s, '60s, and '70s, as well as the Red Chinese Cultural Revolution and pogroms in Tibet, have caused a further diaspora of this vile group. Many immigrated to the United States during the 1970s under the guise of refugees fleeing communist oppression. Most of the Tcho-tchos who live in North America are second generation Americans. They are known to ethnologists and immigration officials as the "Chauchas," a little-known Malaysian tribe. Older residents of various Asian communities across America know their true name, but few dare whisper it.

The Tcho-tchos in Chicago were centered around a cult of Nyarlathotep, through an avatar known as Shugoran. This cult was the Cult of Death's Herald, based in Chicago's



The Real Thing

This material is partially inspired by real-life companies and incidents. It should be noted, however, that the contents of this chapter and the specific people, events, and companies portrayed are fictitious and are not presented as factual portrayals. (In particular, Tiger Transit has no real-life analogue, though it is inspired to some degree by real-life CIA front companies such as Air America and Civil Air Transport.)

In late 1997, Associated Press reporter Todd Lewan revealed that Brown & Williamson Tobacco Corp., the third-largest cigarette maker in the U.S., had produced a strain of tobacco with twice the normal level of nicotine and illegally exported the seed to Brazil in the early 1980s, where it is still grown today. (Export of the seed was illegal under federal law, and import of the seed was illegal under Brazilian law.) A Brazilian sister company of B&W, Souza Cruz, has been buying and using the resulting high-nicotine tobacco in cigarettes for about a decade, including five brands in the U.S. sold by B&W. By combining the high-nicotine tobacco with cheap tobacco, Brown & Williamson/Souza Cruz could cheaply make cigarettes that still had sufficient nicotine to satisfy smokers. The FDA eventually learned of the practice, but had no idea of the scope of the operation, or that the illegal tobacco was in commercial use, until the AP's investigation in 1997.

Legally, of course, the companies are in hot water to varying degrees. But in particular, the exposure of this practice delivered another blow to the tobacco industry's claim that nicotine was not a drug (if it was, it could be regulated by the FDA) and that nicotine levels in tobacco were not artificially manipulated to generate and maintain cigarette addicts.

Besides the genetically manipulated tobacco issue, the boxed text on the next page ("An Anecdote") regarding Tiger Transit's shipment of cotton seed to the new government of Argentina in the late 1960s is also based on real life, though no company like Tiger Transit was involved. Details of the cotton seed shipment appeared in an article by Avery Wise in the December 18-December 31, 1997, issue of *Memphis Connections*, a free biweekly newspaper distributed to travellers passing through Memphis International Airport. The particulars of the incident described in the sidebar are as reported by Wise, though written in the present authors' own words and fictionalized to include Tiger Transit.

This chapter was sparked by the two articles described above, with generous helpings of fictionalization added. Hopefully it will serve as a useful example of how to take real-world news and translate it into a fictional form useful for gaming.

New China Town. This area of Chicago's Asian community contains a minority of Chinese. The majority are other Asian ethnic groups such as Vietnamese, Koreans, Thai, Cambodians, and other ethnic groups like Hmong and Motanyards.

During the late 1980s, the cult made a bid to eliminate all of their enemies in Chicago. This involved summoning terrible creatures known as Children of Shugoran to murder the aforementioned Hmong and Motanyard members of the Asian community who either remembered the Tcho-tchos' activities in the old country or who had stumbled upon the secret ingredient the Tcho-tchos use in their cuisine—human flesh. In 1990, these purging activities attracted the attention of Delta Green. The Cult of Death's Herald was decimated by the resulting DG operation. All of the Cult's leadership was killed and most of the adults found themselves deported back to Malaysia. Only the children born in the United States could not be deported, as they were domestically born citizens. Many were placed into foster care and orphanages, while others were left to fend for themselves. The Cult of Death's Herald seemed finished.

One of the Cult's leaders was an ancient Tcho-tcho shaman named Huong Xan. Xan was horribly wounded during the Delta Green assault on the cult's temple, which operated from a Malaysian import-export firm called the Far Cathay Trading Company. Although Huong Xan had lived for cen-

turies using cannibalistic rituals taught by Shugoran, he was far from indestructible. Several rounds from an M-16 severed his spine and perforated his bowels. He was dying of a hideous infection. Too weak to heal himself and knowing that seeking medical attention would allow Delta Green to find him and finish him off, Huong Xan came up with a plan. Xan's singular desire was to see his arcane knowledge preserved for the sake of the cult. He therefore arranged for his seventeen-year-old female lineal descendant, Cho Chu-tsao, to perform the permanent version of the Consume Memories spell on him. Through this spell, all of Xan's memories, all his skills, and all his occult knowledge would be preserved in the mind of young Cho.

Xan's intention was that Cho seek out a new "man of power," a Tcho-tcho with great spiritual strength who paid due homage to the Great Old Ones. Then she would teach him the Consume Memories spell and allow him to consume her brain and absorb both Cho's memories and Xan's. However, Cho was a headstrong young woman who had spent her whole life in Chicago. She saw no reason to seek out a new leader to give herself to when she, armed with Xan's knowledge and skills, would be perfectly suited to the task. Since devouring Xan's fevered brain, she has set about her quest of restoring her community's lost power and uniting the Tcho-tchos of North America under her banner. Ultimately, she plans to obtain enough wealth

to protect the cult's worship practices, and then to forge the dispersed Tcho-tchos across North America into a kind of Tcho-tcho Mafia. She plans to use her occult powers to dethrone the Triads, Tongs, and street gangs that currently dominate the Asian criminal community and assume their leadership for herself.

Cho Chu-tsao has christened this new organization as the Tong Shugoran. "Shugoran" is the Tcho-tcho word for "Death's Herald." The word "Tong" is Chinese and refers to the meeting halls where the early Chinese organized-crime groups would set up their headquarters. (There is no word in the Tcho-tcho language to describe the enterprise Cho has in mind, so "Tong" has had to suffice.) As part of her plans for Tong Shugoran, Cho Chu-tsao has sought out Joseph Berg, the CEO and majority shareholder of Tiger Transit and a former pilot for Air America. Berg was not the kind of man that old Xan would have wanted Cho to seek out as the new "man of power," but he was perfect for Cho's divergent plans.

Joseph Berg

Berg was known to Huong Xan through contacts with other Tcho-tcho shaman and leaders since the Vietnam war. In 1968, while working with Air America in Laos and Cambodia, Joseph Berg was shot down over the jungle and ended up living with a tribe of Tcho-tcho for several months. He was seduced and assimilated into their culture and worship rites through the use of the Liao drug.

Upon his return to Air America, Berg reported the Tcho-tchos' bloody opposition to the communist forces in southeast Asia. The Tcho-tchos had been harassing and ambushing the various communists in the area since 1960.

Apparently a particularly important Tcho-tcho religious site had been destroyed by the Viet Cong and North Vietnamese Army during the building of the Ho Chi Minh Trail. Berg recommended to his CIA superiors that Air America air-drop both military advisors and weapons to the Tcho-tchos to support their fight against the communists. That advice was followed, but it caused a serious rift between the Special Forces soldiers, who went to train the Tcho-tchos, and the CIA officers who sent them in. The Green Berets who trained the Tcho-tchos did not "go native," like so many who lived and fought with the Motanyards, Hmoung, and Meo tribesmen. The Green Berets were appalled by the Tcho-tchos, particularly since the degenerate tribesmen had the unfortunate habit of using their CIA-supplied weapons to settle scores with non-communist neighboring tribes with whom the CIA had made similar arrangements. Green Beret requests to cut off military aid to the Tcho-tchos were ignored by the CIA, since the Tcho-tchos were also inflicting horrific casualties on the communists.

Delta Green got wind of the situation in 1969, but even their influence could not break the CIA's self-defeating alliance. Ultimately, following Delta Green's official disbandment, unauthorized steps were taken to settle the matter. In late 1970, using contacts with the USAF, Major General Reginald Fairfield arranged to have several ARC LIGHT B-52 strikes go off-course and "accidentally" carpet-bomb the Tcho-tcho villages. With the Tcho-tchos in Laos destroyed as a military force, the CIA lost interest in them. When South Vietnam and Laos fell, the CIA abandoned the surviving Tcho-tchos to the tender mercies of the North Vietnamese Army, despite the objections of men like Joseph Berg.

An Anecdote

Investigators researching Tiger Transit can readily find individuals in the U.S. intelligence community with knowledge of the company. Much like Air America, Tiger Transit is something of an open secret, albeit a less-famous one. (The company flatly denies any past or present connection with the intelligence community.) The general public has never heard of Tiger Transit except in its legitimate guise. Investigator contacts will usually equivocate their statements by saying that the company passed out of CIA influence in the late 1970s and is probably legit today. As an example of Tiger Transit's cloak-and-dagger work back in its covert heyday, the following anecdote will be offered up to investigators digging up dirt on Tiger.

In June of 1966, the leftist government of Argentina was facing a possible coup by the Argentinian military. Among the claimed concerns of the coup plotters was that there was a severe economic crisis among farmers who didn't have enough cotton seed to plant the new season's crop.

The plotters were encouraged by the U.S. government to stage their coup. Among the incentives offered was an immediate and massive shipment of cotton seed to the country, just in time for the November/December planting season. Tiger Transit was given the contract to ship the seed.

Following the successful coup, three Boeing 707s (stripped of seats) were filled from cargo area to cabin with enough cotton seed to plant a hundred thousand acres. Taking off from Memphis International Airport, the seed arrived in Argentina as promised and on time. At that point, this was the largest air shipment of an agricultural commodity in history; of course, Tiger Transit's marketing staff couldn't exactly promote that fact.

But Berg wouldn't leave well enough alone. He returned to the jungles of Laos to personally fly out any surviving Tcho-tchos from the village where he had lived. All he found were four squalling, half-starved infants. They became a sort of adopted family for Berg, and they followed him wherever he went during his years as a CIA contract pilot. Berg never fully recovered from his experiences with the Liao drug, or his unhealthy attraction for all things Tcho-tcho. He spent much of the intervening years collecting Tcho-tcho bric-a-brac and anthropological texts on the tribesmen, trying to re-discover the source of the drug that was now lost to him. His Tcho-tcho family knew nothing about how to produce the Liao drug, or the magics of their cult—they were simply too young. Berg had pretty much resigned himself to never again freeing his mind from its temporal bounds when Cho Chu-tsao showed up on his doorstep in 1991.

Cho quickly demonstrated to Berg her knowledge of Tcho-tcho cuisine, culture, and religion. She indulged him in the decadent sensual pleasures gleaned from centuries of depravity experienced by Houng Xan, and reintroduced him to the wondrous visions provided by the Liao drug. Cho also prepared the *Bak Bon Dzshow*, or Human Ganglia Paste, for his Tcho-tcho family. It didn't take long for the old instincts to rekindle in Berg's adopted Tcho-tchos. They agreed to follow Cho's lead and collectively bring Berg—and Tiger Transit—under Tcho-tcho control.

The Takeover

Desperate to keep the Liao drug coming, Berg agreed to hire as many of the Chicago Tcho-tchos as he could. They serve as cargo handlers, warehousemen, security guards, office staff, etc. He even sent many of them to technical schools so they could earn their pilot's licenses and learn to maintain the aircraft. As the Tcho-tchos became more proficient in their high-tech skills, Berg replaced more and more of his original staff with them. The non-Tcho-tchos were either sent to work in other offices around the country or were let go. This resulted in a number of Equal Employment Opportunities Commission lawsuits which Berg either bought off or—using the magic of Tong Shugoran—frightened off. A strike by his mechanics' union in 1993 was nipped in the bud when several of the Union's officers suffered mental breakdowns. By 1997, the entire Tiger Transit Chicago Office was staffed by Tcho-tchos.

Meanwhile, Joseph Berg "retired" from the management of Tiger Transit. Content to live in his palatial house guarded by the Tcho-tcho, Berg drifted off into a Liao-induced haze. He gave Cho power of attorney over his company stock, cut his few remaining ties with the real world, and became a recluse, vaguely proud of how well his adopted children and his new Tcho-tcho friends had come to embrace the great American dream.

With her control solidified, one of Cho's earliest tasks was to fly Tiger Transit aircraft to Malaysia where, using Xan's

Liao and The Black Lotus

The Liao drug, also known to western occultists as the Plutonian Drug, is a powerful psychoactive substance distilled from a rare and fragile flower, the Black Lotus. The Black Lotus only grows on the highest mountains of Asia, and only blooms a few times a year. The drug is named for Liao, an ancient Chinese alchemist who first isolated the drug. When ground into paste, filtered, diluted, and then dried, the Black Lotus becomes a powder, deep purple in color. The ingestion of minuscule amounts of Liao will project the user's mind backwards through time. The use of Liao is cumulative. The more drug a user has ingested in his lifetime, the further through time the user's mind is projected upon each new usage. Ultimately, the user's mind could be projected as far back as the beginning of the universe, although one shudders to think what he might see. More than likely the Liao user will encounter one of the dreaded Hounds of Tindalos long before he ever glimpses the terrible truths at the beginning of time. If the Liao user becomes the prey for one of the Hounds, only the most powerful magics will save him.

(The sole pre-emptive defense against detection by the Hounds of Tindalos is to only use Liao in conjunction with the Pnakotic Pentagram [p. 165], a warding sigil created by the Flemish sorcerer Ludwig Prinn. This sigil makes the Liao user invisible to the Hounds.)

In its undistilled form, the Black Lotus is a powerful and extremely dangerous psychotropic narcotic. If smoked or eaten while participating in any rituals involving the Great Old Ones, the Black Lotus opens the mind of the user to the alien desires and hungers of whichever Great Old One is being invoked. On occasion, certain users have become "vessels" for the Great Old Ones to act through on our plane. In other cases, those who consume the Black Lotus have been known to go stark raving mad and engage in acts of savage murder and cannibalism with no regard for their safety or escape from detection.

Before it is picked, the Black Lotus appears to be a lotus flower with a dark purple, almost black, color. When dried, the blossom becomes even darker in color. Once it has been fully refined and distilled, Liao appears to be a fine blue powder. It is usually consumed as a pill, with the drug inside carefully measured to ensure the right level of effect.



memories of their ancestral homelands, she made contact with other “religiously active” Tcho-tchos. She located a source for the Black Lotus and regular shipments of Liao made their way across the Pacific in Tiger Transit’s aircraft. This Liao was not merely for Berg’s consumption. Cho had the idea that Liao, in a suitably diluted form, could become a highly profitable street drug—one that Tong Shugoran would have a monopoly on. Cho arranged to buy as much dried Black Lotus as the old-world Tcho-tchos were willing to sell. The dried Black Lotus blossoms were easily smuggled in disguised as legitimate agricultural products, as they were neither known to the FDA and DEA nor regulated in any way.

In order to process the dried Black Lotus blossoms, Cho set up a drug lab in Gary, Indiana, in an old foundry recently purchased by Tiger Transit. There the Black Lotus was pounded into a paste and dried into the powder known as Liao. Then the Liao drug is cut with other inactive ingredients to create Reverb, the latest drug to hit the street.

Reverb

Reverb is nothing more than a highly diluted form of Liao. It is dispensed in powder-filled caplets; the powder is mostly white, but retains a hint of the blue of the Liao. Like Liao, Reverb has the effect of distorting the user’s perception of time. Also like Liao, Reverb sends the user’s mind backwards in time. But because such miniscule amounts of Liao

are used in Reverb, the effect is quite different. The Reverb user experiences a reverberation of their sensory input, causing smells, touches, tastes, sounds, and sights to be drawn out and luxuriously experienced, or even felt over and over. Events will seem to occur out of order, or even in reverse. All this is combined with a general feeling of euphoria. (Of course, if the Reverb user is experiencing an unpleasant sensation, this will be stretched and pulled like taffy and become overwhelming. This is the Reverb version of a bad trip.) Obviously, Reverb is the drug of choice for those looking to spice up any sensual experience, particularly sex, and it’s popular in dance clubs and raves.

To scientists, Reverb will analyze as no known drug. A successful chemical analysis reveals that while the vast majority of the powder in a caplet is flour or baking soda or powdered sugar, the active ingredient is some form of naturally occurring alkaloid, perhaps derived from a variety of plant. Its effects are that of a mild psychotrope, affecting the hypothalamus and central nervous system. However, science cannot reveal all the mysteries of the Mythos. It will be impossible for scientific analysis to isolate the chemical or biological mechanism whereby Reverb (or Liao) affects the user’s perception of time.

Tong Shugoran Expands

With Tiger Transit at her beck and call, Cho went on to gain the protection of the Chicago underworld. This was

necessary because if Tong Shugoran began operating a large-scale criminal enterprise—like dealing Reverb—they would attract the attention of the local Asian criminal organizations, the Tongs (an Americanized version of the traditional Chinese Triads). Many in the Chicago Tongs are aware of the Tcho-tcho's ghastly reputation for all manner of blasphemy and unnatural acts, and would gladly kill them whenever the opportunity presented itself. The only way for Cho's gang to survive was to make an alliance with someone higher up the criminal food chain who could order the Tongs to back off. In Chicago, that meant an alliance with La Cosa Nostra, the Mafia.

By placing Tiger Transit at the Chicago Mafia's disposal—a *very* welcome gift—Cho bought the protection she and her cult needed. The word on the streets of Chicago is that Cho and her people have the status of "made men"—that is, they cannot be killed by another gang without a sit-down discussion between the would-be killers and the crime families that control Chicago, in order to explain why the assassination must take place. This makes Cho and her people untouchable by the Chicago Tongs. They

are able to operate without interference from the other major Asian gangs in and around Chicago, so long as they don't encroach on the businesses or territories of the established Chinese Tongs.

The one set of unqualified enemies the Tcho-tchos are always on their guard against are Hmoung, Meo, and Motanyard gangs. These street punks' families are usually recent immigrants who remember the Tcho-tchos for what they really are and would gladly see them dead. These gangs owe allegiance to no one and are not bound by the rules governing the Chicago underworld. The Chinese-dominated Tongs often clandestinely supply weapons and information to these street gangs in the hope that they will kill a few Tcho-tchos without getting the Tongs' hands dirty. The reverse is also true, of course—Tong Shugoran can waste these punks without angering the Mafia or (officially, at least) the Chinese Tongs. It's a delicate balance, but one that Cho has carefully cultivated and is eager to maintain.

The sale of Reverb is the cult's primary illegal profit-making operation. Cho and her Tcho-tchos find it difficult to engage in the kind of illegal operations that the Chinese

Tong Shugoran, the Death's Herald Tong

The majority of Cho's Tong Shugoran gangsters are first- and second-generation Tcho-tcho-Americans, like Cho Chu-tsao herself. While she has smuggled many more Tcho-tchos into the United States over the years, she has preferred bringing only the youngest and most malleable of her kinsmen into the organization; the rest are left to their own devices and frequently leave Chicago to establish their own enclaves elsewhere.

Since the 1990 Delta Green crackdown on the Tcho-tchos in Chicago, these second-generation Tcho-tchos have been deprived of their traditional and spiritual upbringing as members of the Cult of Death's Herald. American consumer culture has begun to infiltrate the lives and belief systems of these once-unflinching servants of the Mythos. Many now worship only money. But because of the tainted blood of the Tcho-tchos, they still begin with half the normal allotment of sanity, and a natural inclination toward violence and cannibalism. However, they no longer gleefully commit suicide when faced with capture and will initially be just as horrified by minions of the Mythos as everyone else. With enough exposure to the Mythos, these Tcho-tchos will once again be indistinguishable from their twisted ancestors. In the meantime, most of them serve the Tong Shugoran members of the White Shadows street gang.

The White Shadows act as the training ground for members of Tong Shugoran. No one can attain full membership in the Tong until they have served as a foot soldier for the White Shadows for at least five years. The White Shadows deal the Reverb on the street, as well as engage in acts of burglary, armed robbery, home invasion, recreational rape, and murder, as well as enforcing Cho's business decisions. (Note that in Asia, white is the traditional color of death.)

Membership in Tong Shugoran is based on merit. Tcho-tchos must prove themselves while serving in the White Shadows. The original members of Tong Shugoran included Joseph Berg's four adopted children, Cho, and five promising street toughs who Cho had been feeding a regular diet of human ganglia paste. Having been subjected to repeated applications of the Creeping Loss spell, they are all now dedicated cannibals, completely devoted to Shugoran and his new priestess. New members of Tong Shugoran must also be initiated into cannibalism, usually after repeated applications of *Bak Bon Dzshow*. The Tong now numbers some sixty members. These Tcho-tchos have seen Cho's powers at work and have rekindled their selfless love and devotion to the Great Old Ones. They have filed their teeth in the traditional manner and regularly engage in cannibalistic meals with their leader. Their diet, and the strength of their belief, make them considerably tougher than the average Tcho-tcho gangbanger. They have learned much under Chu-tsao's tutelage. The select inner circle of ten original members have even learned some of Cho's spells. They assist her in the performance of her spells by summoning the Children of Shugoran, which she binds. The also have been taught the Voorish Sign as a way to increase the potency of Chu-tsao's spells.

Besides knowledge of their lost culture and true faith and the extra money they have made from Reverb, Cho Chu-tsao has brought another gift to the Tcho-tcho street punks, one that has made her extremely popular. It is a plant root called *Shzor-shzong*, the killer's meal, a psychoactive mushroom from the upper Irrawaddy river. Properties of the fungus defend the eater from physical shock, allowing him or her to loose any amount of hit points without unconsciousness or other apparent effect until death occurs. Use of *Shzor-shzong* during various gang wars has made the Tcho-tchos especially feared among rival street gangs.

New China Town

Chicago's New China Town is on Argyle St. in Uptown between Lake Michigan and Clark street. New China Town is mostly Thai, Khmer, Vietnamese, and Laotian, with a minority of Chinese. Old China Town, on the southwest side beyond Kaminski park, is mostly Chinese. The Tcho-tchos are universally despised and feared by their neighbors but few are brave enough to talk about the rumors in public. Stories about the Tcho-tchos range from suspicions of "special ingredients" in their cooking, to drug dealing, witchcraft, and sorcery.

The Dragon of the Black Pool Market

The center of Tcho-tcho activity in New China Town is the Dragon of the Black Pool market that specializes in imported foods from southeast Asia, particularly spices and seasonings for Tcho-tcho cuisine. The market fills most of the block. The temple to Shugoran is in the extensive basements, which the Tcho-tchos have made even larger with their own excavations. The result is that the basements are not safe. Any use of high explosives will almost certainly cause the entire market to collapse into the basement.

Tiger Transit

The Tiger Transit offices at Chicago's Midway Airport are full of Tcho-tchos during the day. Tiger's air fleet maintenance facilities are also based in Chicago and the vast majority of the personnel are Tcho-tchos. Those who are not are Asians and others whose hungers and needs have drawn them into the Tcho-tchos' service. At night, the members of the White Shadows come to Tiger Transit's hangers to remove the dried Black Lotus blossoms which are temporarily stored there from cargo shipments. The dried blossoms are taken out of Chicago to Gary, Indiana. The Tcho-tchos' drug lab is located in Gary, in an old foundry. There, more Tcho-tchos work to process the Black Lotus into Liao and then into Reverb. A chapter of the White Shadows is always present, standing guard.

Tongs find so profitable. The Tongs cater to the vices of the Asian community and exploit and victimize it as well; they provide illegal gambling, prostitution, and drugs, and they smuggle immigrants and run protection rackets. But almost no one will do business with the Tcho-tchos if they know who they are. Who would go to a brothel run by Tcho-tchos when they've heard the rumors about some of the more "succulent" patrons ending up as the main ingredient in Tcho-tcho cuisine? Therefore, the Tcho-tchos find themselves catering to the vices of the non-Asian community; in particular, Reverb has become very popular among affluent teenagers and young adults outside of New China Town. Using Tiger Transit's aircraft, they also smuggle in other illegal immigrants from Asia besides Tcho-tchos; however, only the most desperate Asian immigrant would get on a Tiger Transit plane. Some who do never arrive in America. Those that make it usually end up supplying illegal labor to various sweat shops around Chicago, as well as some of Chicago's Tong brothels. Tong Shugoran runs no gambling houses or brothels of its own, but it is expanding into legitimate ventures like restaurants, bars, laundromats, and other small businesses which can be used to launder their illegal profits.

Cho has also used Xan's stolen memories to find suitable "customers" who are looking for cult fetishes, rare ingredients, and other occult bric-a-brac from Asia. In this way, Tiger Transit has done business with dozens of Mythos-connected individuals around the world.

The Brotherhood of New Potential

In 1996, Cho received devastating news from her southeast Asian Tcho-tcho connections: the supply of the Black Lotus was cut off. The religiously orthodox Tcho-tchos of that part of the world had become suspicious of the massive amounts of Black Lotus being shipped to America. When they discovered that Cho and her Tong were using the sacred drug to titillate the pleasures of decadent unbelievers, they were furious. Despite Cho's assurances that getting Liao into the mainstream of American drug culture was a sure way to seduce more people into the worship of the true gods, the old-world Tcho-tchos refused to sell her any more Black Lotus blossoms.

Cho was desperate. She needed to find another source for Black Lotus immediately. What she knew about the

What the Chicago Authorities Know about the Tcho-Tcho

The Immigration and Naturalization Service in Chicago can provide information on the Tcho-tcho community. However, at first glance the INS officers will have no idea who the "Tcho-tchos" are. During INS's dealing with the Tcho-tchos, they have always been known by their more common name: Chauchas. Once this is sorted out, the INS can reveal that the Chaucha community in New China Town is notorious for its involvement in crime. From armed robbery to drug dealing, the INS agents will despondently wonder if any of the Chauchas are legitimate citizens. They are Chicago INS's number-one deportation priority among the Asian community.

In fact, some of the INS agents may remember a deportation task force that targeted the Chauchas in 1990. Almost 800 Chauchas were deported back to Malaysia. Few of the Chicago agents worked on the task force, as most of the personnel were brought in from New York and D.C. Unbeknownst to the Chicago INS, this Deportation Task Force was Delta Green's 1990 crackdown that unwittingly led to the creation of Tong Shugoran and the takeover of Tiger Transit.

The Chicago Police Department's Anti-Gang Task Force can also give a great deal of information about the Tcho-tchos (or Chauchas, as the Chicago P.D. knows them). There is a high degree of intelligence on the Chaucha's street gang, the White Shadows, although the Chicago P.D. is unsure how to interpret it. Other Asian street gangs, and even members of the Triads and Tongs, are quite willing to point the finger at the White Shadows, leading the Chicago P.D. to believe the Chauchas may be scapegoats who are blamed for any crime, no matter how heinous, which muddies the prosecutorial waters. Rumors of cannibalism, human sacrifice, child snatching, sexual congress with demons, and other seemingly improbable horrors are heaped at the Chauchas' doorstep. The general assessment around the task force is that while the Chauchas in general, and the White Shadows in particular, seem to be steeped in criminal activity of every variety, the wild accusations against them are part of some widespread cultural bias. Maybe the Chauchas are the gypsies of Asia? The Task Force is familiar with the term Tong Shugoran, but believes it's simply another name for the White Shadows. They have no knowledge of the Chaucha's connections with Tiger Transit.

Black Lotus from Houng Xan's memories did not bode well for any attempt to cultivate the flower in North America. The Lotus plant requires high altitudes and warm, wet weather; it blooms infrequently, and it requires several years to mature. Finding other Tcho-tchos who were cultivating the Black Lotus was also unlikely, especially if word of her "blasphemous" use for the flower was making its way through the surviving Tcho-tcho enclaves in Asia. Cho wrung her Grandfather's memories, trying to come up with a way around this obstacle.

Although Houng Xan and his Malaysian Tcho-tchos venerated the avatar of Nyarlathotep known as Shugoran, this was not the only god worshipped by the Tcho-tchos. Atlach-Nacha is worshipped by Tcho-tcho tribes in Sumatra, Borneo, and the Andaman Islands. Chaugnar Faugn is tended to by Tcho-tcho priests in Tibet. And Lloigor & Zhar, the twin obscenities, are held most sacred among the Tcho-tchos on the high plains of China. Nevertheless, there is one deity which is almost always venerated by the Tcho-tchos, no matter where they live. This is Shub-Niggurath, the Black Goat of the Woods with a Thousand Young.

The reasons for this adoration are both simple and practical. The Tcho-tchos are universally despised by their Asian neighbors. Historically, they have suffered repeated attacks from rival tribes and must often locate their communities on infertile and inaccessible land. It's impractical for Tcho-tcho tribes to subsist on cannibalism alone, since other tribes so preyed upon eventually move away. In order to feed

themselves, the Tcho-tchos have adopted the worship of Shub-Niggurath to avail themselves of the goddess's fecundity. There are several rituals common to the worship of Shub-Niggurath which ensure the fertility of exhausted soil and the rapid maturation of crops and animals. The most powerful of these rituals involve drawing forth the "milk" of the goddess. These memories were known to Houng Xan, and thus to Cho Chu-tsao.

What Cho Chu-tsao envisioned was drawing forth the Milk of Shub-Niggurath and using it to grow the Black Lotus here in America. With the Black Lotus nurtured on the Milk, the flowers could grow in any environment, they would need less time to mature, and—if Xan's memories were accurate—those Black Lotuses fed on the goddess's milk would be many times more powerful than those naturally cultivated. Not only would Cho be able to stop risking the international transportation of the Black Lotus, she would be able to grow fewer of the accursed blossoms in order to produce the same amount of refined Liao. But before any of this could happen, Cho would need to find someone who knew the rituals to summon Shub-Niggurath and placate her long enough to allow her milk to be drawn. Using one of Grandfather Xan's ancient artifacts, a crystal he called a "Glass from Leng," Cho began nightly meditations and offering to Shugoran, beseeching her black god to show her where the followers of Shub-Niggurath could be found. For reasons known only to the sardonic Nyarlathotep, her prayers were answered.

What Cho saw through her scrying crystal was a biotech company based in Albany, New York, called Genetic Agricultural Products, Inc.—a company Tiger Transit was already familiar with through past dealings.

Genetic Agricultural Products, Inc.

Genetic Agricultural Products, Inc. (GAP) was established in the late 1980s in order to market new strains of genetically engineered agricultural products. Its founder, majority stockholder, and CEO is Matthew Lewis, a graduate of the Harvard Business School and eldest son of a family long connected to Washington politics. Lewis believed the future lay in genetic engineering, and that now that humanity had the technology, we would reshape the world to fit our needs. Those companies who developed new patentable plant and animal strains would set the agenda for the twenty-first century. While he may have been correct, having the vision doesn't necessarily mean having the ability to make it happen. By 1994, GAP was in dour financial straits. Desperately over-extended, Matthew Lewis was looking for a way to revitalize himself and his company. That was when he met Cynthia Dexter.

Cynthia Dexter was a "Big Sister" for a new-age self-actualization and self-realization group called the Brotherhood of New Potential. As a Big Sister, it was her job to recruit new members into the group and help guide them on their journey of development and liberation as they learned to unlock their "hidden strengths and full potential." On the surface, the Brotherhood appears to be nothing more than a typical new-age self-actualization program, promising members better self-image, better sex, better success in business, and better cosmic understanding for nothing more than the price of another seminar. In reality, the Brotherhood is a front for an older cult, a cult venerating Shub-Niggurath. The Brotherhood's immediate linear predecessor was the much-maligned and now-defunct True Love Study Group.

The True Love Study Group

Founded in 1965, the TLSG was a pagan free-love sect based in California. They operated as a commune on a large forested plot in the heart of California's northern Sierra mountains. Secretly, the TLSG worshipped Shub-Niggurath, referring to the deity as "the goddess." Only members who passed through the TLSG's numerous veils of initiation learned the truth. Each veil was designed to strip away the initiate's compunctions against anti-social behaviors. This was all done under the guise of "freeing" the initiate from the shackles of conventional society. By the time the initiate was introduced to the act of offering a human sacrifice to the goddess, they were so free of conventional taboos and morés that none ever objected.



In 1977, three of the TLSG's leaders—Joshua Freese, Chester Marsh, and Richard Waugh—were indicted for first-degree murder. They were judged not guilty by reason of insanity. Freese is still in an asylum. Marsh was released and promptly got arrested again, for rape, and this time a jury found him mentally competent and convicted him. Waugh was also released, but died under mysterious circumstances; the prime suspect was the brother of one of his victims, a butcher from San Francisco, but no charges were ever brought. In the wake of these incidents, the TLSG disbanded and most of the members abandoned its beliefs or simply practiced them alone, in private.

The TLSG Reborn

In 1989, fourteen former members of the TLSG formed the Brotherhood of New Potential. The Brotherhood bought back the California commune property through a front company, Newbury Developments, and reopened the commune as the Brotherhood's "Wilderness Retreat Center." Under the cover of "workshops" and "seminars," the Brotherhood is up to its old tricks again. The metaphysical snake-oil they sell to the frustrated and the struggling is a life where no action produces a consequence of conscience. Even the Brotherhood is only the most recent incarnation of this group. Before the True Love Study Group there was the Episteme Society, which allegedly studied classical Greek mythology. This group also disbanded when four members were arrested in the 1940s for soliciting the services of prostitutes. One, a respected professor of classical history, killed himself by means of an ingenious self-disembowelment device. He was also known to patronize a 1920s Chicago speakeasy called the Woods, which had been notorious for its rumored availability of marijuana and sexual escapades. While no older incarnations of the Brotherhood are concretely documented, Professor Charles Cord, the inventor and victim of the self-disembowelment device, was reliably reported to have believed he was recreating the rituals of the Dionysian mystery cult of ancient Greece.

(Even deeper still, believe it or not, the TLSG/BNP is just an unwitting pawn of the Cult of Transcendence. More information on this group can be found in an upcoming product from Pagan Publishing. A short story dealing directly with the BNP—"Potential Recruit" by Greg Stolze—appears in the Armitage House fiction anthology *Delta Green: Alien Intelligence*.)

Cynthia Dexter

Cynthia Dexter, one of the founders of the Brotherhood, found Matthew Lewis in May of 1994 almost by accident. She had been looking for potential recruits who could bring more money into the organization and fund the Brotherhood's next expansion. She found Lewis while he was in the middle

of testing himself. Lewis had become an avid follower of various "dangerous" sports: rock-climbing, hang-gliding, sky-diving, BASE-jumping, he'd run with the bulls in Pamplona and he'd raced high-speed boats and cars.

Lewis wasn't just looking for an adrenaline high, however. In many respects, he was lost. He told himself he was taking these risks to sharpen his reflexes and harden his resolve for mental combat to keep Genetic Agricultural Products afloat. In reality, Lewis was merely distracting himself from his grim financial realities. Worse yet, he had something of a death wish. If he got himself killed doing one of these extreme sports, he wouldn't have to face his impending financial ruin. In this fragile emotional state, he couldn't have been more receptive to Dexter's seductive entreaties.

Cynthia Dexter began her seduction of Lewis expecting nothing more than to recruit another set of deep pockets into the cult. When she discovered the financial condition of Genetic Agricultural Products, she almost considered dropping Lewis and moving on to another recruit—until she was struck by the similarities between her goddess and the genetic-engineering work being done by GAP. It was almost as if GAP were trying, in its own primitive way, to comprehend the goddess and even work her magics by creating new species and altering old ones. Dexter had long ago noticed the effect the goddess's manifestations had on local plant and animal species. Mutant strains were common wherever the goddess appeared. Plants and animals left in the goddess's wake or showered with her milk often showed signs of incredibly accelerated maturation. Dexter realized that if the goddess's power could be brought to GAP, then not only would GAP's fortune be made but the Brotherhood of New Potential would have an incredible cash-cow at its disposal. It would be a marriage of science and the occult like humanity had never seen.

Dexter thereafter accelerated Lewis's initiation. She brought him examples of the plants and animals that lived in the woods surrounding the Brotherhood's Wilderness Retreat Center to show that there were ways to change life without the intervention of "cold and impersonal" technology. Lewis was awestruck by what she showed him and wanted to see more. Dexter nevertheless kept Lewis on a short leash, careful to only let him see what she wanted him to see. Ultimately she presented him with a substance she called "Mother's Milk." These milky-white secretions of Shub-Niggurath were nothing less than her mana: the physical representation of the goddess's power on Earth. Lewis took the substance to GAP for analysis, but never could have imagined the impact it would have.

Mother's Milk

Lewis's staff of geneticists were flabbergasted by the milk. After their initial analysis, they initiated Level-4 bio-hazard

precautions and isolated the milk in a special containment facility at GAP's Albany, New York, research lab. Whatever the stuff was, it defied analysis. In some ways, the milk acted like a growth hormone, causing rapid maturation. In other ways, it acted as a powerful mutagen, rearranging DNA and RNA strands with bizarre and unpredictable results. GAP's biologists could measure the substance's effects, but how it executed these effects was completely baffling. What everyone seemed sure of was that whatever the milk was and wherever it came from, it could very well hold the key to producing an untold number of new biological strains. Since Lewis refused to tell his staff where he'd acquired the milk, and since they were too enthralled with the possibilities to just walk away, they took unusual precautions whenever they handled it. Unfortunately for them, Level-4 bio-hazard precautions may be fine against Ebola, but against the power of the Outer Gods they might as well have just drunk the stuff and asked for seconds.

The goddess's influence seeped into the men and women who came in close proximity to the milk, and Cynthia Dexter and her fellow Big Brothers and Big Sisters in the Brotherhood were right there to answer their questions and make clear the wondrous new world they were opening up. Dexter had used her influence with Lewis to see to it that certain members of the Brotherhood were hired to fill various technical, clerical, and other positions within GAP. Their infiltrators kept an eye on the staff geneticists who were working with the milk and made sure none of them became a threat to Dexter's plans.

For their part, the genetic engineering staff—headed by Dr. Darryl Houston—was feverishly working with the milk, attempting to bring its unpredictable powers under control. Within a year, Dr. Houston and his people had found ways to use the milk to create mutant strains of various cash crops. The strain that was of the greatest interest was a form of tobacco. Next to coffee, tobacco is the most valuable legal cash crop. This new strain of tobacco was nicknamed *Fumo Loco*, or "Crazy Tobacco."

Fumo Loco

The original strains of so-called crazy tobacco were created by GAP in 1995 from common *Nicotiana Tabacum*, the strain of tobacco common to North America. Dr. Houston was seeking to make a safer cigarette with low tar, a component of tobacco linked with cancer. Tar-removal techniques also remove a lot of nicotine (the substance that gives tobacco its addictive, buzz-inducing quality), so Houston sought to create a high-nicotine strain of tobacco that would still retain a useful amount of nicotine after the tar-removal process was completed. Houston's original strains of tobacco were test-grown by a farmer, a member of the Brotherhood brought into the plan by Cynthia Dexter. The new strain not only had twice the level of nicotine present in

commercial tobacco, but it also matured at a startling rate. Normal tobacco takes about five months from the time it is planted before it is ready to harvest. *Fumo Loco* matures in five weeks. Not only that, but *Fumo Loco* could grow anywhere. Where normal tobacco grows best in sandy loam soil with a clay subsoil, *Fumo Loco* was able to take root in the most infertile soils imaginable. They even grew it in beach sand. And what was more, the tobacco was extremely aromatic, with a tantalizing flavor that hardly held the acrid smell of burnt tobacco. What the smell was, no one could quite pin down. Some people thought it tasted of flowers, others thought it was closer to a fruit of some kind. (Those who smelled the scent of a lover kept their opinions to themselves, however.)

Realizing what a coup he'd been handed, Matthew Lewis set about contacting the Manly-Heath tobacco company with a secret proposal. Manly-Heath had become aware of Brown & Williamson's own experiments with genetically engineered tobacco crops, and they were eager to put themselves into the picture. In violation of USDA regulations, Manly-Heath retained the services of Tiger Transit to illegally ship large amounts of the new tobacco seed to Brazil for cultivation, where it could be hidden among normal crops and not raise any eyebrows. The USDA allowed only small amounts of tobacco seed, half a gram or less, to be exported, and then only for experimental use, so as to maintain the integrity of regional tobacco gene pools around the world. Likewise, Brazilian law prohibited the import of foreign plants capable of polluting the local gene pool.

In Brazil, Manly Heath set up a small front corporation, Southern Tobacco, to cultivate several test crops. Farmers at six different plantations began test-planting the new tobacco. The results were astonishing.

Typically, tobacco plants grow to a height of about five feet. *Fumo Loco* towered to twelve feet in height, with stalks as thick as four inches and veins bulging like a bodybuilder. Besides cutting the growing season by 75%, the amount of nicotine in the air among the vibrant plants was palpable, causing physical reactions and the characteristic buzz of cigarette inhalation even among those simply walking among the crops.

Further variations of the new plant were tried. Manly-Heath finally settled on a GAP strain whose seeds were sterile without the use of special pollen, to prevent competitors from making use of the plant. But then, in 1997, Brown & Williamson's own use of illegally imported, genetically engineered tobacco was revealed and the legal and public relations fallout proved disastrous. Not wanting to follow in Brown & Williamson's footsteps, Manly-Heath hurriedly abandoned the project, selling Southern Tobacco to Brazilian investors and leaving GAP high and dry once again.

Eager for a new venture to capitalize on the fabulous possibilities of the mother's milk, GAP needed a partner—preferably, one who wasn't susceptible to the legal and pub-



lic-relations quagmire surrounding genetically altered products. That's when Tong Shugoran came knocking.

The Strategic Alliance

After Cho received her vision from Shugoran, she went back through the records of Tiger Transit's less-than-legal operations and discovered that they had handled several shipments of tobacco seed to Brazil for GAP. She approached Matthew Lewis and his spiritual advisor Cynthia Dexter, and proposed that GAP work the miracle they worked on tobacco with the plant known as the Black Lotus. Lewis was desperate now, and having been initiated into the Brotherhood of New Potential's deeper mysteries, he wasn't about to let anything as minor as Food & Drug Administration regulations stop him from saving GAP. In exchange for a hefty influx of cash, Lewis sent some samples of the Black Lotus to Dr. Houston for analysis. Dr. Houston found that the effects of the milk on the Black Lotus were even more startling than they had been on the tobacco plants.

Following a sizable stock exchange between the two companies, Tiger Transit and Genetic Agricultural Products were in business with each other—the potent promise of Corporate America come horrifyingly true. Lewis was brought onto Tiger's Board of Directors and made CEO of the company, with Cho Chu-tsao as his Executive Assistant.

Tiger Transit then acquired the recently dumped Brazilian company, Southern Tobacco, and saw to it that the tobacco plantations were converted to the cultivation of the Black Lotus. Many of the same workers and managers were employed in the cultivation of the Black Lotus as had been used to cultivate *Fumo Loco*. The Black Lotus plants quickly matured, given regular infusions of the milk of the goddess, and were ready to cultivate within just a few months. The crop raised by Southern Tobacco in the first three months was sufficient to keep Tong Shugoran's customer base supplied for a year.

Or at least, it would have been if the demand for Reverb hadn't suddenly jumped. For some reason, customers were consuming astounding amounts of the new Reverb. Cho didn't question this, initially assuming that the milk simply strengthened the effects of the Black Lotus. In fact, the new version of Reverb had a number of unexpected but beneficial side effects, from a drug-dealer's point of view. Besides being much stronger than the original version of Reverb, the drug seemed to now have a strange hold over its users. It was almost as addictive as crack cocaine, with first-time users coming back for seconds in huge numbers. More and more of Cho's own people began to try Reverb themselves, having developed a taste for it just by unloading containers of the more-potent Black Lotus off of planes or processing the dried flowers into Reverb.

Coca Loco

In the fall of 1998, Cho proposed a second and more ambitious project. Reverb was a profitable product, but it would always be relegated to a secondary position in the drug markets of North America. The top two drugs in North America are heroin and cocaine, with cocaine being by far the leader. What if GAP could offer its services to the drug cartels? What would the Cali cartel or the Opium Warlords of the Golden Triangle pay for the ability to cultivate one-quarter of the usual land and produce the same amount of drugs? Cho and Lewis preferred to bring the cartels into the deal rather than trying the foolhardy plan of competing with them directly, which would have been suicide. The cartels had the distribution network, the contacts, and the muscle to annihilate anyone who attempted to bring a new and improved cocaine onto the market without their participation or permission.

Using the contacts Joseph Berg made while running cocaine out of Central America for Tiger Transit, Cho and

Lewis made contact with the Bolivian cocaine cartel known as *La Corporacion*. *La Corporacion* is a monolithic organization which has fully integrated the cocaine industry of Bolivia under one authority, unlike the warring cartels in Colombia and Peru. Founded by legendary drug lord Roberto Suarez, *La Corporacion* is perhaps the best-organized and best-financed drug cartel in South America.

Meeting with representatives of *La Corporacion* in La Paz, Matthew Lewis presented Cho's plan to the Bolivians. With the techniques developed by GAP, a new strain of the Coca plant (from which cocaine is derived) could be produced. The experiments with tobacco and the Black Lotus suggested that the growing time to full maturity of the Coca plants' leaves could be cut in half. The level of cocaine alkaloids found in the leaves could be doubled. Altogether, in less than one year's time, *La Corporacion*'s crop yield could be quadrupled. If *La Corporacion* was worried about depressing the price of cocaine by flooding the market, there were other ways this new *Coca Loco* could be

The Effects of Coca Loco

As yet unknown to Tong Shugoran, Coca Loco has some unusual properties, the result of its augmentation with genetic material from the milk of Shub-Niggurath. Though street Coca Loco will be cut with fillers even more than normal cocaine, the effects of Shub-Niggurath's milk are still dangerous. They are as follows:

- △ Anyone who uses Coca Loco regularly for more than a few weeks becomes heavily addicted, on a level approaching crack cocaine.
- △ Those who become addicted and who use Coca Loco for six months or more may begin having dreams of Shub-Niggurath and her worship. The chance of having these dreams is determined by making a resistance roll of the user's POW vs. the POT of the street Coca Loco, which is 10. This check is made only once, to determine the overall susceptibility of the user. Many will never be affected.
- △ Most people who have such dreams rarely remember them in any detail and they suffer no effects besides a general unease each morning on awakening, which can exacerbate existing or latent mental problems such as depression or even psychosis.
- △ A small percentage of dreamers will remember their dreams and be affected by them. This percentage could be as much as 5% among the affected populace. These dreamers will begin to lose 1 Sanity Point per week for as long as they continue use of Coca Loco. They are also susceptible to recruitment by Shub-Niggurath cultists, or may even seek out such cultists, driven by a strange compulsion they do not understand.
- △ For those exposed to pure Coca Loco for a week or more—which will include workers on farms as well as those in processing plants or even someone investigating the plant at its source—the initial dream-resistance roll is made against Coca Loco's natural POT of 24. Among those who fail and who continue having exposure to the tobacco and the dreams, as many as 40% will retain knowledge of the dreams and suffer Sanity Point loss as a result.

The net effect of this is that the core of growers and processors in Bolivia will be heavily corrupted into the worship of Shub-Niggurath simply through their exposure to Coca Loco. This corruption will likely spread up the chain through Southern Tobacco and into the heart of *La Corporacion*, eventually converting the entire Bolivian cartel into a Shub-Niggurath cult—probably under the control of the Brotherhood of New Potential.

The Brotherhood believes that the spread of the milk into the human populace through Coca Loco—and perhaps other products in the future—is a good thing, but they don't really know just what will happen. Once the Brotherhood learns more of Coca Loco's peculiar effects, their recruitment of the drug's users will result in an expansion of their membership and resources on an unprecedented scale.

used to cut *La Corporacion*'s costs and raise net profits. Since a *Coca Loco* plant could have its leaves harvested as often as twelve times a year (as opposed to between two and six times for regular coca plants), *La Corporacion* would only need to harvest one-quarter of their current coca plantations to maintain their current supply. Farming overhead could be cut by 75%. Furthermore, since the *Coca Loco* would be twice as potent as regular coca, it cut the amount of money to be spent on smuggling and transportation by half. Perhaps most interesting to *La Corporacion* was the idea that the government of Bolivia could actually pretend to fight the drug war without damaging *La Corporacion*'s profits. The Bolivian Drug Enforcement Police and the U.S. DEA could literally burn 75% of Bolivia's coca production right there in the fields for the benefit of politicians before it would take a dime out of *La Corporacion*'s pockets. This, in turn, would loosen the pleased American government's anti-drug purse strings and make *La Corporacion*'s partners in the Bolivian government much easier to deal with—and much wealthier. It was an *insanely* good deal.

The representatives of *La Corporacion* were impressed, but they wanted to see results before they offered their money. So the representatives gave Lewis and Cho a supply of coca seeds from one of the less-successful strains of coca plant and challenged them to improve it the way they said they could. They were not disappointed. In six months, Dr. Houston produced a fully matured coca plant eight feet tall with leaves as broad as a man's hand. The alkaloid levels in the leaves outstripped even GAP's projections. What was even more amazing was that the plant was grown in New York state during the winter months.

La Corporacion was sold, but they still wanted one more test. A section of Southern Tobacco's Brazilian plantation was set aside for cultivating the *Coca Loco*. When that crop comes in, *La Corporacion* will process it into cocaine and test the entire crop for purity and quality. If it holds up, *La Corporacion* will switch 25% of their crop to the cultivation of *Coca Loco*. The deal is literally worth billions of dollars. Once it goes through, Tong Shugoran will have the money it needs to challenge the other Tongs of North America, or even the Triads and Yakuza of Asia; Matthew Lewis will be able to buy a private island for the Brotherhood and, through the spread of milk-fed cocaine, the goddess will touch the lives of millions of people around the world.

The Hound

And then the reclusive and drug-addled Joseph Berg tripped on pure milk-fed Liao. The result of which is that there is now a Hound of Tindalos prowling the time-space continuum around Chicago.

Having come up short one day, he had one of the Tcho-tchos fetch him some directly from the drug lab that processed the Black Lotus into Reverb. What the Tcho-tcho mistakenly brought back was some extreme-potency Liao that had yet to be cut. Berg swallowed it down and went on the Liao trip of his life, farther back than he'd thought possible. While his mind was drifting over the vistas of the boiling ball of gas and dust that had yet to coalesce into what we now call Earth, Berg encountered one of the foul hyper-dimensional Hounds. His mind was violently pulled back to the present, but Berg sensed that the horror was coming forward through time after him. Berg desperately sought out Cho for help.

For her part, Cho was less than pleased that Berg had chosen this moment to get himself killed. That was how she saw it: Berg was a dead man. It was only a matter of time before the Hound caught up with him. Her control of the company hinged on her ability to control Berg's majority share of the stock. But if Berg died, his stock would pass to distant relatives and an ex-wife in California. Berg hadn't changed his will since 1965, and changing it to benefit the Tcho-tchos would draw the attention of the INS, DEA, U.S. Customs, Chicago P.D., and other authorities. Cho would have to hold off the Hound until she could somehow arrange to get permanent but clandestine control of Tiger Transit—otherwise Tong Shugoran would be cut off from their supply of Black Lotus in Brazil and lose their Mafia protection from the rival gangs of Chicago. It would also greatly damage her new strategic alliance with GAP and the Brotherhood, who might attempt a hostile takeover of the Bolivian deal—they had the milk, after all, and without Tiger Transit and the revenues from Reverb, Tong Shugoran had nothing to bring to the table.

In the month before the Hound's arrival, Cho, drawing on her Grandfather Xan's knowledge, had the interior of Berg's mansion completely redone. Every angled surface has been removed or remolded to provide a curved surface. The Hounds inhabit the "angles of time" and require an angled surface of no more than 120° in order to manifest themselves. This tactic has resulted in Berg becoming a veritable prisoner in his own home. He cannot leave his custom-made environment lest the Hound manifest through an angle and devour him. For reasons known only to the alien intellect of the Hounds, these creatures prefer to take their prey in relatively private situations. Therefore the Hound hasn't manifested itself in the street and charged through the front door of Berg's house. It is content to bide its time and wait for Berg to make a mistake.

In the meantime, the Hound can also sense other people using Reverb around Chicago and has occasionally feasted on them. Having taken some ten victims since November of 1998, the Hound has taken a liking to its new hunting grounds. So long as people continue to use Reverb, it will continue to take them. Even if the Hound was



able to take Berg, it would continue to haunt Chicago feasting on Reverb users.

The arrival of the Hound has complicated things for the Tcho-tchos. The Hound will probably stay in the space-time vicinity of Chicago until it has slain every Reverb user it scents—and that's a *lot* of people. It certainly won't leave before it takes Joseph Berg. As long as the Hound keeps killing those who use Reverb, the Tcho-tchos' customer base will wither, thereby eliminating their primary source of income and drawing all kinds of official scrutiny. Killing Berg (a perfectly acceptable option for Cho) won't be possible until the matter of his Tiger Transit stock is sorted out. That's a tricky business, since she fears that Matthew Lewis and the Brotherhood might exploit the stock situation to take full control of Tiger Transit themselves and kick the Tcho-tcho out, maybe even drawing on their new Bolivian friends to strike a deal with the Chicago Mafia and rescind their protection of Tong Shugoran, igniting a costly war with the Chinese Tongs. Thus far she has kept the Hound problem a secret from her new partners, but the clock is ticking, and the consequences of a single misstep could be devastating. Life in Corporate America isn't always easy.

Cho knows she needs a sorcerous solution to the problem of the Hound, but she doesn't have such a solution herself. She has decided to seek out another powerful sorcerer to help her, presumably for a large sum of money or for the occult-smuggling resources Tiger Transit offers. So Cho has

once again drawn upon the digested memories of Hounq Xan. Xan had heard rumors of a powerful sorcerer, a man of such legendary mystic prowess that he was sometimes rumored to be one of the masks of Nyarlathotep. This was a man who might have the ability to destroy a being as powerful as the Hound. His name is Stephen Alzis. As the millennium dawns, Cho will be using Xan's occult contacts to put herself in touch with Alzis. With any luck, Cho will be able to afford the price of Alzis's help and will be able to get her organization back on track.

Of course, Alzis may have plans of his own. Thus far he has curtailed the Network's activities to the east coast, and specifically to New York City. This unusual opportunity—the result, curiously enough, of Cho's pleas to Nyarlathotep that brought about the alliance between Tiger Transit and Genetic Agricultural Products—could trigger the Network's expansion into the heartland of America, coupled with new alliances between the Network and its east-coast criminal allies, the Chicago Mafia, and the Bolivian cocaine cartel. With the wealth and power of *Coca Loco* fueling the alliance, the potential is infinite. It could be the biggest corporate merger of all time . . .

Using Tiger Transit

Quite often, *Call of Cthulhu* investigators are faced with organizations, cults, and conspiracies who can trace their his-

tory back for generations, sometimes even millennia. The situation surrounding Tiger Transit and Tong Shugoran is just the opposite. They are the "young turks" of Mythos cults and the groups involved in the strategic alliance have only been associated for a few years. They're just getting started. Tiger Transit offers a different sort of campaign experience since the investigators have an opportunity to nip this particularly ugly weed in the bud before it can do any lasting damage. Better that the investigators take these groups on while they're still getting to their feet rather than five years from now, when *Coca Loco* is a common street commodity and Alzis and the Network are involved.

Delta Green agents could certainly be called in to investigate the series of grisly deaths in Chicago caused by the Hound of Tindalos feasting on those who have partaken of Reverb. Are these deaths homicides? Animal attacks? A new killer virus? Such an investigation could lead Delta Green to the use of Reverb as the common factor and then right up the chain from the White Shadows street gang to the Shugoran Tong, then on to Tiger Transit, Genetic Agricultural Products, the Brotherhood of New Potential, Southern Tobacco, and ultimately the plot to export strains of coca plants tainted by Shub-Niggurath from Bolivia. It's hard enough fighting cultist gangsters and sylvan psychopaths, but if the Delta Green investigation gets close to *La Corporacion*, that's when the bodies will really start to stack up.

An investigation of Tiger Transit would not have to begin with the Hound's victims in Chicago. Delta Green could simply launch a follow-up investigation of its 1990 operation which deported so many of the Tcho-echos from Chicago. What ever happened to the kids left behind? Have they integrated into society or are they pre-disposed to gravitate towards the adoration of the Great Old Ones?

As noted in the NPC descriptions, Sang Eh-poh Berg, Joseph Berg's adopted son, is trying to track down Berg's

other family members, including his ex-wife and son, and kill anyone who stands between him and his three "sisters" inheriting all of Berg's Tiger Transit stock. Perhaps an investigation could begin by drawing the familial connections between several murders in different parts of the country. When the investigators try to get an interview with Joseph Berg about the deaths of so many of his relatives, they'll be kept at arm's length by a cabal of suspicious folks who look to be up to no good.

Phenomen-X could certainly get into the mix, perhaps through an investigative report about weird genetic experiments at GAP, or perhaps they will be contacted directly by Berg. Berg is desperate to find a way to rid himself of the Hound, but he doesn't know where to begin looking. Carincola and the staff of *Phenomen-X* are plugged into all kinds of occult weirdos. Hiring *Phenomen-X* to find an occult solution to his occult problem might be something Berg's fevered mind would consider. His lawyer would act as the go-between to keep *Phenomen-X* from discovering who hired them, but tactics like that are about as effective against *Phenomen-X* as spreading sugar on the ground to keep the ants away.

Investigators could enter the scenario in a more traditional manner for *Call of Cthulhu*: as occultists, private investigators, or scholars who are part of Berg's far-ranging search for mystical means to escape his predicament. They could find themselves directed to find Stephen Alzis for the purpose of bartering for sorceries or they could be sent to track down an ill-rumored tome which might hold the key to Berg's survival. Added to the mystery will be the fact that Berg will never meet them in person, either speaking through his attorney or over the phone. And if Sang Eh-poh Berg has eliminated everyone between him and his inheritance, he's certainly not going to allow the investigators show up on Berg's doorstep with a "magic bullet" to take care of the Hound.

Important Individuals: Tiger Transit

Adam Scott Glancy

Cho Chu-tsao

Cho Chu-tsao is a first-generation Tcho-tcho-American. Her parents came to the United States after the Vietnam Conflict and were instrumental in creating a branch of the Cult of Death's Herald in Chicago's New China Town. As she grew to maturity, she was often used by Houng Xan when he performed the Keenness of Two Alike ritual. Xan, whom her parents referred to as "Grandfather," often made other uses of Cho, treating her with less deference than he did his collection of poisonous sealife or his herb garden. When her morally wounded grandfather came to her with his plan to use her to preserve the sacred knowledge of the Cult of Death's Herald, she readily agreed. Cho had more in mind, however, than just acting as a kind of "edible encyclopedia" of the cult's deepest mysteries. Born and raised in the U.S., Cho Chu-tsao had some rather progressive ideas about a woman's place in Tcho-tcho society. Once Grandfather Xan's knowledge and skills were hers, she set out on a plan to rebuild the Cult of Death's Herald into a modern organization, a kind of Tcho-tcho Mafia or Tong grounded in the occult.

Cho Chu-tsao would be an incredibly powerful sorcerer except for one drawback. The Consume Memories Spell which Xan showed her how to perform was the permanent version of the spell. She ended up sacrificing 10 POW points during the ceremony, dropping her total down to 8 POW. There weren't many spells Grandfather Xan taught her which would be particularly useful with 8 magic points to spare. But through good planning and excellent timing, and the judicious use of her Power Drain spell, Cho Chu-tsao has done extremely well to project the image of herself as a pow-

erful sorcerer. Her grandfather also left a small number of artifacts in her possession which she makes careful use of. However, what she most wants is to find some spell or artifact that will restore her lost POW. Until that happens her situation will always be precarious.

Cho Chu-tsao has used the Creeping Loss spell to bring those at the top of Tong Shugoran under her influence. Most Tong members are her devoted supplicants and acolytes. She has taught each of them how to perform the Summon portion of the Summon/Bind Child of Shugoran spell and the Voorish Sign to assist her during her summoning and other spells. The Bind portion of the spell she keeps to herself.

Cho is extremely frustrated with the way that new problems continue to arise just as she's putting the last batch of problems to rest. This frustration has made her even more prone to violence than usual and she has been known to lash out at whomever or whatever may be nearby. These temper tantrums are not witnessed by anyone outside Tong Shugoran's inner circle, unless they happen to be some easily misplaced victim her men have selected to take the brunt of her anger. It seems the only relief for her frustration is to see and hear someone in greater distress than herself. Several such "punching bags" have ended up as the ingredients in her latest culinary creations.

Ultimately, she needs to see to it that Joseph Berg's estate, and particularly his Tiger Transit stock, end up in the hands of Sang Eh-poh Berg, the oldest of Joseph's adopted children. She doesn't trust Sang, as the man is a grasping little opportunist and bully. Once he has controlling interest in the stock, Cho plans to keep him in line using spells like Enthrall Victim, Mental Suggestion, and Mesmerize, while keeping herself in the background.

Cho Chu-tsao

Woman of Power, age 24

Race: Tcho-tcho

STR 6 CON 14 SIZ 9 INT 16 POW 8

DEX 14 APP 15 EDU 23 SAN 0 HP 12

Damage Bonus: -1D4

Education: None

Occupation: Executive Assistant to the CEO of Tiger Transit and leader of Tong Shugoran

Skills: Accounting 77%, Anthropology 51%, Archaeology 28%, Art (Cooking) 47%, Bargain 77%, Botany 84%, Chemistry 82%, Cthulhu Mythos 87%, Dodge 82%, Hide 74%, History 34%, Jump 63%, Library Use 39%, Listen 93%, Occult 63%,

Persuade 47%, Pharmacy 93%, Psychology 53%, Sneak 99%, Swim 36%

Languages: Aklo 62%, Cantonese 76%, Classical Chinese 71%, Dutch 28%, English 63%, French 27%, Hmoung 81%, Japanese 18%, Khmer 67%, Laotian 28%, Meo 49%, Motanyard 58%, Tcho-tcho 99%, Vietnamese 61%

Attacks:

Beretta M93R Machine-pistol 9mm 40%, ID10

Blowgun 92%, ID3 + 3D6 POT paralytic poison

Knife 68%, ID4+2+db

Spells: Consume Memories, Contact Shugoran (Nyarlathept), Creeping Loss, Enchant Knife, Enchant Necklace, Enthrall Victim, Flesh Ward, Food of Life, Keeness of Two Alike, Mental Suggestion, Mesmerize, Power Drain, Send Dreams, Strike Blind, Summon/Bind Child of Shugoran, Voorish Sign, Wrack

Physical Description: Cho Chu-tsao is actually fairly tall for a Tcho-tcho, standing a full five feet tall. She weighs in at just under 90 pounds. Her hair and eyes are both raven-black. Having been raised in America, she never filed her teeth, and does not wear her hair in the traditional Tcho-tcho bowl-cut. She is slight of build, but shapely. She dresses in conservative business attire and uses only a modicum of makeup. Her hair is always pinned up. In every way she knows how, she has tried to project an image of corporate efficiency.

Magic Items

ENCHANTED KNIFE: This was her Grandfather Xan's knife. He has bathed it in the blood of over 20,000 victims since he first forged it from a glowing hunk of meteoric iron over four hundred years ago. As a weapon it does ID4+2+db in combat, and counts as a magical weapon when fighting creatures not normally harmed by mundane weapons. It has a heavy, wide blade, double-edged, but also curved like a scimitar. It is used in Tong Shugoran ceremonies to cut the ligaments and tendons in their sacrificial victims' arms and legs. Cult tradition demands that offerings to Shugoran not be bound, nor drugged or unconscious, when the Death Herald seizes them and pulls them inside out with its powerful proboscis.

ENCHANTED NECKLACE: Another artifact made by Grandfather Xan, this enchanted necklace, made from links of human finger bones, effectively doubles the wearer's POW and Magic Points for any purpose related to the Resistance Table. No extra points are generated which can be used to energize spells, but those points that the wearer has have their effectiveness doubled any time a roll on the Resistance Table is called for.

GLASS OF LENG: This object was brought all the way from the Plateau of Sung by Grandfather Xan. It is shaped like a sheet of inch-thick glass, cut in the shape of a pentagon. It is a dark violet or purple in color and is almost opaque. This device allows the user to see random visions of other places, but not other times. These visions always are connected to the Outer Gods and the Great Old Ones. Once inscribed with a pentagram in blood and following a brief verse in the Aklo tongue, the glass activates. While the viewer can see into distant, hidden places, beings with a POW of greater than 20 will be aware of the surveillance. Beings with a POW greater than 30 will be able to identify the source of the surveillance and can even see back through the glass to the viewer.

New Spells

CONSUME MEMORIES: This spell allows the caster to temporarily absorb the memories and skills of whomever's fresh brains the caster consumes. The caster must expend 10 magic points while devouring the still-warm brain of a freshly dead corpse. After the brain is consumed, the caster may use any and all skills and knowledge the victim possessed for the next twenty-four hours. At the end of this period, the caster loses all the skills and knowledge gained. The memories of the victim can be permanently absorbed if the caster uses 10 POW instead of 10 magic points. Regardless of which version is used, the ritual costs the caster ID10 SAN points.

CREEPING LOSS: This spell is also a recipe. It involves the preparation of a traditional Tcho-tcho dish: *Bak Bon Dzshow*, or Human Ganglia Paste, which is spread over vegetables. Each time this sauce is prepared, the eater or eaters lose 0/ID3 Sanity points after waking the next morning. The sauce must be prepared at night from pounded human ganglia; other ingredients are diverse but ordinary. The caster must utter an unchanging mantra for 30 minutes and cast 4 Magic points into it, losing 2 SAN in the process. It tastes something like creamed artichokes, but with a hot peppery aftertaste, and serves up to four people per preparation. After ingestion, the eater experiences horrible cannibalistic dreams in which pointy-toothed savages gleefully consume human entrails. Upon waking, the dreamer must receive a successful Sanity roll or lose ID3 SAN.

ENCHANT NECKLACE: This spell is used to create a fetish made from human bones which, when worn, doubles the wearer's POW for purposes of using the resistance table. Whether for overcoming a target's magic points with a spell, resisting a magical attack, or Binding or Dismissing a Mythos entity, the wearer's POW, and magic points, are doubled. They are not doubled for the purpose of having a pool of points to spend on spells. It costs 6 POW and ID10 SAN to cast.

FOOD OF LIFE: Used to unnaturally extend the lifespan of an individual. The spell costs 10 magic points to cast and reduces the individual's SAN by 1D8+1 points. A cannibalistic feast is part of the ritual. Successful use of the spell allows the individual to add a year of life for every 12 SIZ points of human meat he consumes.

STRIKE BLIND: The caster's Magic Points are matched against the target's Magic Points on the resistance table. If the target is overcome, he loses 1D10 SAN as he is horribly blinded—his eyes suddenly melt and flow from his head. The pain is intense and causes the target 1D4 damage. The target must be visible and within 30 yards of the caster. The spell requires 20 Magic Points and 1D8 SAN to cast. Only ten seconds are needed to intone the spell (approximately 3 combat rounds).

Matthew Lewis

Matthew Lewis came from a family which measured success by how many of its members were presidential appointees of one variety or another. His father is still a senior State Department official in charge of policy and has advised no less than four presidents during his career; his mother's side of the family considers Matthew's father an underachiever. Their family has long-standing familial connections to Washington politics, including a minor blood connection to the Kennedy dynasty. To some extent they have always sought to emulate their famous relatives, if on a quieter scale. Matthew went to the best schools and had the best teachers, leading him to all the right positions and opportunities. When he graduated from the Harvard business and law schools in 1978, there seemed to be no limit to what Matthew Lewis could achieve.

Matthew arrived on Wall Street just in time to get well settled-in before the fast and easy boom times of the 1980s came along. Unfortunately, Matthew never could seem to catch up with everyone else who was cleaning up during the heyday of the corporate raiders. Matthew was always a day late and a step behind. He made money, was successful in his brokerage house, but never truly hit it big. He continued to scramble to keep up, drifting from junk bonds to the New York real estate market to Savings and Loans. As the boom of the 1980s was crashing along with the get-rich schemes of junk-bond traders and S&L pillagers, Matthew was trying to find the next big industry for the 1990s. He found what he thought he was looking for in biomedical technologies and the potential for patentable life forms. Matthew assembled a fantastic financing package, procured the best laboratory facilities, and contracted some of the leading minds in the field of genetic engineering for his new company, Genetic Agricultural Products (GAP). But sometimes having everything in your favor just isn't enough.

During its first five years of operation, GAP was habitually a day late and a step behind. Competitors were beating them to the Patent Office, experiments were failing, and their promised line of new agricultural strains was nowhere to be seen. The investors were getting impatient and Matthew Lewis was getting scared. He began to retreat from the day-to-day operations of GAP and began "testing" himself through participation in dangerous sports like hang gliding, sky diving, and auto racing.

In 1994, while BASE-jumping in California, Matthew was seduced by a woman named Cynthia Dexter, a member of a new-age group known as the Brotherhood of New Potential. At first it seemed like their philosophy was all about unlocking the super-person hidden away inside everyone, but really it was all about shedding your inhibitions, your ethics, your morals, and your compunctions. By stripping away each of these in turn, Cynthia introduced him to the worship of Shub-Niggurath. The vulnerable but still highly ambitious Matthew quickly latched onto the cult, and the amazing milk of the goddess, as a means of rejuvenating his failing business ambitions.

Matthew has wisely avoided extensive association with the Brotherhood of New Potential, knowing that exposure of his involvement could be a public-relations disaster. He has kept in touch with the cult over the years through Cynthia Dexter, but largely worships the goddess in his own way. She is also his source for acquiring more supplies of the milk.

Make no mistake about it: Matthew Lewis is fully initiated into the worship of Shub-Niggurath. His old restraining morals, ethics, and compassion for his fellow man have been completely stripped away. Unlike Cynthia and other members of the Brotherhood, Matthew chooses to channel his newfound amorality into his business affairs rather than into bloody and orgiastic sylvan ceremonies. It's hard to say who will manage to do more evil in the goddess's name.

Following the stock transfer that put GAP and Tiger Transit in bed with each other, Matthew Lewis was made the CEO of both Tiger Transit and GAP. Lewis immediately sensed the opportunities that Tiger Transit represented and he has used his family's connections in Washington to generate even more business—and protection—for Tiger Transit. Lewis would like to acquire more control over Tiger Transit, but is unable to do so as long as Joseph Berg remains the majority shareholder and firmly under Cho Chu-tsao's control. He fears Cho's obvious power and is unhappy to have her sticking so close to him, masquerading as his executive assistant.

Lewis is very excited about the impending deal with the Bolivians. If it works out, he intends to remove himself from Albany, New York, to some island beyond the reach of U.S. law enforcement and set up his personal playground with the Brotherhood—at that point, his reputation will no longer be of any concern. He is very nervous, however, about Tong Shugoran. Lewis feels that the Tong's close association with

Matthew Lewis**Corporate Shark, age 48****Race:** Caucasian

STR 13 CON 11 SIZ 12 INT 15 POW 10

DEX 11 APP 16 EDU 21 SAN 0 HP 12

Damage Bonus: +1D4**Education:** J.D. Law & M.B.A., Harvard University**Occupation:** CEO & Chairman of the Board for both Tiger Transit and Genetic Agricultural Products**Skills:** Accounting 53%, Bargain 72%, Climb 82%, Computer Use 27%, Credit Rating 79%, Drive Automobile 61%, Fast Talk 57%, Hang-glider 32%, Jump 46%, Law 47%, Library Use 30%, Parachute 21%, Persuade 84%, Pilot Speed Boat 51%, Psychology 73%, Sea Navigation 26%**Languages:** English 99%**Attacks:** Holland & Holland Over & Under Shotgun 12-gauge 47%, 4D6/2D6/1D6**Permanent Insanity:** Megalomania**Physical Description:** Matthew Lewis is every inch the successful corporate shark. It's the image he strives to project. He is a handsome man with an open, honest face and a healthy complexion. He is in decent physical condition and is well-tanned from his outdoor activities. Matthew stands 6' tall and weighs 170 pounds. His eyes are blue and his hair is blonde, beginning to silver at the edges. He keeps clean-shaven to preserve his youthful appearance. Thirty years ago he could have passed for a lifeguard. He dresses in expensive suits and affects top-of-the-line chronometers and high-tech office trinkets. He drives his Ferrari to and from work at break-neck speeds.

Tiger Transit is a threat to the whole operation, since a law-enforcement investigation of the Tong would lead back to Lewis and GAP. Lewis would prefer it if the Tong could be eased out, but there just doesn't seem to be any way to do so, especially with Cho looking over his shoulder all the time.

Cynthia Dexter

Cynthia Dexter ran away from home in the early summer of 1975. She was just fourteen years old. She wasn't abused by her parents, who were conservative Iowa farmers, nor did she lack for anything. Cynthia left because she believed that she was too beautiful to waste herself as the wife of some wheat farmer. The revolution of the 1960s had turned into the self-indulgence of the 1970s, and Cynthia planned to indulge her fantasy of going to Hollywood and breaking into show business. Within a few months she hitchhiked her way to Los Angeles. Once there, she quickly fell into many of the traps that endanger young people who set out armed with nothing more than their resentment for the life they had at home. After several months of turning tricks to make ends meet, she was found by a member of the True Love Study Group.

The man who found her was an acolyte angling to return with her to the Cult's commune in the Northern Sierras and sacrifice her to Shub-Niggurath. However, Cynthia was not wholly without resources, and she convinced one of TLSG's leaders, Joshua Freese, to instead offer the acolyte who'd brought her as the sacrifice. Freese was impressed with the beautiful street urchin and decided that she had much more to offer the TLSG than the hapless acolyte. His

blood fed the goddess that night in place of hers. From then on, Cynthia found herself acting the part of "live bait" whenever the cult wanted to lure another victim into the woods for a sacrifice. She reveled in her newfound power and took special delight in leading many of her former tricks to their doom. Then, in 1977, the True Love Study Group was raided by the police and its leaders, including Freese, arrested.

Cynthia scurried back to Hollywood and attempted to lose herself in that city's flesh-pits. For the next twelve years she toiled in the Hollywood sex industry. She made several movies (which have since been banned under child-pornography laws, since she made them at age seventeen) and ultimately managed to attach herself to a Los Angeles-based escort service. Through the service she made enough contacts that she was able to become the girlfriend of a number of Hollywood movers and shakers, even an up-and-coming rock star. As the 1970s became the 1980s, her look finally became fashionable and, with the assistance of some blonde hair-dye, Cynthia was much in demand. Nevertheless, after the power she felt at the goddess's ceremonies, her attempts to garnish influence based on whichever man she'd managed to attach herself to seemed trite. She began using her money to hire private investigators to track down former members of the True Love Study Group. She was more than a little surprised to find that many of them had been searching for her, as well.

Together with thirteen other former members of the True Love Study Group, Cynthia Dexter helped reform the cult in 1989, this time as the Brotherhood of New Potential. Using the contacts Dexter had made after twelve years in Hollywood, the Brotherhood began selling its message among the elite of the entertainment industry. Some of

Cynthia Dexter

New Age Priestess, age 38

Race: Caucasian

STR 12 CON 14 SIZ 12 INT 15 POW 17

DEX 8 APP 18 EDU 16 SAN 0 HP 13

Education: None

Occupation: Matthew Lewis's "Big Sister" and Priestess of the Brotherhood of New Potential

Skills: Bargain 45%, Climb 51%, Cthulhu Mythos 28%, Fast Talk 86%, Hide 42%, Jump 34%, Listen 68%, Natural History 29%, Persuade 58%, Pick Pocket 48%, Psychology 67%, Sneak 39%, Spot Hidden 61%

Languages: English 80%

Attacks: Sacrificial Knife 46% 1D6+db

Spells: Call/Dismiss Shub-Niggurath, Summon/Bind Dark Young, Voorish Sign

Physical Description: Cynthia Dexter may be pushing the low end of 40, but she's lost none of the looks, charm, or intelligence that enabled her to survive first on the streets of Los Angeles, and later as a member of a violent and often unpredictable cult. Her hair is brown and she wears it long, with a natural cut that shows off the hair's thickness without looking like it's the product of an expensive salon. Her face is long, her lips full, and her piercing eyes are a dark green, fading to brown. Her figure, which can best be described as voluptuous, is quite trim from the miles she jogs and the careful accounting she takes of what she eats. She stands 5'10" and weighs 133 pounds. She is a strict vegetarian—solely for health reasons—except on those rare occasions when she and the other members of the Brotherhood of New Potential have the chance to clean up the scraps left after a sacrifice to the goddess. When she is trying to be charming, she plays the part of the emotionally and spiritually liberated new ager. In her unguarded moments, she has the distinct cast of an unpredictable animal about her, as likely to kiss as she is to kill.

Cynthia's former lovers were very receptive to the idea of action without the consequence of conscience, while others were desperate to shed the restrictions of a society that had failed to satisfy them despite their material success. With the money she collected for the Brotherhood, the old TLSC commune was repurchased by the cult. Her heart soared as they reconsecrated their altar and once again kissed the goddess and felt the warm blood of victims splash against her cool skin.

Cynthia continues to search for new recruits for the Brotherhood, particularly those with money or access the cult needs. Her acquisition of Matthew Lewis and Genetic Agricultural Products was a great coup for the cult. She was the first member of the Brotherhood to realize how important it would be to introduce the goddess's essence to the general population. She sees this as a tremendous opportunity for the goddess's children to bring the rest of humanity back into contact with its true mother and source of life. Where once Cynthia was just energized by the goddess's power and her closeness to it, she is now a truly devout believer. She believes the goddess will make it possible for humanity to become truly free: "Free and wild and beyond good and evil, with laws and morals thrown aside and all men shouting and killing and reveling in joy."

Cynthia doesn't spend a great deal of time at GAP, preferring to shuttle back and forth between Lewis's home outside Albany and the Brotherhood's Wilderness Retreat Center. About the only time she is there is to counsel Dr. Houston and his staff when she drops off another shipment of the goddess's milk.

Joseph Berg

Joseph Berg is no longer the man he used to be. Once he was a champion of the counterculture. A bush-pilot of some considerable skill, he smuggled bales of marijuana from Colombia to the U.S. as a way to fill his pockets and thumb his nose at "The System." Then in 1967 he lost his pilot's license when it was discovered that he had been using LSD. He didn't remain grounded for long. A little-known airline called Air America was seeking pilots to fly its fleet in Laos, Thailand, Cambodia, and Vietnam. Air America wanted experienced pilots, and could arrange for licenses out of Taiwan. Experienced bush-pilots with a weak sense of self-preservation were in high demand. Joseph Berg, always a daredevil hotshot, was willing to fly the most dangerous missions. Due to his drug use, however, some of his fellow CIA contract employees were unwilling to fly with him.

In 1968, Berg was shot down over Laos and found by a group of Tcho-tcho tribesmen. As mentioned earlier in the chapter, Berg quickly became involved in the use of the Liao drug. Berg recognized Liao as the consciousness-expanding substance he had always been searching for. He became a patron of the Tcho-tchos, going so far as to intervene on their behalf with the CIA in order to get them weapons and equipment to fight the communists. When he heard of the "accidental" bombing of his adopted village, he was horrified and felt that the CIA must have been in some way responsible. While he was able to rescue four Tcho-tcho infants from the devastated village, Berg was completely cut-off

from the Tcho-tcho culture and their supply of the Liao drug he so badly craved.

Berg went on to use his considerable skills as a salesman and politician to get himself an assignment with another CIA front company, Tiger Transit. Several of his former bosses in Air America had made out like bandits when the CIA sold them the company at pennies on the dollar. Berg intended to cash in the same way with Tiger Transit. His opportunity came during the CIA's not-so-secret war against the Sandinistas during the 1980s. Berg used his position with Tiger Transit to make contact with the Colombian and Bolivian cocaine cartels. He arranged for Tiger Transit's aircraft to carry cocaine back to the United States after they dropped off their shipments of weapons to the Contras in Honduras and Costa Rica. In this way he was able to amass a huge personal fortune and in 1987, Berg bought Tiger Transit for forty million dollars. Berg continued to make Tiger Transit available for the CIA's use, but not out of any feelings of patriotism; after all, he still suspected that the CIA was responsible for bombing the Tcho-tcho villages. Rather, Berg wanted to make sure that Tiger Transit could continue to receive a modicum of protection from the CIA. As long as he did the occasional job for the CIA, they would keep the DEA and Customs Service off his back.

Berg was also involved in a scam to buy six C-140 transports from the U.S. Parks Service by taking advantage of a program that was supposed to equip the Parks Service with USAF-surplus aircraft. The planes were to be fitted out as tankers to fight forest fires. Instead, the Parks Service was "encouraged" to turn around and resell them to Tiger at a tidy profit for the Parks Service, but still well below market value for such an aircraft.

Berg might have continued exploiting "The System" except that in 1991, Cho Chu-tsao turned up on his doorstep with a lacquer box full of Liao. Berg quickly fell back into his old addictions and spent nearly every hour tripping on Liao. He hardly noticed the way the "helpful" young woman Cho had made herself his personal assistant and relieved him of the burden of having to make the day-to-day decisions for Tiger Transit. Instead of having to read anything, she just brought him a stack of paper to sign. He was hardly even aware when he signed his proxy votes making Matthew Lewis the Chairman of the Board and CEO of Tiger Transit. But that was fine, since it gave him so much more time to explore eternity. It was all so much easier, at least it was until the day he took the new pure, milk-fed Liao.

Berg's mind was shot back in time before the Earth had fully formed, and there he encountered one of the Hounds of Tindalos. Following Cho's advice, Berg spent a fortune altering the interior of his Chicago mansion into the "Escher House." At least, that's what the workmen called it. There are no angles more acute than 120° anywhere inside the mansion. All the interior walls, windows, and furniture are formed without angles and are instead curved. He started with his bedroom, but has since expanded the process throughout the entire home. Berg seemed convinced that this will somehow protect him.

But Berg isn't satisfied. He wants to destroy the Hound. To that end he has hired, through his attorney Henry Spence, a number of private investigators to conduct occult research in order to find some weapon he can use against the dread beast. He has done this behind Cho Chu-tsao's back, as he senses that she's being less than helpful during this crisis.

Joseph Berg

Hellhound on His Trail, age 58

Race: Caucasian

STR 10 CON 11 SIZ 14 INT 17 POW 6

DEX 13 APP 8 EDU 20 SAN 10 HP 11

Education: None

Occupation: Majority Shareholder of Tiger Transit and Insane Shut-In

Skills: Accounting 50%, Bargain 66%, Credit Rating 50%, Electrical Repair 32%, Fast Talk 47%, Listen 43%, Mechanical Repair 50%, Air Navigation 50%, Parachute 29%, Persuade 77%, Pilot Single Engine Prop Aircraft 62%, Pilot Multi Engine Prop Aircraft 82%, Pilot Helicopter 65%, Psychology 26%, Spot Hidden 63%

Languages: English 99%, Tcho-tcho 43%

Attacks: Colt .45 automatic 54%, ID10+2 (Berg never carries this weapon as he is terrified that the Hound could manifest itself through the angles in its machine-tooled surface)

Indefinite Insanity: Agoraphobia, Geometrophobia (Fear of Angles)

Physical Description: Berg stands 5'11" and weighs 197 pounds. Ever since he was confined to the "Escher House" he has forgone cutting his hair or nails, since he is deathly afraid of anything that might create an acute angle. He has grown a full beard, which is quite gray, as is his shoulder-length hair. He doesn't comb his hair, leading to knots and rats nests and other unpleasantness. His nervous, furtive eyes are a weak brown. He no longer wears any clothes, as he can never be sure that the fabric won't fold over and create an angle the Hound could use to get him. Berg keeps himself very clean, using a loufa sponge and liquid soap to ensure there are no angles. He doesn't even walk in straight lines anymore since you never know, do you?

The Hound of Tindalos

This horror from the angles of alien space-time is another important player in this drama, if for no other reason than it plays Ahab to Berg's Moby Dick. This Hound wants Berg bad and is quite frustrated that it has been unable to get at him so far. While it waits, it contents itself by picking off the occasional Reverb user it scents—that is, any mind it senses moving back and forth through time. The Hound will not pursue prey it does not scent. Unless driven off or killed, it will not leave this plane until it has feasted on Joseph Berg. The Hound will be completely contemptuous of physical weapons and is not the least bit shy about showing its shuddering, ichor-dripping form in public. The thing to remember, though, is that the Hound is an intelligent alien being—perhaps even more intelligent than most humans. It will not react like a predatory animal running on instinct, but instead as a thinking, plotting intellect. Its mental processes, however, are thoroughly alien and cannot be comprehended by humans, which may cause the Hound's behavior to seem inexplicable at times.

It is especially important to understand the Hound's nature as a trans-temporal being. Its ability to hide among the angles of space-time and to plunge through the millennia is also the reason why the Hound is invulnerable to physical weapons. The Hound is so completely in control of its molecular structure that it can keep any portion of itself slightly out of temporal phase with the physical universe. This means that even with its tongue buried in a victim, draining their power, the Hound can keep the rest of its body in a state of temporal flux. As bullets, shrapnel, concussion, and extremes of temperature buffet the creature, it is simply "somewhen else" for the necessary microseconds needed to avoid the damage. The Hound can also plunge back into the angles of time nearly instantaneously. While it moves through our physical dimension, the Hound appears to the naked eye as a blurred image, with ghostly, transparent mirror images both proceeding and trailing the creature's movements.

The Hound of Tindalos

STR 18 CON 31 SIZ 23 INT 18
POW 25 DEX 12 HP 27

Move: 6/40 flying

Armor: 2 HP hide, regenerates 4 HP/round, only affected by magic and enchanted weapons

Attacks:

Tongue 90%, 1D3 POW drain

Paw 90%, 3D6+ichor (2D6 POT poison)

Sanity Loss: 1D3/1D20

Spells: Call/Dismiss Yog Sothoth, Contact Chthonian, Contact Flying Polyp, Contact Hound of Tindalos, Create Time Warp

Dealing with the Hound

There are a number of ways any group of investigators might get rid of the Hound, if they were motivated to do so. The first and simplest way would be to kill Joseph Berg and cut off the supply of Reverb. Its food supply gone, the Hound will find "somewhen" else to go once it can no longer scent anyone moving through time. The second way to get rid of the Hound would necessarily involve the use of Mythos magic.

The investigators, if they were armed with sufficient offensive spells like Shrivelling or the Dread Curse of Azathoth or magic weapons, could inflict enough damage on the Hound that it will flee to another time and not return. In order to simulate this, have the Hound roll CONx1 the first time it loses more than half its hit points in a single attack. If it succeeds, it stays. The second time the Hound loses more than half its hit points in a single attack, the Hound must roll CONx.5 in order to stay. The third time, roll CONx.25. Should the Hound fail one of these rolls, it will flee and not return. But don't tell the investigators—let them sweat it out.

There are also three Mythos spells that will be particularly efficacious against the Hound of Tindalos.

ENCHANT SCYTHE: This spell is similar to other enchant-weapon spells. A pure silver blade must be fashioned and inscribed with special glyphs. Then a creature of at least SIZ 8 must be used in a blood sacrifice. The caster(s) must lose a total of 5 POW (if more than five casters are involved, *everyone* loses 1 POW), as well as 1D4 SAN. The ceremony takes one full night, between sunset and sunrise. The weapon created is a magic weapon capable of 2D6 damage against normal creatures and 4D6 against all time- and dimension-traveling entities. Base chance to hit is 10%. Most lesser Mythos entities will recognize it and flee, but the Hound won't be so easily put off. However, upon initially seeing such a weapon, the Hound must roll its POWx1 on 1D100 or freeze for 1-2 combat rounds; this effect does not make it vulnerable to mundane weapons, however.

PNAKOTIC PENTAGRAM: This spell is very similar to the Elder Sign spell. The caster draws the Pnakotic Pentagram on the floor and, following a chanted incantation, sacrifices 2 POW to the sigil. So long as the spell caster stands within the pentagram, his mind is invisible to the Hounds of Tindalos, and he can safely use Liao with no fear of encountering one of those extra-temporal horrors. It will also protect those who stand within it against having their mind switched with one of the scholars from the Great Race. The Pentagram can act as a ward against the risen dead, preventing them from passing by. It was often used in this way to seal the tombs of dead sorcerers to prevent their return.

TETHER HOUND: This powerful spell is devastating when

used against a Hound of Tindalos. It temporarily removes the Hound's ability to move through time. That simultaneously strips the creature of its ability to ignore physical damage and escape by folding itself into the angles of time. The Hound becomes a material creature, susceptible to whatever damage is thrown its way. It still regenerates 4 points a round, and still has 2 points of armor and all its other physical attacks. The spell is not widely known and will be a total surprise for whatever Hound gets hit with it. Any Hound who finds itself damaged by mundane physicality will try to flee immediately, but will be extremely uncoordinated and confused due to its unfamiliarity with the hazards of the physical world.

To perform the spell, the caster(s) must inscribe a Pnakotic Pentagram on the floor. Sitting in a circle within the Pentagram, the caster(s) must chant the spell's incanta-

tion while permanently sacrificing POW to the sigil on the floor. The amount of POW is up to the caster(s); the more POW sacrificed, the stronger the spell. Once the Pentagram is charged, it's ready and the Hound must somehow be lured to the immediate vicinity; casting the Contact Hound spell or using the Liao drug (or Reverb) are possible options. Once the Hound appears, a POW vs. POW roll is called for. Match the POW sacrificed to the spell against the POW of the Hound. The POW vs. POW struggle takes place every round the Hound is in the charged sigil's vicinity—about fifty yards. If the Hound wins, the spell has no effect this round. If the Hound loses, then it is "tethered" and may be attacked and injured by non-magical means. Once tethered, the Hound can only break away by winning a POWx.5 struggle against the POW of the Pnakotic Pentagram.

Dr. Darryl Houston

Dr. Darryl Houston was one of the top experts on Chimeric gene-splicing in North America. His considerable talent at grafting genetic material from one species onto another made him quite expensive. As the fortunes of GAP began to wane, Dr. Houston began looking for a way out. Unfortunately, his personal assets were tied to the company through his ownership of significant amounts of GAP stock. Then Matthew Lewis brought him the milk. Lewis assured Dr. Houston that this material was the key to their goal of creating hardier, more robust species of plants that could survive the climatic changes that global warming and overpopulation were causing. Lewis was deliberately vague about where he acquired the material, refusing to answer at all when pressed. "You really don't want to know," he said.

When Houston's first tests revealed just how powerfully the milk affected plant and animal life, he changed all the laboratory protocols for handling the milk. They would have to treat the milk like it was plutonium, which it might as well have been. Houston could not deny the milk's potential, but he was hesitant to proceed without knowing more about where it came from. Lewis wouldn't tell him. Therefore, Houston decided to get the answers he needed from the milk. And he did, but not in the way he expected.

Unbeknownst to Houston and his staff, they were all falling under the effects of the milk of Shub-Niggurath. Despite the Racal suits, the UV lights, the ammonia, and all the other precautions, the milk seeped into their bodies and into their minds. The goddess's influence was subtle and slow. Houston's dreams began to speak to him, vague

and indistinct images of an immense, fecund female figure, drawing him closer and ultimately into herself. At first these dreams troubled him and he wanted them to go away, but then a woman came to him. No, not a woman. A priestess. Cynthia Dexter helped ease his transition and assuage his fears. She explained everything. Made it all clear. The dreams were messages. Houston was chosen by the goddess to assist in bringing her kingdom about on Earth. He must see to it that the milk ultimately found its way into everything people ate, drank, or otherwise ingested. Humanity must come closer to the goddess. And if humanity will not enter into the goddess, she must enter into them. That was his mission.

Dr. Darryl Houston doesn't want to be doing this. He doesn't want to be doing any of this. But what choice does he have? The goddess has called and he must answer that call. He must complete his labor for the goddess. To this end, Dr. Houston and his equally corrupted team of genetic engineers continue to search for new ways to use the goddess's milk to improve existing strains of plants and animals. Houston's team has recently begun running computerized hypotheticals to determine how the milk could "improve" humanity itself. Although he and his team don't know it yet, they are the first guinea pigs in this experiment. Not only is their prolonged contact with the milk affecting their minds, it's changing their bodies. Physiological changes akin to cancerous growths will be the first sign, but later these growths may develop into new organs or limbs.

Dr. Houston's health has deteriorated over the last two years. Between his complete lack of concern for himself and his obsessive work schedule, Houston is actually working himself to death. Subconsciously this is what he wants, rather than face the changes that may soon come upon him.

Dr. Darryl Houston

Mad Scientist, age 47

Race: Caucasian

STR 5 CON 5 SIZ 14 INT 16 POW 10

DEX 13 APP 7 EDU 21 SAN 6 HP 10

Education: Ph.D. in Genetics/Genetic Engineering from M.I.T.

Occupation: Chief of Chimeric Research for Genetic Agricultural Products, Inc.

Skills: Accounting 29%, Biology 90%, Chemistry 90%, Chimeric Gene Splicing 91%, Computer Use 71%, Credit Rating 24%, Cthulhu Mythos 14%, Drive Automobile 29%, Electrical Repair 50%, Electronics 44%, First Aid 46%, Library Use 49%, Medicine 64%, Pharmacy 83%, Spot Hidden 63%

Languages: English 99%

Attacks: None

Indefinite Insanity: Death Wish

Physical Description: Darryl Houston is falling apart, physically and mentally. Long hours hunched over an electron microscope have stooped his shoulders. If he were to stand upright, he would be 5'6", but he appears much shorter. Months without strenuous physical activity have seen his muscle mass decrease while his waistline spreads. He now weighs 187 pounds. His hair has prematurely greyed, and his deep-set pale-blue eyes are darkly ringed and seem sensitive to light. His personal appearance and hygiene have also suffered in the wake of his singular obsession. In addition, he is beginning to show signs of a physical change beyond the expected physical decline. There are lumps under his armpits that have taken on the disturbingly suggestive shape of tentacles coiled just beneath the skin. But perhaps this is just his imagination.

Mok Bin Tau

Mok Bin Tau is the undisputed warlord of the White Shadows street gang. He maintains his position through a combination of personal charisma and unchallenged terror. He has beaten gang members within an inch of their lives for even the most incidental breaches of gang protocol or discipline. Twice he has killed underlings for incompetence or weakness.

Mok grew up in the Illinois child-welfare system, following his parents' deportation in 1990. His parents, like most of the Tcho-tchos who were deported, chose to have their U.S.-citizen children stay behind. Those who had not reached adulthood and had no older siblings to stay with were placed in the foster-care system. Mok ran away almost immediately and hooked up with other Tcho-tcho kids on the streets of their community's old Chicago haunts. They quickly organized themselves along the line of the local street-gangs, calling themselves the "White Shadows," and went to work robbing and stealing to make ends meet. All the while they were hunted by rival Asian street gangs who would kill them on sight. Many were killed, but those that survived, like Mok, became some of the hardest, leanest animals on the streets of Chicago.

The fortunes of Mok and his White Shadows changed in 1992 when he met Cho Chu-tsao. She presented him with gifts of automatic weapons and *shzor-shzong*, the "killer's meal." She also brought a new drug she called Reverb, and wanted to make Mok and his gang part of her new Tong Shugoran. This would be a Tong for Tcho-tchos and would have the power to deal with the other Tongs on an equal

level. Mok and his "soldiers" would get money, weapons, and protection. Plus, she offered to get those with the aptitude legitimate jobs at Tiger Transit to give them cover from the cops. The best part of the deal was that Mok would keep his connection to Cho secret, retaining his own autonomy atop the White Shadows. That was fine with him, since he didn't want to deal with the repercussions of the other White Shadows seeing him take orders from a woman. Tcho-tcho society, and gang society, are hardly bastions of sexual equality.

Since hooking up with Tong Shugoran, Mok has seen the prestige of the White Shadows grow. The gang has a regular income from the manufacture and distribution of Reverb, not to mention the legal paychecks many of them draw from Tiger Transit. Ultimately Mok was brought fully into the Tong Shugoran and made a full member. Whatever he thought his initiation ceremony was going to be like, he certainly never imagined sitting down to a meal cooked by Cho Chu-tsao. It was his first taste of *Bak Bon Dzshow*. After several more dinners, Mok has reverted to an almost carbon copy of the kind of cultist the Tcho-tchos were formerly famous for. He revels in his adoration of Shugoran and delights in unleashing the Children of Death's Herald on Tong Shugoran's enemies. He will gleefully commit suicide before revealing the Tong's secrets.

Mok remains the warlord of the White Shadows and oversees the gang's day-to-day operations. He wields a great deal of authority in the Tong, since any White Shadow member who aspires to full membership in the Tong must get Mok's approval. He tests his candidates hard. Only four of the last six candidates have survived to join Tong Shugoran.

Mok Bin Tau**Street Punk**, age 23**Race:** Tcho-tcho

STR 15 CON 16 SIZ 11 INT 13 POW 16

DEX 17 APP 7 EDU 17 SAN 0 HP 14

Damage Bonus: +1D4**Education:** Street smarts**Occupation:** Warlord of the White Shadows and member of Tong Shugoran**Skills:** Climb 62%, Dodge 70%, Drive Automobile 41%, Hide 41%, Jump 46%, Listen 46%, Lockpick 29%, Sneak 43%, Spot Hidden 57%, Throw 41%**Languages:** English 68%, Tcho-tcho 87%**Attacks:**

Large Club 34%, 1D8

Fist/Punch 78%, 1D3+db

Glock 19 9mm 51%, 1D10

Grapple 38%, special

Head Butt 18%, 1D4+db

Kick 48%, 1D6+db

Switchblade 42%, 1D4+db

Mac-10 9mm Submachinegun 42%, 1D10

Spells: Summon Child of Shugoran, Voorish Sign**Permanent Insanity:** Antisocial Personality Disorder

Physical Description: Mok Bin Tau is quite big for a Tcho-tcho. He is 5'6" and weighs in at 155 pounds. None of it is wasted on fat. Mok's arms and legs bulge with muscles, and his stomach is washboard perfect. He spends several hours a day working out with free-weights and is very vain about his appearance. Rather than hiding the many scars he has picked up from nearly a decade of gang life, he is quite proud of them. They are either medals for bravery or reminders of past mistakes. He wears one such medal of bravery on his face. He was shot through both cheeks once and it knocked out several teeth and damaged his tongue. He will kill out-of-hand anyone who makes fun of his thick-tongued manner of speech. In imitation of his gangbanger contemporaries, Mok has adopted the nationally recognized gangsta style of dress—too much gold jewelry, overpriced jogging suits, and the latest athletic shoes.

Sang Eh-poh Berg

Sang Eh-poh Berg remembers almost nothing of his life before Joseph Berg found him in the smoldering ruins of his village in Laos. He was deafened from the bombs and his right arm was severed above the elbow by a white-hot piece of shrapnel. He was too young to remember much about his father, his mother, or the other members of the tribe. Berg adopted him and his three "sisters" and brought them all to live in the United States after the Americans pulled out of southeast Asia. Moi, Tamu, and Kani are not really his sisters—they were just the other survivors from his village. But in the intervening decades he has grown to think of them as his blood relations.

Cut off from Tcho-tcho culture and religion, Sang developed in a middle-class, suburban environment. Tormented at school because of his diminutive size and maiming injuries, Sang grew up spinning dark fantasies of bloody revenge against those who slighted him. These fantasies were no doubt further enhanced and empowered by his corrupted Tcho-tcho genetic heritage. He plotted intricate and subtle

revenge against his enemies, often delivering his vengeance years after the slight when the opportunity presented itself. In one case, a high-school football star who had beat Sang up three years earlier was turned into a quadriplegic when the brakes on his new Camaro mysteriously failed. In another incident, a girl who had recoiled in disgust at his appearance was raped by an unidentified group of outlaw bikers hired by Sang to "put her in her place." Sang studiously kept his distance from such incidents and used multiple and overlapping alibis to further protect himself. Like he was with everything, Sang was studious yet relentless when it came to revenge.

By 1991, Sang had just graduated from Northwestern University, located in a suburb north of Chicago, and had plans to go to work for his father's company, Tiger Transit, as one of the company's VPs. Then Cho Chu-tsao turned up with the other Tcho-tchos and everything changed. Suddenly Sang, Moi, Tamu, and Kani were no longer the most important things in Joseph Berg's life. They had been replaced by the Liao drug. Cho explained to the four siblings what her plans were for the Tcho-tchos in Chicago and how she intended to forge them into a criminal organization. Part of

Sang Eh-poh Berg

Heir Unapparent, age 31

Race: Tcho-tcho

STR 12 **CON** 13 **SIZ** 9 **INT** 17 **POW** 12

DEX 8 **APP** 9 **EDU** 20 **SAN** 0 **HP** 11

Education: M.B.A., Northwestern University

Occupation: Senior VP Tiger Transit, Member of Tong Shugoran, and Joseph Berg's adopted son

Skills: Accounting 49%, Bargain 43%, Computer Use 51%, Credit Rating 47%, Dodge 59%, Drive Automobile 41%, Fast Talk 36%, First Aid 59%, Hide 51%, Jump Law 44%, Listen 43%, Mechanical Repair 53%, Occult 22%, Persuade 45%, Psychology 36%, Sneak 51%, Spot Hidden 58%, Throw 35%, Use Tcho-tcho "Marital Aids" 43%

Languages: English 99%, Tcho-tcho 21%

Attacks: Ruger P-91 .40 S&W 53%, ID10

Spells: Summon Child of Shugoran, Voorish Sign

Permanent Insanity: Sadism

Physical Description: Sang Eh-poh Berg is a wiry little man whose most obvious feature is his missing right arm. His body is covered with a latticework of shrapnel scars from the air-raid that orphaned him. He stands 4'11" and weighs 105 pounds. His face is small and pinched, his dark eyes little more than pinpricks. He wears his black hair in a short, conservative style, and has never had his teeth filed, although he is considering it. He wears glasses and dresses like the well-to-do young man that he is. For Tong Shugoran business he dons a dark business suit and a prosthetic arm.

her plans involved keeping their father drugged with Liao and out of the way while Cho and her Tong exploited Tiger Transit for their own ends. Sang overrode his sisters' objections and agreed to cooperate fully, since he figured that this would enable him to gain control of Tiger Transit faster than just waiting for Berg to hand it to him. Unlike his sisters, Sang had always harbored a secret resentment against Joseph Berg for saving his life. His sisters lived their lives in comparative normalcy while Sang was left as a self-described "crippled freak." Even so, environment can not overcome genetic destiny, and the Tcho-tchos have always been the servants of chaos, insanity, and bloodlust. Sang saw to it that Moi, Tamu, and Kani were held incommunicado while subjected to repeated meals of *Bak Bon Dzshow*. By the time the four Berg children attended their first summoning of Shugoran, their ancestral memories were fully awakened by the *Bak Bon Dzshow*, and they too wished to serve the majesty of "Death's Herald."

Sang works at Tiger in Chicago, overseeing daily aspects of the business and keeping everything moving along swimmingly. He is also a full member of Tong Shugoran. In the office he is all business, but his home life has seriously degenerated since Cho's arrival. Sang has developed a twisted sexual relationship with all three of his sisters. The four of them spend long nights plotting how to get rid of Cho Chu-tsao and take control of Tong Shugoran, all the while push-

ing the boundaries of sensation and experience with Sang's collection of Tcho-tcho "marital needles." Sang has discovered that his sisters seem to enjoy the needles scraping their bones as much as he enjoys plunging them into the women's supple flesh. Furthermore, Sang's appetite for human meat has become a ravenous need. His victims are usually people who have made the mistake of using Tiger Transit to smuggle themselves into the United States; no one will notice that they've disappeared when for all intents and purposes, they haven't even appeared yet. Sometimes, however, he selects someone from his past to avenge some years-old slight, real or imagined.

Sang knows that Cho Chu-tsao is trying to find a way for Sang and his sisters to get control of Berg's estate. Somehow she expects that she will be able to control the company through Sang when the time comes, but Sang has other plans. He has people making inquiries around the country to track down Berg's first wife, Melissa, and their son, Robert. When he's found them he will have them murdered, arrange for an angled surface to be placed in Joseph Berg's "Escher House," and then inherit everything when Berg dies with no other heirs, effectively dying intestate; unlike Cho, he's arrogantly unconcerned about attracting the attention of the authorities through such a stratagem. Once he owns Tiger Transit, he'll set about murdering Cho Chu-tsao and taking over Tong Shugoran.

THE STACKS

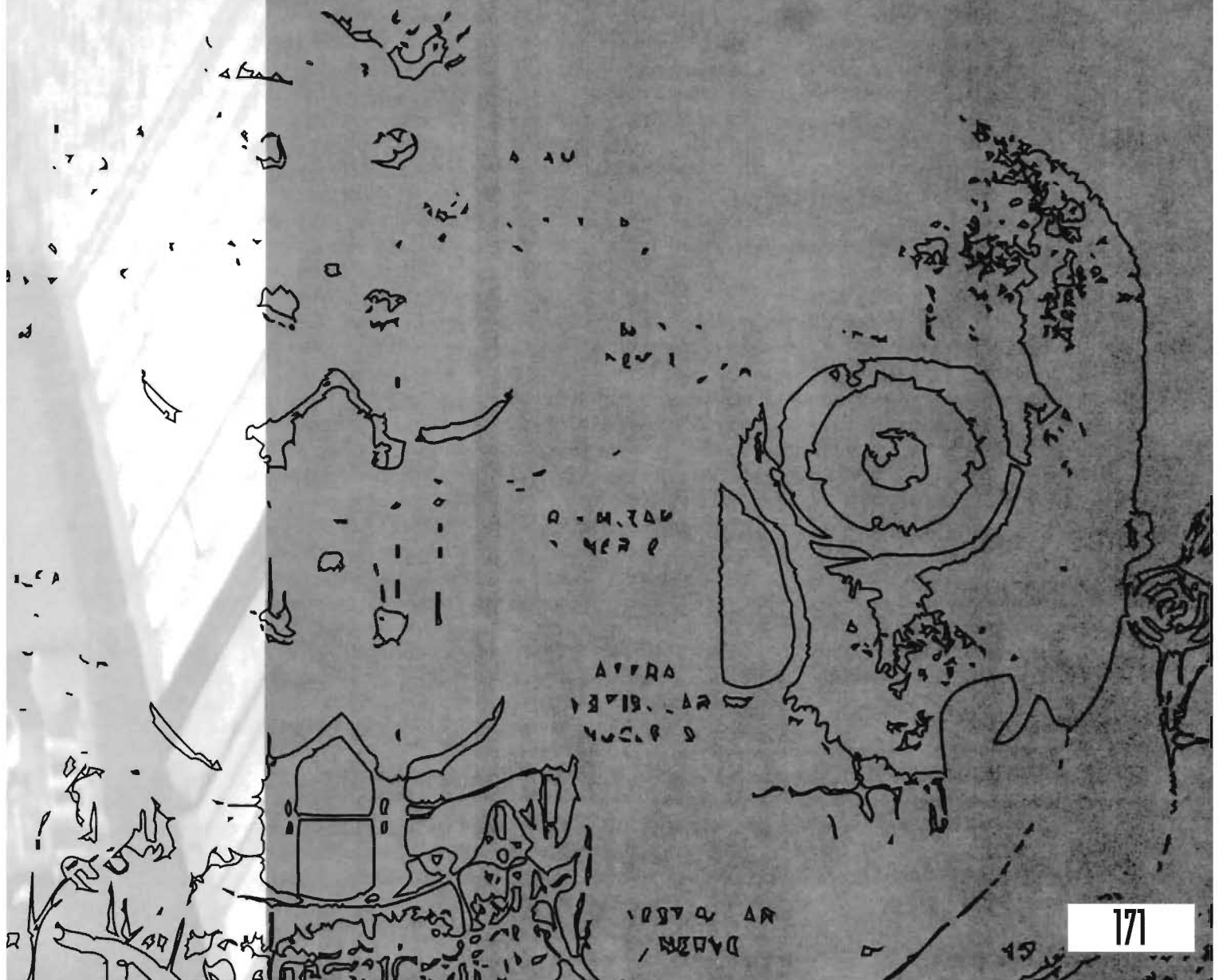


Maya Treasures



A

THESE TABLETS ARE INSCRIBED IN LATE
ASSYRIAN CUNEIFORM. THE TABLETS
DENOTE A TRIBUTE TO A GOD CALLED
"ONE WHOSE FACE REMAINS HIDDEN."
SEVERAL TIMES, THE TEXT ON THE
TABLETS HAS CHANGED SLIGHTLY
WHILE NOT UNDER OBSERVATION.



The D Stacks

Dennis Detwiler

Illustrated by John T. Snyder, III

FOR ONE HUNDRED AND TWENTY FIVE YEARS THE AMERICAN Museum of Natural History has stood as a sentinel of modern science. It is known for its magnificent collection of dinosaur bones, its full-scale Blue Whale display which hangs improbably over the heads of visitors, and most of all for its location: New York City.

In its vast storage rooms lie samples and relics from almost any time imaginable, covering almost any subject. Many of these artifacts and specimens go untouched for years, lined carefully in rows, gathering dust, sought only to hang on display for some short period or to aid the research of an avid scholar. Many more simply sit, waiting for classification by some bored student of archaeology, anthropology, or some less-common science. Sometimes these artifacts sit for years, forgotten and devoid of name, number, or department classification.

One would think that at such a facility, everything would be identifiable and quantifiable through some course of study or obscure technique, given time. Surely such relics would be unable to slip through the mesh of science in this modern age?

This is, frankly, untrue.

Even today things are still dug up from the ground which defy the written history of our young race. Objects from strata thought uninhabited by man still spit forth skulls and bones without explanation, bronze age peoples are found buried in gauntlets of aluminum, ancients leave behind electric batteries used to gold-plate their treasures. This and more is found, recorded, and then simply forgotten.

These out-of-place artifacts are called "erratics." They are clues to solving the crime of our revisionist history, and may someday lead to a more accurate interpretation of life on earth and its origins. When this research is all done—if it is ever attempted at all—the sciences themselves must be rewritten. In this age of budget cuts and federal funding, however, what is needed is reassurance. No one wants to hear that the entirety of history as we know it is wrong. No scientist is ready to write off the eighteenth, nineteenth, and twentieth centuries as scientific folly. Such news would discredit the scientist, the institution, and science itself.

Instead, these erratics are explained away, classified as unclassifiable, and swept under the rug. Every big museum has a storage place for things that can fit nowhere else in their collection.

At the American Museum of Natural History this place is called the D Stacks, also known as the Erratics and Unclassifiable Artifacts Department. Dr. Jensen Wu is the curator, a guardian of history's secrets who has secrets of his own.

The Museum

Most of the museum is open to the public during its normal hours of operation (10:00 A.M. to 5:45 P.M. Sunday-Thursday, 10:00 A.M. to 8:45 P.M. Friday & Saturday), although staff may come and go through private entrances as they please. Many of the staff work in the basements throughout the night. The museum maintains a security force which patrols the upper floors at all hours (although during business hours they are much less thorough in their patrols). After hours certain areas of the museum are off-limits even to staff, and are monitored by cameras and motion sensors.

An admission fee is suggested at the entrance: \$8.00 for adults, \$4.50 for children, \$6.00 for students & senior citizens. The main entrance opens onto an American Indian longboat display in a huge tiled hall. Several central unrelated dioramas are spread about the ground floor's huge halls, and the more specific displays are separated in smaller rooms on the upper floors. These change periodically, with the exception of a few very famous and popular exhibits such as the hanging Blue Whale display and the Star of India, the world's largest blue star-sapphire.

In addition to their standing displays, the museum offers access to its library of over 480,000 volumes on almost any subject imaginable. Free to the public, the library is open 11:00 A.M. to 4:00 P.M. Tuesday-Friday. Their rare-book library comprises over 13,000 unique items, and is viewable only by special appointment with the library director. Occasionally some of the rarer volumes are placed on display in the museum itself. The museum also maintains an extensive film library of unique archaeological and anthropological films which can be viewed by appointment.

The Basements

These warren-like tunnels and rooms run beneath the museum like arteries, filled with file cabinets, artifacts, and

workrooms which eventually supply the museum with its lifeblood: artifacts. The upper basement hallways, lit by fluorescent light, are painted a muted yellow-green and are broken up by endless wooden doors. Many of these lead to rooms that are lined with shelves and recesses stocked full of antiquated items, each clearly marked by name and number. Some of these rooms are for the construction of the museum's famous dioramas, others for the cleaning of fossils, others still for the preparation of biological specimens. Staff come and go at odd hours, sometimes working in the dead of night, and it is rare when voices cannot be heard in the echoing halls. Accessible through several external private entrances and from within the museum itself, a magnetic key is necessary to gain entrance to these areas.

The lower basement levels are darker and a bit unkempt. The emergency generators and the huge boiler that heats the building can be found here, as well as the security monitoring room, janitorial break room, and the employees cafeteria. Several smaller storage spaces are kept down on these levels. The lowermost storage rooms are filled with items which have never been and will likely never be used for displays, and which now sit in the dark and collect dust.

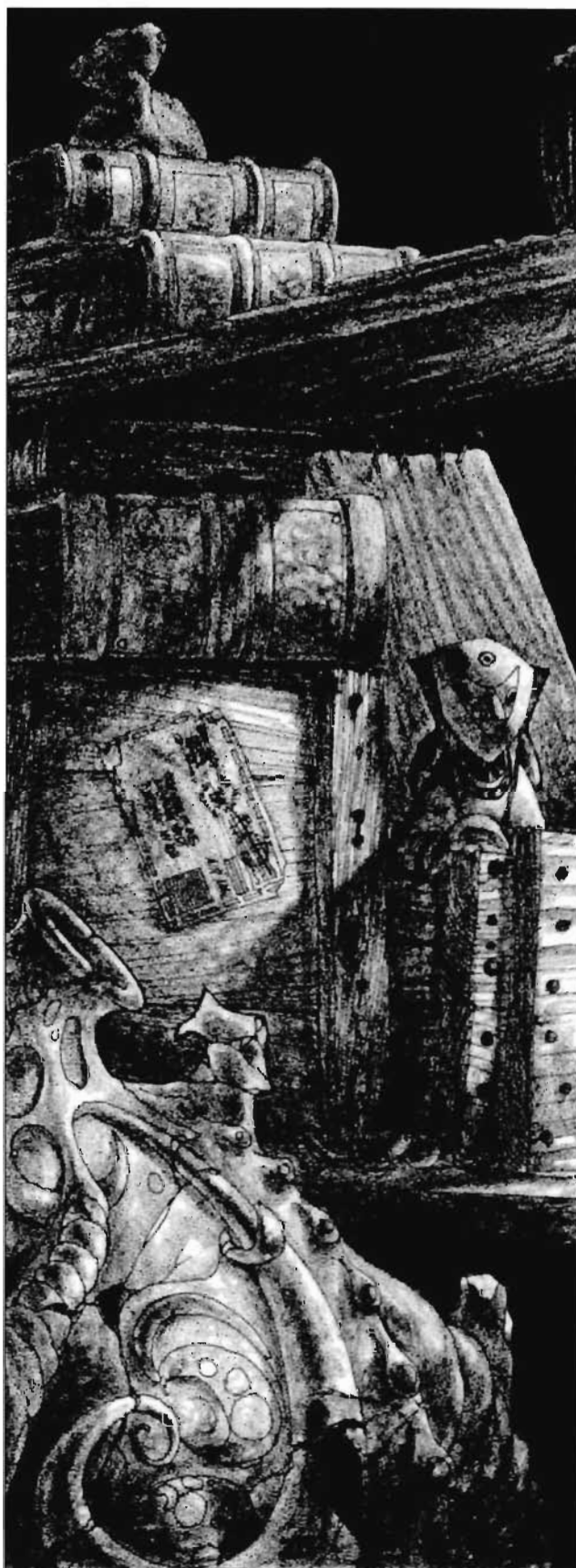
It is among these forgotten relics that Dr. Wu plies his rather obscure, limited, and lonely trade: the collection, classification, and storage of items man was not meant to know.

Dr. Jensen Wu

Jensen Wu was born in New York City in 1935. A second-generation Chinese-American, he enjoyed the benefits of a very wealthy family. His father, Wu Zhaozheng, used his considerable business savvy and personal wealth to construct a small but very prosperous empire of laundromats and diners in the Manhattan/Jersey City area during the war years, after fleeing from Manchuria in 1930 just ahead of the Japanese Army. Wu Zhaozheng's children (six in all) were raised to think of themselves as Americans, a place the elder Wu held dearly in his heart.

During the war years while Jensen attended private school, a few incidents of racism and violence occurred at several of his father's stores. A heartfelt and kind article in the *New York Times* only exacerbated these attacks by declaring the Chinese people—and in particular, the Wu family—to be the exact kind of people Americans were now fighting for. This gesture mostly served to draw more hostile attention to the family. The elder Wu continued to collect for the war effort despite the attacks, and in 1945 was recognized as an exceptional war-bond salesman.

Jensen, in the meanwhile, was excelling at schoolwork despite similar hardships. Often beaten for no good reason and taunted endlessly, Jensen found favor only with his teachers, and sought solace in exceptional grades. By junior high and high school things had changed significantly, and



the atmosphere of America had changed as well. Jensen studied endlessly, no longer taunted and attacked but simply left alone, which suited him fine. He spent much of his time lost in books on history and found that the subject suited his mindset well.

He attended the University of Pennsylvania for his bachelor's degree in history. The new environment soon led him to develop fully into a social animal. Wu became popular as a "class clown" and was known for his many ingenious and humiliating pranks.

In 1955 his introduction to the Mythos began. Wu stumbled upon an obscure book called *The Life of Dr. John Dee*, an account of the life and times of the famed mystic who was a favorite of Edward VI and Queen Elizabeth, and who served as a conjurer, sorcerer, and spy for the English court. One portion cited a book called the *Necronomicon* and noted that it was only available at the private library of Miskatonic University.

Wu found other intriguing references to the book, and thought it was fascinating that it did not seem to exist in some transcribed modern format. With a letter from the head of his

department to the librarian at Miskatonic, Jensen Wu was granted limited access to the *Necronomicon*. To say that the seven days spent studying the book formed a turning point in Wu's life would be an understatement. The typical sanity-shattering effects of the nightmarish book registered as only a mild aversion to social interaction in the newly convivial Wu. For nine months he did little but follow leads about the *Necronomicon*. This pursuit led to a copy of *True Magick* and Leggett's *Mysteries of the Worm*. Again, what usually destroyed lesser minds only made Wu more adamant about his studies, and caused him to retreat from what was left of his once-engaging social life.

Wu completed his bachelor's degree in 1958, his graduate degree in 1960, and his doctorate in 1962 (all at the University of Pennsylvania), but these accomplishments were almost afterthoughts compared to his obsession with the Cthulhu Mythos. He was bright enough to realize that knowledge of the Mythos was obscure for a reason, and he did little to spread it. Instead, he fervently studied the secrets man tried in vain to bury in obscurity, while pretending to believe the standard explanation of man's place in the cosmos.

Mythos-Related Displays

Scattered throughout the many displays of the upper floors are a few items of interest to those concerned with the Cthulhu Mythos. Most of these are tiny oddities, overlooked and placed in displays of the culture they come from, while others are more strange and have been placed on exhibit due to their odd properties. A few of these items are described in this section.

- △ There is a large display of Tcho-Tcho religious items in the Asian Cultures display. Including sacrificial knives, ceremonial dress, and a human skull fashioned into a cup, this display notes only that the "Chau-Chau" people are an odd tribe who are shunned by all other natives in their area of Malaysia. Little else is known about them. The artifacts are marked as recovered in 1934 by the Washburn-Deeley expedition.
- △ A gold scepter in the Persian display is clearly adorned with a large and elaborate elder sign.
- △ A large statue of a brother of Chaugnar Faugn is incorrectly marked as a 13th-century Indian depiction of Ganesha (a small elder sign is etched on its base, rendering it inert).
- △ Mixed in with a display of African Congolese masks recovered by P.S. Wingert in 1938 is a mask of a similar but very different origin. The Mask of Hayama rests safely in the display case, unused in over seventy years. It is unknown how the Museum came to be in possession of such an artifact, but it is the only mask in the display which is damaged: several portions of it are considerably burned. See *Masks of Nyarlathotep* for details.
- △ Four small geodes on display in a glass case are actually inert Chthonian eggs. Split down the middle by a stone saw, the beautifully colored stone interiors contain odd suggestive shapes which look almost organic in nature.
- △ A photograph in the Inca exhibit depicts what well-versed investigators will immediately identify as a sculpture of a Byakhee. The photo was taken in 1928 by Derek Wheeler and depicts a creature called an "Ai-Apa" ("Silent One" in Quechua).
- △ A Gupta (Indian) representation of Nyarlathotep is mis-labeled as a carving of Vishnu as the Cosmic Boar. This small statue features a smooth long trunk-like appendage extending from the "head." This is the bloody tongue, but the placard indicates that the head was worn smooth by water action.
- △ An Egyptian Eye of Horus ring is on display in the "Everyday life in Egypt" exhibit. The artifact was worn by a high priest of Nephren-Ka, the Black Pharaoh of Egypt, whose power still exerts itself on the world through the ring, although in a benign manner. The lights in the display case often flicker on and off, and have been changed routinely almost four times as often as other display cabinets. The curators of the exhibit have even hired an electrician to fix the wiring in the cabinet. No one has placed the ring on their finger, so far. Its powers are unknown.

Dr. Jensen Wu

Director of Antiquities D Stacks AMNH and Delta Green friendly, age 63

Race: Human

Nationality: Chinese-American

STR 10 CON 11 SIZ 8 INT 15 POW 18

DEX 10 APP 11 EDU 23 SAN 57 HP 9

Damage Bonus: none

Education: Ph.D. Archæology/Anthropology from the University of Pennsylvania

Skills: Accounting 14%, Anthropology 41%, Archæology 50%, Architecture 39%, Art History 32%, Astronomy 26%, Cartography 12%, Chemistry 14%, Conceal 39%, Computer Use 12%, Cthulhu Mythos 22%, Forensics 11%, Geology 40%, History 37%, Library Use 35%, Listen 50%, Natural History 43%, Occult 51%, Persuade 61%, Spot Hidden 39%

Languages: Aklo 24%, Mandarin Chinese 83%, English 100%, French 29%, Italian 11%, Japanese 14%, Latin 78%, Middle English 37%

Attacks: Fist of Yog-Sothoth, 5D6 STR points vs. Target's CON+STR on the resistance table; if overcome, the target is rendered unconscious. Costs 5 Magic points and 1D6 SAN.

Spells: Augur, Baneful Dust of Hermes Trismegistus, Banishment of Yde Etad, Bind Enemy, Call/Dismiss Azathoth, Call/Dismiss Cthugha, Call/Dismiss Hastur, Cal/Dismiss Nyogtha, Call/Dismiss Shub-Niggurath, Call/Dismiss Yog-Sothoth, Chant of Thoth, Cloud Memory, Contact Elder Thing, Contact Ghoul, Contact Hound Of Tindalos, Contact Deity/Nyarlatotep, Contact Sand Dweller, Covenant (see p. 179), Create Scrying Window, Dominate, Dread Curse of Azathoth, Dust of Suleiman, Elder Sign, Eye of Light and Darkness, Fist of Yog-Sothoth, Powder of Ibn Ghazi, Resurrection, Shriveling, Summon/Bind Byakhee, Summon/Bind Fire Vampire, Summon/Bind Servitor of the Outer Gods, Voorish Sign

Physical Description: Wu is a tiny, fit-looking Chinese man who dresses conservatively in vests and trousers. His long, wispy, gray hair is held back in a loose ponytail, and he is never without his day-planner. After years of losing it, he now refuses to let it out of his sight except under the most dire circumstances.

Wu's demeanor is disquieting. His assuredness and quiet confidence often can bypass even the most strict barriers of law or consequence. He allows others to lie for him by not saying anything, and can convey great amounts of information in nothing more than a shrug.

Wu's exceptional grades found him a place at the Smithsonian as a curator and researcher in 1962. The stuffy atmosphere of the museum did little for him, and he soon left, moving back home in 1964 and to his current place of employment, the American Museum of Natural History.

Wu worked for a time in the African Studies department, and spent many years cleaning and setting up dioramas and displays. In 1972 he jumped at a chance to take over the D Stacks, which up to that time had been run by Dr. Leonard McBain. McBain had similar tastes in literature and belief systems as Wu, and the two had been close friends during the years their employment overlapped. McBain committed suicide after penning a brief note, which read simply: "The dreams".

McBain's death was little noted by the museum staff.

From 1972 on, Wu has been responsible for those objects which cannot be classified within the current historical model of man's civilization. In that time he has studied, compiled notes, and on occasion even battled minions of the Cthulhu Mythos. In that time his sanity, once seemingly insurmountable, has degraded. Wu now knows what McBain meant in his final missive, and the truth behind his predecessor's suicide note is becoming all too clear.

He fears that when the dreams finally come fully clear, he will only be able to find solace in death.

What Wu Knows

Wu is aware of the general myth-cycle of the Cthulhu Mythos. He is conversant about many of the Great Old Ones and Outer Gods, and has had extensive contacts with both independent and servitor races of the Mythos. Although many deities are little more than names from dusty old books to Wu, he has seen others—or evidence of others—up close before so that he does not doubt the existence of such creatures. Those he knows to exist through personal experience—Nyarlatotep, Cthulhu and Yog-Sothoth—he considers the "big three." These three he believes are the closest to "waking" from their ageless sleep, and he has dedicated himself to discovering a method to prevent this event from ever occurring, though more and more this endeavor seems pointless to Wu.

Wu has a formidable magical skill and has studied much of the Latin translation of the *Necronomicon*, granting him a remarkable library of spells. Wu's iron-clad sanity, although a bit degraded, allows access to the many nightmares of the Cthulhu Mythos without the personality disintegration commonly associated with such studies. Unlike many other investigators, Wu is a capable and often brash spellcaster. This has gained him odd friends and enemies.

In late 1979 Wu found himself allied with a Delta Green team investigating strange deaths in the underground of southern Manhattan. Odd occult sigils found at the murder sites led the agents to Wu, who identified them as signs signifying the consecration of ground to a Great Old One called Mordiggian. Wu helped the operation considerably and was granted the status of a Delta Green friendly. Cell A often uses Wu's beloved D Stacks as a storage dump for some of the stranger archaeological artifacts they come by.

Since then Wu has been involved in thirteen Delta Green investigations in New York State, and is held in high esteem by DG's leadership. Although he does not know it, Wu has personally met Alphonse—Dr. Joseph Camp—twice at the Smithsonian.

Wu has also had dealings with the mysterious Stephen Alzis, who occasionally trades for items purloined from the D Stacks. Although this violates the museum's policies and also qualifies as a felony, Wu's insatiable lust for Mythos texts has led to a sort of addiction. Alzis now offers these texts in exchange for other things. Since late 1990 Wu has known of the existence of the Fate, New York's primary cult group. He remains neutral to their operations, however, as the group seems to not have goals commonly associated with other cults from his experience.

Wu is on neutral terms as well with the Manhattan ghouls (the Keepers of the Faith). He knows nothing of the

ghoul populations on Long Island. Several clashes after the DG op in 1979 led to a sort of summit in 1983 where Wu employed the Contact Ghoul spell as it was found in the *Sussex Manuscript*. He has met several of the odd creatures, and has come to understand much of their history. Although he is loathe to do so, Wu can call upon the Manhattan Ghouls at almost any time. The ghouls, for the most part, accept Wu as they would any other powerful and enlightened human wizard. The Heretics, however, are a different matter. Wu has had several close calls with these outcasts and is very careful beneath the streets of Manhattan.

The D Stack Artifacts

A dizzying array of bones, books, and other less-mentionable artifacts, the D Stacks house anything the museum can't or won't acknowledge as classically identifiable. Sorted by size, type, and origin, these abandoned artifacts are carefully placed in storage in the D Stacks, on the many shelves and drawers of the small research room.

Wu's cramped office, little more than a cubicle, is shoved in the corner of this cluttered 60'x80' room. Wu more often than not can be found carefully recording information about a random artifact among the D Stacks, instead of lounging in his tiny office.

The select few artifacts which have most piqued Wu's interest are stored along one wall in a large locked medical



case. These are artifacts which are either actively magical, or which Wu has identified as of possible use in his careful fight against the Great Old Ones.

They are outlined below.

A Scarab Broach

This broach is of a Scarab Beetle, and is seemingly of classical Egyptian design, but its origins remain questionable. It was located in Karachi, Pakistan, in 1995, and liberated from an illegal private collection along with several other identifiable Egyptian artifacts.

The metal clasp of the broach seems to be made of an odd aluminum alloy. Tiny filigrees in the sculpture can be detected when it is examined under a microscope. They seem to intermesh and form odd but regular patterns on the back of the bug, culminating in a small oblong triangle at the base of the wing case.

This item found its way to Wu due to its dubious origins and odd effect on electronics. Electronic devices within a foot of the broach tend to burn out, overload, or just stop working. Magnets sometimes reverse polarity spontaneously and permanently. Wu does not know where the broach originally came from, or its use, but its effect on electronics is unquestionable. Wu has tested its effect extensively, and has even performed scientific studies under laboratory conditions, to little result.

Two Sumerian Clay Tablets

These small clay tablets date back to ancient Uruk. Usually, they would be cataloged and stored, but these particular tablets seem to have some sort of odd power to affect the minds of those handling them. Three different times various staff members found them among their personal belongings and, having no idea how they got there, turned them in. The tablets were moved to the D Stacks collection at the request of Dr. Wu.

Each the size of a large coin, these tablets are inscribed in late Assyrian cuneiform. The tablets denote a tribute to a God called "One Whose Face Remains Hidden." Several times, the text on the tablets has changed slightly while not under observation.

Wu no longer handles the tablets directly and instead simply refers to several photographs he's made over the years. Each set of photos shows different writing, although each is still a tribute to "One Whose Face Remains Hidden."

Two Odd Coral Carvings

These Deep One artifacts were recovered on the Myanmar coast by a diving expedition looking for a sunken British cruiser from World War II. Amidst the wreckage of the cruiser, the divers discovered several odd, local-looking pieces of jewelry, which seemingly had not been affected by the rough climate of the Andaman Sea. Each was a depiction of a hunched and gilled figure. Unidentifiable, these bizarre trinkets found their way to the D Stacks.

Wu is aware of their significance and he knows a bit about the Deep One culture. The specifics of the depiction and the language on the statues are beyond him, however.

In truth, the statues depict Father Dagon and Mother Hydra, and are useful tools in calling up the twin monstrosities from beneath the Pacific trench. (Treat possession of these artifacts as a +30% to the Call/Dismiss roll for either deity).

The Skull of an Unidentified Creature

This small skull of a rat-like creature has an extraordinarily large brainpan and eyes which face forward instead of to the sides. There is a large bullet exit wound in the back of its skull, and a small neat hole where the bullet entered the forehead.

Wu does not know what kind of creature the skull belongs to and is not eager to find out. It will confound any zoologist.

A Small Greek Vase

This one-foot vase is covered in stylized depictions of a half-dozen supplicants involved in terrible atrocities against children. Two men are cutting a baby's head off while another drinks its blood, a woman is shown smashing a child against a pillar, and so on. This costs 0/1 SAN to see.

The vase was surrendered to D Stacks because of the odd smell which emanates from it. Despite multiple cleanings, the vase continued to stink up the storage room it was assigned to. Even placed under airtight glass, it continued to befoul the air in several rooms.

Today, after Wu performed an elder sign ritual, the foulness of the vase is contained only within it. The interior of the vessel holds a multitude of worms, flies, and grubs, which continuously roil and writhe but never leave the interior of the vase.

The writing on the vase indicates it is a vessel from which newborn blood was stored and consumed by a group which worshipped a god called Iresbeus, a son of Ares. He is called the "God of Corruption."

A Chimu Pendant

This Andean pendant depicts a large bird-like creature known to the Chimu culture as an Ai-Apa (Silent One). When worn in conjunction with the Summon/Bind Byakhee spell, the pendant grants the wearer an extra 10 Magic Points, but only for the contest required to bind the creature. This practically guarantees a successful binding.

Wu only has hints from several books that this artifact is of use, and has yet to figure out the subtleties of its magic.

A Fragment of a Bronze-Type Metal

Recovered from the South China Sea, this odd metal fragment was brought to the surface by a deep-sea mining operation in 1986. About the size of a small book, the fragment is of a reflective, greenish bronze-type metal which is unknown

to human science. Spectroscopic analysis of the artifact failed to place it clearly among the known elements. It remains an unknown today.

In actuality, the piece of metal is from the doomed rocket which was to launch from Grey Dragon Isle in 1926, to usher in the new age of the Great Old Ones (see *Masks of Nyarlathotep* for details). The rocket, launched too early, stalled and plummeted into the South China Sea instead of continuing towards the Indian Ocean.

Wu has found mention of a metal which is much like the fragment in *De Vermis Mysteriis* called Yal. Wu plans to create some to see if the two are indeed the same material.

The Mummified Hand of an Unidentified Creature

Purchased by an expedition in the T'aasili N'aajer in North Africa from a local Berber tribe leader, this odd mummified hand belongs to a creature known to the tribe as a "Selaama" or Son of the Desert. It is a dried, sinewy piece of a forearm and hand whose fingers end in long bone talons. One finger is missing all musculature and skin. Apparently the natural heat and dryness of the desert mummified the hand. Unidentifiable by modern medicine or zoology, it resembles no known creature or species familiar to mankind. Wu believes it belongs to a creature known as a Sand Dweller, and hopes, perhaps, it will be of use in the future.

A Malaysian Headdress

This strange jade headdress was purchased from an estate sale in 1959. It is thought to have originated somewhere in Malaysia near Kuala Lumpur, although experts are skeptical. It remained in storage until 1979 whereupon it was transferred to D Stacks for permanent storage.

It is a small finely crafted jade headdress unlike any others known, although many of the symbols and sigils on it do appear Malaysian. The center of the crown displays an odd twisting symbol, and it's difficult to look at for long. Under the right conditions, the symbol can be seen to sway and wriggle, like something alive. Wu has recognized the sigil as the terrible Yellow Sign, and the headdress sits locked in a cabinet at all times, the sign turned away towards the wall.

A Sandstone Statuette of an Assyrian Demon

This small statuette depicts a feral-looking demon whose left arm is reaching out in a grasping motion. The statuette is in poor condition, and has numerous fissures and cracks about it, one mostly obscuring its facial features. The only thing that can be determined about the face is that the mouth is an odd vertical opening.

Wu came into possession of the statuette after a friend brought it to him from a dig in the Nippur area of Iraq in 1961. It apparently caused a great deal of problems at the dig site, culminating in the deaths of four natives. Wu's researches so far have not turned up the name of the demon, or all the peculiarities of the statuette.

So far, Wu has noted only a single occurrence he could consider odd. One afternoon he came into his locked office to find all the effigies, heads, and other artifacts which depicted deities turned away to face the wall. All except for the demon.

An Unidentified Mechanical Device found in Paleocene Rock

Recovered in 1933 at a dinosaur dig in southern Utah, this "device" stayed unidentified and ignored in the sub-basements of the museum until 1979, when Wu was given the artifact during a reorganization of the storage facilities beneath the museum. No one knew what it was, so it went to Wu.

This five-sided object is made of a metal no one can identify. About the size of a stop sign, it is composed of twenty-five interconnected sheets of the odd alien metal, linked and hinged in a curious way. There are etchings on both sides of the sheets in an unidentified language. Wu has discovered several configurations of the device, where the sheets fold on hinges to form new and different pages of signs. Wu has determined that the object contains more than two hundred pages of information, instead of only twenty-five, due to its bizarre structure. He has recently found a book which notes that a similar writing exists upon standing stones in Vermont and Massachusetts.

Wu's Library

Wu possesses several copies of the most rare and dangerous books known to man, most of which he has received in barter from Stephen Alzis. Wu's copy of the *Necronomicon*, for instance, is an English pamphlet copy of the *Sussex Manuscript*, which Alzis gave him in exchange for an unidentified gold ring found in Precambrian rock in 1954.

A Record of Events on the ship Dauntless, 1799

"On the third day as we approached the island, there was heard to rise from the mist-filled water a horrible sound. The men became anxious and demanded to turn back, but I knew that the island and its contents could be the key to my fortunes."

Considered a fanciful fake, this odd journal found its way to Wu through the librarian of the museum, who had examined it at length and determined it to be of late 18th-century origin, due to the ink and paper stocks used. In truth, the document is not a fake, but a copy of an actual account by the ship's captain Paul Barrowclough.

Its account of the journey of the British trade vessel *Dauntless* in the South Pacific is quite fantastic, and outlines a three-week period in which a small uncharted island was explored by Barrowclough and his men. During their time on the strange island, which was covered in bizarre standing stones and sigils, the crew was attacked numerous times by "horrible beasts, more fish than man." These creatures, whom Barrowclough calls "Sea Demons," were apparently sur-

New Spell

COVENANT: This is a method to train a specific entity of a summoned race to perform the operator's bidding without the necessity of the Bind spell. The operator must know the Summon spell for the creature in question as well as the Covenant ritual. This spell is cast on a singular member of the species, and if it dies, the Covenant must once more be re-cast on another. To form a Covenant with a creature the operator repeatedly summons the beast from the safety of a complex geometric ward. This sigil acts as a barrier preventing the creature from attacking the operator. A live human "token" must be offered each time the ritual is enacted. The victim is consumed by the entity as a means of assuaging its urges to consume the operator, and to win its favor. Each time a victim is offered and the Covenant ritual is enacted, the operator loses 1D8 SAN (plus the SAN loss for the creature) and must expend 5 Magic Points. After the creature arrives and consumes the token, the operator gains a 10% chance of calling that specific creature again with the use of a simple mental summons. This summon score can never be higher than 80%.

When the operator wishes to call the creature he shares the Covenant with, he simply mentally summons it. The creature appears in 1D4 minutes after the summons is enacted. The operator then indicates a token for the creature to take; often this is the equivalent of summoning/binding a creature and ordering it to attack a foe. If there is no token there or the target indicated is too difficult to kill, the creature attacks the operator.

prised by the rifles and pistols the humans were carrying; otherwise their immense numbers would have easily overrun the small crew. Instead, the crew held out and returned to their vessel with a few small effigies and the bodies of several "Sea Devils" in tow. It is unknown what happened to the corpses of the "Sea Devils" or to the effigies spoken of in the manuscript.

The chanting of the "Sea Devils" is phonetically recorded by Barrowclough, and in conjunction with the proper effigies, will act as a Contact Deep One Spell.

The marked longitude and latitude position of the ship indicates an area in the South Pacific which has no islands.

A Record of the Events on the ship Dauntless 1799

Language: English; Mythos Gain: +2%; SAN Loss: -1/103; Spell Multiplier: x3; Study Time: 2 weeks; Grants Skill Checks In: Sea Navigation; Spells: Contact Deep One (requires Enchant Stone spell to work properly).

The Sussex Manuscript (Typed Copy)

"Movement between the far worlds and the stars they circle requires a sustenance found in the guts of a man, many times over. Once the place of the Token hath been set, and a time hath been set, it must not be missed, or the wrath of the One and that of his servants may doom thee. Being a time of torpor, the others from outside gain strength in their repose in this world, waiting for a time again where their kind shall cavort among the stars and lay waste to all who have come since their sleep."

This English translation of the *Necronomicon* was published in 1597 by the crazed Baron Frederick of Sussex. It is unknown where he came by a copy of the original *Necronomicon* to work from, but this copy deviates from it in the most important sections, the spells. Some of the spells were miscopied or distorted, rendering them incomplete and dangerous to the user.

Wu's version is a simple typed and hand-drawn copy collared and industrial-stapled between two pieces of cardboard. Dr. Otto Schmidt (of the Fate) hand-copied the original *Sussex Manuscript* (also known as the *Cultus Maleficarum*) in 1925, and made a German translation for himself. His English copy was lost and the handwritten German copy, poorly bound, was translated by the Fate back into English when it began to deteriorate in the 1970s. This English-to-German-to-English copy was given to Wu in barter by Stephen Alzis.

This much-translated copy of the *Necronomicon* is very dangerous to utilize as a grimoire, and all italicized spells and formulae contained within it are at best incomplete.

The Sussex Manuscript (*Cultus Maleficarum*)

Language: English; Mythos Gain: +7%; SAN Loss: 103/106; Spell Multiplier: x2; Study Time: 31 weeks; Grants Skill Checks In: Occult; Spells (those italicized are flawed and do not work properly): Call/Dismiss Azathoth, *Dismiss Cthugha*, Call/Dismiss Hastur, Call Nyogtha, Call/Dismiss Shub-Niggurath, Call/Dismiss Yog-Sothoth, *Contact Elder Thing*, Contact Ghoul, Contact Hound of Tindalos, Contact Nyarlathotep, Contact Sand Dweller, *Dominate*, *Dread Curse of Azathoth*, Dust of Suleiman, Elder Sign, Powder of Ibn Ghazi, Resurrection, Shrivelling, Summon/Bind Byakhee, Summon/Bind Fire Vampire, Summon/Bind Servitor of the Outer Gods, *Voorish Sign*.

Notes on the Sussex Manuscript (Photo Copy)

"Anomalies in translation indicate that the Sussex Manuscript and the Latin Necronomicon were both copied from a previously unreported source volume. The most likely candidate for this mysterious source volume is the legendary Al-Azif, previously thought to have been lost in the latter half of the 13th century."

This is a collection of unpublished papers by the late

Michael Stanhope, Ph.D., examining the differences between the Harvard University copy of the *Necronomicon* and the incomplete *Sussex Manuscript*. The papers (which are poorly organized and contain no footnotes), carefully examine each and every difference between the similar sections of the two books, and concludes that both may have been copied from a single older source instead of one from the other. Stanhope's conclusion is that a secret copy of *Al Azif* existed and was in circulation in western Europe as late as the 1600s.

Stanhope died in 1943 and his estate was purchased at auction by the Fate. This copy was traded to Wu in barter with Stephen Alzis.

Notes on the Sussex Manuscript

Language: English; Mythos Gain: +1%; SAN Loss: 0/1; Spell Multiplier: None; Study Time: 2 weeks; Grants Skill Checks In: Occult and Anthropology; Spells: No spells.

The Eltdown Shards (Photocopy)

"On [during] the night [time] of darkness, fell from the sky an object [cube] which brought with it the time [day] of light"

This is a photocopy of a pamphlet which was purchased before the war for the Fate by Dr. Otto Schmidt. It contains the rather odd translation of the mysterious carved clay shards recovered in 1882, called "The Eltdown Shards." The narrative of the shards is confusing, but in a nutshell they seem to tell of the arrival of a race called "Yekubians" who found Earth already inhabited with a cone-shaped race. The translation, like the shards, is incomplete.

The Eltdown Shards

Language: English; Mythos Gain: +1%; SAN Loss: 1D4/1D8; Spell Multiplier: x1; Study Time: 6 weeks; Grants Skill Checks In: Occult and Read Yithian; Spells: Contact Yithian

Monstres and their Kynde (Typed Copy)

"And in darkness they shall come, as do all their kynde. Not of flesh nor bloode nor bone, they are the very darkness that we fear!"

This is a typed English copy of the dreaded tome which is currently in the possession of the Fate. It contains all manner of summoning spells gathered from dozens of esoteric sources, including the *Necronomicon* and *Cthaat Aquadingen*. Wu currently is studying the many potent spells of the odd pamphlet.

Monstres and their Kynde

Language: English; Mythos Gain: +8%; SAN Loss: 1D4/1D8; Spell Multiplier: x1; Study Time: 36 weeks; Grants Skill Checks In: Occult and Astronomy; Spells: Command (Summon/Bind), Faceless One (Nightgaunt), Command Ice Demon (Byakhee), Command Invisible Servant (Star Vampire),

Command Night's Beast (Hunting Horror), Command Star Walker (Dimensional Shambler), Command The Darkness (Dark Young), Command the Many (Child of Yig), Command the Stars (Fire Vampire), Command the One After (?), Command the White Death (?), Command Phantasms (?), Command the Nethermost Lines (?), Enchant Altar, Enchant Blade, Enchant Pipes, Enchant Tablets, Enchant Book.

Thaumaturgical Prodigies in the New English Caanan (Annotated Photocopy)

"If any are scandalized that New England, a place of as serious piety as any I know of should be troubled so much by witches I think: No wonder. Where would the Devil most wish to make his inroads but in that place where he is hated most."

Wu's copy of this exceedingly rare, original copy of *Thaumaturgical Prodigies in the New England Caanan* is annotated extensively by Reverend Phillips himself, expanding it in both scope and content. Wu received it as a gift from Stephen Alzis to celebrate the Chinese New Year in 1989. The author harps in the margins of certain practices not found in the standard copies of the book, and so grants a full explanation of eight powerful spells related to him through torture from half-a-dozen doomed witches. Phillips notes he copied the spells only for the "Disciples of God to know the truest signs of the Devil and his kind."

Thaumaturgical Prodigies in the New English Caanan (Annotated)

Language: English; Mythos Gain: +7%; SAN Loss: 1D6/1D10; Spell Multiplier: x2; Study Time: 14 weeks; Grants Skill Checks In: Occult and History; Spells: Call/Dismiss Ithaka (Ithaqua), Contact Narlato (Nyarlahotep), Contact Sadogowah (Tsathoggua), Contact Yogge-Sothothe (Yog-Sothoth), Elder Sign, *The Call of the Blood* (*The Burden of Blood*), Blight/Bless Crop, Augur.

De Vermis Mysteriis (Typed Copy)

"As the darkness calls, they come unto him, and are brought within him, and inside find themselves in him. Brought forth in a manner of birth, they now go and spread whatever will their master has for them."

"I see this all so clearly, and nothing will blot the vision from my mind's eye. The dream is always the same . . ."

This is a typed copy of one of the fifteen original surviving copies of the book, penned by Ludwig Prinn. It begins as a general overview of ghosts and other typical occult matters, but it slowly degenerates into the examination of facts discovered by Prinn during his travels through Saracen lands. An extensive examination of the Egyptian pantheon and the Cthulhu Mythos is contained within the volume. Prinn goes into great detail about the many forms of Nyarlathotep and his association with Nephren-Ka, the Black Pharaoh of Egypt.



De Vermis Mysteriis

Language: Latin; Mythos Gain: +13%; SAN Loss: 1D6/2D6; Spell Multiplier: x2; Study Time: 52 weeks; Grants Skill Checks In: Occult Astronomy, Mathematics and History; Spells: Contact Byatis, Contact Yig, Create Liao Drug, Create Scrying Window, Create Zombie, Invoke (Summon/Bind), Demon (Byakhee), Invoke Child of the Goat (Dark Young), Invoke Invisible Servant (Star Vampire), Prinn's Crux Ansata, Spirit Transfer, Summon Ghost, Voorish Sign, Banishment of Yde Etad, Bind Soul, Call/Dismiss Umr At'Tawil, Contact Formless Spawn, Create Self-Ward, Eye of Light and Darkness.

Wu's Daybook

"The creature answered the summons at approximately 8:39 P.M. at the junction of the Lexington and 93rd st (3 hours and thirty nine minutes after the ritual). It came forward apparently unconcerned with the light (flashlight). It looked somewhat like the classical description. When it saw the elder sign about my neck as best it could, it smiled. Too excited to write more."

This huge collection of hand-written and typed pages is stored in a three-ring binder which sits rather mundanely on Wu's desk. Over four hundred pages long, the contents of the book are haphazard and rambling, but contain a history of all uses of what Wu refers to as "primal forces," or Mythos magic. Certain pages in a section marked "Recipes" includes

complete details on how to cast certain spells and rituals, as they were collected from various sources by Wu. It also notes the results and mistakes conspicuous in each spell.

An invaluable resource, it contains a nearly textbook break-down of many of the more powerful Mythos spells. In the event of Wu's death, the book will be forwarded to a post office box in Washington, D.C., and from there, into the hands of Cell A. Unless Alzis gets it first.

Wu's Daybook

Language: English; Mythos Gain: +11%; SAN Loss: 1D3/1D6; Spell Multiplier: x5; Study Time: 35 weeks; Grants Skill Checks In: Astronomy, Chemistry, Mathematics, Occult; Spells: Augur, Baneful Dust of Hermes Trismegistus, Banishment of Yde Etad, Bind Enemy, Chant of Thoth, Call/Dismiss Azathoth, Call/Dismiss Cthugha, Call/Dismiss Hastur, Call/Dismiss Nyogtha, Call/Dismiss Shub-Niggurath, Call/Dismiss Yog-Sothoth, Cloud Memory, Contact Elder Thing, Contact Ghoul, Contact Hound Of Tindalos, Contact Deity/Nyarlathep, Contact Sand Dweller, Covenant (see p. 179), Create Scrying Window, Dominate, Dread Curse of Azathoth, Dust of Suleiman, Elder Sign, Powder of Ibn Ghazi, Eye of Light and Darkness, Fist of Yog-Sothoth, Resurrection, Shrivelling, Summon/Bind Byakhee, Summon/Bind Fire Vampire, Summon/Bind Servitor of the Outer Gods, Voorish Sign



THE KEEPERS OF THE

FAITH

NEAT AND HOME TAKE ME HOME
PEOPLE WANTED TO WANNA SEE
PEOPLE WANTED TO WANNA SEE ME
BOY
THAT'S ALL I WANT BACK WHAT'S ALREADY WENT
DUMB
UNDERSTANDING
LIFE IS SHORTER THAN HARROW'S SWEETER
LIFE IS SHORTER THAN HARROW'S SWEETER
SOMEONE CALLED ME ALL MUST EAT HER-
-ANONYMOUS SUBWAY GRAFFITI
CROSSING AVENUE AND 98TH STREET, NYC

The Keepers of the Faith

Dennis Detwiler

Illustrated by the author

BENEATH THE ISLAND OF MANHATTAN, BENEATH THE RUSH and bother of what teems aboveground, are a vast network of tunnels, shafts, and caves sunk into the bedrock. Many of these were made by the hands of men. They are used daily by the tens of thousands who commute up, down, and around the tiny island, some housing the machinery and workers who keep those commuters moving. Some have been forgotten altogether, lost in dusty file cabinets on ancient yellowed plans in the basements of City Hall.

Some, however, were never made by human hands at all.

The homeless—the “tunnel rats” or “mole people”—have laid claim to the Manhattan underground. These folk have slipped between the cracks, found the city’s lowest point, and are content on settling there like stagnant pools of water. These tunnels, often accessible through the net of the New York subway, are not maintained by any official agency; they rarely appear on the city planners’ maps.

If one were to investigate these tunnels, and the reasons many of them were abandoned or officially ignored, surprising and often strange things could be found—even to those who deal with these labyrinths everyday. But New York is notorious for ignoring things, and so these tunnels have not been noticed by many. Certainly no one of import. Yet.

Maybe one day someone will come upon a freshly dug shaft which descends straight down 200’ into the bedrock of Manhattan off some forgotten subway spur and start to ask some questions. Maybe they’ll wonder why the tunnel is cut smooth with thousands of little scrapes, as if it was dug by some giant mole.

Maybe they’ll wonder why someone would dig so deep.

Foundations

In 1636, Mogens Tiebout Dekker—a wanted fugitive of the Holy Roman Empire, a former artist and currently a professional messiah—fled to the New World, drifting into the chaos of the ever-growing Dutch port of New Amsterdam. Mogens was wanted in several dozen countries, both by the state and the church, for crimes including vagary, blasphemy, adultery, sodomy, murder, and witchcraft. He managed to elude authorities time and again in Europe. He was actually captured once, but somehow escaped from the depths of a prison in Belgrade without accomplices, or in-

deed without opening any of the doors between himself and freedom.

It seems this brush with prison was enough for him. Mogens fled to the New World with twenty-six followers, several chests of gold, and a mission. On the island of Manhattan, Mogens set about building a small estate near the Hudson river north of the ever-growing Dutch holdings. His wealth sealed lips and made hands willing, and within two years his estate was complete. In the colony town, it was enough to be rich, but to be rich and quiet was a blessing. Mogens found the city fathers of New Amsterdam to be pliable and gracious tools.

At the estate, he and his followers set about their occult experiments in secret. They delved into the unknown through ancient books and forgotten teachings, but this soon led them to require items which were difficult to come by through common means. Night-time forays into the graveyards of Manhattan nearly led to disaster when several followers of Mogens were caught and questioned, but large amounts of gold soon cleared these matters up.

Mogens decided to implement more-careful methods. The sheer volume of bodies needed required immense secrecy, and only one method was feasible. A careful and elaborate tunnel system was constructed by Mogens and his followers using certain arts. Through these tunnels graveyards could be accessed from beneath, their corporeal fruit harvested with none the wiser. The tunneling process was far from easy, and called many of the group away from more important studies.

By 1655, with no further incidents to blacken their name, Mogens and his band were known as a quiet and reflective community of religious folk. Called “The Keepers of the Faith” or “The Keepers,” they maintained a life of isolation, venturing out only to trade and purchase goods. Most people of New Amsterdam believed they were a persecuted sect of Christianity, but few cared to ask. By this time, war was raging in Europe, and news of the English push towards Denmark occupied much of the people’s thought.

By 1664, with news of the imminent British invasion, New Amsterdam was a chaotic and troubled port. The Dutch Governor Peter Stuyvesant was prepared to fight to the last man, ordering the citizenry to forcibly resist the British troops when the invasion came. Mogens and his people watched these events with a distracted eye; much more important matters consumed their attention.

Luckily, the port was taken without a fight in 1665, and the city was renamed New York by the British. Fearing searches of his estate by the British, Mogens decided to move as much of his operation underground as possible. The cult set about digging larger and more extensive tunnels under the island. Through heavy bribes, the troubled times between 1665 and 1668 were weathered without incident for Mogens and his band. Instead, their work moved fully underground and thereby became more secretive than ever.

By 1700, Mogens' band numbered over 200. With his extensive property holdings, Mogens built new enclaves in Brooklyn and in the wilds of New Jersey, hoping to fend off the influence of the ever-growing colonies and the common folk who flourished there. Certain practices of the Keepers required privacy for their elaborate rituals, and those that could not be performed beneath Manhattan would be held in the deep woods of New Jersey where no eyes could pry.

No one noticed that the community of strange religious types known as the Keepers had not aged a day since their arrival in 1636. In fact, no one quite knew when they had first arrived at all, only that they were a quiet folk who paid on time. To the people of New York, this was enough. Several members of the cult sailed back to Europe in 1701, including Dekker, for reasons unknown.

They returned in 1704 with a large cargo of items from France, Italy, and Turkey, and several new converts from

France and Germany. The manifest also marked fifty-four medical cadavers for experimental purposes. Only fifteen were offloaded upon arrival in New York.

This event marks the beginning of Mogens' extensive correspondence with several individuals in the European community. Over the next twenty years, many letters and packages were sent back and forth between Mogens and his correspondents abroad.

It is in 1704 that the first ghouls were brought to New York by Dekker and his associates. The interests of the cult and the ghouls overlapped extensively. With the ghouls' help in the construction of tunnel systems, the cult could assure its secrecy. In return, the ghouls would have access to a new stock of fresh bodies, a powerful patron, and a foothold in the New World. Together they worshipped the blasphemies which are the Great Old Ones.

By 1740, the ghouls had honeycombed much of the island of Manhattan with small tunnels, some even stretching beneath the rivers to connect with the other cult communities in Brooklyn and New Jersey. In addition, their tunnels sprawled beneath the ever-growing community of graveyards. The charnel feeders had found a fresh crop of humanity in the New World. In a place where people worked hard, died young, and were buried on untouched land, a feast was there for the taking.

Together the cult and the ghouls maintained their alliance for the next twenty years without incident.



Death

The ritual that occurred on October 30, 1766, was to be the greatest moment of Mogen Dekkers' long, unnatural life. The procession which wound its way through the woods on the shores of New Jersey that night was visible even from the island of Manhattan. Hundreds of lamps, torches, and lights of all kinds lit the darkened forest. Few asked what was occurring, and fewer still went to investigate the strange march, for bodies had been turning up with startling regularity on the rivers that summer.

No one is quite sure what occurred that night. They are only sure that the procession wound its way deep into the forests of the Jersey shore and was never heard from again. Mogens and his people, The Keepers of the Faith, left as they had arrived, in mystery.

The ghouls remained in their tunnels unaffected by the events aboveground, their feeding and worship continuing unabated. The few cult members who remained behind maintained the cult's holdings, their only motivation being the faith that Mogens and the rest of the cult would someday return—that and the worship and service of the Great Old Ones.

Rebirth

Like a cancer in remission, the cult waited for some time before again spreading out, this time with a fierceness unequalled in its history. The cult found its new strength in the influx of foreign blood entering the port of Manhattan in the first great waves of American immigration. Drawn from the hungry, the tired, and the poor, these new members adopted the cult's strange beliefs and sinister practices.

By the 20th century, the Keepers of the Faith were centered in the mish-mash of cultures that was the neighborhood of Red Hook in Brooklyn. The winding streets off Buttermilk channel were filled with decrepit, run-down houses and disillusioned people. The cult's methods were the same as ever: knives, bloated bodies in the river, unsolved disappearances. The few true members of the cult—those who had come across the ocean with Mogens Dekker more than two hundred years before—presided over the rituals and rites of the new brood as kings.

They taught the old ways to the new devout, to the Kurds, the Chinese, the Yezedis. They taught them fragments of knowledge pulled from half-burned Greek books, books lost before the rise of Rome. The Keepers of the Faith taught them evil and in exchange their will was executed.

Death Again

By 1925, the cult had apparently overstretched its bounds. Perhaps its aged leaders did not comprehend the extent to which the world had changed from the days of its youth. Investigations by the police were begun into the many disap-

pearances, raids occurred, cultists died. An incident of piracy, unheard of for the time, spilled across the headlines along with a story of the collapse of a large section of run-down buildings following a startling police raid.

The cult fragmented and lost itself, splitting into a thousand different tiny groups within the miasma of Brooklyn. The ancient leaders of the sect, fearing reprisal, fled into the tunnels they and the ghouls had wrought two centuries before. Aboveground, a skeletal, verbal tradition of worship was passed down through the generations, and still exists today. The old Greek prayer of the cult is heard still on the streets of Brooklyn, on nights when the moon is full:

O friend and companion of night, thou who rejoices in the baying of dogs and spilt blood, who wanderest in the midst of shades among the tombs, who longest for blood and bringest terror to mortals, Gorgo, Mormo, thousand-faced moon, look favourably on our sacrifices!

The Ghouls

By the early 20th century the ghouls had retreated to their deepest tunnels, staying barely ahead of the encroachment of humanity and its ever-growing network of sewers, train tunnels, and foundations. Many of the ghouls' upper tunnels were deliberately collapsed to prevent discovery, while others were flooded to prevent easy use by the humans. The ghouls' expertise in tunnel construction far surpassed that of humans, and it was this fact alone that kept them one step ahead of detection.

Due to the fact that few burials occurred on the tiny island anymore (far too many cemeteries were full, and there was no land remaining for new ones), most of the ghouls had moved permanently from Manhattan to the graveyard warrens of Long Island and New Jersey years before. The fresh meat was buried out in the untouched lands across the rivers, and through their tunnels, the ghouls followed their prey's expansion.

The cult's disaster at Red Hook nearly uncovered the elaborate tunnel systems which honeycombed the area. Again, barely in time, the tunnels were destroyed and the remaining members of the human cult were taken in by the ghouls, who then fled to the safety of their deepest grottoes beneath Manhattan.

It was here that a decision was called for. The small community of ghouls remaining in Manhattan were divided on a single principle: some were sure they should flee the tunnels under New York forever, while others—the religiously devout of their kind—were certain that soon the Great Old Ones would return and the greatest feast in all of history would wait above, fresh for the picking. One day New York would perish, and then the final meal would begin—and never end.

It was this conviction which split the ghouls. Most believed that it was too dangerous to remain in Manhattan,

Ghoul Psychology

At times in this chapter, the ghouls of Manhattan described herein may seem naive or clueless. This is with good reason: they are.

Imagine if, in the late 1700s, the entire Native American population of the North American continent abandoned their dwellings and moved into underground caves, forgotten by the European settlers for all time. Fast forward a couple centuries. By their own laws and religions, they have had virtually no contact with modern America, save for the occasional interrogated prisoner. Surface-world developments in society, culture, language, and technology would be lost on them. They would truly be strangers in a strange land.

That's the position that the ghouls of Manhattan find themselves in. Few have any concept of what radio or television is, for example; newspapers are to most of them still an unreadable novelty. The handful of ghouls who have been converted from human in the last century are somewhat more up to date, but even their tales of flying ships and towers that scrape the sky are regarded with awe but with little comprehension by their fellows—and for their part, they are usually too disoriented by their conversion to ghouldom to make much use of their knowledge.

The Manhattan ghouls of today generally have a very low level of sophistication about the human world they feed on. Those with plentiful access to corpses are in better shape (such as the Glendale ghouls of New Jersey), since they occasionally take the time to consume the memories of the many bodies they feast on. But the ghouls of Manhattan have been without substantial quantities of such bodies for so long that they are genuine throwbacks to an earlier time. Most are aged survivors who immigrated from Europe in the 1700s, and have learned little of human society in the centuries since.

Although pathetic and feeble by many societal standards of intellect and interaction, the ghouls of Manhattan remain almost indescribably cunning and capable. They exist as something akin to a guerilla army in our midst, naive about the inconsequentialities of the enemy they fight, but bloodily proficient in certain anatomical questions that become pertinent at the worst times.

and that the tunnels there should be destroyed. An exodus began, with all but a small number of Ghouls escaping through the tunnels beneath the rivers, which they then destroyed. Those few that stayed behind continued to patrol their tunnels. The remaining members of Mogens Dekker's cult remained with them, and in time learned the ways of their allies; in so doing, they became ghouls themselves.

Over the next sixty years, humans dug deeper into the earth and the ghouls' supply of buried bodies grew lean, but their faith intensified. The few that remained—known as the Keepers of the Faith, from the human cult they had absorbed—had the confidence of zealotry: soon a feast of bodies would lie above which would last them a thousand years.

The Ghouls Today

The ghouls under Manhattan has grown very slowly in the decades since the schism of 1925. Such growth is necessary, as the ways of the upper world changed more and more rapidly as time wore on, and the customs and languages of the humans above flowed like wax. The ghouls' usual methods of stealing the memories of the corpses they consume is no longer an option, due to the lack of recent burials on Manhattan, and so their ability to learn news of the sunlit world and its people has been stunted.

At set intervals, the ghouls recruit from the ranks of New York's homeless population. They do this out of necessity. They need agents who can travel aboveground without drawing attention. In addition, they require information on the upper world, about law enforcement, about construction projects, but most of all about graveyards.

Those few graveyards that exist in Manhattan are tiny, old, and almost picked clean. Today, the ghouls of New York have almost nothing left to eat. With their inhuman metabolism, this starvation has affected them in odd ways. They do not die, but have become manic with hunger, and their bodies (once rich with fat) have thinned to whipcord muscle. Only their religious fervor has sustained them, and kept them from dispatching live humans in the subway tunnels to satisfy their inhuman lusts. It is not their way to hunt and kill, the elders preach: they are scavengers, carrion feeders.

The meager pickings of humans who have expired naturally in the tunnels where many homeless make their residence is all the ghouls of Manhattan really have to rely on. But there is another source.

The Heretics

Often, those the ghouls recruited to become the next generation of ghouls found their fresh desire for human meat too great to bear. Without the religious fervor of their

leaders, the new ghouls found this hungry fever maddening, driving them to violent acts which violated the basic principles of their adoptive race. "The Heretics" were born out of this hunger.

While the ghouls who had found solace in the teachings of the Keepers of the Faith and the ancient cult of Mordiggian starved, the young breed of new ghouls grew fat on fresh meat, snatched from subway platforms, from abandoned alleys aboveground at night, and from the endless ranks of the city's homeless. Finally, when police attention focused on several murders on the Broadway Nassau Street Express train near St. Paul's Cemetery, the elders of the Manhattan ghoul tribe expelled the Heretics—those who

hunted for their meat—forever from their warrens. To the limited perspective of the ancient ghouls, expulsion from the warrens was the worst punishment imaginable.

The Heretics are recent travellers on the road to ghouldom, and most can still pass for human. Using this camouflage, they hunt the subways and tunnels of the city during the day and sometimes surface in the seedier areas of Manhattan at night, searching for fresh prey. Their open animosity towards the Keepers of the Faith and the cult of Mordiggian is only surpassed by their disdain for humanity.

The Heretics kill for fun, to appease their bloodlust, and to feed. In a short time, the Heretics have grown strong, and now that it is too late, the Keepers have grown to fear

The Heretics: A New Breed?

The Heretics seem to be a strange new offshoot of the ghoul species. Instead of scavenging and eating the rotted corpses of the dead as the old ghouls do, the Heretics, overcome with inhuman hunger, have become predators who feed upon living humans by hunting and killing them in the underworld of New York City.

The transformation from human to ghoul is generally a long and drawn-out process where the body slowly metamorphosizes, changed by the subtle and odd chemicals found in the decaying flesh which is the only staple of the subjects diet. Sometimes this process takes decades before the final physical changes occur in the new ghoul; sometimes only weeks.

The changes which have taken place in the Heretics, however, are different. Their diet of fresh flesh and blood has changed them in ways not found in the common ghoul, giving them greater speed and strength, but limiting the enhanced senses usually granted by the change. In addition, their "social skills" among ghoul-kind are considered shabby at best, and few survive in ghoul culture long enough to learn the ghoul language or the digging skills native to their kind, making them the social pariahs of the ghoul race.

But this matters little now, as their numbers are increasing (they recruit much more freely), and their knowledge of the upper world easily outstrips the ancient ghouls who dwell beneath Manhattan, giving them the upper hand in any battles which might erupt between the ancient clan and the few young upstarts. Also, they are hardly ever hungry . . .

Heretic Ghouls, Subway Predators

Characteristics	Die Rolls	Averages
STR	3D6+10	20-21
DEX	2D6+10	17
INT	2D6+3	10
CON	2D6+10	17
POW	2D6+2	9
SIZ	2D6+10	17
Hit Points	(CON+SIZ÷2)	17

Move: 10

Average Damage Bonus: +1D6

Attacks:

Claw Attack 35%, 1D6+db

Bite Attack 40%, 1D6

Armor: Firearms and projectiles do half damage. In addition, Heretics do not suffer from shock and will keep fighting despite grievous damage, as long as their HPs remain above 0.

Spells: Cut off from their heritage, the Heretics have no spells and will not even know to answer the ancient Summon spell, if called.

Skills: Climb 40%, Hide 45%, Jump 35%, Listen 45%, Scent Live Human 55%, Spot Hidden 35%, plus any skills learned in life.

Sanity Loss: 0/1D4

them. Soon a confrontation will rip what's left of Manhattan's ghoule community to pieces forever.

The Warrens

The warrens and runs of the ghouls beneath Manhattan are a serpentine series of tiny (5' diameter) shafts which usually start more than 250' below street level. Occasionally, some of these shafts have been struck upon by humans working to lay pipes, wiring, or foundations, but little is thought of them, simply because they never lead anywhere. The ghouls, noting the coming intrusion, close off the tunnel at both ends before the humans can get far. These warrens are not suited for human use, and without the aid of extensive climbing experience and gear, they are all but impossible to navigate. Many of the shafts run fully vertical, or in varying steep degrees of elevation. Almost none of them are straight or even, and some run in sickening loops, branching out into dozens of sections, up, down, and every which way into the earth.

Occasionally, there is a large "room." These roughly circular sections of cave are usually no more than 30' wide and 10' tall. Some are extensively decorated in ghoule art, and others are used for the worship of their dark god, Mordiggian.

There are several tight complexes of ghoule warrens in Manhattan. The largest surrounds the deeper areas beneath East 98th street and Lexington Avenue. From this tunnel sys-

tem, dozens of small "hallways" lead great distances to other small runs. One nearly abandoned run downtown is beneath St. Paul's Cemetery on Fulton and Church Street. It also connects to a warren beneath Trinity Church Cemetery on Recor Street and Broadway. These graveyards have long since been picked dry of corpses.

The weakened ghouls of New York will attempt to close off all access to their tunnels if they discover intruders in their warrens. If the invaders gain access to the deeper tunnels, or are alone, the ghouls will attack in force. The ghouls lack great enough numbers to repel a focused and tenacious human assault. In total, the Manhattan population numbers only thirty-nine, Heretics and Keepers included.

The Doolittle Sinkhole and Club Apocalypse

In 1941, ground was broken on a new storage warehouse on East 98th and Lexington by the Doolittle Corporation. From day one the project was engulfed in problems. At night, the equipment was vandalized, although security was tight. Several foundations sunk precariously into the earth which the day before seemed solid and level. Finally, fourteen workmen were killed in a huge sinkhole accident when the entire site fell into the ground. The 1941 Doolittle sinkhole accident made front-page news, even overshadowing the growing world war which had so recently leapt to the American headlines. The Doolittle building project was abandoned and



the land was bought up swiftly by a consortium in 1942 for mere pennies on the dollar.

Beneath that site were the last remains of the ancient Dutch cult tunnels, and through them, access to the very arteries of the ghouls' warrens. The ghouls sabotaged the construction to frighten the humans away, but instead they drew a greater evil from the shadows.

The new owner came to the closed-off site one moonless night and called the ghouls out using the old arts; they had no choice but to abide by the ritual. Stephen Alzis, soon to be known to the ghouls as "the son of the son" or "the one who watches," made an immense impression on their social order. Held somewhere between mortal fear and religious awe, Alzis demanded that the ghouls allow him to build on the land for its ritual significance and that they grant his cult access to the Dutch tunnels. In return, from time to time, he would bring them—the most devout of their kind—freshly rotting corpses. Alzis would watch out for the ghouls' best interests, and the ghouls would pay fealty. Or he would destroy them.

The ghoul leader at the time mistook Alzis for a dabbler and paid for that mistake in blood. After the death of their leader, there was never any question which choice the ghouls of Manhattan could afford to make. The death served as both ritual and education: Alzis and the remaining ghouls feasted on the corpse of their former leader, sharing his memories and mind as they consumed his brain.

Alzis's consortium, Whole Earth Enterprises, built a large structure on the site in 1951, and through his burgeoning contacts within organized crime and the mafia (to whom he was seen as a sort of *wunderkind* at the time) Alzis managed to keep certain odd details of the construction secret. The new foundation was laid on top of the ancient Dutch stone tunnels, seamlessly connecting the two, future and past. This building became the basis for what would become Club Apocalypse.

Today, deep beneath the club which has stood for thirty years now, past a bolted red fire door, the starving Keepers of the Faith sometimes gibber and meep, waiting for whatever morsel their master might deign to grant them.

The Dutch Tunnels

These labyrinths were constructed by the Dutch cult between August 2, 1641 and September 1, 1714. These baroque, stone-laid tunnels connect to the surface only in one place—the sub-basement of Club Apocalypse—and cover much of the area deep beneath East 98th street and Lexington Avenue in a complex of small hallways, alcoves, and rooms, descending to some three hundred feet beneath Manhattan. The ghouls steer clear of these tunnels, excepting some of the original Keepers of the Faith cultists, who are now ghouls themselves. These remaining few may sometimes be found there, pondering the fate of their long-departed

leader Mogens Dekker, or enacting their primeval rites to forgotten gods. The ghouls gain access to this complex through several warren entrances which intersect both the Dutch tunnels and the Lexington subway line. These warrens are set to collapse at the ghouls' behest, and can be destroyed at a moment's notice.

The Dutch tunnels are finely made, and most of the flagstones and masonry are artistically worked. Frescoes are evident in areas, although the atmosphere has taken its toll on the original colors of the place. Many painted columns have faded, wood doors have rotted away, enamel work has cracked and turned to dust. Artisans or art historians examining the workmanship will immediately discern its Dutch roots, as they are well known enamelists, miniaturists, and sculptors.

These tunnels were used for ritual purposes, to hide certain items and contraband from the above world, and as a means of escape if the estate which once stood above them was besieged by the authorities. In older days, the tunnels ran beneath a nearby cemetery, from which a harvest of bodies could be reaped in secret. This cemetery is long since gone; only the tunnels and some old bones remain.

Now, the uppermost levels of the Dutch complex are used by Belial, Alzis, and the Fate, to further their machinations through rituals, meetings, and the storage of items of value. The deeper levels of the complex are avoided by those in the lower echelons of the Fate as people have been known to disappear down there. Only Alzis may come and go as he pleases throughout the entire complex.

Most of the maze of old stone rooms is lit by lines of naked light bulbs strung throughout the timeworn hallways. In addition, telephone lines can be found trailing down from the upper levels, running no deeper than the second floor below the club's basements.

It is to be noted that the Dutch labyrinth of rooms lies *beneath* the three modern sub-levels of Club Apocalypse (60 feet below the street). Past a red silken rope on the third and last contemporary sub-level of Club Apocalypse, the new stone gives way to old stone, in a rough mesh of similar beliefs, uses, and time-honored traditions.

The first Dutch level (75 feet below the street) contains twenty two oubliettes off a geometrically complicated hallway. The cells themselves are old, but have recently been renovated for use. Each is fitted with a modern 3"-thick steel door locked from the outside, a single wood plank hanging from the wall, and a drain which passes through a complex of improvised plumbing into the adjacent Lexington Subway line, which can often be heard on this level rumbling by every thirty or so minutes.

Belial's sanctum, a stately immaculate office, lies two floors below the final basement of Club Apocalypse (85 feet below the street), off a newly installed hallway of modern design. It is completely climate controlled and sound-proofed. The office looks like it was snatched from the corner of a high-rise, except for the lack of windows, and is

tastefully decorated with multiple high-priced Basquiats, Warhols, and Kleers. Also in the huge office is Belial's collection of rare books, artifacts, and personal files. Belial is often here during the day, making his appearances (those that he does make) at night. He rarely goes any deeper into the complex than the third floor.

Also on the second Dutch level are what are known only as "the Pits." These five cylindrical, smooth, open pits descend to thirty feet. In the depths of these venerable jails, scratch marks bloodied through persistence can be found, along with several indentations seemingly made by creatures other than man, who also seem to have possessed a thumb. The many failed experiments of the Keepers of the Faith lived out their long unnatural lives at the bottom of these pits, in a state that can only be described as Ye Liveliest Awfulness. One of these pits opens up into a tiny ghoulish run, which in turn descends to one of the major ghoulish warrens beneath 98th street.

On the third Dutch level is the "Church," as it is known, some 95 feet below the street. This large room is heavily decorated by frescoes, sculptures, and writing. The rotted pews and destroyed altar remain in disarray, but the walls reveal a startling level of preservation. Written in Dutch and Greek, the inscriptions on the walls declare the Keepers of the Faith to be, "Those who await the time when the gate is laid wide." The writing on the walls and ceiling purports worship of a

god known as, "He whose face is exalted" or "the opener of the way." A plaque of tarnished bronze near the narthex contains all the names of the original twenty-seven members of the Keepers, written in archaic Dutch. The sculptures are all of fine fabrication and seem to be almost of modern make. Each portrays a bizarre figure, obscure no matter which angle the art is observed. Above the smashed altar, engraved in the stone in Greek, is the ritual prayer of the old cult:

O friend and companion of night, thou who rejoices in the baying of dogs and spilt blood, who wanderest in the midst of shades among the tombs, who longest for blood and bringest terror to mortals, Gorgo, Mormo, thousand-faced moon, look favourably on our sacrifices!

The fourth Dutch level (115 feet below the street) is avoided for reasons not completely made clear. The largest chamber on this level is circular and contains only a small stone dais of elaborate design upon which rests a small teakwood lidded box. It is rumored that the box, when opened, possesses terrible powers. No one is known to have opened it, and the room is rarely used by the Fate.

Past the fourth level the rooms continue, but it is rare that anyone other than Alzis ventures deeper than the third level. It is rumored that Alzis's office is down there somewhere, and also, apparently, the office of the Manager, the true owner of Club Apocalypse, whose name is not known.

What's in the Box?

What horrors reside in the teak box beneath Club Apocalypse? What powers does it possess? This is up for the Keeper to decide, but two suggestions follow.

The God Box

The box, when opened and peered into, is a direct link to Yog-Sothoth, the all-in-one. The vision reveals the true form of the god, all disguises and illusions cast aside. This costs the viewer 1D10/1D100 SAN. The box was used as the final initiation into the Keepers of the Faith.

Something's in There

The box barely contains a creature from a conterminous dimension in a complex and subtle binding. When the box is opened, the creature spills out, a horrible gelatinous monstrosity. It attempts to engulf the person holding the box and anyone close enough to be snatched up by its pseudopods. After consuming 1D3 investigators it returns to its box, sated.

The Creature in the Box

STR 47 CON 26 SIZ 40 INT 10
POW 12 DEX 7 Move 11 HP 33

Damage Bonus: +4D6

Attacks: Engulf 49%, 3D6+db

Armor: The creature has no armor, but flickers in and out of phase with the material universe. At the beginning of each round, the Keeper should make a percentile roll. If the result is a 60 or less, the creature is in phase and may attack and be attacked. If the roll is higher than 60, the creature—though still visible—is not truly here and can neither attack nor be attacked. Since its appearance does not change, the investigators will have no way of knowing whether or not the creature is truly present each round.

Sanity Loss: 1D3/1D10

Using the Keepers

There are many ways, both obvious and secretive, to include the Keepers of the Faith in your Delta Green campaign. A few suggestions are offered herein.

The Subway Butcher

The exploits of this brutal killer are well known to the investigators. His *modus operandi* is to kill and rend lone passen- gers late at night on the downtown Manhattan subway system. The remains of the victims are so horrible to look at that the New York coroner was actually put off his lunch. The investigators are here to catch a killer, a killer who in this case was once human, but now is something more.

The subway killer is a lone Heretic who hunts his prey at night, feeding deep in an abandoned tunnel off the Canal Street line. Perhaps the investigators will get odd tips from anonymous sources which lead them to the Heretic. The older ghouls of the original Manhattan warren want nothing to do with murderers, and will go out of their way to bring the Heretic to justice, even teaming up with humans to capture him.

The Promised Land

Some sort of ape has gotten loose in Queens. No one knows where it came from; all the zoos claim it isn't theirs, but nine

independent sightings in seven nights lead authorities to believe the reports. So far, it hasn't attacked anyone, but who knows what it will do?

In truth, the "ape" is a lone Keepers of the Faith ghoul from Manhattan searching for "The Promised Land" of the Glendale Cemetery. Sneaking across the river in the dead of night and expecting to find the cemetery just over the Manhattan bridge, the ghoul was stunned to discover an endless maze of buildings, just like it had left behind.

Now lost and fearing capture, the ghoul is hiding by day in dumpsters and sewers, and at night, is searching for the seemingly mythical promised land of Glendale. (The legend of the Promised Land is explained in the boxed text below.)

What is it?

Thought at first to be another subway suicide, the body pulled from beneath the J-train baffles even the doctors at Columbia Medical. They all agree it must be human. It, whatever it was, stood upright and had thumbs, after all.

The note on the body was almost as unusual as its source. Written in antiquated Dutch, the spidery script, when translated, tells the tale of a Dehan Vander Klei. It claims that the creature found beneath the train was in fact born in Copenhagen in 1502, was a wizard of some repute, and was suicidal. Of course, the note can't be true.

Where did he come from? What other clues exist on his person?

The Promised Land

Across the East River, a large community of ghouls maintain several huge warrens beneath some of the biggest cemeteries in the world. These ghouls are those who, fearing discovery by humanity, fled Manhattan when the Red Hook incident occurred decades ago. They took up residence in the fledgling cemeteries of Long Island which have spread and combined over the years, covering miles of land. Some cemeteries are as large as small towns. Like their cemeteries, these ghoul communities have spread and flourished, moving where the burials take them, enjoying a nightly feast of rotted flesh.

These ghoul communities exist in several different areas, but their central warren is beneath a consolidated series of graveyards which border each other and are separated from the surrounding town by highway overpasses and rail-lines. Located in Glendale, Queens, this huge graveyard encompasses the following cemeteries: Union Field Cemetery, Beth-El Cemetery, Mach-Pelah Cemetery, Mt. Carmel Cemetery, Mt. Neboh Cemetery, Cypress Hills Cemetery, Mt. Lebanon Cemetery, Cemetery of the Evergreens, Trinity Cemetery, National Cemetery, Salem Field Cemetery, Mt. Judah Cemetery, Knollwood Pk. Cemetery, Hungarian Cemetery, Mt. Hope Cemetery, Maimonides Cemetery, and the Cemetery of the B'nai Jeshurun and Shereth Israel.

More than five miles long and two miles wide at its widest point, this area also contains the Ridgewood Reservoir, a large cement basin which supplies the water for two surrounding towns. Beneath this colossal cemetery lies a ghoul metropolis rivaled only by the other great warrens of the New World such as those found under Boston. The ghouls here are large and powerful, gorged on all they can eat, and have long since forgotten their lost brethren on the far side of the river. They do not recruit new members, interact with humans, or kill humans for food. There are no Heretics here.

They will risk discovery for no reason except to save one of their own. In all their years spent beneath the feet of unsuspecting humans, there have only been two incidents involving altercations with the "unripened fruit" of humanity. The Red Hook incident placed a deep-seated fear of discovery in the hearts of these ghouls, and their methods are as cautious as they are clandestine. If they are discovered, however, they will stop at nothing to prevent their secret from getting out.



Tunnels and Turmoil

The Heretics try to dig warrens of their own downtown. Their less-than-exceptional skills lead to a disruption of power in the area. A Con Edison work crew is sent down to investigate the short circuit, and after several alarmed radio transmissions, are not heard from again.

A Transit Authority police team is sent down, and is not heard from after several echoing reports. While the SWAT team is being scrambled a Delta Green friendly on the NYPD calls in the investigators. Something strange is going on. Can the investigators come up with some plausible excuse to get into the scene and save the day?

The Mark of Mordiggian

A man mugged on the Lexington Subway line goes berserk while under observation at St. Vincent's Hospital and kills two orderlies. After eating a portion of one of them he flees the scene. The man, a mild-mannered fellow with no criminal record, baffles the police with his actions. He is thought

to be suffering from some sort of shock due to his attack. Photographs of the victim's chest reveal an odd mark incised into the skin by his unknown muggers.

In truth, the man is under the influence of Mordiggian. The attack was a ritual for its worship which went wrong. The poor victim is now an unwitting avatar for Mordiggian. Fearing light and eating flesh, he will not stop until killed.

The Informers

If Delta Green agents can learn about the war between the Keepers and the Heretics, they might be able to forge an alliance of some sort with one side or the other. The value of a Heretic alliance is questionable (except as a set-up to later betrayal), but a Keeper alliance could have a terrific payoff. If properly manipulated, the Keepers might give up all kinds of secrets about the nature of ghoulish society and customs. Of course, forging such an alliance would be a very tricky business. The short story "Identity Crisis" in the fiction anthology *Delta Green: Alien Intelligence* explores this possibility.

Important Individuals: The Keepers of the Faith

Dennis Detwiler

Talbot

Talbot was born in Merione, France, in 1663 and apprenticed to a carpenter at thirteen. Gaining a contract for construction of a conservatory and garden on the Palais Royal in Paris, Talbot's master moved his company there, Talbot in tow.

Talbot lived in Paris for a time. Then in 1685, a blight fell upon the city. This plague culminated in the death of more than 25,000 people. The master of the carpentry business disappeared with the cash advance, and Talbot and his fellow apprentices were left to fend for themselves.

Talbot subsisted for a time by begging and stealing. By the age of twenty-one, he was adept at thieving, and lived in the St. Aleph Graveyard in the south of Paris. He liked it because those that travelled near it were loners, the lost, and those the disease could not claim, for all others stayed away. As for himself, Talbot felt he was somehow immune to the deadly disease, and would even sift through the piles of lime-covered bodies at night, searching for overlooked valuables.

By 1684, Talbot's night-time forays became frequent. Making his home in an ancient stone sepulchre, he came out at night to search the hundreds of bodies awaiting burial for goods he could trade for food.

Talbot does not recall when he began eating human flesh, only that it was winter and food was scarce. The snowstorms, the lack of kindling, the lack of food: these left him an incoher-

ent animal, bent solely on appeasing his base motivations. Soon he was brought into the ghoul community, which had been thriving beneath the graveyard all the while. They indoctrinated him to the ways of Mordiggian over the next twenty years.

In 1704 Talbot was chosen by his warren to go to the New World with an initiate of the Cult of Yog-Sothoth, Mogens Dekker. Smuggled over as cargo on a ship, Talbot and his kind fed on medical cadavers until they arrived.

Talbot worked closely with the Keepers of the Faith in the construction of their deeper facilities and the extensive tunnels under the rivers of New York. During this time, Talbot began having visions of Mordiggian. After they had aided the Keepers of the Faith, the ghouls set about extending their small warrens under Manhattan into a metropolis, feeding on the growing population above. Talbot dedicated himself to the construction of a great temple deep beneath Manhattan, and to this day he is still working at it.

When the Red Hook incident occurred, Talbot and a few of his companions refused to leave Manhattan. His reasons were matters of faith: he had been brought here by the God, for the God had sent him visions of a great temple beneath Manhattan, and so under New York he would stay.

Today, Talbot can sometimes be found collecting items in the depths of the Lexington subway, or trading for metal, glass, and junk with the tunnel bums. With these, Talbot decorates his shrine to Mordiggian, which lies four hundred feet below 98th street, never been seen by human eyes.

Talbot

Lesser Ghoul, Manhattan Keeper of the Faith, age 325

Race: Ghoul

Nationality: French

STR 15 CON 13 SIZ 9 INT 13 POW 12

DEX 13 EDU 11 HP 11

Damage Bonus: none

Education: none

Skills: Burrow 61%, Carpentry 31%, Climb 94%, Cthulhu Mythos 13%, Hide 59%, Jump 45%, Listen 61%, Scent Decay 88%, Sculpture 64%, Sneak 45%, Spot Hidden 37%, Woodworking 56%.

Languages: Antiquated French 65%, English 22%, Antiquated Dutch 34%, Ghoul 48%

Attacks:

Claws 56%, 1D6+db

Bite 39%, 1D6+db+worry for 1D4 unless fails STR vs. STR

Armor: Firearms and projectiles do half damage, round up.

Spells: Consume Memories, Contact Lesser Ghoul, Call/Dismiss Mordiggian, Shrivelling, Voorish Sign.

SAN Loss: 0/1D6

Physical Description: Talbot is a small ghoul whose body is emaciated by the ravages of starvation. His skin is pulled taut across the bones, and his muscles ripple with a quality denoting strength despite his small stature. Talbot's hair is a shaft of shock-white, his skin an off and sickly yellow, and his wide-set eyes are a thick, cancerous grey which reflect light like an animal. His face and hands are his most inhuman features. His hands end in razor-sharp serrated bone talons and are used to burrow straight through even the strongest stone. Talbot's face is distorted by his huge teeth and jaws, which protrude obscenely forward. His lips are cut and covered in sores. Talbot speaks with a lisp, and is difficult to understand by those not of his kind.

Edda VanCarstens

Edda VanCarstens was born in Copenhagen in 1597. She left home in 1611, fleeing her stepfather. On the streets of Copenhagen she fell in with a self-proclaimed messiah, Mogens Dekker. Dekker led an enclave of more than twenty souls who worshipped a deity known as "Yog-Sothoth." He provided for his people, and in return they worshipped him and his god.

Through Dekker, Edda gained her first glimpses of the Mythos. Dekker took special time to tutor her in the ways of magic, as he believed she had great power. She was an apt pupil. She read all Dekker could provide for her when he returned from his numerous trips about the continent.

In 1636 she went to the New World with the Keepers of the Faith. Her name adorns the plaque in the abandoned

church of the Dutch tunnels. It is there she lived and worshipped until the night Dekker and the bulk of his followers disappeared on the shores of New Jersey.

Edda began the cult anew from Red Hook, Brooklyn. Conducting rituals in their ancient tunnels, Edda taught the rites to those society shunned: the vast immigrant underclass of New York. It is from her that the Chinese and Yezedis gained knowledge of Greek, of prayers to the Thousand-Faced Moon.

When the police raided the Red Hook tenements, Edda fled with the ghouls into the warrens of New York, and there she stayed. Over the decades she has adopted the ways of the ghouls, and her body has changed. She is now a full ghoul, and follows the ghoul morés.

Although she still worships Yog-Sothoth, Edda also serves Mordiggian, and can be found praying on holy days for both deities.

Edda VanCarstens

Lesser Ghoul, Manhattan Keeper of the Faith, age 401

Race: Ghoul

Gender: Female

Nationality: Dutch

STR 11 **CON** 10 **SIZ** 6 **INT** 12 **POW** 16

DEX 11 **EDU** 9 **HP** 8

Damage Bonus: none

Education: none

Skills: Burrow 51%, Chemistry 12%, Climb 63%, Cthulhu Mythos 29%, Hide 49%, Jump 51%, Listen 33%, Scent Decay 75%, Sneak 52%, Spot Hidden 31%, Track 83%.

Languages: Antiquated Dutch 45%, Antiquated French 21%, English 12%, Ghoul 39%, Greek 49%, Latin 43%.

Attacks:

Claws 49% 1D6+db

Bite 40%, 1D6+db+worry for 1D4 unless fails STR vs. STR

Armor: Firearms and projectiles do half damage, round up.

Spells: Bless Blade, Consume Memories, Contact Lesser Ghoul, Call/Dismiss Mordiggian, Call/Dismiss Yog-Sothoth, Create Gate, Fist of Yog-Sothoth, Power Drain, Resurrection, Shrivelling, Steal Life, Voorish Sign.

SAN Loss: 0/1D6

Physical Description: Edda is a tiny crone who rarely dresses in human garb. Her face is little more than a shovel-like jaw with huge sharp teeth, glittering gold eyes, and a mop of straw-like grey hair. Her fingers end in large, sharp talons.

Mark Lloyd Isenhan

Mark Lloyd Isenhan was born in 1929 in Copper Hills, Illinois. Leading a rather boring existence in an everyday town,

Mark left to join the army in 1948 at the age of 19. After a short period as a motor-pool mechanic at Ft. Bragg, Isenhan was called into active duty in Korea.

Isenhan spent two-and-a-half years working the mud and snow of Korea, repairing trucks, jeeps, and transports.

In early 1953, Isenhan was injured in an accident with a motorized car lift, and his right knee was crushed. He was sent back to the United States later that year after recovering in a Tokyo hospital.

With nowhere to go back in the States except his hometown, Isenhan took to travelling up and down the east coast, drinking and gambling. During this time his own personal mythology of what had occurred in Korea began to develop, peculiar in that in his version, he had fought for his country as an infantryman and been injured by a Commie mine.

Isenhan's luck turned even more sour in Atlantic City in the summer of 1959, when he lost big and was unable to pay his gambling debts. Isenhan fled, taking the train into New York City and hoping to disappear for a time.

Lying low, Isenhan lived in a YMCA on the upper East side, venturing out only to cash his veteran's check and to buy alcohol. He stayed in all day, watching television, drinking, and occasionally indulging in a hooker.

Isenhan's money soon dried up. Spread thin trying to control his spiraling medical bills, Isenhan's quiet life became hectic once more, filled with bill collectors, police, and repossessions. Soon he found himself out on the street. In 1972 at the age of 44, Isenhan became a member of New York's burgeoning homeless population.

One winter, Isenhan took to sleeping underneath the subway platform on the Lexington line. When food was scarce, he would trade with the others who lived on the line, the tunnel rats. Isenhan became a full-fledged rat himself over the years, familiarizing himself with all the subways.

His new routine was shattered one frozen night. Lacking food, Isenhan found himself with a group of tunnel rats he had not met before. He offered the strangers some wine in exchange for the meat they were eating. In the dark, the bums looked odd: their eyes seemed dull, like they were filled with cataracts, and their teeth seemed too prominent. After sharing a meal of "roast pig," Isenhan was invited to return next week.

By then, Isenhan had begun his change. His lust for raw and rotted meat had grown to monstrous proportions. When he was brought into the fold of the ghouls of 98th street, Isenhan acquiesced for a time, hoping to learn all he could know of their ways, the transformation, and his new powers. It was obvious early on that Isenhan had been a bad choice: he was loud, overbearing, and crude. In addition, the other ghouls did not know that Isenhan had fed on the second day after his initiation: he had snatched a woman from the platform and gorged himself on her flesh. His hatred for humanity, fueled by his new hunger, led him to hunt instead of scavenge. Slowly, Isenhan tried to bring the older ghouls around to his point of view: that they could hunt humanity like animals, that they could slaughter and kill to appease their bloodlust, and that no one could stop them. Isenhan was soon shunned by the group, and eventually banned from their warren forever. But some joined him in exile.

Isenhan is known to the public as the infamous Subway Butcher. A serial killer, his exploits are common tabloid fare. Isenhan now rides the subways, searching for victims, booze, and converts. There are more than enough hookers to go around, and eternity gets lonely sometimes.

Mark Lloyd Isenhan

Lesser Ghoul, Manhattan Heretic, age 69 (appears 30)

Race: Ghoul

Nationality: American

STR 19 CON 17 SIZ 15 INT 11 POW 14

DEX 14 APP 5 EDU 12 HP 16

Damage Bonus: +1D6

Education: Graduated Copper Hills High School, Copper Hills, Illinois

Former Occupation: Soldier, U.S. Army

Skills: Burrow 12%, Climb 39%, Cthulhu Mythos 2%, Drive Automobile 48%, Electrical Repair 51%, Hide 67%, Jump 40%, Listen 71%, Locksmith 31%, Mechanical Repair 78%, Scent Decay 32%, Sneak 65%, Spot Hidden 44%.

Languages: English 60%, Korean 14%, Ghoul 20%

Attacks: Claws 56% 1D6+db, Bite 39% 1D6+db+worry for 1D4 unless fails STR vs. STR.

Rifle Attack 48%

Bayonet Attack 29%

Pistol Attack 51%

Armor: Firearms and projectiles do half damage, round up.

SAN Loss: 0/1D6

Physical Description: Isenhan looks horribly inbred. His face has an odd shape, and his lips barely close over his protruding horse-like teeth. His eyes are sunken and glitter under the shadows of his thick brow. Isenhan's hair is long and unkempt and his body is crammed with bulging muscles. His nails seem odd only on close examination, as the cuticles run almost to the first knuckle joint. He wears a mismatched wardrobe: fine Armani slacks stained beyond repair, a New York Mets jersey, and an old Army Surplus fatigue jacket. He wears beaten orthopedic shoes with holes at the heels.

Agramant Page

Agramant, as far as he can remember, has always been a ghoul. He has no recollection of life as a human, and prefers it that way. The earliest he can recall is when he was already living in the warrens beneath a human city called Paris. Raised by the priests of Mordiggian, Agramant knew he was different early on. His unusual strength, agility, and intellect marked him as a greater ghoul, something not often seen. Even the colossal warren beneath Paris only had five greater ghouls, and had only known of three more in living memory.

Agramant was chosen from the Paris warrens to lead an outpost in the new world. Striking a bargain with the wizard Mogens Dekker, Agramant agreed to dig for his cult in exchange for information and help in the upper world. Both the ghouls and the cult benefitted, and soon, the bedrock of Manhattan was honeycombed with dozens of warrens and tunnels.

When the human cult disintegrated, Agramant thought little of it, seeing humanity as a fickle and unreliable race. The ghouls of Manhattan continued their feasting unabated.

In the summer of 1925, the remnants of the cult almost brought the entirety of humanity down upon both themselves and the ghouls. Agramant and others barely managed to destroy the Red Hook tunnels before they could be explored by the intruding human authorities. Agramant refused to aid the cult any further, and declared that humanity was digging too

thoroughly on the island of Manhattan for the ghouls to remain there. He led most of the ghouls of Manhattan through the remaining tunnels which ran beneath the East river to Queens and Long Island, where fledgling warrens had long since been established. Those that were left behind were left behind for good, when all the tunnels to the island were destroyed. Agramant now believes them long since dead or discovered. He does not know of the hermetic battle between the Keepers and the Heretics of Manhattan; were he to learn of their fate, he would side with the Keepers.

Agramant leads a half-dozen small outlying warrens from the huge ghoul metropolis located beneath the consolidated graveyards of Glendale, Queens. His rules are law, and his people, like him, are strangely civilized. Their beliefs are simple: humanity lives above, the ghouls live below. This is the way it has always been, and will always be. No interaction is allowed, except to answer the age-old call of the Contact spell.

Strangely enough, Agramant and his ghouls will go out of their way to avoid killing a human. Violent behavior in the past has led to disaster, and they have no wish to be discovered. If aboveground, his ghouls are taught to behave like savage monsters, frightening humans away if possible. If the humans are in number, or have firearms, they are instructed to flee.

Agramant is proud of his rules and laws, and the relative peace they have given to his kind. He hopes that in his long life, he can someday communicate with other communities of his kind, who have found their way to the New World.

Agramant Page

Greater Ghoul, Glendale Traditionalist, age 561

Race: Ghoul

Nationality: French

STR 20 CON 16 SIZ 12 INT 17 POW 12

DEX 15 EDU 9 HP 14

Damage Bonus: +1D4

Education: none

Skills: Burrow 81%, Climb 79%, Cthulhu Mythos 23%, Hide 60%, Jump 56%, Listen 71%, Occult 31%, Scent Decay 90%, Sneak 78%, Spot Hidden 54%.

Languages: Antiquated French 45%, English 02%, Antiquated Dutch 14%, Ghoul 65%

Attacks:

Claws 61%, 1D6+db

Bite 45%, 1D6+db+worry for 1D4 unless fails STR vs. STR

Armor: Firearms and projectiles do half damage, round up.

Spells: Call/Dismiss Mordiggian, Consume Memories, Consume Likeness, Contact Lesser Ghoul, Create Gate, Shriveling, Voorish Sign

SAN Loss: 0/1D6

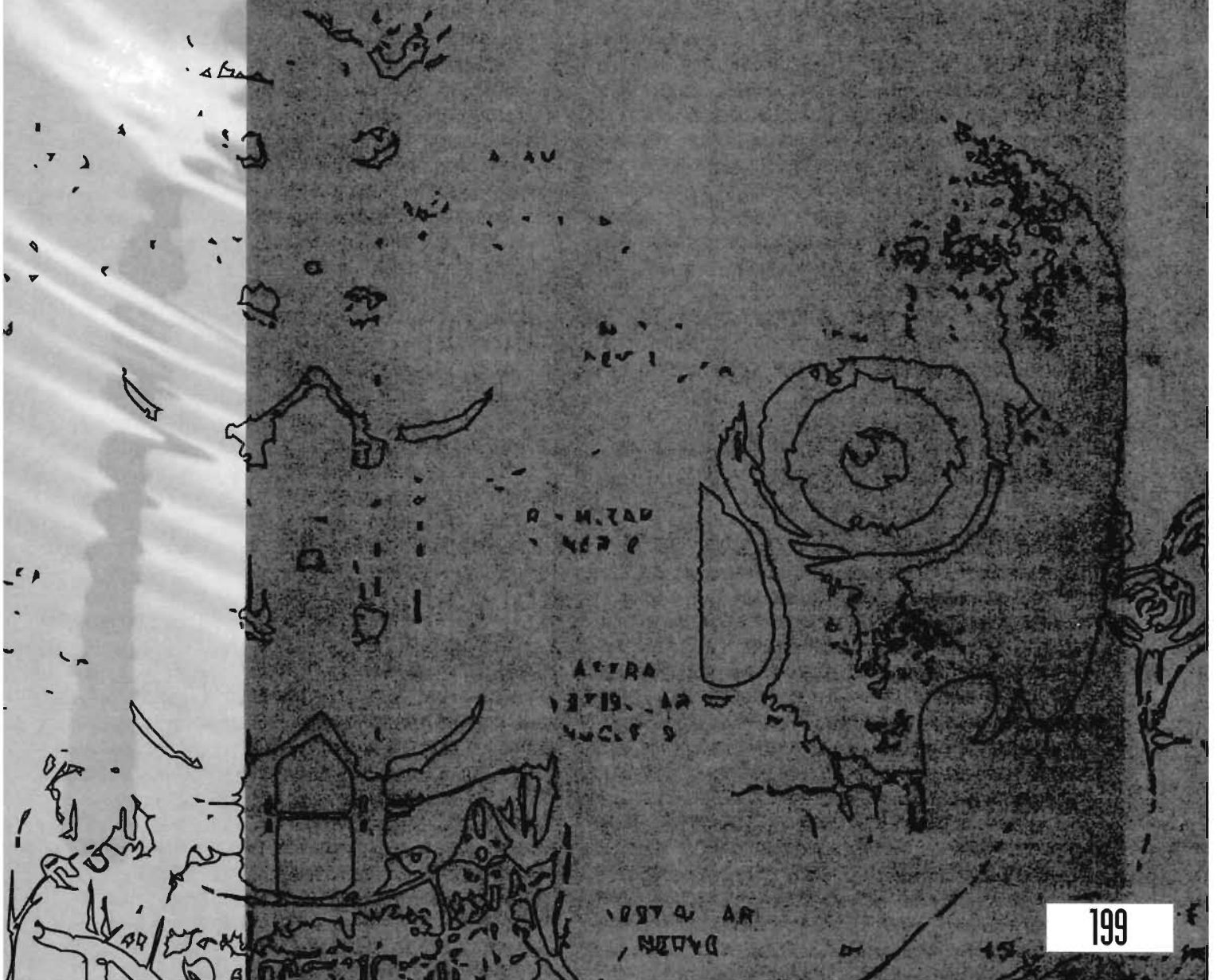
Physical Description: Agramant is a stocky creature, built like a gorilla, with a tiny head perched upon a huge, muscular body. Like a gorilla, his speed and agility are difficult to gauge from his bulk. His appearance often leads others to assume he is slow, but this is not the case. Agramant's face is broken by a huge maw which hangs forward of his glittering eyes. His teeth are a yellowed jumble of razor-sharp bone, matching the huge talons which protrude from his fingers.

When forced aboveground, Agramant wears no clothing, and his body is usually stained with dirt and mud, completing his appearance as some sort of monster. In truth, he poses little threat to humans. Below ground, Agramant wears the traditional garb for priests of Mordiggian: hooded, funereal robes of purple and a silver skull mask.

THE HASTUR MYTHOS



BUILDINGS SHIFT, PAINTINGS CHANGE,
LIGHTS FLICKER, STATUES MUTATE, BUT
ONLY IN THE PRESENCE OF THOSE HASTUR
HAS TOUCHED. AROUND THEM, ORDER IS
THE JESTER AND CHAOS THE KING.



The Hastur Mythos

John Tynes

Illustrated by Dennis Detwiller

SOME OF THE THREATS PRESENTED IN THE WORLD OF DELTA Green are political. Some are violent, some are supernatural. Some are all of the above. But some are more insidious. They work on a personal level, in idiosyncratic ways that defy consistency of opposition. They cannot merely be met with badges, or guns, or even with reason and kindness—they are rooted in a basic cosmic principle that has cohered into quirks of behavior and obsession. Such threats strike each person differently, but always through an exploitable weakness. It might be a love of art, or a fear of goldfish. There is no anticipating how it will manifest. It is like a virus eating through humanity, exploiting the deficiencies in the immune system of the personality. This virus, this threat, this cosmic principle, has a name: Hastur. It is personified in a being known as the King in Yellow.

Elements

For ease of reference, the following beings and places are

collectively referred to as the Hastur Mythos. In terms of *Call of Cthulhu*, these things are suborned within the Cthulhu Mythos. The separate designation is merely for convenience; the two myth-cycles are not in any way competitive or exclusionary. All exist as one.

Hastur

Hastur—classified in *Call of Cthulhu* as a Great Old One—has no personality *per se*, and is not a sentient individual of any sort. Rather, Hastur is the force of entropy: it is the cosmic principle which destroys order. Because this destruction of order happens at every level from the atomic to the cosmic, the “deity” of Hastur has influence at all levels of reality. This influence can range from inspiring cults to worship this so-called deity to undermining humanity’s perception of reality on a fundamental plane. There are no game stats for Hastur provided in this book, and in fact no way to meet it as it has no true personage; but it *can* be understood, as far as our human brains can tolerate. It is a primal force of the

But the Book Says . . .

This chapter presents a markedly different approach to Hastur, the King in Yellow, and the rest of the Hastur Mythos than that found in the *Call of Cthulhu* rulebook or in most *Call of Cthulhu* supplements. It draws on material written and developed over a period of nine years by the author, a body of work that predates Pagan Publishing itself. The first issue of our magazine, *The Unspeakable Oath*, featured a major article on this material back in 1990 which established the author’s perspective on and approach to the material. (Portions of that article are incorporated into this chapter, in fact.) Since then, it has been developed in a 1930s campaign that should eventually see print, but also in a pair of short stories published in limited-edition chapbooks by Pagan’s sister imprint, Armitage House: *Broadalbin* and *Ambrose*, both part of a larger cycle of stories to be continued in a third chapbook, *Sosostis*, sometime in the near future, and others beyond. This vision of Hastur and all that is associated with it has to some extent been validated or at least unwittingly shared by three other writers, whose stories were unpublished or unknown to the author at the time of this material’s conception almost a decade ago: Karl Edward Wagner, in his short story “The River of Night’s Dreaming,” Craig Anthony’s “Scene: A Room,” and Alan Moore’s “The Courtyard.” The first has been reprinted in Chaosium’s anthology *The Hastur Cycle*, the second debuted in the anthology *Cthulhu’s Heirs*, also from Chaosium, and the third debuted in *The Starry Wisdom* from Creation Press. Of course, the original creator of this mythology, Robert W. Chambers, should not be overlooked. His excellent stories appear in Chaosium’s forthcoming *The Weird Fiction of Robert W. Chambers*, a volume highly recommended to the curious reader. Some approaches to the conception of Hastur, such as those of August Derleth, have been ignored and discarded. Those seeking consistency with published *Call of Cthulhu* materials are free to continue conceiving of Hastur as a big tentacular glob of a monster; others are encouraged to open their minds and enter a new form of understanding.

universe, which assumes an individual role only in response to the entropy caused by human beings—our destruction gives it form, our violence gives it a name, our screams give it a voice. It is no more a deity than gravity is, no matter how many people worship it and ascribe it a personality and an intelligence (many do). However, by envisioning a “deity” with properties that are in sync with the principle of entropy, it is possible for humans to commune with this principle in a direct way that fosters a greater—if insane—understanding than that possessed by most people.

Imagine a deity based on the law of gravity that was described as living in the center of the Earth and who was constantly pulling all of creation towards itself; while still wholly fictional, this conception does nevertheless have a strong relationship with the physical properties of gravity and therefore those who worshipped such a deity could have a powerful instinctual understanding of the law of gravity and its effects on human lives. Likewise, those who worship the idea they know as “Hastur” have seen in it certain properties clearly related to entropy, and therefore these people could have an understanding of fundamental entropic forces and their role in our lives that is denied to the rest of us.

In brief, Hastur can be described as a force that has influence over the realm of insidious destruction. It breaks things down not from without, but from within. Its force is sublimely subtle. In practice, Hastur’s primary area of operation is the human mind: the manifold subtleties of thoughts and chemicals that comprise our personalities are the fields in which Hastur is at play. Although the particulars of Hastur’s influence may function on the level of molecules in the brain, the noticeable result is insane, destructive tendencies—often self-destructive in nature. The vector of Hastur’s influence is an infective madness that can be passed as easily through speech as through the printed page. The entropic fever that burns in this madness breaks down humans’ perceptions of reality and, in fact, affects the very atoms of reality around them. Buildings shift, paintings change, lights flicker, statues mutate, but only in the presence of those Hastur has touched. Around them, order is the jester and chaos the King.

The King in Yellow

This entity is a curious manifestation of Hastur. The King in Yellow is a malign deity or avatar of sorts that speaks only rarely and is drawn to vice and melancholy—in other words, to the social entropy within human society. The King is enigmatic at best. He more or less presides over the terrible alien city of Carcosa, an embodiment of despair and paranoia (which are also elements of entropy at the level of everyday human experience). The King in Yellow might well have once been an ordinary person whose understanding of entropy approached the cosmic level, and who acquired some form of



immunity to entropy as a result; thus distanced from the rest of reality, he acquired peculiar powers and understanding and thereby became the King in Yellow. Alternately, it could be that all of the faith and strength of will possessed by followers of Hastur have willed into being the King in Yellow. Explanations are many; facts are few. He is perhaps only barely sentient—his nature as an incarnate being is all he needs to be. Personality is only inferred, and is all but irrelevant.

Carcosa

Ruled—in name, at least—by the King in Yellow, the city of Carcosa is a strange ghost-metropolis that consumes other cities whose vice and melancholy draw the grim feaster-city towards them. Reality does not function here in forms friendly to human perception. Cobblestone streets turn into dirt roads while buildings change height, decor, and architecture in the blink of an eye. (The city has a general Victorian/Edwardian appearance, though the influence of other cultures and periods is scattered throughout.) You rarely encounter anyone, yet feel that you are surrounded by people. It is a terrible, surreal place. Carcosa lies on some alien world—or dimension—in which the stars burn black in a gray and dismal sky. The city sits upon the shore of a great lake known as the Lake of Hali, a lake that periodically turns entirely to mist. These periods are known as the dreamtime of Hastur. Across the lake from Carcosa lies a tremendous palace, so grand as to defy credulity and so massive as to tower above even the twin moons in the sky of eternal gray twilight.

The Phantom of Truth

This strange being—dressed in robes and a mask that is not a mask—travels to cities that are teetering on the brink of being consumed by Carcosa. The Phantom makes the determination as to whether the city shall be consumed or not based on its experiences in the city: is the city at the appropriate state of melancholy and despair (*i.e.*, entropy)? Each time, the Phantom possesses someone in the city and uses his body as its vessel.

Yhtill

This was a city in some fabulous world, a city where a king had ruled for a long time. With his death, the line of succession was uncertain and the city was plunged into turmoil. Its turmoil drew Carcosa like a suckling babe to a mother's breast, and Carcosa's emissary, the Phantom of Truth, appeared before the ruling class. On the night of a great masquerade ball in the royal palace of Yhtill, the Phantom of Truth made his judgement. The King in Yellow arrived, and Carcosa consumed Yhtill. The two cities merged together, but the Palace of the royal court remains. It lies across the

Lake of Hali from Carcosa proper. Within the Palace, it is always approaching midnight. The masquerade ball is always drawing to a climax. The mirrored halls are always full of drunken, debauched revelers. The Phantom of Truth is always passing judgement. The King in Yellow is always arriving. Those within the Palace are trapped forever in time, reliving the events of that terrible night from scratch every time a visitor enters the palace walls.

The Yellow Sign

A strange sigil that in some way represents or is related to Hastur. Its origins lie within Carcosa, are far older than Yhtill, and are presently unknown. Regardless, the Yellow Sign is a symbol of (indirectly) Hastur and (directly) the King in Yellow. It appears to move in the eyes of viewers, and the mere sight of it can unhinge one's mind—for the Yellow Sign is a vector of the entropic fever that is Hastur.

"The King in Yellow"

This is a sinister play that was written prior to and prefigures the absorption of Yhtill by Carcosa (which, in Earth's timeline, occurred at about 1918). It was privately printed in Europe around the turn of the century, and most copies were allegedly destroyed by the French government. Some copies survived, however, and still make their way among the creative communities of many cities. Those who read the play—which tells of Yhtill, and the coming of the Phantom of Truth, the King in Yellow, and Carcosa itself—invariably go somewhat mad, or are at least sorely disturbed by the play's contents. Reading the play also attracts other people and beings who have been touched by the play, usually with unpleasant results. It is said that the reader always identifies himself or herself with one of the characters in the play, and when that character's awful fate is revealed (for all are doomed) the reader shares that fate in his or her mind and is thus unhinged or affected in some way. Like the Yellow Sign, the play is a vector for Hastur to enter the minds of humans.

Byakhee

These fearsome creatures have been linked with Hastur; they are, in fact, members of a society of such creatures that was long ago absorbed by Carcosa. As the centuries have passed, their minds have been worn down by the madness of the city to pure animal instinct. They are dangerous and formidable, but have no particular mystical connection with Hastur or the King in Yellow—they are simply victims of the city, driven mad. Human cultists who believe Hastur to be a deity and worship it often use byakhees as servitor creatures. Byakhees can fly from Earth to Carcosa, flapping supernaturally through space—or perhaps through some other medium altogether.

Using the Hastur Mythos

If you choose to make the Hastur Mythos a major element in your Delta Green campaign, there are several stages through which your investigators should pass to build to a climax. Your players won't be aware of these stages as such, since they're fairly fluid and overlapping. But they're a useful form of organization for a topic that tries its best to remain chaotic.

Stage One: Themes

Hastur's usefulness in a *Delta Green* campaign lies in the area of subtle, psychological horror. To build a strong, coherent sense of paranoia and horror among the players, the Keeper should think about some of the themes that the Hastur Mythos plays to most strongly. Read through this list of themes, and then do some thinking about the plots and non-player characters you have in the works for the next few gaming sessions. Look for areas of overlap. If any of these themes resonate with something you've got planned, what can you do to develop a theme further? Can you tweak the tone of some planned encounter to better communicate a theme? Is there an NPC you can alter to better personify a theme?

To make this easy, write down the themes given in this section, with plenty of space between each one. Then jot down plots, elements of plots, specific scenes, and NPCs beneath the themes you feel they resonate with. Make further notes as needed, but the main use for this list is to keep it handy during play. Whenever one of those themes is going to be triggered by a listed narrative element, perk up—and do what you can to emphasize the theme, to make the players subconsciously immersed in the theme.

- △ **Alienation.** Human society is an orderly construct, an instinctual assembly of people and ideas, gathered together to stave off chaos. Those affected by Hastur represent the chaos that society seeks to weed out, because it is those people who represent the cosmic truth humanity is afraid of or is just incapable of dealing with. Ordinary people affected by Hastur peel away from the herd, to be sure, but they are also driven off—others sense the change in such people and can't help but react by pushing them away. Examples of people or groups who have ended up outside of the mainstream, turned away by their friends and loved ones, demonstrate the profound alienation that is at the heart of the Hastur experience. (As another writer has said of such people, "It's the cracked ones that let the light in.")
- △ **Surrealness.** Hastur breaks down our orderly perception of reality. When Hastur affects someone, the very world around that person begins to break down in surreal ways. In particular, houses, apartments, and other living spaces seem particularly vulnerable, because we

have such strong psychological attachments to the places we dwell in. A writer's house may contain more rooms than it could possibly hold. A madman's garret may have walls upon which the text of conversations held in their presence appears in oversize, typewritten letters. A pet goldfish may be made of solid gold and yet still live. Stairs may lead nowhere. Doors may open onto pastures. Typically, these physical abnormalities will have strong symbolic or literal connections with the mind of the affected individual: scenes from his life may play out, ghost-like, inside closets; items lost across the course of his life may suddenly reappear; the text of magazines may change to articles analyzing the subject's failed relationship with his wife.

- △ **Creativity.** Liberated from the shackles of orderly society and reality, the minds of those affected by Hastur often lean towards creative expression; conversely, already-creative minds are helplessly drawn to Hastur. A major component of this is the creation of entropic vectors—creative works that serve to spread Hastur's influence to those who encounter them. A perfect example is the aforementioned play, *The King in Yellow*, but other examples in a variety of media are possible. Sculptures, paintings, music, movies, novels, whatever. Such works often contain clear signs of Hastur's influence, ranging from appearances by the Yellow Sign to references to Carcosa or Yhtill, and so on. The Cult of Transcendence's Secret Senate is a perfect representation of this.
- △ **Aesthetics.** This area is somewhat related to both surrealness and creativity. When Hastur's influence takes physical form in the distortion of living spaces, a particular aesthetic tends to be well represented. This is primarily architectural/decorative, and is the aesthetic of the Victorian/Edwardian areas. Rooms may gain red velvet wallpaper, couches may morph into designs compatible with the turn of the century, and so on. The source of this bizarre aesthetic consistency is the ghost-metropolis of Carcosa, which itself is somehow stuck in that architectural/decorative mode. This is probably due to it being the period of Earth-referenced time in which *The King in Yellow* first appeared and began wreaking quiet havoc through the twentieth century, as well as it being the period in which Yhtill was absorbed by Carcosa. Humanity's close attachment to living spaces forms a sort of mass-mind aesthetic, and the point at which the psychic invasion of Hastur began in earnest in the western world was therefore filtered through this aesthetic. Ever since, manifestations of Hastur in the living spaces of those affected by it bring this filtering aesthetic with them, to strange effect.

Stage Two: Manifestations

Once you've managed to weave some of the themes of the

Hastur Mythos into your campaign, you're ready for stage two. This stage is where you begin introducing manifestations of the Hastur Mythos into play. These manifestations are essentially staged scenes of eerie events. It's important that they not feel jammed into the action, so each manifestation is tagged to a type of scene common to a Delta Green campaign. That way, when one of those common types of scenes crops up naturally in the course of play, you can piggyback the related manifestation onto the scene to keep the feeling spontaneous. The last thing you want is for the players to feel that you're just arbitrarily wresting control of the narrative away from them to make something weird happen—the weird happenings need to occur naturally, as if some unconscious karmic choice of the players brought them on. (Hopefully, that'll even be true.)

Each manifestation includes an optional component that should only be used if the campaign is nearing a Hastur-related scenario (stage three), since these optional components generally have direct indications of Hasturian elements such as the King in Yellow, the Yellow Sign, and so forth. Essentially, they're amped-up versions of the basic manifestation, and they could be too distracting and confusing for the players if not used carefully.

Note that the manifestations described herein are each geared for only one investigator. You can choose to involve the entire group if you wish, but it's generally more effective to just mess with one player's head at a time. That way the other investigators have no idea what he's talking about, wonder if he's crazy, and so forth. Of course, once several of them have each had a weird experience they may begin to realize there's something going on—but that's the point when they *really* start to freak out, so just sit back and enjoy it.

Use these manifestations, alter them, and create new ones to suit your personal style. Never let the players feel that they have a firm grasp on the reality of the campaign.

An Interrogation

While the investigators are interrogating someone, take one player aside and describe a dramatic shift. The interrogation room (whatever it may be) suddenly morphs into a European royal court of the nineteenth century, complete with throne, red carpet, torches, and so forth. The other investigators are still dressed in their usual clothes, but the person being interrogated is now dressed in the sumptuous clothes of a king or queen, and is seated upon the throne. The whole demeanor of the person changes to that of a haughty noble, speaking a foreign language—probably French, Italian, German, or Spanish—which might or might not be understandable to the affected investigator (depending on which languages he knows). The other investigators are also speaking the same language, and their manner is now deferential, as befits loyal courtiers of the nobility. This strange shift lasts only for the next couple of questions, and then blurs back

into normality. No one besides the investigator is aware of this shift in any way.

Optional: Have black banners emblazoned with the Yellow Sign hanging from the walls.

A Drive

During a long drive to some location, preferably at night, the driver of the car begins seeing faces. They're white, pale faces with dark eyes and indeterminate features, and owing to the lighting and the landscape it's difficult to get an idea of the people they belong to. The faces appear in windows, peeking out from around corners, looking down from the boughs of large trees, and so on. Initially, call for some Spot Hidden rolls from everyone in the car. No matter the results, only a success by the driver results in anything. Tell him in a note or a whisper what he notices, and he's then free to inform everyone else in the car or not. Repeat this a couple of times to ensure that the driver gets at least one success. Describe the faces as having a mild glow to them, more than can seemingly be accounted for by available light. They only appear for a moment before ducking away again. Should the car stop, no one can be found.

Optional: If someone else in the car makes a Spot Hidden roll, that investigator briefly sees a mild but unnatural glow coming from the driver's face. It passes quickly—perhaps just a trick of the light. At the same time, the driver realizes that everyone in the car has been replaced by the shadowy people with glowing faces—but then all returns to normal.

A Shootout

As bullets fly and investigators and opponents duck and weave, one investigator sees a group of children in fantastical, pseudo-medieval garb come dancing in a line through the midst of the violence. The children are between the ages of six and twelve, and show no awareness of their surroundings. They may even move through solid objects. Bullets and thrown items pass right through them. As they move beyond the area of violent activity, the children fade into nothingness.

Optional: Instead of fading away, the children peel off one by one. Each child hurries over to someone in the melee and steps inside of them, matching foot to foot, and disappears within the chosen target. In the hours following the combat, the affected investigator may occasionally see the face of a child appear, ghost-like, over the face of the combatant whom the child entered.

A Stakeout

In the midst of long hours of secretive observation, one investigator has a strange experience. He flashes back to an incident earlier in that same game session, preferably an inci-



dent for which he was not present but other investigators were. Take the player to a separate room and simply jump into that encounter with no explanation. Describe what the other investigators do and so forth just as the scene happened earlier, and keep asking the player what his investigator is doing; if he disrupts the established events of the scene, just improvise. Do not answer meta-questions from the player about what is going on, what happened to the stakeout, and so forth, though if the *investigator* asks those questions, the other investigators (played by you) should of course react appropriately. At any arbitrary point during the re-lived encounter, stop doing it and bring the player back into the room. No time has passed for his investigator, but he recalls the flashback perfectly. Any alterations to the scene he might have created have no basis in reality; this was all in his mind.

Optional: At the onset of the flashback, the investigator disappears into thin air. He reappears back at the group's hotel or local residence, asleep in bed, and if not disturbed he does not awaken for hours.

A Search

While searching some area, ensure that one investigator spends a couple of minutes alone—searching a bathroom or whatnot. The investigator finds a cream-colored envelope

with an unsealed flap. Inside is a beautifully printed invitation, rather like a high-quality wedding announcement. The investigator's name appears at the top of the invitation, followed by: "YOU ARE INVITED TO A MASQUERADE BALL. THE PALACE, IN THE EVENING, ONE WEEK HENCE. WE SHALL CELEBRATE THE BIRTH-DAY OF CASSILDA, QUEEN OF THE ROYAL COURT OF YHTILL. COME IN COSTUME. COME TO DINE. COME TO DANCE. COME." As soon as the investigator is no longer alone—when someone enters or he goes to find someone—he finds that the invitation and the envelope have vanished. A week later, use the manifestation described under "A Rest."

Optional: Instead of finding the invitation, it is delivered to the investigator. During the aforementioned search he hears a noise behind him and turns to find a small child made of clockwork, all gears and rods and pistons. She has a small head and stubby forearms attached to a clockwork body. She has no legs, but instead rolls around on one big wheel and one small wheel. The invitation is tucked into her oily clockwork innards. Should anyone else enter, the child vanishes unseen by any but the investigator. If this happens before the investigator gets and reads the invitation, the clockwork child will return again when he is alone to attempt delivery once more. (Incidentally, if the investigator is a parent, the clockwork child bears the face of one of the investigator's children.)

A Rest

It is evening, and the investigators have gone to their hotel or residence to rest for the night. One investigator hears movement just before going to bed, and finds a life-size human marionette sitting in a chair, strings cut and dangling to the ground. It is dressed in silken robes, with a paste-and-wood head painted clumsily and resembling no one in particular (it is in every sense a *stranger*). The marionette holds an ornate and opaque decanter, with a small brass plaque on the front engraved with the investigator's name. Opening the bottle, the investigator hears a vaguely familiar voice whisper: "The last king is come." The marionette and the bottle disappear before anyone else comes to see them, and do not appear on photographs or other recording media.

Optional: Further investigation reveals that there is someone inside the marionette outfit—it's a costume. Removing the head reveals it to be either another investigator or a member of the investigator's family. The person seems to be in some sort of trance and does nothing but breathe and blink his eyes. If the investigator did anything rash such as shooting the marionette, blood wells up from the wounds. The marionette and bottle vanish as usual before someone else comes near. The person who seemed to be inside the marionette was never there, was not injured, and has no explanation for what the investigator experienced. (Ideally, the person in the marionette will be the driver of the car from "A Drive," and the investigator who meets the marionette will be the investigator who saw the driver's face glowing.)

Stage Three: Scenarios

Once you have weaved a number of manifestations into the campaign, and once the agents have begun to understand that these strange events are not related to whatever cases they have been working on, it's time to shove them off the pier and make them swim. In other words, it's time to run an entire scenario that deals with the Hastur mythos.

One is provided in this book. Dennis Detwiler's superb "Night Floors," appearing on p. 258, is a Delta Green op that brings the agents fully into the realm of Hastur. The Keeper could also adapt some other Hastur-related scenario for use with Delta Green. Chaosium has produced two suitable works, but they may be hard to find: "Tatterdemalion" (by Penelope Love and Richard Watts) in *Fatal Experiments* and "Tell Me, Have You Seen The Yellow Sign?" (by Kevin A. Ross) in *The Great Old Ones*. Pagan Publishing has produced two more, the second of which is unfortunately quite rare: "Hands of the Living God" (by Daniel Harms) in *The Unspeakable Oath* #13 (though it is only suitable for one agent) and *Alone On Halloween* (by Scott Aniolowski), a numbered-paragraph solo scenario that includes a lengthy sub-section (by the author of this chapter) wherein the player explores Carcosa and meets a variety of strange denizens and stranger situations. You can

also, of course, create a scenario of your own devising, and this is generally the ideal solution.

The point of springing a full-blown Hastur scenario on your agents is to give them the chance to learn some concrete details of the King in Yellow and the forms of strange chaos that emanate from the force of Hastur. At the end of it, they should have some confidence that at least the odd manifestations from earlier in the campaign now make a certain sort of sense—that there is definitely something going on at the fringes of reality.

Once the scenario concludes, stop using the manifestations. Go back to some regular Delta Green ops for a bit. Give the players a sense that Hastur works like static electricity: over time you build up a charge, but once it dissipates then you're free of it. This sense is false, of course, but pulling the rug out from under them is the point.

Stage Four: Carcosa

Here's where you yank the rug. The agents have now been thoroughly infected by Hastur, and their tether to conventional reality has been severed. It may seem that things have been normal since the Hastur scenario, and indeed they have; but in truth, they're now trapped in a sort of elastic reality. The longer they stretch out normalcy, the harder and sharper they'll be snapped back into the arms of Hastur.

The content of this stage is simple: one agent is wholly absorbed by Carcosa. It's up to the rest of the group to get him back, or leave him forever lost. This is a complex process, essentially comprising a scenario unto itself—or at least the tools with which you will create one. To help you, this stage is broken down into several parts.

Part One: The Disappearance

In this part, the agent you've chosen—probably one who was a focus of the earlier manifestations, or one who was especially involved in the scenario from stage three—disappears. The time to stage this disappearance is at the end of an op, near the end of a game session. Once the op is complete and the agents are packing up to leave or what have you, ensure that the agent is not alone, that another agent is in the same room. Then have him disappear. The remaining agent simply looks around and finds that he's alone, or perhaps the victim walks into the bathroom and doesn't walk out again. Whatever the case, it should be clear that this was no ordinary disappearance.

Allow the remaining agent to notify the rest of the group, and they can take whatever initial actions they like. Within a few minutes, however, you should go ahead and end the session in the midst of player chaos, leaving the disappearance hanging.

Before the next session, consult with the victim's player. (You can do this prior to the disappearance if you like, but

it's probably more fun to have the player be just as shocked as everyone else.) Explain that he has been absorbed by Carcosa, and that the next session will focus on getting the rest of the agents to realize this and to pursue him there. You *will* need him to be present for that session, and the two of you need to make some preparations which are covered in the following section.

Optional: If you're a charitable sort and the player seems interested, you might offer to run a one-session single-player adventure in which the missing investigator gets the opportunity to explore Carcosa. The rest of this chapter includes information that will be helpful in running such a session, but no useful conclusion is likely without the intervention of the remaining investigators. Still, it gives the player a chance to have some fun and will grant the investigator some familiarity with Carcosa that may be useful when the rest of the group comes to find him.

Part Two: The Search

In the next session, the agents will be searching for their missing colleague. They'll probably begin by backtracking through the op that just ended to see if there was some stone they left unturned. Play along, but their actions aren't relevant—as long as they're out and about, that's all you need.

Your job is to give them clues to the victim's fate. You and the victim's player will need to come up with these clues prior to the session. Essentially, each clue is some sort of symbolic incident that happens because the agents are in a sort of sympathetic resonance with the victim. Their past involvement with Hastur and their relationship with the victim triggers unusual moments which, taken together, should make the situation clear.

The clues should generally be tailored to the victim's history, but they should also include Hastur-related elements. When the clue involves interaction with some NPC—no matter who it might be—then that NPC should be portrayed by the victim's player. In other words, instead of looking to you for the NPC's reactions, the players will find themselves interacting with the victim's player (but not the victim), a switch they should find unsettling. You and the player should know which NPCs he'll be handling; if they're to be improvised, a meaningful glance to the player should be his cue to step forward and take the reins of that NPC. A list of sample clues follows, but these should be customized or replaced to better relate to the victim.

- △ Some children are playing jump-rope. They're calling out a rhyme to mark the rhythm. This rhyme features the victim's name: "(Victim) has gone to sea / 'cross the waves to rescue me / in a ship both tall and fine / he rounds the corner marking time." None of the children know the victim, and claim they made up the rhyme just this morning. (The victim's player portrays the lead child.)

- △ Two beat cops are canvassing the neighborhood with a wanted flyer for a fugitive. The fugitive has the victim's name, but the photograph and description is of someone completely different. The fugitive disrupted a play at a nearby theater last night and assaulted one of the actors before running away; an audience member snapped the photograph during the assault. The ill-fated production was *Six Characters in Search of an Author* by Luigi Pirandello. (The victim's player portrays the lead cop.)
- △ One agent finds a book lying on his bed. It is *Invisible Cities* by Italo Calvino, and an inscription in the victim's handwriting reads: "Having a time. Wish you were here." (Supply an actual copy of this novel inscribed by the victim's player if possible.)
- △ During an interaction with some NPC—played by you—say, "By the way," and then have the victim's player say, "The last king is come." (This should be arranged beforehand.) If questioned, the NPC maintains he said, "By the way, do you have the time?"
- △ Plant a copy of *The King in Yellow* in the victim's possessions.
- △ A parade of some sort is moving through the heart of the city. A man dressed in yellow robes passes by. He's riding a large horse, but the horse is inside a large black box or shell (with no bottom, of course) and cannot be seen except for its hooves. On the side, a phrase is written in glitter: "The Horse of the Invisible." The phrase is bordered by two large Yellow Signs. If contacted, the man says the images (including the Yellow Sign, which he does not know by name) came to him in a dream. (The victim's player portrays the man.)

Part Three: Transport

By this time, the investigators should have a pretty good idea that their friend's disappearance has something to do with the Hastur Mythos, and possibly that he's trapped in Carcosa. Further research may be in order, but the ultimate goal should be for the remaining investigators to find a way to get to Carcosa.

There are a variety of ways in which to accomplish this. Clues may come from contacts made during the Hastur-related scenario, or if need be they can be channelled to the investigators from Alphonse. Several suggestions follow, any one of which could be tipped off to the investigators.

Swirl of the Pallid Dancers

This spell will enchant several dancers, all of whom must be willing participants. The dancers require special tattered robes and scarves, all of a mottled yellow. When cast, the dancers begin an elaborate and hurried dance, circling the target who is to be transported. The dancers whirl around him, moving faster and faster, as their unraveling costumes

form a solid blur. When completed, the dancers will collapse and the target will be gone.

The dance lasts a number of minutes equal to the target's *SIZ*. It requires an equal investment of magic points, which are drawn from among the dancers. The caster may be one of the dancers, or may simply be nearby; should the caster be one of the dancers, he may add additional magic points above the minimum needed. When the dance is completed, the target attempts a resistance roll of *POW* vs. magic points spent (including extra ones added by a dancing caster). If the target fails to resist, he is lost in the blur of the dancers and is instantly transported to Carcosa. If the caster has been there before, he may choose where the target is sent; otherwise, the target may arrive anywhere within the strange city. The dancers each lose $1/\text{ID}3$ SAN; the caster $2/\text{ID}6$, and the target, $3/\text{ID}8$. Anyone viewing the process loses $0/1$ SAN points.

Gahan's Canvas

This is a painting, showing a battered throne in the shadows of a columned hall. A painter with access to the canvas may paint a subject into the picture, usually seated in the throne. The subject must be present during the painting. The entire process takes $4+\text{ID}4$ hours to complete, and the painter must make a successful Painting skill roll or the attempt fails. During this time, which must be continuous, the subject may make an hourly resistance roll of his *POW* vs. the painter's. If the subject succeeds, the attempt is spoiled, though the subject will not be aware of what the artist was attempting to do. In such a case, the painting may be begun again, if the subject is willing. Should each hourly resistance roll be failed, the subject sits there placidly and awaits the results. Note that these roles assume an unwilling and unknowing subject; if the subject *wants* this to happen, the only roll that need be made is the painter's skill roll.

When successfully finished, the subject grows insubstantial and fades away, as does his image on the canvas. Upon finally vanishing, the subject is transported to Carcosa, appearing in a hall identical to the one on the canvas and in the same position as he was painted. When it is over, the canvas once again shows only the hall, awaiting its next visitor. Using the Canvas costs $1/\text{ID}4$ SAN; being subjected to the process costs $3/\text{ID}8$ SAN.

The Green Door

Club Apocalypse, the unofficial headquarters of the Fate in New York City, contains many secrets. Few are as unknown and unglimped as the Green Door, which resides on the fifth of the ancient sub-levels (which in turn lie beneath the three modern sub-levels). The only individual in the Fate who is aware of the Door's existence is Stephen Alzis—and only he has the key.

Naturally, the investigators must negotiate with Alzis for access to the Green Door. When they come calling, he'll know exactly what they want and why; most likely, they

won't know of the Green Door's existence, but will simply be seeking a method of travel to Carcosa or information about their missing comrade. Alzis will offer the Green Door as a solution, for it opens directly into Carcosa. As for what he wants in return—well, that's up to the no-doubt gleeful Keeper and could comprise a scenario unto itself.

As for the Green Door: it's a very large and very heavy door, eight feet high and five feet wide, made of heavy wooden beams twelve inches thick, splintered at the edges and painted a thick, dark green. Despite its bulk, the door is cleverly hinged so that it opens—inwards—at but a touch once the key has turned in the lock. Beyond is the Whisper Labyrinth (p. 211), carved out of rock. Travel through the Green Door takes no SAN or MP loss; the deal with Alzis will doubtless provide such amenities, in any event.

The Mikado

The House on the Rock is one of Wisconsin's most popular tourist attractions. Gentleman architect Alex Jordan spent several decades constructing the House and its associated buildings, filling them with strange curios and bizarre follies: a re-creation of a turn-of-the-century American town's main street; the world's largest carousel, surrounded by dozens of angels made from dime-store mannequins; massive collections of dollhouses, bizarre old firearms, huge organs, and taxidermied animals; numerous room-sized music machines with life-size mechanical musicians; and on and on. The rooms and structures are so convoluted as to be almost non-Euclidian, and so packed with strange items that they truly beggar belief.

Among these is what is surely the House's premier item: The Mikado, a massive music machine that can not sufficiently be described, only seen. In brief, numerous automata in a bizarre mix of Japanese and Chinese garb play music amidst a spectacle of kitschy relics. (A very partial picture appears at the House's web site at www.houseontherock.com/mikado.html; it shows perhaps a sixth of the Mikado's awesome totality.) It summons up both images of China and Japan and images of America's naive, pulpish distillation of "The Orient" into the likes of Fu Manchu, all at once. That it moves seems magic; the mere fact of its existence, in every respect, dwarfs comprehension and leaves the viewer child-like: baffled, offended, and incredulous all at once. It is the midwest's answer to God.

Alex Jordan's greatest secret lies within the Mikado. Behind the kettle-drum player stands a small door, lacquered and ornate with inlaid portraits of unknown nobility. This door leads to the Gallery of Shades (p. 211) in Carcosa, and requires no SAN or MP to use.

Part Four: Arrival & Exploration

Once the investigators have entered Carcosa, things turn stranger than ever. The Keeper's goal here is to facilitate a re-

union between the investigators and their missing comrade, and to then provide a means of return to the real world—with a hearty dash of danger and surrealism, of course.

The rest of this section describes movement in Carcosa, then goes on to explore various places around the city that the investigators might explore. Things are pretty well in the Keeper's hands at this point. Decisions as to where the missing comrade is, where the reunion will occur, what threats will rise up—all of these are up to the Keeper. This section simply provides a sort of brief tour of sights and spectacles. Suggested encounters are highlighted.

Recall always the immortal words of Hal Hartley: "There is no such thing as adventure and romance. There is only trouble and desire." Carcosa is a place of illusions that destroy illusions, a place where shadows strike sparks.

The Nature of Carcosa

To truly know Carcosa we must begin with a look at the nature of reality. In our human experience, reality is consistent and reliable. Atoms have an internal stability that allows them to remain what they are. Lead does not become gold; a chair does not turn into a butterfly; if you turn right, walk three steps, turn around, walk three steps, and turn right you will be back where you started. But the coming of the King in Yellow brought to an end the rule of such reality in Carcosa. The malignant turmoil of Hastur entered and re-assembled reality in its own image.

As a result, existence in Carcosa is no longer predicated on internal stability. Rather, it is a sort of relational reality. If there is a door on Earth, it is still the same door whether you stand by it, walk through it, or just look at it. But bring that door under Hastur's influence and its definition is constantly changing. When you stand by that door, it is defined by how you stand—how close you are, what color shirt you are wearing, what dust is on your shoes. Should you cross your legs, you have changed the door's definition—as well as your own.

The key element in this mutually-defining reality is perception. While your presence near a door alters its reality, your looking at it actually materializes the change. If you watch the door while a friend walks back and forth through it, you may see the door shift and shudder. Your friend might see the same thing, or something more appropriate to him.

The difficulty with Carcosa's reality lies in what happens to the things near you that you cannot see. Your perception of a thing strengthens the bonds, so little will change as long as you can watch it. But beyond the edges of your vision—beyond your immediate perception—reality is free to change as it pleases, simply because you cannot perceive it. It will stay in a more stable form only when you turn to look at it.

Thus, a person who walks from one end of a street to the other and then back again will find that the street has changed greatly; should they turn around and traverse the street once more it will bear even less resemblance to the way it looked the first time.

Hastur's mutational reality is also self-propelling. As one area of reality is modified, everything around it changes in response. This causes the original area to shift in response to that, and so on. The net effect of this is that Carcosa is completely remade every few hours, never the same thing twice. Needless to say, this makes navigation incredibly difficult for the doomed fools—that is, the investigators—who have traveled there.

Maps are useless. Buildings, streets, entire districts disappear and reform anew after you pass them. Leaving behind markers is similarly futile; they are quickly absorbed into the city, and likely as not your carefully-made trail markers will appear all over the city, pointing in different directions. Even movement inside a building is difficult, though the changes tend to be less drastic than those of the city as a whole (the entire building, for instance, will not disappear while you are in it).

Sanity Travel

Once all of this has been made clear to the newly-arrived investigators, call for Idea rolls. Successful rolls cost them each 1D3 SAN; failure only costs 1 SAN. Request that the players begin keeping a running total of how much SAN they lose due to the city's influence (though SAN is still recorded normally as well, and the usual detrimental effects apply).

From this point on, call for both SAN and Idea rolls as you feel they are appropriate. SAN checks should be made as the result of some shock—realizing that the way home is blocked, or seeing a monster. Idea rolls are used whenever you feel that the investigators might have an opportunity to grasp something about the reality of the city. If they experiment with the reality shifts or try to "test" how things work here, for example, Idea rolls would be appropriate.

There is another important difference in the two rolls. A successful Idea roll will cost more SAN than a failed one (as seen in the 1D3/1 roll made above). This is just the opposite of the normal Sanity check, which costs more if you fail than if you succeed. In Carcosa it is not sudden, crude shocks that illuminate the mind. Rather, it is the slow but constant eating away at your rationality and sense of place that is truly damaging.

As well as enlightening. Whenever the investigators attempt some moderately difficult feat of navigation, the leader of the group must make a roll. This roll needs to be under the total Carcosa-related SAN that investigator has lost to date. (Note that "moderately difficult" means that the investigators are trying to get somewhere that they can't see; as noted earlier, as long as you keep your eyes on something it will remain fairly stable.) If the investigators discuss their course of travel as a group, the designated investigator can roll against all the Carcosa-related SAN loss of the entire group; reality is nothing if not consensual, so if the investigators can arrive at a consensus travel plan, they have a better chance of making it succeed. In any case, success indicates that not only have you found a way to get where you want to

go, you have ensured that the destination really exists. That is, you're actually shaping Carcosa's terrain yourself. (In some respects, Sanity Travel is a bit like the Dreaming skill used in the Dreamlands.)

For example: Darryl Morgan is wandering through dim Carcosa. Turning a corner, he sees a strangely attractive statue a couple of streets ahead. Should he walk directly to it, he will reach it with no problem. If, instead, he makes a side trip into a building along the way, the statue will probably not be visible (or will have turned into a lamppost or whatever) when he comes back out. If he wants to make the statue reachable—as opposed to reaching the statue—he will have to roll under the amount of SAN points he has lost so far.

Obviously, the more SAN you lose the easier you will be able to get around. Explorers must budget their stability: they will need to understand enough of this strange reality to get where they need to go, but still retain enough SAN to survive the trip back.

Keep in mind that Sanity Travel only works on destinations you can't see at the moment and that aren't in your immediate presence. It also can't be used to create or change structures on a large scale; it simply restores something that already existed a short while ago and ensures that you can find it.

Exploring Carcosa

There are three principal areas that the investigators might wish to explore: Carcosa, the Lake of Hali, and the Palace.

All three share a common mood: it is always night, always gloomy, always alien. The rising twin moons never complete their journeys, frozen in their tracks since the coming of the Yellow King. Whether they have actually stopped, or whether time here simply does not pass, is a matter for private contemplation. Investigators attempting to make use of time (by meeting at a certain hour, for instance) will find that it does not pass at a consistent rate. Despite the everpresent gloom it is not too dark to see the nightflyers, the strange everchanging winged things that swoop and arc above the city; prudent investigators might consider that this clarity of vision works both ways, and keep a lookout for nearby cover.

Upon arrival—however they get there—the investigators will immediately feel alone, unwelcome. This place was once built by humans. But with the coming of the Yellow King and the entropic influence of Hastur it shifted, slowly becoming a physical incarnation of that cosmic principle. It is inimical to normal life, normal perceptions; the only way to truly know Carcosa is to lose your sanity, drop by drop, gaining precious but shattering knowledge of this strange realm as the entropic fever scorches your mind.

The city itself is a ferocious marvel; investigators with a sense of the romantic will be drawn to it, sensing its strange beauty, its ethereal grandeur. Those who pride themselves on rationality and logic will not fathom it, finding that, taken as a whole, it disturbs and sickens them. But any who stay long enough may not want to leave.



Encounter: The Horse of the Invisible. While traveling down a street, the investigators hear the sound of approaching hoofbeats. Whether they hide or stand in the open, the experience is the same: an invisible, riderless horse is charging towards them. As the horse nears, however, it begins to turn visible by degrees. First the skeleton materializes, then the muscles, nerves, organs, and finally the skin. Its point of full visibility is the point at which it passes the investigators, and that stage lasts only a moment; as it starts to move away, it dematerializes in opposite order. The complete process lasts scant seconds, and then the invisible horse is gone again.

The Whisper Labyrinth

Somewhere below the city there is a crumbling archway from which a chill draft issues. An investigator might be led here by the distant calling of their name from within, or perhaps by the smell of the draft. Entering the archway, one sees a smallish, circular room with three damp and narrow hallways leading off into darkness; a light source is needed to progress beyond here.

As soon as anyone progresses far enough down any hallway to lose sight of their companions, they are lost. Physical aids such as ropes and marks will not help exploration: the rope will soon be found to have looped around somehow and become tied to itself; markings on the wall will be altered beyond usefulness, repeated on every surface, or simply deleted. Investigators who explore as a group will become separated if any of them go too far ahead or drag behind; remaining in immediate contact is essential.

The labyrinth consists of hallways and small rooms. In every wall there will be several little alcoves or shelves. Each of these holds an opaque bottle; there are tens of thousands of these bottles throughout the labyrinth, and no two are alike. They are short or tall, fat or skinny, ornate or plain, and may be constructed of any number of materials. Each bottle, however, has a person's name on it, like cremation urns. All bottles are closed in some fashion—cork, lid, whatever—but none may be opened except by the person whose name appears on the bottle.

In wandering around, there is a 3% chance per hour (not cumulative) that an investigator comes across his own bottle, though a successful Spot Hidden is still needed to spot it. Should the bottle be opened, a whisper will be released, audible only to the investigator. The message and its effects are up to the Keeper, who must come up with something suitable. It may be a revelation about a past mystery; it may be the voice of a dead friend or a forgotten lover; it may be a cryptic statement that will offer aid or lead him into a trap. Whatever the message is, it will not be inconsequential.

When an investigator (or a group) enters the labyrinth, roll 3d6. This gives you the number of perceived hours they will wander around before finding the way out. Should an investigator's bottle be found, however, that investigator (and any who are with him) will find the exit from the labyrinth in a matter of

minutes. If a bottle is taken that does not belong to the taker, he will find that no matter which direction he turns he keeps coming back to the empty alcove until the bottle is returned. An investigator may keep his own bottle, if he likes, though it will not do anything after first being opened.

As the investigators wander around the labyrinth, feel free to allow them glimpses of other travellers, or hear voices cry out; unless you wish it, none of these phenomena can be caught up with. Take note of what light sources the investigators bring with them, and determine if they will last long enough. Anyone unlucky enough to be lost in the dark will eventually reach the surface, but may have lost some SAN from the experience.

Encounter: The Sommelier. The investigators discover a man in dark purple silk robes and velvet slippers, with a fine silver corkscrew hanging from a long satin cord around his neck. He is darkly complexioned, with a wizened face, bald head, and a goatee. The sommelier is relieved to see the investigators; he's been looking for them, it seems. In his hands he carries one of the opaque bottles (capped with a cork), this one with the name of the missing investigator inscribed on it. He presents this to the group, and also gives them his corkscrew. When they take it, his robes collapse to the floor. His body is gone, save for his head, hands, and feet, which are now the crudely carved components of a life-size marionette. But he has no strings.

The Gallery of Shades

One of Carcosa's larger structures, this elaborate museum houses the works of dozens of artists, all influenced in some way by the madness that is Hastur. The building, like most in the city, changes constantly. Rooms and balconies contract and expand or disappear completely when you're not looking; carpeting becomes oak becomes tile becomes marble. The works do not change in and of themselves, but they are present or absent at random.

The artworks displayed are of all types: paintings, sketches, statuary, kinetic sculptures, folk art, hand-made books, magic-lantern slideshows, *etc.* The quality varies widely, but all share a common heritage of unbalanced creativity. Works here are rarely designed to shock or disgust; the grotesqueries of Richard Upton Pickman would have a hard time finding a place in Carcosa's aesthetic. The subject matter varies widely in both depiction and effect; a painting of a strange alien landscape may not be as disturbing as the sketch of a Paris café where a woman's eyes hunger for something that she will never find in Paris. The influence of Hastur is pervasive and ever-changing, and its madness finds new interpretation in each creator.

The effect of these works upon touring investigators is slow but insidious. As they travel through the gallery's many floors and wings, call for Luck rolls from each. The person who rolls the highest (whether they fail or not) will begin to fall under the gallery's sway. Optionally, you may simply target any investigator who seems appropriate.

The affected investigator will now lose 10 SAN every ten minutes. In some way the others can not grasp, he has had a terrible insight into the nature of Hastur, and now all the artworks in the gallery make a curious kind of sense. While the others in the party simply feel uneasy when they view these pieces, he begins to understand them. Each bit of sanity lost makes it easier to lose the next bit, and soon the rational structure of the unfortunate investigator's mind falls like a line of dominoes. Do not roll for temporary insanity, but instead just keep track of how much SAN has been lost without telling the player. The investigator is not consciously aware of what is going on, as he slowly retreats into the madness growing inside him.

Should the investigators decide to leave the Gallery (entrances abound, so this is not a problem), the affected investigator will not want to leave. He will resist any physical attempts at taking him out, even fighting if he has to. Should a friend attempt to talk him into leaving, however, he may make a POW resistance roll against the speaking friend. Should the roll fail, the insight he gained will suddenly elude him, and, shaken and pale, he may be led out of the Gallery, though the lost SAN still applies. Once the investigator has escaped, he will remain pale and melancholy for as long as the party is in Carcosa, unwilling to take any action besides being led around. Divide the character's new SAN by 5 and use that as his effective POW for as long as he remains in the city. Upon returning home, his normal POW is back in effect. SAN lost due to the Gallery does not cause temporary insanity, though a non-Gallery SAN loss during or after his time in the Gallery can still do so.

Should the investigators remain in the Gallery for too long, the affected victim will go with the party, acting perhaps quiet but otherwise normal, until he reaches 0 SAN and is permanently, incurably insane. At this point, a dozen masked figures in dark robes will suddenly step into the room where the party is, blocking all entrances. The investigators will find themselves frozen, unable to act, as the insane investigator steps forward and walks off with the strange figures, never to be seen again.

The remaining investigators will find that the strange paralysis wears off quickly, but no trace of their friend will be found. However, if they spend any significant amount of time looking for him, another investigator will begin to suffer the same fate. Should the party refuse to leave until their friend is found, it is likely that they will all become shades of the Gallery.

Encounter: Hildred Castaigne. One large chamber holds an unusually impressive display. The walls, ceiling, and floor are whitewashed, and inscribed on all of them is a blur of minutely etched names, each with dates of birth and (where appropriate) death. The names are written in fine calligraphy, each no larger than a fingernail. Each name has a small nail driven into the stone beneath it, and a web of thin fibers (human hair, in fact) are tied between the nails.

The artist responsible is a handsome man of proud bearing named Hildred de Calvados Castaigne, dressed in some sort of ceremonial military uniform belonging to an unknown army. Castaigne has the power of flight. He floats around the room, contorting to pass between the countless hairs he's strung between the names. His time is spent inscribing new names, and threading familial connections between them. He'll be happy to talk with the investigators, though he knows little other than his name and his project, which is to unravel some sort of global genealogy that will, eventually, reveal the name of the True King who will rule the Earth. He'll candidly admit that he thinks he is that True King, but he has to prove it to claim his title. If asked about the missing investigator, he glides and twists through the hairs until he finds the victim's name, which has no date of death attached. "The good news is that he's still alive, but I'm afraid that's all I know. Best of luck!"

The Lake of Hali

The Lake of Hali is the passive essence of Hastur. It shares with its surroundings a certain insubstantiality—the size of the lake is not constant, though this will not be obvious to an onlooker. The lake is sometimes made up of water, sometimes not. When it is not water, the lake takes the form of roiling clouds, like a huge swirling fog that nevertheless has crests, waves, and eddies.

Though few ever learn much about it, the lake is fully as strange as the rest of this place. Dim lights occasionally emit a glow from somewhere deep underwater. This glow may be constant, or may even flash like a beacon or a message of some kind; whatever it is, the investigators aren't likely to want to find out.

Of course, the lake is occupied. Anyone contemplating a journey onto the lake while it is in water form had best think twice. Boats of strange and baroque design may well be found on the shore from time to time, and spirited investigators can certainly set sail. They will quickly learn that anything may be living in this odd body of water.

One of the most fearsome and curious aspects of the lake is its changing substance. When the lake is in its foggy dream-cloud form a voyager may actually travel down into the lake itself, simply by tipping the boat downwards and paddling a course into the depths of the fog. Such a voyage will be a strange and wondrous experience, and not wholly unpleasant.

Visibility under the fogwater is about fifteen feet. Deep-ocean sounds resonate from time to time, perhaps the low rumbles of some Carcosan whale. Occasionally one of the lake's inhabitants will drift by through the dim clouds, just out of sight. In such cases the investigators will nevertheless be aware of something truly huge passing them by—worth a 0/1 SAN check.

About eighty feet down, the explorers will begin to descend past tower spires, only dimly glimpsed in the fog.

Soon it will become apparent that the investigators are surrounded by buildings, in a vast city that lies unguessed at beneath the lake. Nervous investigators will wonder just what they have gotten themselves into. Remind them that they are far below the surface of the lake—should the dreamclouds become water once more, they would surely be doomed.

If they are brave enough to continue, several hundred feet down the boat will come to rest on the bottom, actually one of the many streets in the strange secret city beneath the lake. As the investigators disembark and get their bearings, the fog will slowly drift away until they can see with perfect clarity, revealing stars above. The investigators have gone as far as they can and have arrived at last at the Lake of Hali's deepest secret—Carcosa itself. For as you descend into the dream-lake you eventually emerge above Carcosa, and when you reach bottom you are once again in the city where you came from. Investigators will quickly deduce this (Idea rolls are appropriate here, at a cost of 1D6/1D3 SAN) when they see the shores of the Lake of Hali still beckoning them from not far away, the lake once again consisting of water, its strange cloud-substance only a memory. If you would like to drive the point home, allow the investigators to see themselves in the distance, climbing into the boat and descending into the lake once more.

Encounter: Nightflyers. As the investigators paddle through the fog, a large creature passes by, sending off powerful ripples that knock the boat about. In the wake of the creature comes a swarm of nightflyers, shape-shifting beasts the size of horses who feed on the wastes left by the creature they follow. One or two of the nightflyers peel off and attack the boat, looking for fresh meat. Use any creature stats you want; they can become most anything of equivalent mass.

The Palace

Standing on the shore of the Lake of Hali, where it meets the edge of Carcosa, one may occasionally glimpse a far-off structure across the lake, impossibly far to still be visible. This is the Palace, where the King in Yellow made his appearance and brought the infestation of Hastur. It is the setting for the banned play that bears the King's name.

The best way to reach the Palace is probably to paddle into the lake's dream-fog, and endeavor to settle in front of the Palace rather than in Carcosa proper. If the investigators set out to do this, they will succeed. Simply paddling across the surface to reach the Palace will fail, however; it never grows any closer.

However the investigators choose to get there, achieving the Palace is likely to be the climax of this plotline—the missing investigator is inside. If the Lake of Hali is the strangely beautiful incarnate soul of Hastur, the Palace is its secret, palpitating heart.

The Palace is of great size and great beauty. Standing before it, the viewer is bitterly tempted to weep for lost

Yhtill. Indeed, the entire structure radiates a kind of alien sadness. Within, the recent remnants of a great party are evident. When the investigators enter, in fact, it is only a few hours after the initial arrival of the King in Yellow. Time here has in some way slowed almost to a standstill. The investigators may wander the strange, ornate rooms of the Palace unchallenged, but the sound of voices will eventually draw them to the great ballroom.

There they will find the inhabitants of the Palace, standing and sitting in small groups, speaking in low, stunned tones. Everyone here is gaily dressed for a masquerade, though they have all unmasked. Only a few hours previous, it should be explained, the King in Yellow arrived, informing the party-goers of his identity. In that moment the city of Yhtill—wherein the Palace lay—became Carcosa, and the royal family of the palace learned that they were somehow doomed. They stand around now, morose and uncertain. Any of them will speak with the investigators, seeing them only as familiar party-goers; they will address the investigators by strange names and ignore any contrary behavior. Little information may be passed on, however—the people of the Palace are truly lost in both mind and soul, and are impervious to any persuasion or harm.

The lost investigator is here at the party. His rescue is up to the Keeper and players. Perhaps he is in some sort of fugue, or believes he is someone else—a character in the play. If the investigators have his bottle from the sommelier of the Whisper Labyrinth, that might free him. Perhaps they must duel monstrous doppelgangers for his freedom.

The outcome of all this is up to the Keeper. Terrible dangers may well exist in the dungeons and cellars of the palace, but such amusements are rightly your province. The Palace should be a deeply unsettling but finally incomprehensible place to visitors. Hastur's madness is not a crude, violent spasm but a subterranean impenetrable solitude, indefinable and unyielding. Exploring its heart would not be a wholly pleasant experience.

Conclusion

If you've taken your group of investigators all the way through the preceding material, it's probably time to ditch all this Hastur nonsense and go fight some monsters. You may choose to have occasional manifestations of their connection with Hastur, but these should not take a malevolent or disconcerting tone. Instead, they should be moments of strange beauty, pervaded with a sort of bittersweet nostalgia; they should almost be comforting, even helpful, like a friend waving at you from across the street. Ideally, the investigators should be made to feel that they somehow belong in Carcosa, and that one day—one grand, joyous day—perhaps they will return, and dwell there forever in dreams.

The King in Yellow Tarot Deck

Daniel Harms and John Tynes

Decks of pictorial playing cards known as tarot decks have been around since the fourteenth century, at least, and are believed to have originated in Europe. Traditionally comprised of seventy-eight cards, tarot decks are the forerunners of the modern playing-card deck or poker deck, but tarot cards are often ascribed loftier purposes than mere gamesmanship. They are used in fortune-telling, serving in a sort of symbolic psychoanalysis that attempts to identify the forces at work in a person's life—past, present, and future. While not intended as a detailed predictor (“You will meet a tall man named Angus with a passion for pinball.”), tarot prognostication can stimulate thought and insight in a person about his life that might not otherwise occur. This revelatory—rather than divinatory—aspect to the tarot has assured its survival through the centuries, while the intriguing illustrations that vary greatly from deck to deck have drawn talented occultists and artists alike to leave their own legacies of new and original decks. Today, at millennium's turn, one can readily choose among dozens upon dozens of different commercially available designs, representing nearly every mystical, folkloric, cultural, and aesthetic tradition in common currency.

The rarest of tarot decks, of course, are those that are not commercially available. These are decks that are either one-of-a-kind, hand-crafted works of art, or those printed in small, private editions for limited distribution among like-minded individuals. One of the rarest of rare decks is the King in Yellow Tarot, a little-known deck that exists both in an original hand-crafted edition and in a limited-run printed version.

History

The publication of *The King in Yellow* around 1900, and its subsequent near-eradication by every government whose borders it crossed, gave rise to numerous rumors among the *avant garde* of Europe. Most of these rumors had to do with the content of the play, which was assumed by most to be salacious—false tales of depraved sexual debauchery in the lines of the text were common. Other rumors had to do with the play's anonymous author, or the unknown publisher who had produced the printed books in a half-dozen languages that turned up mysteriously in bookstores over

the course of an autumn. Still others concerned who might actually own a surviving copy, and who might have read it.

One unusual rumor passed among another social circle, one altogether different from that of the poets and painters who pondered the play over absinthe or coffee. This circle was that of Europe's fortune-tellers, the vague network of mediums, palm readers, spirit writers, planchette operators, and other occult types who had found fortune with the spiritualist movement of the time. The rumor that passed among them regarded *The King in Yellow* not as the beginning of something new, but the culmination of something old. For the more dedicated of these folk had heard of the King before, mentioned in conjunction with a notorious tarot deck that bore the King's name.

Tales of this deck had been told since the early 1700s. They consisted of a simple story. Somewhere there was a fabulous deck of hand-crafted cards that numbered seventy-seven, rather than seventy-eight. The missing card was the Emperor, and the story went that in readings done with this deck before times of great crisis, the non-existent Emperor card would nevertheless appear, bringing with it an unmistakable warning of imminent disaster. (At times of truly dire consequence, *all* of the cards would come up Emperors.) The deck was known as the King in Yellow deck, though where the name came from was not clear. This story would get trotted out sporadically, updated to the latest disaster, and the deck would retroactively be claimed to have predicted said disaster mere days before it transpired. The ownership of the deck was also a source of rumor, but until the publication of *The King in Yellow*, no one could directly claim to have seen the fabled deck.

In the early years of the 20th century, however, direct reports of the deck's existence began to circulate, this time with an owner attached. The owner was a fortune-teller from Greece known as Madame Anna Sosostriis, and while she would not discuss the nature of the deck or its origins, she did use it regularly in her readings—which were said to be of astonishing accuracy and insight.

As word spread, Madame Sosostriis became a celebrated mystic among the *cognoscenti*. She travelled across Europe, doing readings for the wealthy as she went. She did, however, manage to keep a low profile in terms of the public at large, using her clients' influence to keep her name out of the press and generally ensure that commoners would never

hear of her. Among those who knew her through her services, however, she was said to be wisest woman in Europe, with "a wicked pack of cards." Those who observed her deck in action swore it was the true King in Yellow deck.

Sosostris left Europe around 1914, and her whereabouts for the next ten years are unknown. She surfaced in Morocco in 1925 and resumed her fortune-telling exploits. In the late 1920s she authorized a small publisher to produce a limited run of a hundred reproductions of her set, which were sold at truly exorbitant prices to her best clients under a shroud of secrecy. She contracted and supervised the master engravings herself with an unknown artisan, and instructed him to alter numerous details throughout the printed deck; the handful of individuals who had a chance to compare a few of the original cards with the reproductions reported that while the basic subject matter was similar, the printed version dropped a lot of unusual elements and replaced them with more conventional depictions from other tarot sets. Most strikingly, the printed edition included an Emperor card, which Sosostris apparently commissioned from scratch.

Madame Sosostris retired from professional fortune-telling in 1930, living off the substantial fees she had earned from her work over the years and from the private sale of the printed edition of her deck. In 1934 she made a last tour of Europe, seeing friends but also visiting some of the great libraries of the continent on some sort of research which she refused to discuss. She was accompanied by a small dark-haired boy whom she identified as her nephew, Alex, though none of her acquaintances had ever met or heard of any other member of her family prior to the trip. The pair eventually made their way to London, where they booked passage to New York. They were never seen again by anyone who spoke of it. Her original, hand-crafted deck disappeared with her.

A dozen of the hundred-copy printed editions of her deck are known to survive to this day. Most of the rest were lost in the chaos of World War II, and while they may survive somewhere, it is likely that their significance and value are not recognized by their present owners. Of the dozen known copies, only two still have the Emperor card; many of the original purchasers evidently destroyed the Emperor or stored it separately (leading to its eventual loss) to better emulate the original. The most recent sale of a surviving, intact deck occurred at a private Budapest auction in 1995, where it sold for \$243,000; both the buyer and the seller were anonymous. (Some arcane wags have suggested that Stephen Alzis was both buyer *and* seller, and conducted the "sale" merely to annoy jealous occultists.)

The deck is mentioned in a few widely available books on the tarot, but only in its pre-Sosostris context as a piece of legend and usually as part of a laundry list of fabled "lost" decks. The stories of Sosostris and her deck were confined to a narrow strata of wealthy individuals with oc-

cult interests, a strata largely displaced or destroyed by the war. Today, perhaps only a few hundred people worldwide are aware of the deck and its history, and that figure may be an exaggeration.

Appearance

There are two versions of the King in Yellow tarot. The first version is, as far as anyone knows, the original: a deck of seventy-seven cards measuring roughly 4"x7", illustrated by hand onto stiff paper boards a sixteenth of an inch thick and then varnished or lacquered, perhaps multiple times over the years. The corners are rounded. The backs are unadorned white, though age has turned the coating a dingy yellow. The fronts are ink illustrations with pale pigments providing color, and there are occasional instances of gold leaf. The cards are numbered—though *not* in the traditional order of the classical tarot—with Roman numerals, and the titles of the major arcana and the minor arcana face cards are written in French (the rest of the minor arcana are merely numbered within their suits). Sosostris carried the deck in a small leather-covered box, but it is unknown if she supplied the box or if it originated with the deck; no one seems to have noticed any markings or inscriptions on the box.

The second version of the King in Yellow tarot is the privately printed edition prepared by Sosostris in 1928. One hundred decks were produced by Jacob Constantine, a small publisher in London who specialized in short-run titles on spiritualist topics. No expense was spared in their production, and the decks were graced with vibrant color using the latest lithographic techniques. Gold leaf was applied to each deck by hand. These decks were slightly smaller than the original, about 3"x5½", and were printed on fine linen paper which was then hand-glued to sturdy boards and lacquered. Unlike the original, the backs included a design: the printer's mark, with a scroll curling around it that read in small letters, "The Tarot of M. Sosostris, Printed Exclusive to Jacob Constantine, London, A.D. 1928." A set of one hundred rosewood boxes were constructed with velvet lining and a surprisingly sturdy lock, and each box was etched at the time of purchase with the name of the buyer or the buyer's initials, as desired. Some sets were allegedly autographed by Sosostris at the request of her favorite clients, but no autographed sets are known to survive.

The Deck

As noted earlier, the illustrations of the printed edition differed from the original edition in numerous particulars. The descriptions that follow are based on the printed edition. Lacking access to the original, it is impossible at this time to accurately describe the true deck; the following will have to suffice.

Major Arcana

Le Mat [The Fool]

A small number of figures wearing cloaks the color of mist walking tightly together along the edge of a cliff. All their features are hidden, and it is impossible to determine exactly how many there are.

I: Le Bateleur [The Magician]

A proud-looking man with short, jet-black hair wearing a purple robe and holding a double-edged sword above his head.

II: Junon [The High Priestess]

A dark-haired, vacant-eyed woman in a white dress sitting chained between two pillars. A thick leather-bound book lies forgotten at her feet.

III: L'Imperatrice [The Empress]

A young woman with platinum-blond hair. She wears a gold circlet and carries a scepter bejeweled with emeralds. She reclines on a low couch and is surrounded by threadbare, rotting tapestries.

IV: Jupiter [The Hierophant]

A sneering elderly man wearing ecclesiastical garb standing before two naked monks. Each of the pair carries a whip in his hand, and every part of their bodies is covered with red welts.

V: L'Amoureux [The Lovers]

Two naked humans, one male and the other female, stand beneath a sunny sky. The two are flanked by a pair of stately trees whose drooping branches are laden with huge, rotting fruit. The woman, a curvaceous dark beauty, looks up at the sky, while the man, a thin individual with short blonde hair, gazes at her.

VI: Le Chariot [The Chariot]

An arrogant young man with Egyptian-looking features and clad in the garb of a Pharaoh. He stands in a chariot, holding the reins of two sphinxes who seem to growl menacingly at each other.

VII: La Force [Strength]

A tall, blonde woman with an intimidating gaze grasps the jaws of a ferocious lion.

VIII: L'Ermite [The Hermit]

A middle-aged, portly man with a jovial expression wearing a robe. He stands on a raft with water seeping through its cracks, and holds a lantern aloft. A fish has leapt from the water onto the raft, and its human-like face seems to be screaming up at the viewer.

IX: La Roue De Fortune [Wheel of Fortune]

A dark spiral of stars and nebulae, centering on a single point of darkness, resembling modern conceptions of a black hole. The stars subtly form pictures of masks of various shapes and sizes.

X: La Justice [Justice]

A young man dressed in a riding cloak who holds up one arm in greeting. The other arm is folded across his chest, and something glistens on his hand. His face is grim, matching the bleak, lifeless landscape behind him.

XI: Le Pendu [Hanged Man]

A tubby man with a slight moustache and thin, fine hands. He is dressed as a herald, though his trumpet has been dropped upon the ground. His feet are tied together with rope, and he has been suspended upside-down from a wooden scaffold that shows a good deal of weathering.

XII: La Mort [Death]

A man dressed carelessly in the rags of a peasant. His youthful face would appear guileless under other circumstances, but in this case it conveys an uncanny menace. The man is walking aimlessly across a plowed field covered with corpses from a great conflict.

XIII: Temperance [Temperance]

A shining golden crown inlaid with silver leaves and incrusts with diamonds. Beneath it sits an illuminated piece of parchment; none of its lettering is readable except for an ornately-penned Gothic "W" below the document's title.

XIV: Le Diable [The Devil]

A rocky shore, behind which a frothing, bubbling lake stretches into the hazy distance. On the lake sits a gondola carrying a young man dressed as a knight ardently wooing a lady, who recoils from his advances in distaste. A dimly-defined bulk may be seen just below the water's surface upon close inspection.

XV: La Maison De Dieu [The House of God [The Tower]]

A city of enormous towers and crooked alleyways, most of which are lost in shadow. One mighty structure stabs toward the heavens far above its lesser brethren; the rising or setting moon, swollen to an unnatural size, floats between the viewer and the bulk of the spire. Many tiny, richly-dressed figures fall from its top.

XVI: L'Etoile [The Star]

A mist-like background, with a circle of ebony in its center.

XVII: La Lune [The Moon]

A pair of jackals, each sitting on a low mound on either side of a stream, howl up at a Yellow Sign hanging in the night sky.

XVIII: Le Soleil [The Sun]

A slim book bound in black leather with heavy, rusted metal hasps. The Yellow Sign appears upon the book's cover.

XIX: Le Jugement [Judgment]

A great banquet hall, with an overturned table at the center. A large number of guests have recoiled from the middle of the hall, seeming not to mind the food and drink that have been inadvertently been splashed upon their finery. Their faces are frozen in disbelief and terror, and each one stares at an open window at the room's end. The content of the window is murky.

XX: Le Monde [The World]

A shadowy planet rests in the center of a tableau of faint stars. Two lesser, lead-colored bodies are setting behind it.

XXI: Le Roi en Jaune [The King in Yellow [The Emperor]]

A figure in tattered yellow robes, with a strange mask upon his face. He sits upon a throne of onyx, one hand clutching fiercely at the throne while the other rests upon his chin, perhaps holding the mask in place or preparing to remove it. (This card is missing in the original deck, and only two of the known printed editions still retain it.)

Minor Arcana: The Swords

Roi des Épées [The King of Swords]

A regal but stooped king swallows his own sword. The bloodied tip protrudes from the arch of his back.

Reine des Épées [The Queen of Swords]

A woman in finery works in a dingy blacksmith shop, sharpening her blade.

Chevalier des Épées [The Cavalier of Swords]

An armored knight drives his sword into his horse's side. The horse's eyes are closed.

Valet des Épées [The Page of Swords]

A young man beneath a proscenium arch, as on a stage, slashes savagely at the half-closed curtains around him.

X [Ten of Swords]

A man stands in a fiery desert. He is imprisoned within a circle of ten swords, driven into the sand.

IX [Nine of Swords]

Three urns rest on three pedestals beneath a radiant sun. Each pedestal bears a carving of three swords.

VIII [Eight of Swords]

A woman stands pierced by eight swords. They are arranged

evenly around her sides and head, forming a sort of corona.

VII [Seven of Swords]

A line of six swords stand driven into the grassy earth. To the left, a boy has plucked a seventh, radiant sword from the ground.

VI [Six of Swords]

Six men with outstretched swords stand at the back of a sailing ship, as if saluting something they are leaving behind.

V [Five of Swords]

A row of five armored men stand with swords, each stabbing the man ahead in the back. The last man's sword appears to wrap around the edges of the card and re-enter to stab the first man.

IV [Four of Swords]

Four swords are driven into a rocky surface that resembles human vertebrae. A man lies on his back, balanced atop the pommels.

III [Three of Swords]

Three swords lie on a plane of black, arranged into a "Y" formation.

II [Two of Swords]

A man divided in twain stands, his two halves separated by the night sky. In each hand he holds a sword.

I [Ace of Swords]

A great sword pierces the moon.

Minor Arcana: The Scepters

Roi de Bâton [The King of Scepters]

A king stands before his throne, scepter balanced on his crown and his hands in front, palms together, as if in prayer.

Reine de Bâton [The Queen of Scepters]

A heavyset queen reclines in a rowboat, lazily poling along with a great scepter.

Chevalier des Bâton [The Cavalier of Scepters]

A knight uses a scepter to dig a pit.

Valet de Bâton [The Page of Scepters]

A canny young man delays three travelers with his scepter, shaped like a shepherd's crook.

X [Ten of Scepters]

An old man climbs slowly up a rocky hillside, a heavy bundle of ten scepters on his back.

IX [Nine of Scepters]

A young warrior stands sternly before a wall of nine scepters, through which can be seen numerous glowing eyes.

VIII [Eight of Scepters]

A girl juggles eight scepters before an azure sky. The scepters are impossibly large for her to be juggling.

VII [Seven of Scepters]

A funeral pyre, alight, on which lies a woman in robes. The seven scepters protrude from the pyre.

VI [Six of Scepters]

Six knights on six horses holding six scepters advance on a peasant, who falls before their hooves.

V [Five of Scepters]

A man lost in a dense wood. Five scepters are propped against trees, but all out of his sight.

IV [Four of Scepters]

A fat noble marches with four servants behind him, each of whom carries a scepter. The servants are conspiring.

III [Three of Scepters]

Three scepters lie on a plane of red, arranged into a "T" formation.

II [Two of Scepters]

A man stands proudly under a cloudy sky, a scepter in each hand.

I [Ace of Scepters]

A scepter hangs in the air, floating horizontally. An emaciated cherub—or perhaps a gargoyle—sits upon it like a trapeze.

Minor Arcana: The Cups

Roi de Coupe [The King of Cups]

A king upon a throne, resting his chin on his hands with a bored expression. There is no cup on this card.

Reine des Coupe [The Queen of Cups]

A queen floats upon a river of wine, drinking from a golden cup.

Chevalier des Coupe [The Cavalier of Cups]

On the lip of a massive cup, a knight rides on horseback.

Valet de Coupe [The Page of Cups]

A cup brimming with drink sits unheeded, as a young man pores over a book in a darkened library.

X [Ten of Cups]

A prosperous noble family of ten—elders, parents, children, *etc.*—recline lazily in a sumptuous setting. Ten cups lie piled in a corner.

IX [Nine of Cups]

A man lies sick in bed, a skeletal figure of death crouched upon the headboard. Nine cups stand in a row upon a table, out of reach.

VIII [Eight of Cups]

A chessboard on which stand eight cups in gold and purple. Each cup has a chess piece carved on it, and a game is in progress. Gold appears to be near victory.

VII [Seven of Cups]

Seven cups arranged in stairstep fashion, wine flowing downstream from one to the next like a series of locks.

VI [Six of Cups]

Six cups in six niches, within a darkened chamber of stone.

V [Five of Cups]

A man with five arms, a cup in each hand, toasts the setting sun.

IV [Four of Cups]

A man drowns within a cup, which floats within another cup, and another cup, and another cup.

III [Three of Cups]

Three cups lie on a plane of purple, arranged in a horizontal line.

II [Two of Cups]

A man with two faces drinks from two cups.

I [Ace of Cups]

A boy balances a cup three times his size upon his head, straining under the weight.

Minor Arcana: The Coins

Roi de Denier [The King of Coins]

A king sits cross-legged upon a graven dais of gold, hovering before a field of stars.

Reine de Denier [The Queen of Coins]

A queen stands smiling, a large coin held in one hand behind her head, as if faking a halo.

Chevalier des Denier [The Cavalier of Coins]

A knight rolls a massive coin up a steep hill.

Valet de Denier [The Page of Coins]

A young man juggles three coins with one hand for the amusement of a peasant family, but holds one more in the other hand behind his back.

X [Ten of Coins]

Five men in rags stare with coins for eyes.

IX [Nine of Coins]

A woman stands on a hill and hurls nine coins forward into the air. They are arranged in a "V" formation, like a flock of birds.

VIII [Eight of Coins]

Eight coins hang upon a wall, while a forger creates eight duplicates at a table.

VII [Seven of Coins]

A fortune-teller with a spread of (indistinct) tarot cards on a table, with seven coins in a pile from her last client; sometimes described as a gambler instead.

VI [Six of Coins]

A peasant with six coins in his hands smiles at a generous noble. The proud noble has his left hand on the peasant's shoulder. Behind the noble stands a skeletal death figure, with his left hand on the noble's shoulder.

V [Five of Coins]

A beggar sits cross-legged on the ground, face in his hands. Behind his head, five coins hang in the sky.

IV [Four of Coins]

A man stands with his arms folded, staring at the viewer. He smiles grimly. No coins are visible on this card.

III [Three of Coins]

Three coins lie on a plane of gold, arranged into a vertical line.

II [Two of Coins]

A man stands with a coin in each hand. Two men in robes, one on either side of him, each hold out a hand towards the coin.

I [Ace of Coins]

A severed head atop a golden disc.

Using the KHY Tarot

As has adequately been discussed, these tarot decks are exceedingly rare. The appearance of one in a Delta Green campaign should be an unusual and ominous event. It's probably best to introduce the tarot into the campaign at a time when its significance and origin will not be understood by the investigators. Perhaps an eccentric NPC routinely consulted by the investigators insists on doing a tarot reading for one of them each time they visit, and uses this deck; only late in the campaign will the investigators finally notice the peculiar features of the deck, probably at a point when the missing Emperor card begins turning up for the first time. Alternately, the deck could be used as a MacGuffin for the campaign, much like the Maltese Falcon. The investigators may be searching for the deck, vying for it with several peculiar rivals.

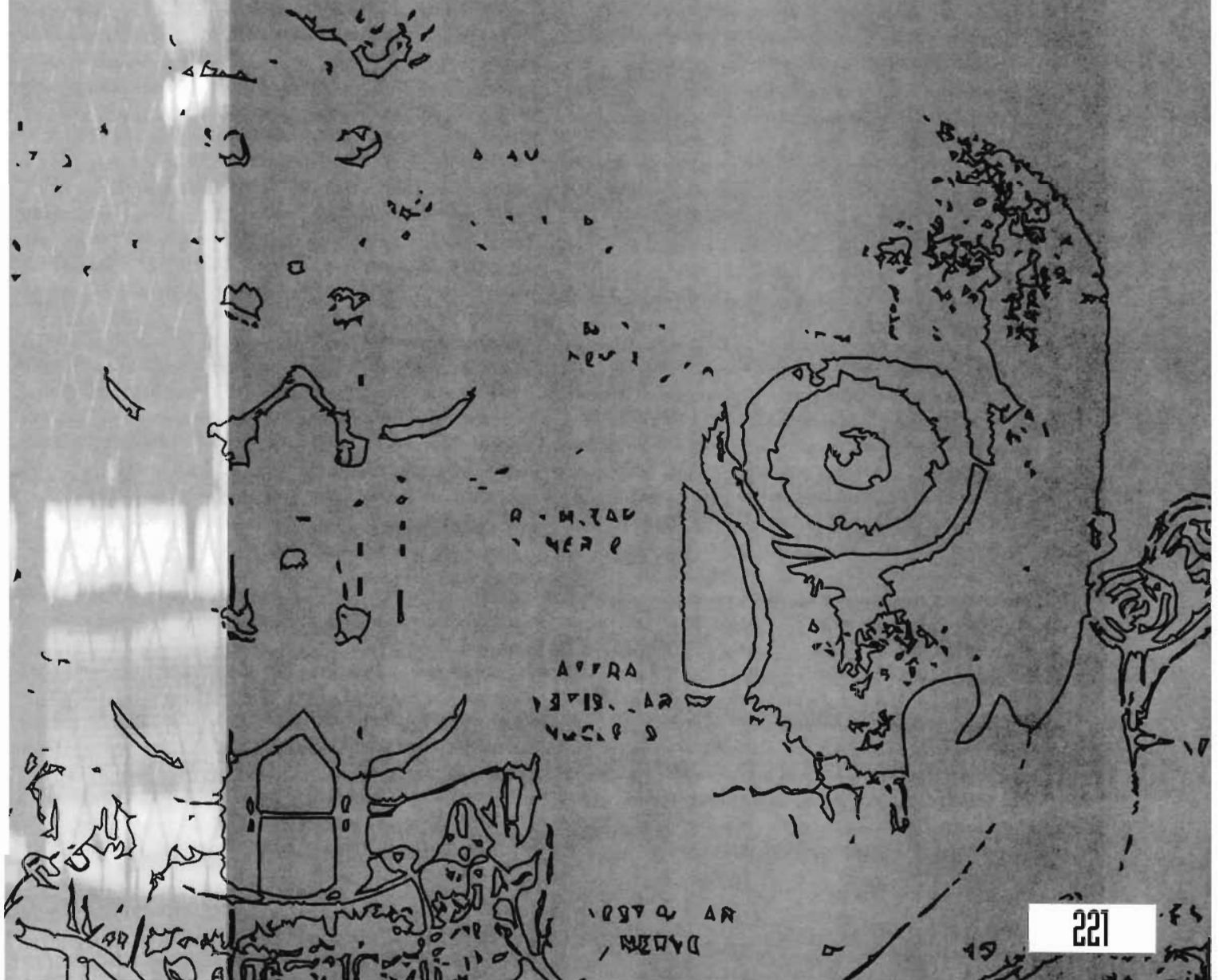
Ideally, there should be at least one chance for the Keeper to do an actual reading, using a commonly available tarot deck. The procedures of tarot readings are beyond the scope of this chapter, but most decks available for sale include basic instructions in a booklet that will suffice for gaming purposes. The standard Rider-Waite deck is inexpensive and widely available in bookstores, and features illustrations in a style appropriate to the King in Yellow deck's feel, though certainly the specifics are different. You may want to mark up the cards to make their numbering in accordance with the King in Yellow deck, since that deck uses a non-standard numbering scheme for the major arcana; only a few cards are affected, however, and you can easily ignore this discrepancy if expedient.

Using a real-life deck as a prop suggests other uses for this concept. Perhaps individual cards from the King in Yellow deck are turning up in odd places during a scenario, allowing the investigators (and players) to collect them and discover the significance of their order of appearance. Hiding a card within some other real-life prop such as a phone book, doll, or desktop humidifier offers players the thrill of discovery, and perhaps a few shivers.

Finally, Keepers with narrative ambitions might attempt to work the symbology of the King in Yellow tarot into their game sessions. Certain characters may correspond to characters in the deck, while entire scenes could be built that have an eerie resemblance to a card. Perhaps the designs of the cards even change at times, based on the investigators' success or failure in various endeavors. A missing investigator might even appear within a card, trapped within its paper prison.



THE NEO-TISSUE RECOILED FROM
HEAT, BECOMING MORE LIQUID UNTIL
FINALLY DISSOLVING INTO A
LIFELESS PUDDLE. THIS PROPERTY
PROVED OF CONSIDERABLE VALUE IN
MY STUDIES, AS I WAS ABLE TO
RAPIDLY DEAL WITH ANY ERRANT NEO-
TISSUE WITH A GAS BLOW TORCH.



Appendix A: Psychic Powers

John H. Crowe, III

THIS APPENDIX PROVIDES INFORMATION AND GAME RULES on the use of psychic abilities in a *Call of Cthulhu* campaign. It also covers occult-related knowledge skills with no supernatural components, skills which psychics and mediums might possess but that may also be of use to a variety of investigator professions.

The material herein is primarily intended for use in *Delta Green* campaigns dealing with PISCES, the U.K.'s paranormal-intelligence unit described earlier in this book. That organization's "Talents" and researchers have made a study of psychic abilities and the occult, and PISCES characters—NPCs and, potentially, investigators—may well possess some of the powers and skills described in this chapter, or know people who do. Characters who have nothing to do with PISCES could also have these, of course, but that is entirely at the discretion of the Keeper.

(Some of this material originally appeared, in a somewhat different form, in Pagan Publishing's *Coming Full Circle* and the forthcoming *Book of Hidden Things*.)

The Gift

Many who claim to be psychics or to possess paranormal powers or abilities state that they have a "Gift." This Gift may be acquired or developed in any of a number of ways. The source might be a physical accident (brain trauma or lightning strikes are two examples), emotional or psychological stress, or even a higher power such as God. Some insist that all people possess psychic powers, but that in our rational, scientific world, skepticism and disbelief in the paranormal limit our understanding of the supernatural and therefore inhibits our ability to develop various powers.

Regardless of how the Gift is acquired, it is something that can be of great use in horror roleplaying. While the author is one who believes it should largely be left in the hands of non-player characters, there are many interesting possibilities if player psychics are permitted, especially if they are used in scenarios specifically designed for them.

This chapter provides a catalog and description of a sampling of documented paranormal powers. Included are *Call of Cthulhu* game mechanics, but those wishing to employ this material in other game systems should find it simple to make the conversion. This is intended to be a fairly

complete listing of powers, though some have undoubtedly been overlooked.

In each case, a base rating is given in parentheses next to the name of the ability. This is the chance of successfully employing it in any given instance. Like skills, these abilities improve with use according to CoC's usual skill-improvement rules. More on purchasing these abilities is given later.

Clairaudience (POW_{x1}): This is the ability to perceive sounds of an event or location far away from the psychic's physical body. Past events can be perceived, but more commonly it is events of the present that are heard. Clairaudience costs one magic point per minute of use. Sounds may be garbled and the Keeper should provide a description using the character's skill roll as a basis for clarity (or lack thereof). Though the ability will not generally activate spontaneously and usually requires the psychic's active concentration, in the case of an area that has been the scene of something particularly noteworthy (such as a violent murder), the power might manifest spontaneously if a POW_{x5} roll succeeds. Clairaudience is commonly compared to or associated with Clairvoyance (see below).

Clairvoyance (POW_{x1}): Also known as "remote viewing," Clairvoyance is the ability to see events and places far away from one's physical body. These may be past events, but it is more usual for one to see things in the present. It can be a means for a person to find a friend or a suspect. Clairvoyance costs one magic point per minute of use. What the psychic sees is very blurry and can easily be misinterpreted. No die roll is required for this. Rather, the Keeper must create a specific description basing its clarity on the clairvoyant's skill level. Clairvoyance will not work unless actively attempted. However, under special circumstances, one who is clairvoyant may be able to attempt a POW_{x5} or other roll to detect something particularly extraordinary that the user was not consciously seeking. Examples of what might trigger such a spontaneous clairvoyant episode include a massive surge in psychical power nearby or perhaps a particularly powerful emotional scene that may have been played out at a given location.

Dermo-Optical Perception (POW_{x1}): Also known as *biointroscopy* in Russia, this is the ability to view objects

such as printed writing through the skin. This is most commonly accomplished through the hands. Some practitioners of this ability seemingly require physical contact with the item while others don't. In a *Call of Cthulhu* scenario, for example, the practitioner could "read" documents in an unlit or even totally blacked out room. DOP is otherwise a mere curiosity with few practical applications.

Employing this ability costs one magic point per minute of use; it works at roughly the same speed as the user can read. A single die roll is required, with a success indicating a clear image or interpretation for each minute attempted. DOP does not spontaneously occur, but must be consciously activated by the psychic.

Levitation (POW $\times\frac{1}{2}$): Sometimes confused with Telekinesis, Levitation is the power to lift oneself into the air using mental force only. It requires the subject to enter a deep trance, indicated by a successful Levitation skill check. After a few rounds of preparation, the subject can take to the air. Motion is slow (half walking speed) and is generally only vertical. This power costs three magic points to get aloft and then one magic point per round of use thereafter. Duration and frequency of use is limited only by available magic points. This ability is rare and should probably not be granted to an investigator psychic without good reason.

Precognition (POW $\times 1$): This is the ability to view or predict future (or possible future) events through dreams and visions. A successful skill check will grant one such dream or vision in the next twenty-four hours, at a time of the Keeper's choosing; only one roll may be made per day. The user may attempt to specify the topic of the vision, but at the Keeper's discretion it may prove to be of some other topic entirely; this should generally be a function of the user's skill level, the successful die roll, and the needs of the plot. Within game terms, this is a very difficult power for the Keeper to handle. If it has any validity in the Keeper's campaign, the best that can likely be attained from it is a possible or likely future event, which could still be prevented or altered in the course of events. Keepers be warned: aggressive, overbearing, or strong-willed players may attempt to abuse this power to the detriment of gameplay.

Psychic Healing (POW $\times 1$): Many terms are applied to this skill including "the laying-on of hands." Some theorize that it is healing through faith alone, while others insist a beneficial energy transfer occurs between the healer and the subject. For the purposes of this text, the latter theory is the correct one.

A typical healing session can last anywhere from a few minutes to an hour. The healer expends a variable amount of magic points depending on the nature of the illness or injury suffered (the Keeper assigns the number of points required to have a chance of effect), and then makes a skill

check. While it will not heal bullet wounds or catastrophic injuries, psychic healing may alleviate pain, assist in the cure of minor or even terminal illnesses, and help counter the effects of trauma and shock. The Keeper may assign modifiers to the chance of success based on the nature of the illness, the general ability and power of the healer, and the level of belief in the subject. Multiple sessions with the healer might be required to effect a cure for some ailments (such as an aggressive form of advanced liver cancer).

Psychic Surgery (POW $\times\frac{1}{2}$): This is a more advanced version of Psychic Healing where the healer, under controlled conditions, reaches into the patient (usually into the patient's abdomen) to remove foreign matter or tumors that are causing the patient hardship. Some bleeding occurs during this process, but there is no pain and the wound instantly heals completely and without scarring. If the Keeper permits use of this power, valid practitioners should be exceptionally rare. Many others will claim to have this power, but will actually be tricksters (see the skill Psychic Surgery on p. 227).

To perform Psychic Surgery requires no materials except a flat place for the patient to lie. The procedure takes ten minutes or more and costs the healer eight magic points. Success is determined by a POW vs. POW contest on the Resistance Table. The healer's POW is pitted against a POW rating for the illness or affliction that is determined by the Keeper. Mild skin cancer in its early stages might have a low POW rating (3 to 5) while an advanced and aggressive liver tumor might have a relatively high POW rating (15 or so).

Psychometry (POW $\times 1$): Psychometry permits one to feel the psychic vibrations of an area and sense the emotions trapped in a structure or object or emanating from an individual or entity. The anger and fear generated by a violent murder, for instance, may become locked in the bricks and beams of a room for decades and even centuries, allowing the psychic to detect it long after the incident has passed. Magic point cost is one point per minute or fraction thereof, followed by a skill check, and this can be employed in conjunction with Second Sight.

Second Sight (POW $\times 1$): This permits the psychic to view an area, looking into the astral plane and other areas outside the "real world." This essentially allows him or her to see ghosts, spirits, and (at the Keeper's discretion) otherwise-invisible creatures such as Star Vampires or Astral Parasites. Spot Hidden rolls are appropriate when using this ability. Second Sight costs the user one magic point per minute of use (or fraction thereof) and requires a skill check for each minute. What the individual sees may be cause for some SAN loss, but this is generally alleviated by the knowledge that the vision is not in the real world and therefore *probably* poses little threat.

Costs of the Gift

The information on psychic powers and the accompanying game mechanics in this appendix were written as a resource for the *Call of Cthulhu* Keeper. The author's intent is that investigators not have such powers, though some of the knowledge presented—such as that which is given in skill descriptions rather than as psychic abilities—is appropriate for player use. The reason for this philosophy is twofold. First, few CoC scenarios are designed with psychics in mind. Obtaining knowledge through paranormal means is a quick way to either unbalance a scenario or eliminate the challenge it presents. Second, out of a sense of fairness, it is inappropriate to offer such powers to investigators. To permit one player's investigator to be psychic and to therefore have all sorts of nifty powers yet deny the same to another player is, at the very least, inequitable.

Despite this, the psychic powers provided here and the game mechanics relating to them can (and probably will) be employed by investigators. There is nothing inherently wrong in this as long as those involved in the game are all in agreement. The Keeper simply needs to be aware of the potential for abuse and the plethora of problems that may arise in scenarios not written with psychic rules in mind; likewise, players should be aware of the unusual dangers that possession of the Gift may bring . . .

So You Want to Be a Psychic

More than in most game systems, there are dire consequences to being a psychic in *Call of Cthulhu*. The reason is obvious: the investigators are routinely confronted by powerful and very malevolent supernatural forces that can wreak havoc on those who are prepared, much less those who are unfamiliar with the nature of the beast. The Keeper has a veritable arsenal of means at his or her disposal that can keep psychic investigators in line. In some scenarios, the presence of a psychic can exacerbate problems while in others, the psychic may simply be a magnet for such unspeakable horror as to be totally useless.

Disinformation

One of the great advantages of being a psychic is that it permits one to gather information otherwise difficult or impossible to acquire. However, much of what a psychic does involves interpretation of hazy and ill-defined images. Keepers can take advantage of this by feeding misleading information to psychic investigators, perhaps mediated in some way by Idea rolls or perhaps POW or Luck rolls.

Open Door

Psychics can, at times, open themselves to possession. This is particularly likely in many CoC scenarios, where psychic forces in an area may be far more powerful than the intellect of the psychic. It is certainly permissible to make this a tangible threat and there is nothing to say that a human cannot be possessed by certain creatures of the Mythos that are at least in part non-corporeal or inter-dimensional (dimensional shamblers, most or all of the deities, etc.).

Telekinesis (POW $\times\frac{1}{2}$): Sometimes termed Psychokinesis (PK), this is the ability to move physical objects with the power of one's mind. The range of this power is one foot for every five points of POW he or she has. There are distinct weight limitations. For every magic point expended, a one-pound object may be rolled or a one-ounce object may actually take flight. This magic point expenditure must be made each round (three seconds), meaning that this ability is very draining. A single skill-check roll is required for each *continuous* period of operation; for example, one roll would be needed for a three-round usage, but it would be a total of two rolls for two single-round uses separated by a round or more of inactivity. Investigator psychics should probably not be permitted this power in most cases.

Telepathy (POW $\times 1$): This is mind-to-mind communication between people. It can, in theory, occur over virtually any

distance. Telepathy is a draining experience. For each round of communication, the telepath expends one magic point. Optionally, the Keeper may also impose additional magic point costs for distance (perhaps an additional magic point for every ten miles beyond the first ten). Telepathy may also be easier to perform on a target that is dreaming, costing half the magic points. Unfortunately, in such a case, the dreamer may misinterpret the message or even dismiss it as being a strange dream. Finally, one's relationship to the target may influence the cost. If a good friend, close relative, or spouse is contacted, magic point costs are halved. Friends, co-workers, and more distant relations cost the normal amount while acquaintances cost two magic points to contact. Total strangers cost three or four magic points. Contacting another telepath is easiest and costs only a quarter of the normal amount of points expended (with a minimum of one). Telepathy is a rare gift and one that should probably not be allowed for investigators in the game.

Possession is rarely a pretty experience. SAN loss is almost assured and may be catastrophic. Physical injury is also very possible, particularly if the entity stresses the host body beyond what nature designed it for—dislocating joints, pulling muscles and tendons, and the like. Of course, any crimes committed while possessed will also prove to be an immense problem since few courts are likely to accept demonic possession as an excuse for murder and mayhem.

In a related issue, it seems appropriate that when a psychic encounters a Great Old One or Outer God, either directly or indirectly, the potential for disaster should be extreme—even when the psychic isn't using any of his or her powers. The psychic emanations from such a powerful entity could result in any of several possibilities: magnified SAN loss, spontaneous insanity or conversion into a raving cultist, permanent loss of psychic ability, suicide, the sudden emergence of a functional third eye in the psychic's forehead, or, perhaps, nothing at all.

Control

Here's an interesting option. Just because you are psychic does not mean that you have total control over your psychic abilities. A talented psychometrist, for example, might not have the ability to tune out his power. This might not sound bad until he accidentally touches a murder weapon, physically contacts items at a homicide scene, or touches a Mythos altar. Images and feelings unexpectedly absorbed from such items could cause SAN loss and perhaps lead to alcohol or drug dependency, simply as a means of blotting out these horrific images or quelling the mental chaos of a thousand thoughts from a thousand minds that have passed through a busy street.

Ichiness

At the Keeper's discretion, psychic abilities may bring unpleasant and socially unacceptable side effects. The psychic may suffer from chronic nosebleeds whenever he or she uses a psychic ability, or perhaps the psychic vomits ectoplasm every time. The psychic could go into shock, suffer from temporary amnesia, catatonia, or other mental mishap, or gradually lose all interest in hygiene and, perhaps, clothes.

Thoughtography (POWx1): This is the ability to place an image on a photographic plate or film using only the power of one's mind. It requires three magic points and a successful skill check per plate or frame of film targeted. A rare ability, it is obviously only of use after the invention of photography in the nineteenth century. It is of little practical effect within the confines of *Call of Cthulhu*, but is included here for completeness. Thoughtography as a skill employed by illusionists and charlatans is described separately.

Acquiring the Gift

If the Keeper feels it is appropriate to permit an investigator psychic in the game, he or she should maintain careful control over what powers are available. The Gift is just that—a gift. It costs no skill points to develop. However, not all psychics have all the powers listed. If the Keeper wants to allow the player some control over what the nature of the Gift is (as opposed to assigning powers arbitrarily), the following system is useful. Every psychic begins with a number of "Psychic Points" equal to their Luck rating. These may be spent on the powers according to the nearby chart, with each power gained at the starting level given in its description. Points may also be spent to improve various abilities, as noted in the chart. Any points that are left over are wasted. (In the course of play, these abilities may be improved in the same way that skills are.)

Note that if one loses POW during a scenario, his or her Gift does not suffer accordingly except at the Keeper's dis-

cretion (the case should be extreme, such as losing POW due to a catastrophic demonic possession episode). However, if one gains POW, the Keeper may want to permit the extra psychic points generated to be used by the player to enhance the investigator's abilities.

Ability

Cost

Clairaudience	20
Clairvoyance	20
Dermo-Optical Perception	15
Levitation	50
Precognition	20
Psychic Healing	20
Psychic Surgery	30
Psychometry	20
Second Sight	20
Telekinesis	35
Telepathy	40
Thoughtography	15
Each +1% improvement in a given ability above base	1
Each +1% improvement in a given ability above 60%	2
Each +1% improvement in a given ability above 80%	3

Occult Skills

The following skills can be developed by *virtually anyone* and are not solely the province of psychics. In using these, in most cases, there should be some danger of misinterpretation.

Astrology (oo): Astrology is the ability to gain insight from analyzing the movement of stars, planets, and other heavenly bodies. A person with this skill may generate astrological charts, advise someone on past, present, and future events, and assess the talents and personality of someone else with whom the person interacts. The level of accuracy and validity of this skill is in the hands of the Keeper. Astrology is actually a form of divination, but is separated from the divination section due to its perceived greater importance or popularity in western society and culture.

Cereology (oo): This is a skill that can be developed only beginning in the late 1970s. It is the study of "crop circle" phenomena which first gained international attention when strange patterns appeared in British grain fields in 1979. Many have attributed this phenomena to the activity of aliens while others theorize that it is because of natural forces, perhaps geologic. Critics claim most or all instances are due to hoaxes.

Demonology (oo): This is the study of demons and the black arts. It commonly includes the cataloging of demonic names, for knowing the true names of such entities is necessary if one is to be able to summon, control, or exploit them. If this skill is not employed within the campaign, Occult skill should be substituted. A strong knowledge of Demonology does not include practical knowledge of real magic. Knowledge of spells, summoning rituals, and the like is a separate matter entirely.

Divination (oo): This is a general term for a wide array of methods of divining the future. It also allows one to gain fresh insight into problems and past acts. In choosing this skill, the individual must learn a specific method. Commonly used forms of divination are tarot readings (cartomancy), palm reading (palmistry), use of crystals and crystal balls (crystalomancy), and harspisy (reading entrails of animals). Many forms of Divination involve some form of material object that acts as a catalyst. A fairly exhaustive catalog of divination forms is provided on pp. 228-230.

When one is attempting to use this skill, a specific question must be posed. If the skill roll is successful, the Keeper must determine what answer to give. Very often, answers are vague and can be interpreted in myriad ways. Ultimately, it is up to the Keeper as to what useful information, if any, is gained through use of this skill. Note that Divination is a skill anyone can develop, though this does not mean it will provide consistent or practical results. It is more likely to be useful to experienced psychics.

Dowsing (oo): Commonly associated with the finding of water, a dowser uses a forked rod, pendulum, or other item to find specific substances. Dowsing is a time-honored ability practiced around the world by both amateurs and profes-

sionals. Some studies have shown that dowsing actually works, though how is still a source for debate and many critics remain highly skeptical.

Dowsers are also termed "water witches," for it is the discovery of underground water sources that they are best known for. However, a skilled dowser may be able to tune in (through trial and error) on virtually any physical substance. Some dowsers have been said to be able to consistently find silver deposits, buried bone, and even magnetic anomalies.

The two best known methods of dowsing involve the use of a forked stick and the use of a pendulum. When holding the stick (which can be made of virtually anything) in both hands at waist level, the dowser tunes in on the substance being sought. He or she then walks over the ground where the substance is believed to be. When the stick violently snaps downward, that is the location of the substance. Further readings are required to get precise coordinates and to determine depth.

A pendulum is another fascinating method. The dowser in this case uses a pocketwatch or amulet on a string or chain. Holding it out from the body and over the spot to be searched, the dowser counts how many times it spins. The number of turns and the direction it is spinning determines what exactly is located in the earth below the pendulum. This requires a lot of practice and trial and error since the dowser must know, for instance, what seven turns to the left means.

If the Keeper allows this skill, it must be determined which form of dowsing is used. While using a forked stick allows for relatively swift location of a substance, use of the pendulum allows for identification of an unknown substance. Some Keepers may require a character with this skill to develop it separately for the two forms. Dowsing is generally considered by believers to be reliable, though there is some room for misinterpretation.

Iridology (oo): This is a means of diagnosis using the iris of the eye. Physical anomalies in the iris are analyzed to determine the general health of the subject as well as to diagnose diseases. Though considered quackery by skeptics, it has maintained a level of popularity throughout much of the twentieth century. It is especially popular in Belgium and France. This skill should be developed by investigators only if the Keeper deems that it is genuine for the purposes of his or her campaign.

Kirlian Photography (oo): Requiring a minimum of 25% in Photography skill before this can be developed, Kirlian Photography is the ability to take photographs of the natural energy auras given off by people, animals, plants, and objects. It was first developed in 1937 by a Russian named Semyon Kirlian and became of great interest to paranormal researchers in the 1960s-70s. Many argued that it was evi-

dence of the human soul, and though the popularity of the subject has declined since the 1970s, there are still some who espouse its authenticity.

If the Keeper chooses to ascribe validity to this form of photography in horror roleplaying, it could be a means of detecting and analyzing the energy forces given off by various people, creatures, and objects. However, Kirlian Photography is limited in that it can only be conducted under strict conditions such as those in a laboratory. One simply does not run outside and casually snap Kirlian photos. If no validity to this technique exists in the Keeper's campaign, then this skill is little more than a curiosity.

Phrenology (oo): This dubious discipline was first developed by German physician Franz Joseph Gall in the late eighteenth century as a means of determining human behavior and traits by examining the bumps on one's head. Though there were many who doubted the "science" behind this, Phrenology remained popular with many up until and even after World War II. If the Keeper permits this skill to have any validity in his or her campaign, it could be of practical use in evaluating whether one has criminal tendencies or the like. It can in no way be used as a lie detector, but one might be able to determine whether or not the subject is a generally honest or dishonest person.

Physiognomy (oo): As a skill, this is the ability to determine the character or fate of a subject by analyzing facial features. It can be used either as a skill unto itself or as a form of the Divination skill. It would be appropriate primarily for criminologists in the nineteenth century who settled on this as one possible means of identifying criminals or predicting their nefarious activities. Some might consider this to be a variant of Psychology skill, through Physiognomy is frankly not rooted in hard science.

Psychic Surgery (oo): As a skill, Psychic Surgery is a conjurer's trick with no beneficial or real effects other than allowing the performer to bilk his or her patient out of the fee. (However, see Psychic Surgery as a psychic power on page 223.) Especially popular in the Philippines at the end of the twentieth century (where many patients from Europe and North America went as a last, desperate attempt to be healed), Psychic Surgery is actually a callous means of fooling the patient and onlookers into thinking some curative process is occurring.

When Psychic Surgery of this nature is performed, the patient is usually placed upon a table and told to lie on his or her back. The patient is informed that though the ailment may be in the head or leg or wherever, the source of the problem is actually in the abdomen. Sleight of hand is used to place blood and bits of fleshy matter (bacon fat and chicken giblets are two examples) onto the skin of the sufferer. During this process, the healer appears to dramatically

plunge his or her hand into the patient's abdomen, removing the aforementioned fleshy substances and claiming that they are remnants of a tumor. The patient suffers no pain and is given no anesthetic; in fact no antiseptic is even used. If asked, the healer explains that this procedure does not warrant sterile conditions for the patient's problems have nothing to do with viruses or germs.

Psychic Surgery as a skill has no validity and is usually performed either as part of an exhibition for entertainment or, more commonly, as a means to defraud patients. The materials required to employ this skill are easily found and inexpensive (fake or even real blood, fatty bacon or giblets, and perhaps a few simple medical instruments such as a stethoscope). A successful skill roll indicates that the performance is good. The only way to detect trickery here is for observers to succeed in Idea and Spot Hidden rolls. However, if an observer is a professional conjurer or the like, then he or she need only succeed in a Knowledge roll to figure out the fraud.

Reflexology (oo): Related to Palmistry, Reflexology is a method of healing involving the human foot. Believers claim that many ailments can be cured or suppressed through the use of this skill. The reflexologist examines the sole of the patient's foot and, based on this analysis, diagnoses the individual's problem. Through massage, a cure can be effected.

The Keeper must determine whether or not this skill has any real affect in his or her campaign. If it does, the effect should probably be rather marginal; it's hard to believe that such a skill could have a substantial effect on such potent diseases as cancer, pneumonia, and tuberculosis.

Seance (oo): This is a skill that is used in concert with the Gift. It is essentially a "Summon Spirit" ritual that will work only if the Keeper deems it appropriate. A seance cannot force a spirit to show up; it will only come of its own accord. It's kind of like calling someone on the telephone and having them monitor the answering machine while you leave a message. If they want to call back, they will. A spirit that shows up to a seance *may* exhibit physical evidence of its presence. If it doesn't, it can be detected through the use of Second Sight (p. 223).

To conduct a seance, the psychic or medium must be familiar with the seance process, which requires either an Occult skill of 40% or more or for the person to have been specifically instructed on how to conduct one (in which case, the psychic's Occult skill should be no lower than 10%). A seance will usually involve a group of people sitting around a table or on the floor in a circle, holding hands. It should only be successful at night (Keeper's discretion). As the medium calls the spirit, each participant loses one magic point and the medium expends eight. No minimum amount is needed; the loss of the magic points is

a side effect and does not cause the summoning or communication. The process takes only a few minutes (no more than ten) and if the spirit is agreeable, it will arrive. What happens from here is dependent on who (or what) was summoned and what each party intends to do or say. In the event the circle is broken (*i.e.*, everyone is not holding hands), contact with the entity is broken and it departs instantly (though there can be some instances where contact is not broken . . . Keeper's discretion again). A second seance is possible the same evening, but is unlikely for the first will probably have drained too many of the medium's magic points.

Note that during a seance, the medium may "channel" the spirit by permitting it to enter his or her body and speak through his or her mouth. This is usually safe, but certain entities, particularly demonic ones masquerading as benign spirits, could take this opportunity to temporarily or even permanently possess the victim or somehow do harm (insanity being one possible punishment for meddling with the unknown). SAN loss for possession by a malevolent being should be no less than $2/IDIO+I$ and that assumes the being is eventually driven out.

Spirit Photography (oo): Requiring at least some knowledge of Photography skill as well, this is the ability to take photographs of ghosts and paranormal phenomena using camera equipment, both normal and specialized. Spirit Photography cannot be developed unless the subject has at least 25% skill in Photography.

Spirit Photography is a skill that permits one to properly operate camera equipment and then develop the film or plates in order to maximize their chances of capturing the image of a ghost. It also includes the knowledge of where to photograph, what angles and lighting conditions are best, and the like.

If the Keeper decides that Spirit Photography lacks any validity and ghosts cannot be photographed, then this skill gives the user the ability to create fake ghost pictures. Such a skill would be ideal for conjurers.

Thoughtography (oo): This is a conjurer's trick employing sleight of hand in order to dupe onlookers into believing they are seeing a real psychic effect. A conjurer or illusionist would employ such efforts for entertainment purposes only, but there are some who would use such a skill to dupe researchers, gain notoriety, or achieve headlines. (But see the Thoughtography psychic ability on p. 225.)

Ufology (oo): This is the study of UFO phenomena. It covers a wide array of subjects including alien activity, alien abduction claims, time travel, and inter-dimensional travel. This skill cannot be developed prior to the 1950s.

Forms of Divination

Divination has been widely practiced over the centuries in countless forms. The divination forms presented here may have some application in *Call of Cthulhu* or general horror roleplaying. If the Keeper is permitting investigators to have Divination skill (p. 226), some control over what specific form of divination the investigator uses should be exercised. As will become clear, not all forms of divination are appropriate for investigators, if for no other reason than cultural, historical, or moral ones. The forms described here are intended to be a sampling only; many other forms exist in cultures around the world. Interested readers are urged to conduct their own research; a bibliography appears at the end of this appendix.

Aeromancy: This is divination through observation of weather and atmospheric phenomena. Cloud shapes, comets, and other such elements take on special meaning in this form of divination.

Alomancy: Salt has long had occult significance (for instance, some claim that witches cannot abide salt). Not surprisingly, it can be used in divination. Alomancy is divination via salt. The most simple and common form that the reader may be familiar with is predicting misfortune when salt is accidentally spilled from a container. Halomancy is another term for this form of divination.

Anthropomancy: This is divination by examining the entrails of men, women, or children. According to some sources, these entrails must be provided from a human sacrifice, usually a virgin or a child. By modern Western standards, this form of divination is considered foul and diabolical. Its application has ancient origins though widespread practice has not been known in recent centuries. The notorious French sorcerer Gilles de Rais (1404-1440) is believed by some to have practiced Anthropomancy. Another term for, or variant of, Anthropomancy is Antinopomancy.

Antinopomancy: See Anthropomancy.

Apantomancy: This is divination by how objects present themselves to the viewer. This could include omens drawn from chance encounters with animals.

Arithmancy: Employed by the ancient Greeks, this is divination by means of numbers. The type and number of letters in one's name or in the names of two opponents were evaluated to project the future of the subject(s).

Armomancy: This rather disturbing form of divination involves the examination of a person's shoulders. The purpose is to determine whether or not the subject is suitable for sacrifice.

Astragalomancy: This is divination through the use of dice.

Astrology: See the skill Astrology.

Austromancy: This is divination through the observation or study of winds.

Capnomancy: Forms of this type of divination vary; all involve interpreting smoke from fires. The principal version was divining through smoke generated by a burning sacrifice. Positive readings involved the smoke rising straight to the heavens; a negative reading would occur if the smoke lingered at the site. A second method involved tossing jasmine or poppy seeds onto a fire and analyzing the smoke generated by that. A third involved actually breathing the smoke from a sacrificial fire.

Note that sacrifices in cultures vary. While it is true that humans were sacrificed in many cultures, so, too, were animals and objects. The ancient Maya, for example, are well known for sacrificing humans. However, a common method of sacrifice for them was to break objects and burn them, or toss them into deep wells.

Carromancy: See Ceroscopy.

Cartomancy: Long employed in Europe and elsewhere, this form of divination remains popular in the twentieth century. It is divining by means of cards, commonly tarot cards.

Causimomancy: This is divination by fire. It is a positive sign when normally combustible objects are thrown into a fire and do not burn.

Ceraunoscopy: This is divination through examining phenomena of the air including lightning and thunder. It is also known as Chaomancy.

Ceromancy: See Ceroscopy.

Ceroscopy: In this form of divination, the subject takes wax and melts it in a brass vessel. Once it is a uniform liquid, it is poured into another vessel containing cold water. The wax congeals on the surface of the water to form tiny discs. It is the form and arrangement of these discs that the diviner analyzes.

Chaomancy: See Ceraunoscopy.

Cleidomancy: See Clidomancy.

Cleromancy: It could be argued that this form of divination has been common worldwide and is even in widespread use today. Known to have been used in ancient Egypt and Rome, cleromancy involves hurling dice, beans, small bones,

stones, sticks, or virtually anything else and then analyzing the pattern they form on the ground. "Casting lots" is another term for both Cleromancy and Sortilege. See also Astragalomancy.

Clidomancy: Also known as Cleidomancy, this is divination through the use of a dangling key in order to answer questions. Depending on how one practices this, the key may have to be attached via a chain to a holy bible. In practice, this divination form resembles pendulum dowsing.

Coscinomancy: This interesting form of divination is performed through the use of a sieve or strainer. Balancing this item on a central pivot or in one's hand and spinning it allowed the diviner to analyze the patterns glimpsed when one peered through the rotating object. Coscinomancy apparently originated in early Middle Ages Europe.

Crystalomancy: Also known as crystal-gazing or scrying, this is where the diviner employs a transparent object as the primary component in his or her craft. This object may be a crystal globe, mirror, or even a pool of water. The diviner uses a form of hypnosis to see images and visions in the crystal. In the twentieth century, the most common form of crystalomancy involves the use of a crystal ball, one that must be a highly polished and flawless sphere.

Demonomancy: Of particular interest in the *Call of Cthulhu* setting, demonomancy is divining by means of demons. It must take place at the oracles or altars of such entities where answers to questions may be received.

Extispicy: See Harspication.

Halomancy: See Alomancy.

Harspication: Still practiced in some cultures in the twentieth century, this is also known as harspicy. The diviner examines the entrails of an animal or bird to determine the future or answer questions. Once source applied the term "extispicy" to this form of divination.

Hepatoscopy: This is divination through the observation and analysis of the liver of a sheep. Though especially well known among the Babylonians, Hittites, and Etruscans, Hepatoscopy has been practiced in many other regions. When the diviner examined the liver, unusual marks detected on its left side indicated misfortune while unusual marks on the right side indicated favorable events. Accompanying glands could also be analyzed. A swollen gall bladder, for example, foretold an increase in power for an individual.

Hydatoscopy: See Hydromancy. This is a variant which employs rainwater.

Hydromancy: This is divination by means of water. Similar to crystalomancy, this form is perhaps more ancient due to the wider availability of pools as opposed to crystals. It has been practiced in many of the world's cultures. More specialized variants include Hydatoscopy (requiring the use of rain water) and Pegomancy (requiring the use of spring water).

Ichthyomancy: Similar to harspicy, this is more specific. It is divination by means of examining the entrails of fish.

Lampadomancy: This is divination through the use of candles, torches, oil lamps, and similar light sources. Interpretation of the movement of the flame is the key element.

Lecanomancy: This is divination by tossing an object into a container full of water. The diviner makes an interpretation based on the image caused by the object or by the sound it makes as it strikes the water.

Myomancy: This is divination through the observation of the behavior of mice and rats: the noises they make, the destruction they cause, and the movements they make are all of significance. Myomancy can also extend to examination of the entrails of these rodents.

Necromancy: For the purposes of divination only, necromancy is divination by means of the spirits of the dead. One commonly practiced form of necromancy is ouija. Other definitions of necromancy exist and get more complicated. Necromancy in any form is often perceived as evil. See Psychomancy for more information.

Oinomancy: This is divination via wine, not through its consumption, but rather through analysis of the patterns formed when wine is spilled.

Olinomancy: See Oinomancy.

Palistry: This form of divination involves the interpretation of the lines in the palm of the subject's hand. Correct interpretation can lead to divining the subject's future, the nature of his or her character, and more. In one source, this form of divination was termed "cheiromancy." Another provided the term "chiromancy" as a synonym.

Pegomancy: See Hydromancy. This is a variant involving the use of spring water.

Physiognomy: This is the ability to determine the character or fate of a subject by analyzing facial features. As a form of divination, it traces its roots back to at least the sixteenth century and very possibly to the ancient Greeks or earlier. At the moderator's discretion, this may actually be a skill

rather than a form of divination; it is described as such on p. 227. It is appropriate primarily for criminologists in the nineteenth century who settled on this as one possible means of capturing criminals or predicting their nefarious activities. Non-criminologists may also employ this divining method outside of the nineteenth century, with results to be determined by the Keeper.

Psychomancy: Similar to necromancy, this is divination by means of spirits. Unlike necromancy, it does not bear an ugly reputation.

Pyromancy: Divination by fire; it is a good sign when a sacrifice is quickly consumed by the flames. The nature of the fire itself (color of flames, shapes they form, *etc.*) is also important. If the fire is difficult to light, is disturbed by winds, or is slow to consume the sacrifice (which might be human), this is a negative omen. Even the flame of a torch could be analyzed and in this case, would not require a sacrifice.

Pyroscopy: See Pyromancy.

Scapulomancy: This is divination through the examination of animal bones. Of particular importance are cracks in the shoulder blade that form after it has been exposed to fire.

Scrying: See Crystalomancy.

Sortilege: See Cleromancy.

Spodomancy: Perhaps related in some way to pyromancy, the diviner in this case burns a sacrifice. Once the fire has completed its work and has gone out, the remaining ashes and cinders are examined.

Tasseomancy: This is divination by the reading of tea leaves or coffee grounds. A person who wishes a reading drinks a cup of tea or coffee, leaving a small amount of liquid at the bottom of the container. The diviner then interprets the shapes formed by the tea leaves or coffee grounds in the bottom of the cup to determine the future of the drinker.

This form of divination was first used in Europe in the seventeenth century when tea from the Orient became a popular beverage. The reading of coffee grounds arose in the eighteenth century once coffee became commonly available. One source applied the term "tasseography" to this form of divination.

Tephramancy: Virtually identical to spodomancy, this is divining the ashes of a sacrificial fire. In this case, however, the sacrifice must be a human one.

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Appendix B: From the Files of Professor Emerson

Graeme Price

THIS APPENDIX CONTAINS FOUR RESEARCH REPORTS TO Cell A on a variety of paranormal topics, including the Groversville protomatter, Ghouls, Deep Ones, and the blue gel left behind by Hounds of Tindalos. All are by Professor Grant Emerson, a virologist and DG-friendly.

Professor Grant Emerson

Born in Epsom, England, in 1952, Emerson received a degree in Zoology from Cambridge in 1973 and then spent a year in Kenya doing volunteer work. Having seen the problems associated with "exotic" diseases, he returned to Britain and gained a Ph.D. from Edinburgh University in 1977 on the replication of Rinderpest virus. Postdoctoral work took him to study dengue and yellow fever viruses at the London School of Hygiene and Tropical Medicine, and later to work on hemorrhagic fever viruses at CBDE Porton Down. Eventually he received a travelling fellowship to Walter Reed Army Hospital in Bethesda, where he gained a faculty position and worked on New World Arenaviruses. He accepted a chair at the new Institute of Tropical Medicine at the University of North Carolina, Chapel Hill, in 1990, where he is now based. His current research is into mechanisms of pathogen transmission between species and the pathogenesis of hemorrhagic shock

and fever. He occasionally carries out consultation work for other organizations (notably UNSCOM, where he is involved in the bio-weapons monitoring program) and frequently travels abroad on conferences and to carry out research.

He first became involved with Delta Green in the summer of 1992. While investigating a suspected outbreak of viral hemorrhagic fever in rural New Mexico, he witnessed the attack of a gaseous creature which seemed to draw the blood out of its victims into a cloud; his assistance with the Delta Green team paved the way for his involvement in other operations, and his position has made him a valuable ally to Delta Green. Emerson has many connections and clearances with various biological research agencies around the world (including CDC, USAMRIID, and Walter Reed in the U.S.; CBDE, CAMR, and PHLS in the U.K.; the WHO in Switzerland; and the Institut Pasteur in France). His experience in handling extreme biohazards is unusual and often invaluable, and he has at his disposal one of the handful of civilian Biosafety Level-4 laboratories in the nation, making it much easier to do unconventional research than it would be in a government facility.

Emerson rarely takes part in operations directly, instead working in the laboratory and taking a support role. He is not a physician and never carries a weapon. His personal life is quiet, following a messy divorce. He lives in Raleigh, North Carolina, with his two Border Collies, Watson and Crick.

Prof. Grant Emerson

Advisor and researcher in microbiology and genetics, age 47

Race: Caucasian

STR 10 CON 14 SIZ 14 INT 18 POW 16

DEX 14 APP 11 EDU 22 SAN 79 HP 14

Damage Bonus: +0

Education: BA. Zoology, Cambridge; Ph.D. Biochemistry, Edinburgh; DSc. Virology, London.

Occupation: Professor of Virology & Tropical Medicine, UNC Chapel Hill

Skills: Anthropology 6%, Bargain 22%, Biology 94%, Chemistry 47%, Computer Use 21%, Credit Rating 74%, Cthulhu Mythos 8%, Drive 32%, Library Use 89%, Medicine (Infectious disease) 77%, Natural History 73%, Navigate 21%, Occult 16%, Persuade 44%, Pharmacy 11%, Photography 24%, Psychology 32%, Spot Hidden 67%, Track 21%

Languages: English 95%, French 27%, Spanish 16%, Arabic 6%

Attacks: None

Physical Description: Grant Emerson stands 6'0", weighs 155 lbs., and has blue eyes and a shock of unruly black hair just running to grey. Outside the lab, he dresses in jeans and old Rolling Stones tour T-shirts under a leather jacket. He bears a broken nose and scars along his right arm from a baboon attack several years ago. He retains his strong English accent and frequently mutters to himself, despite having a mild phobia of public speaking.

Report on Groversville Neo-Tissue

Professor Grant Emerson

21APR1997 02:20:19 -0600

ADDENDUM 10MAY97 00:16:43 -0600

Alphonse:

Here are the preliminary results from my analysis of the material forwarded to me from the FBI office in Knoxville. Things are somewhat sketchy I'm afraid, but I have had only one week to work on this matter and you asked that it be given utmost priority. Having reviewed the enclosed videocassette and the written material (particularly Agent Derringer's report) prior to my analyses, I am perhaps being a little over-cautious. However, I believe I have made several pertinent findings which may be of use.

The Knoxville ME's report was somewhat helpful, basically concluding that Spivey had numerous scars on his arms, legs, back, and shoulders visible only with the aid of a hand lens. The ME suggested that the abnormal (he called it "inhuman") strength which Spivey possessed was due to some form of alteration to his musculature. The radiographs accompanying his report seem to support this, as there are X-ray-dense structures in the affected limbs which are clearly abnormal, although the initial physical examination did not reveal any obvious anatomical abnormalities. The skeletal structures visible in the radiographs seemed normal enough, but my eye is insufficiently trained to be sure of this. The transcript of the interview with Spivey revealed some interesting facts. Firstly, he expressed frequently that he was in constant pain (he described this as a "burning sensation") and that he retained full use of the affected limbs. This leads me to the conclusion that although the muscle tissue seemed to have been replaced, the neuro-muscular connections must have remained intact during the process. Presumably, the relevant nerves were responding to some form of stimulus provided by what I will term the "neo-tissue" (although the Knoxville ME used the term "protomatter" for some reason) and thus resulted in the sensation of pain. Toxicology of the serum samples from Spivey basically demonstrated the presence of large amounts of over-the-counter pain killers (aspirin, paracetamol, codeine). This in itself is a matter of interest, as such doses of aspirin alone should be enough to cause fulminant liver failure, yet the liver enzyme levels seemed normal in the sample. I hypothesize that the neo-tissue was having some form of de-toxifying effect which prevented such organ damage by metabolising the medicines. This would seem to tie in with the findings from the Knoxville ME who noted that Spivey needed constant sedation with hourly 10 mg doses of Droperidol by i.v. injection, which under normal circumstances would be extremely drastic. Unfortunately, I am unable to assess the relevance of the accelerated metabolism other than to note that it would be consistent with increased calorific demands as suggested by the ME.

Agent Derringer's report indicated that when Spivey died (from gunshot wounds), the neo-tissue coalesced and "flowed off" from the affected limbs and nearly managed to enter a second agent's mouth. Luckily, other agents managed to force it back with signal flares and eventually cornered it so that it could be collected in a lidded plastic bucket. Frankly, this is the sort of dangerous fiasco that could have had terrible repercussions. As I have mentioned in the past, I strongly feel that some form of basic training for agents could prevent, or at least lessen, such risks. Fortunately, Agent Derringer then had the presence of mind to seek advice from me. I advised him to tape the lid of the bucket shut, double wrap it in sheet plastic and retape it, then pack it in ice inside a styrofoam cooler (which he then double wrapped inside more plastic bags and put inside a cardboard box before sending it to me by FBI courier).

As for the neo-tissue itself, its arrival in my laboratory caused several problems—not the least of which was how to safely go about examining it. The bucket was too large to get inside the glove box and given its motile abilities, I was wary about just opening the bucket inside the BSL-4 room (even though I would be enclosed in a blue suit). Eventually, the latter proved to be the only option. As luck would have it, it seemed that packing the neo-tissue in ice was sufficient to render it nearly immobile and in this comparatively easy to handle state, I was able to split it into smaller volumes which I stored in the refrigerator in plastic bottles prior to use inside the glove box. The neo-tissue was flesh coloured, with a viscous consistency. This consistency did seem to change from time to time, fluctuating as the volume of the material expanded and contracted, suggesting that the material was undergoing some form of metabolic process. In fact, this was wholly expected from the observations that the neo-tissue had the ability to function as a form of artificial muscle. As expected, the mass remained constant during volume changes. Cutting the material with a scalpel blade was possible, but the material flowed back together again rapidly (suffering no apparent ill effects) unless a barrier was placed between the two portions. The neo-tissue recoiled from heat, becoming more liquid until finally dissolving into a lifeless puddle. This property proved of considerable value in my studies, as I was able to rapidly deal with any errant neo-tissue with a gas blow torch. As I initially suspected, cooling the neo-tissue made it progressively less active. However, on thawing it seemed to suffer no ill effects, even after being frozen in liquid nitrogen (-195°C) for several days. Chilling to 4°C was sufficient to render it quite immobile though. It appears that the neo-tissue has no innate temperature regulation mechanism, but rather essentially remains at ambient temperature.

Given that I had plenty of material to work with, my first series of experiments was concerned with developing some form of diagnostic test. This was quite essential, as by all accounts Spivey physically appeared perfectly normal. Taking a rather empirical approach, I initially tried a battery of biological stains (Wright-Giemsa, crystal violet, safranin, iodine, malachite green, ninhydrin, and coomassie brilliant blue) all with little useful result. However, I noted that aniline ($C_6H_5NH_2$) seemed to cause a bubbling if added to the surface of the neo-tissue. Following up on this observation, I tried adding a variety of aniline compounds (many of which are the basis of the commercial dyes) and eventually found that adding the colourless organic compound leucopararosaniline ($[C_6H_4NH_2]_3-CH$) led to the development of a vivid purple colour (probably one of the triphenylmethane dyes, although I have not investigated this fully as yet) which faded away to nothing in the space of 2–3 minutes. I would speculate that the neo-tissue metabolises this compound rapidly for some reason, first attacking the amino groups which leads to the colour change, and then metabolising the resulting triphenylmethane. This is possibly a facet of the de-toxifying ability I hypothesized above. Quickly double checking (on myself) I found that this had no reaction when added to human tissue. I gather that the use of leucopararosaniline as an indicator is proving quite effective in the on-going investigations, although I would caution against its overuse as significant toxicity through ingestion or contact with bare skin or mucous membranes is associated with this compound.

The next priority was to find an effective way to kill or neutralize the neo-tissue. I have already described the effects of heat and cold, but strong acids and alkalis seemed equally as effective as open flame at disrupting the material. Electric current also worked quite effectively, although the neo-tissue did attempt to draw away from contact with caustic chemicals, heat, and electricity. This would seem to indicate that the neo-tissue retains some intelligence, or at least instinct for survival. This would correlate with its initial attempt to find a new host after Spivey's death. One related point worthy of note was that it seemed not to react to my presence in its vicinity when I was inside the Chemtursion suit, or using the thick neoprene gauntlets built into the glove box. Tapping a plastic box to make a rhythmic drumming sound also did not attract its attention. This may indicate that the neo-tissue is unable to sense via sight, sound, or touch, but may locate potential hosts via smell or some other less well defined mechanism. Conventional biological toxins and poisons (the non-caustic ones) had little or no effect on the material (I tried hydrogen cyanide, botulinus and diphtheria toxins, cobra venom and paraquat, all of which I had on hand). I am uncertain as to what would happen to an individual hosting the neo-tissue if he were exposed to such agents, although I suspect that the host would die with the neo-tissue being essentially unharmed. Adding the material to water had little effect, with it being essentially unharmed even after 2–3 hours completely submerged. Exposing it to vacuum again had no apparently harmful effects on it, neither did increasing the pressure (up to about 10 atmospheres) or exposing it to a 100% nitrogen atmosphere. Placing it into 70% ethanol did provoke a reaction—there was a furious bubbling and the liberation of CO_2 and water, which was a clear demonstration of a de-toxifying effect. Adding hydrogen peroxide also caused a bubbling and the evolution of water and oxygen, again a detoxifying effect.

The relationship between the neo-tissue and the host is clearly of crucial import. I gather that following Spivey's death, the neo-tissue left behind bare bone and blood vessels. This suggests that it was somehow actually inserted *around* pre-existing biological structures. How this was possible is a mystery to me, and obviously I was unable to reproduce this in the laboratory. It does imply that the neo-tissue requires nutrients supplied by the host, although it currently seems to be doing fine in the laboratory without being fed. This may imply the existence of some form of internal food store or perhaps an alternate food source (conceivably analogous to photosynthesis perhaps, although I have no direct evidence for this). This will doubtless be worth further investigation. One critical parameter is how the neo-tissue avoids rejection by the host. Rather than mount an in depth immunological work up of the neo-tissue (which, frankly, I suspect would take an army of researchers several years), I attempted to isolate antibodies which react with the neo-tissue from Spivey's serum. In parallel, attempts were made to culture T-cells from his blood. Whilst total antibody levels in serum were in the normal range, both T- and B-lymphocyte counts were somewhat elevated. However, these lymphocytes appeared to be resting and there was no easily detectable antibody specific for the neo-tissue. One possible explanation for this is that the host initially attempted to mount an immune response against the neo-tissue, but this was blocked by the neo-tissue which secretes some factor to make the cells non-responsive to it (the technical term for this is *anergy*). Obviously, this is a little thin, but it is a testable working hypothesis.

The only way to validate such a hypothesis is to perform *in vivo* studies. I was a little reluctant to do this, but reviewing the data acquired so far it seemed to be the only way forward. Working inside an isolator hood, I took a Lewis rat which had been shaved and anaesthetised with ketamine, and made a simple midline subdiaphragmatic incision about 1" long. I then placed a small amount of the neo-tissue into the peritoneal cavity. The result of this was quite striking. Before I could close and suture the incision, the wound appeared to spontaneously heal before my eyes, over the space of about a minute, eventually leaving no obvious trace of the incision. Spraying the site with a 5% leucopararosaniline solution revealed a thick line of neo-tissue along my incision (which incidentally confirms that the detection reagent works admirably). Interestingly, the anaesthesia wore off much more quickly than I had expected (yet more evidence of de-toxification) and the rat appeared highly agitated, frequently worrying at the incision site with its teeth, although to little visible effect. I could now experiment with a method to remove the neo-tissue. Initially I considered the possibility of surgical removal, however this is clearly going to prove impossible. In the case of Spivey, the neo-tissue was interwoven with his own blood vessels and nerve tissues. Attempting to cut it out would be technically very difficult and would probably result in irreparable damage to the host. But I

tried anyway. Inducing anaesthesia in the “infected” rat proved extremely difficult (which I should have anticipated!); the only way I could manage it was to use a continuous flow of 2% isoflurane by inhalation through a nebuliser mask. Once the rat was finally under, I could locate the neo-tissue with the detection reagent, although frequent reapplication was necessary as it fades in a couple of minutes. The real problem was that any incisions I made near the site with a scalpel were closed rapidly by neo-tissue (presumably it had spread out in the peritoneal cavity below the skin, allowing it to “pop up” when new incisions were made). After about 5 or 6 attempts, I finally gave up. It is my strong feeling that surgical intervention for removal of neo-tissue is pointless and probably dangerous.

Assuming that I was correct in my hypothesis that the lymphocyte response was actively being suppressed by the neo-tissue, I decided to see if it was possible to stimulate the lymphocytes out of their anergic state. There are several ways of doing this, but the one I settled upon was to non-specifically activate the entire immune system, but perhaps I ought to explain a little. The mammalian immune system is comprised of both specific and non-specific arms. The specific arm is comprised of the lymphocytes (B- and T-cells) and their products. B-cells produce antibodies which specifically recognise a given target (called an antigen), with the B-cell response being promoted by T-cells. T-cells recognise small bits of protein (called peptides) which are specific for foreign micro-organisms or tumour cells. These peptides are presented by major histocompatibility (MHC) molecules, with cytotoxic (CD8+) T-cells recognising peptide plus MHC-I and helper (CD4+) T-cells recognising peptide plus MHC-II. The two cell types have different functions—cytotoxic T-cells kill host cells presenting peptides they recognise (all nucleated cells have MHC-I), whilst when helper T-cells recognise peptide (usually presented by other immune cells, as MHC-II expression is more restricted) they basically produce soluble factors called cytokines. Cytokines are also produced by cells of the non-specific arm of the immune system. Such non-specific cells include monocytes, macrophages, dendritic cells, neutrophils, basophils, and eosinophils—collectively called leucocytes. These are effectively the first line of defence against invading microbes and, unlike the lymphocyte response which takes some time to develop, these cells are capable of immediately reacting to what they perceive as “foreign.” Indeed, the vast majority of researchers feel that the immune system is fundamentally a mechanism for telling “self” from “non-self” and then destroying the “non-self” part (although there are exceptions, such as during pregnancy when the foetus is clearly non-self but is usually not attacked). Now, the cytokines act as hormones of the immune system, and the balance of cytokines in the system effectively tells individual cells (including the lymphocytes) what to do (divide, attack, produce more cytokines, die, etc.). There are several classes of cytokines (including interferons, interleukins, chemokines), but one thing they have in common is that they make the immune system *do* things (sometimes the wrong things).

My goal in trying to non-specifically activate the immune system was to give the anergic lymphocytes a boost into attacking the protomatter. I think I actually succeeded in this, but the final result was somewhat more dramatic than anticipated. I chose to use a substance well known to immunologists and microbiologists called lipopolysaccharide (LPS) or endotoxin. LPS is a component of the bacterial cell wall, and as such is most definitely recognised as foreign by the immune system, indeed it provokes immune responses at nanogram levels. Normally LPS is never found in the blood stream unless the individual is suffering from a major bacterial infection of the blood (septicaemia). If it is injected intravenously LPS is rapidly taken up by circulating leucocytes and fixed macrophages in the liver (Kupffer cells), all of which then synthesize massive amounts of cytokines. This is called the “acute phase response” and has several major physiological effects which start to occur within about an hour. These effects include a high fever of rapid onset, headache, drowsiness, vomiting, hypoglycaemia, and vasodilation leading to a drop in blood pressure. This latter effect, combined with the activation of Hageman factor and uncontrolled blood clotting reactions leading to disseminated intravascular coagulation (DIC) and impaired blood supply to vital organs, occurs with high doses of LPS and can lead to shock and death if untreated. The effect I was hoping to exploit was to cause the production of enough cytokines to activate the lymphocytes which had become anergic. To try this I needed several rats which had been “infected” with the neo-tissue and left for 24 hours. I could then titrate various doses of LPS to get a dose response curve. The lowest doses of LPS given intravenously (0.1, 1, and 10 µg/kg) had no discernable effect other than to make the rats briefly febrile (I suspect that either the cytokines or the LPS itself were being neutralized by the neo-tissue, as I would expect the fever to remain for several hours rather than being resolved in about an hour). The next highest dose (100 µg/kg) did make the rats rather ill, with the fever remaining elevated for 9 hours. There was also a degree of movement under the skin at the site of introduction of the neo-tissue, suggesting that something was going on. Once the movement had ceased (about 16 hours after injection) I sprayed these rats with the detection reagent, which came up as positive at the incision line. Cutting along the line resulted in the wound being rapidly closed by the neo-tissue as before, indicating that the neo-tissue remained viable. Clearly there was some effect, but this was not sufficient to cause rejection of the neo-tissue. The highest dose I tried was 200 µg/kg, which had a remarkable effect. I was just settling down for a long period of observation when after about an hour, the rat appeared extremely ill (breathing became shallow and rapid, fur stood on end, and the animal prostrated itself in the corner of the cage) which was to be expected as the effects of the LPS were becoming apparent. The next thing that happened took me by surprise—the neo-tissue practically launched itself out from the rat through the re-opened incision. The speed of movement was remarkable and I was barely able to get to the blow torch in time. The rat then began to convulse, losing blood until I was able to anaesthetise it with ketamine and close the wound. It finally recovered a few hours later, but was pretty ill for a couple of days after. I was able to repeat this twice more with the same dose, with one rat surviving and one dying (probably from the

shock effects caused by the LPS). Note that I chose the intravenous route of injection so as to give the fastest possible onset of the LPS effects, and hence give the neo-tissue as little time as possible to detoxify it or neutralise the cytokines. In fact, the doses I used were extremely high, as I suspected that lower doses would be neutralised by the neo-tissue before any effects could occur.

The observations lead me to conclude that the major effect of the LPS treatment is to make the neo-tissue believe it is under attack and that the host will die (which without treatment is essentially true). As a result, the neo-tissue tries to escape to find a new host. At this point it becomes vulnerable to physical attack without endangering the (former) host. This treatment may be suitable for use on affected humans, but I believe there are extreme risks involved. Firstly, the patient would need to be heavily sedated, which in itself carries some risks. Then the LPS would need to be injected intravenously (which may be difficult if tissue in the arms has been replaced, for example). Assuming the LPS dose is effective, attending personnel would need physical protection (preferably Racal, Chemtursion, or MOPP suits—face protection from a respirator or closed helmet would be the minimum) to prevent them from being the next host of the expelled neo-tissue, which must be contained and either captured or destroyed. Use of this procedure in a sealed room or laboratory would be recommended. Obviously, you could not put the patient inside an isolator cabinet as I did with the rats, but perhaps the use of a Trexler isolation bed may circumvent this problem. Then there are the toxic effects of the LPS. The shock would need to be controlled as soon as possible after the neo-tissue has exited the host (intravenous fluids etc.) and the body temperature will be dangerously high at this point due to the fever. The temperature could be reduced by putting the patient into an ice bath, but this would need to be precisely controlled to prevent hypothermia. It may be possible to remove some LPS or cytokines from the system by dialysis, but I am unsure whether this would be effective. Anti-inflammatory drugs (glucocorticoids, aspirin, indomethacin, dexamethasone, etc.) might help nullify some of the LPS effects, and intravenous heparin or warfarin might be effective in preventing and treating the DIC. Nonetheless, this would still be a very dangerous procedure for both host and medical team. I feel that having a competent emergency physician and a fully equipped medical facility on hand would be required to give the patient a chance. Note also that rats are rather resistant to the effects of LPS; humans are somewhat more sensitive and 200 µg/kg may in fact be a lethal dose to man. It is possible that lower doses may be equally effective for humans, but there is no way of telling this without experimentation, which is clearly impossible, especially as we may only get one shot at the procedure before the neo-tissue adapts to what's going on. Note also that there may be other less dangerous methods to induce the same effect (possibly stopping the heart may do it, but that has its own risks). I wish that I could be more confident that any given method will work in the field.

This is the current situation. Further studies into the actual composition and nature of the neo-tissue are ongoing, however I suspect this will be a rather drawn out process. As you have suggested, I have tried to clear my schedule as much as possible in the event that I am required in the field with the current investigation, or (God forbid) to assist with the handling and treatment of patients.

Regards,
Prof. Grant Emerson, Dsc., PhD., BA., FRCPath, FIMLS, FIBiol Cbiol.

[Addendum]

10MAY97 00:16:43 -0600

Alphonse:

In light of the current events in Groversville, I have completed the destruction of the remaining samples of neo-tissue as we discussed. Given its propensity to suddenly mutate into an infectious form, I feel that having large quantities of what could suddenly turn into an airborne infectious agent in storage is too large a risk. I gather that both CDC and USAMRIID have teams in Groversville at the moment and a quarantine is in effect to attempt to halt the spread of infection and determine the origin of the epidemic. Currently they are calling it "Hantavirus" despite the fact that it clearly isn't. Indeed, I am half expecting a telephone call from Atlanta either asking for assistance or trying to find out if I have received any specimens from Tennessee lately. I feel that attempts should be made to try and cover the chain of evidence connecting the samples taken from Spivey to my laboratory. CDC's EIS investigators will already be trying to trace the movements of citizens from Groversville to determine the source of the infection. If they turn up a link between Spivey and what happened to him, then we are all in trouble. I'm sorry to bring this up, but I feel I really need to cover my back on this one.

Regards,
Prof. Grant Emerson, Dsc., PhD., BA., FRCPath, FIMLS, FIBiol Cbiol.

Report on Aquatic Humanoids

Professor Grant Emerson

14AUG97 09:45:57 -0600

Alphonse:

As you requested, I have given some thought to the Innsmouth matter and having examined the documents provided by Agent Darren, I have some theories relating to the physiology and reproduction of these creatures. I am afraid that all this is speculative, but without specimens this is by necessity rather than choice.

Firstly, a synopsis of the data we have already amassed. The aquatic humanoids (AH's) would seem to be large, scaly humanoids adapted to an amphibious existence. They may or may not be of terrestrial origin. They appear to be civilised and to have a distinct religion. They have been associated with isolated human coastal communities, which they seem to influence by promoting worship of their "gods" and interbreeding with those in positions of trust within such communities, but are rarely associated with mankind other than to utilise humans as "breeding stock." Their aims and philosophies are unknown.

From the descriptions given to me by Agent Darren, there are several interesting anatomical aspects which arise. Firstly, there is the nature of their habitat. The AH's seem to be well adapted to an aquatic environment and capable of survival at reasonable depth for extended periods. Obviously, having webbed feet and hands is an expected physical trait in the adult creature, but there are several other biological adaptations which probably also play a major role. Firstly, there is the problem with breathing. These creatures were not observed to surface for air (indeed, it is not known whether there is air present in their cities at all) yet maintained extreme physical activity underwater for several minutes without artificial assistance. Extended dive times are possible for several terrestrial species (*Mirounga leonina*, the elephant seal, can remain submerged for up to 120 minutes without surfacing, for example), but for extended dives the maximum depth is often not extreme (*Mirounga* can hit 800m depth, but 200m for 20–30 minutes is more common). The creatures were not observed to vent air from their bodies, indicating that either they were holding their breath or that they were extracting dissolved oxygen from water (Agent Darren concurs with these suggestions). I regard the latter hypothesis as more likely, for reasons I shall discuss below. The presence of gill-slits around the neck has been described, meaning that oxygen exchange organs (gill filaments) must be present actually within the head to allow water to enter through the mouth and exit (deoxygenated) through the gill-slits. This means that the gill filaments are probably located within a heavily modified nasopharyngeal cavity, also explaining the enlarged neck and head. However, the gill-slits are relatively small, implying that either the gill filaments must have a very large surface area to extract oxygen, or that the flow rate across the gill filaments must be high to get enough oxygen-laden water into the body to sustain respiration.

Incidentally, I should mention that there are ways to extend the duration of a dive in mammals by utilising alternative mechanisms for oxygen transport and storage. Crocodile haemoglobin is more efficient than the human molecule at binding oxygen, for example, and diving animals maintain higher concentrations of myoglobin (which also binds oxygen) in their muscles. Diving birds also rely on anaerobic metabolic pathways (although these are less efficient than aerobic pathways) whilst diving. It is possible that there may exist a separate system to overcome nitrogen narcosis (the creatures seemed to have the ability to surface quickly from depth with no apparent ill effects)—perhaps the presence of a nitrogen-binding molecule in the circulation to "mop up" dissolved gases in the bloodstream? This is purely speculative, though. Blood samples could help here.

The second physiological problem that must be overcome is the effects that pressure exerts on the body. This is a further reason to believe the AH's have extensive modifications to the chest, possibly with reinforced bone and hyper-developed musculature to prevent the collapse of the ribcage and crushing of the vital organs. The cranium must be thickened to prevent crush damage due to pressure, and the sinuses and aural canal must be heavily changed to allow pressure equalisation. Airways and orifices would need to be strengthened by extra cartilage. It is possible that the terrestrial lung deflates partially (as occurs in seals, dolphins, and whales). This would have several beneficial effects: firstly it would reduce the volume of air held within the body, reducing potential lung trauma on rapid surfacing (as trapped air becomes compressed at depth, but expands dramatically on the return to the surface) and making less nitrogen available to enter circulation (reducing the risk of nitrogen narcosis). A more subtle advantage would be to alter the buoyancy of the creatures (less trapped air, less buoyancy) allowing them to attain neutral buoyancy without the need for weights. However, lung deflation and breath holding are obviously mutually exclusive. My own conclusion is that underwater breathing is indeed facilitated by entry of water through the mouth to exit via the gill-slits, but that lungs are retained for use above water. Having both mechanisms would allow for developmental changes to occur during the "transformation" from human to creature. Logically, this is necessary as if the lung structure is changed radically (as it would have to be to allow the efficient absorption of oxygen from water) then the hybrid would asphyxiate during the transformation. Physical examination of specimens (live or dead) would be fascinating—if only you could get Agent Darren to be less "enthusiastic" about disposal of evidence!

One aspect relating to respiration that I should note is that a significant proportion of energy requirements in warm-blooded animals is devoted to maintenance of a constant body temperature. This would obviously be more difficult in cold water, and would therefore take a greater energy outlay. Hence, I regard it as likely that adult AH's are poikilothermic, having a similar body temperature to ambient. Regarding sensory input, fish certainly have a well-developed sense of smell and are capable of sensing pressure changes (not just depth but also movement) via the lateral-line system. It is also possible that they can sense via changes of electrical-field strength, as occurs in dogfish and sharks—there is little direct evidence for this, though. Eyesight is probably reasonably well developed, with the protruding eyes giving an enhanced field of vision. However, I am uncertain as to the effectiveness of such sensory mechanisms out of water.

And this brings me to the crux of the problem: reproduction. The information I have been given indicates the AH's are capable of interbreeding with human populations to reproduce. Thus, external and internal genitalia must be compatible with humans and implies that there are no immunological or physiologic incompatibility problems associated with embryonic development. AH offspring generally appear normal in childhood, adolescence, and young adulthood according to Agent Darren, but later develop the anatomic features described above—generally in their late 20s–30s. But this is not what I find most disturbing. I have given the matter serious consideration in the last few weeks, and the most logical conclusion I have come to is that the AH's must be genetically highly related or identical to humans, and that latent genes within the human genome may be involved. Other solutions to the puzzle are possible (including extra-chromosomal inheritance, retroviral transformation, and spontaneous mutation) but this explanation is the most obvious and most compatible with known biology.

The transformation must involve the regulation of multiple genes (to encode things such as gill structures, claws, webbed feet, etc.) which would need to be switched on and off in the correct order to facilitate the change from ostensibly human to AH. To illustrate what I mean, I have given the following hypothesis: it is possible this gene regulation is controlled by single “master activator” gene—for the sake of argument I will call this gene “X”. If transcription and translation of X is triggered by whatever mechanism (this age-related change could be equated with either puberty or the menopause in humans, however whilst these changes are hormonal, the trigger for transformation in hybrids is unknown), it would trigger the first step of the transformation (switching on genes V, W, X, Y, and Z). These gene products would have their own effects (V switches off host genes A, B, and C; W switches on the next batch of AH genes P, Q, R, S, and T; Y regulates V and W). Then P, Q, R, S, and T switch off D, E, F, and G and switch on H, I, J, K, and L. And so on, leading to temporally and spatially regulated gene expression resulting in the change from human to AH. This “cascade effect” is well known to developmental biologists and happens during growth and development of all higher organisms. It also has some less obvious implications. If the master gene (X) is the “susceptibility gene” (i.e. without this gene you cannot undergo the change) and all other genes are spread around the chromosome, interbreeding of human and AH becomes possible (assuming a high genetic homology between the two species). Secondly, if the X gene is recessive (or imprinted via DNA methylation, for example), a genetically immune carrier stage can exist: that is, unless there are two copies of X (one on each copy of the chromosome—humans have two copies, one inherited from the mother, one from the father—of each of the 22 chromosomes plus 2 sex-chromosomes for a total of 46) the X gene cannot become activated. Consider the situation below where X represents a chromosome bearing the master gene and O represents the same chromosome without a functional X gene.

The genotype XX (called a homozygote) is fully susceptible to the change into an AH, but the genotype OO (also a homozygote) is fully resistant to the change. Genotypes OX and XO (heterozygotes) are carriers, and so are not susceptible to the change, but can pass the X gene on to their offspring. Now, depending on the parents, the following things can happen:

Parents	Offspring	Result
OO+XX	OX, OX, XO, XO	No susceptibles, all carriers
XX+XX	XX, XX, XX, XX	All susceptible
OO+OO	OO, OO, OO, OO	All resistant
OX+OO	OO, OO, OX, XO	2 resistant, 2 carriers
OX+XX	XX, OX, OX, XX	2 carriers, 2 susceptible
OX+XO	OO, OX, XO, XX	1 susceptible, 1 resistant, 2 carriers

One thing should be immediately obvious from the scheme above: following the first interbreeding, all offspring from this union will be carriers who cannot undergo the transformation, but who can pass the susceptibility gene onto the next generation. An interesting implication of this is that in the population as a whole, the susceptibility gene will be “diluted” by 50% in each successive generation (assuming breeding between heterozygotes and resistant homozygotes, and the susceptibility gene is neutral towards overall survival and reproductive fitness). But in isolated (geographically or socially) populations, there is likely to be an amplification of the susceptibility gene as heterozygotes breed with each other. This would be still furthered by additional interbreeding with AH's (who by definition would be homozygotic for the susceptibility gene). This could go a long way towards explaining why the AH's appear to be associated with isolated populations, as these populations would be the only ones capable of sustaining AH reproduction. It also means that susceptibles could not be generated without continued interbreeding unless heterozygotes meet and have offspring, which itself implies that those moving away

from communities associated with AH's could disseminate the susceptibility gene into the population. This I find particularly disturbing, as how many people could be carrying the gene without realising it? Thousands, even millions, potentially! And it goes deeper still: the information provided to me indicates that the transformation from human to AH occurs between the ages of 20 to 40. This is after the hybrid has become sexually mature, but whilst they still appear perfectly normal—there would be no way of telling that your potential partner had the gene and that your children could be affected by it. This has some interesting parallels with HIV and AIDS.

The outline I have given above relates to a single gene (or possibly a group of genes inherited as a single unit). What if you have the master gene, but are deficient in one of the other genes involved in the transformation? Well, it could block the change completely, or it could have little effect, or it could be lethal. There is no way of telling without a very great deal of practical research.

Overall, what do these hypotheses (assuming they are correct) mean in terms of practical use for the group? Firstly, treatment (gene therapy?) may not be possible once the transformation has begun: disruption of the cascade effect would likely be lethal, but may be possible before the process begins (keeping X switched off all the time would prevent the change from starting). Diagnosis of susceptibles may be possible if we could identify the gene(s) responsible for initiating the change. This may not be easy, as in most cascade effects the activator gene (X in this case) is switched off once the process begins—in order to keep the cascade from starting over. Even if the identity of the activator gene is known, what do we do about those who have it? The carriers would be perfectly normal human beings in every other respect (apart from having one copy of the X gene) and even susceptibles may not all undergo the transformation, depending on the nature of the trigger for X gene activation. I suppose that the development of biological or chemical weapons selective for AH's (must be careful of marine wildlife here) may be possible, but this too would need a lot of research. Currently, our options are limited. It is possible that further progress in this matter could be made, but this would require specimens, samples, and careful observation. I am, of course, sorry to always conclude on that note, but as with all these matters we just don't have the data to make any concrete statements.

Regards,

Prof. Grant Emerson, Dsc., PhD., BA., FRCPath, FIMLS, FIBiol Cbiol.

Report on Manhattan Subterraneans

Professor Grant Emerson

3SEP96 04:20:17 -0600

[3JUN98 08:37:23 -0600 annotations by GE based on new research material appear in brackets]

Alphonse:

I have completed a reasonably detailed analysis of the materials you sent me. The results are rather inconclusive, I'm afraid.

I shall begin with the tissue samples taken from the subject who was killed during an investigation in Manhattan (date of death 11JAN96). I have studied the photographic material associated with this individual, and can confirm the initial pathologist's findings at the limited autopsy. The subject is male, around 170cm tall, and wiry in build. Age is difficult to determine, but probably between 30 and 50 YOA. The jawline protrudes substantially due to the pronounced overgrowth of canines and incisors [note these are teeth responsible for tearing of meat]. The hands appear clawed, although this may be due to lack of nail care, but the feet appear almost hooved, possibly due to bone adsorption and regrowth; I would need to physically examine the corpse to tell for certain, but I gather this is not possible due to the rapid cremation mandated by the New York City Board of Health. The posture appears hunched, perhaps as a result of spinal malformation. Again, a physical examination would be required for definitive analysis, but from examination of the photographs, several vertebrae appear to be fused. The skin is mottled and discoloured, almost as though lichen-encrusted (this is supported by microscopic examination of dermal tissue. Lichen and fungal structures are visible, but identification of species [even genera!] would require someone more specialist in these matters).

More detailed examination of the tissues yielded the following data—I shall summarise the minor points. Chromosomal analysis and rRNA gene sequence came up as human [exactly as we expected]. MtDNA appears normal. There is no evidence of current viral infection (although serological evidence of exposure to hepatitis A, B, and C is present in the blood sample). The blood came up as HIV negative, so the agent who was wounded in the encounter can breathe more easily in that respect. Toxicology revealed traces of both diamorphine (heroin) and morphine in serum; this presumably tallies with the needle tracks observed by the pathologist. Otherwise there were no unexpected changes in blood chemistry or sedimentation rate. CSF appeared normal in all respects. The liver contained numerous flukes, and the stool specimen showed various intestinal parasites among the normal gut flora. However, given the sewer habitat and cannibalistic nature of the subject, this is not surprising.

Rather more unusual (and significant) is the neural tissue. Under histological examination, the brain sections showed large spongiform plaques which stained with Congo red. By large, I mean that the brain was riddled with them, especially in the prefrontal cortex and cerebellum. This individual should have died a long time ago [I mean that he *should* have died through coma, progressive paralysis, and respiratory arrest—not from sustaining over a dozen gunshot wounds!]. I concentrated on this neurological aspect, as it was the only grossly abnormal pathological feature I could detect. My initial thought was Creutzfeld-Jakob Disease, but perhaps I should explain a little.

CJD is one of a number of diseases called the transmissible spongiform encephalopathies. These include Gerstmann-Sträussler-Sheinker syndrome, Fatal Familial Insomnia, and Kuru in humans, and Scrapie and Bovine Spongiform Encephalopathy in sheep and cattle respectively. Interestingly (from the perspective of this case), both BSE and Kuru are associated with the consumption of infected neural tissue. In the case of Kuru, this was human tissue consumed (mostly by women and children, as adult males got the muscle tissue) as part of the burial rites of the Fore people of the eastern highland of New Guinea. This practice (part of a ritualised ancestor worship ceremony) has now been outlawed and Kuru has virtually disappeared [both anthropologically and scientifically, this is a fascinating story—Carl Gadusek got his Nobel for this work].

The pathogenesis of these diseases is still hotly debated, but current opinion favours the "prion hypothesis." Prion protein (PrP^c) is encoded by a host gene and is present in normal neural tissues [possibly also on B-cells and DC's—implications for blood transfusions] and normally causes no problems—it may even be essential for brain function. In TSEs, PrP^c becomes converted to a different structural isoform (PrP^{sc}) which aggregates into large amyloid fibrils that form the spongiform plaques. The PrP^c → PrP^{sc} reaction involves structural change of PrP^c, with α -helices converted to β -sheets, which is apparently initiated by PrP^{sc} although other co-factors (possibly HSPs and chaperonins) probably play a role [viral co-factor? New viruses detected with alarming regularity!]. The mechanism for this is unknown, but this conversion has been done under denaturing conditions *in vitro*. Purified PrP^{sc} (which has been treated to remove nucleic acids) seems to be capable of causing disease when injected into the brain of animals. That is, the PrP^{sc} protein alone can transmit the disease—conventional infectious agents must have either DNA or RNA. But not prions. This seems to run contrary to all conventional molecular biology: with no nucleic acid, there should be no means to transfer the information needed for an agent to replicate itself [although logically, as a protein is coded for by the information in nucleic acid, the protein itself must contain a portion of that information]. I should also mention that PrP^{sc} infectivity is highly resistant to a variety of disinfection procedures (formaldehyde, β -propiolactone, proteases, mild detergents, and α , β , and γ -irradiation [not to mention

cooking)). Infectivity is retained following burial of infected material for 3 years [interesting from our point of view—graveyards?]; these things are really hard to destroy!

TSEs occur in several patterns. FFI, GSS, and some CJD is due to germline mutation (P102L, D178N, and M129 mutations) in the PrP gene, making them heritable genetic diseases. Note that PrP genes are somewhat polymorphic, but all retain certain features such as the pent/hexameric PH/QGGG(G)WGQ octarepeat and the GA rich region after the last octarepeat. Some CJD is iatrogenic (transmitted during brain surgery or via growth hormones purified from cadavers), but the majority (~80%) is sporadic—with no direct evidence of transmission (implying that mutation in the PrP gene can arise spontaneously to generate PrP^{Sc}). It is also of note that whilst some mutations exist in the PrP gene and are associated with disease in individuals, differences in the PrP gene also exist between species. This is a major factor in the “species barrier” phenomenon: some TSEs don’t transmit as readily from species to species as others. Indeed, the genetics of susceptibility are remarkably selective even within a species: some breeds of sheep are highly susceptible to scrapie, others are totally resistant. Importantly, the inoculation of mice with PrP^{Sc} purified from different sources causes disease with variable incubation periods depending on the source, but the incubation periods are consistent for any given source of PrP^{Sc}. This indicates that there are several strains of PrP^{Sc}, despite having very similar or identical PrP protein sequences [again, this is contrary to conventional biology]. Incidentally, no one knows the origins of BSE. It may have been transmitted to cattle by feeding them scrapie-infected offal [sheep have had scrapie for hundreds of years], or may have been present at low incidence in the cattle population [Stetsonville, WI: 1985 TME outbreak in mink. Unrecognised TSE in U.S. cattle?] and then amplified by feeding rendered bovine offal back to cattle. The key seems to revolve around prion-infected feed, although another theory relates to the use of pesticides in triggering a change in PrP structure. Engineering TSE agents seems out of the question—we don’t have the technology for this. Note also that the infectious dose is largely uncertain: some studies have shown that oral infective doses of scrapie for mice are 10⁻⁶-10⁻⁹g of brain tissue. There also seems to be an inverse ratio between the amount of material consumed and the duration of the incubation period.

All the TSEs involve neurological symptoms: CJD involves progressive dementia (including memory loss and disorientation), facial tremors, ataxia, and somnolence, before proceeding to seizures, coma, and death. Kuru, which literally translates as “to tremble in fear,” is characterised by progressive ataxia, tremors, dysarthria, and emotional lability, without dementia. With TSEs the incubation periods are variable, but extended: with Kuru the median period is ~15 years; with sporadic CJD, the majority of cases are in those over 50 YOA. However, in the U.K. there is a new variant CJD which seems to occur in those under 30 YOA. This nvCJD has different pathology to either sporadic or familial CJD, and is probably related to the consumption of BSE-infected beef [although this has not been proven]. At the time of writing, only a handful of nvCJD cases have occurred but considering that over 160,000 cattle died of BSE in the U.K. and probably around 1 million entered the food chain, my colleagues in the U.K. are extremely anxious that many, many more cases of nvCJD will occur in the coming years. Currently, in the U.S. and Europe, the incidence of CJD is approximately 1:1,000,000 of population. Notwithstanding the long incubation period of TSEs, once symptoms have begun, death occurs within 3–12 months. The pathology is progressive and relentless. There are no remissions or recovery. There is no treatment. The outcome is uniformly fatal.

Diagnosis of TSEs is difficult, and is generally based on clinical observations [periodic discharge on EEG is somewhat indicative]. There is no reliable means to confirm suspected TSE in live patients [although tonsil biopsy has potential] and definitive diagnosis requires microscopic examination of brain tissue *post mortem*.

Returning to the Manhattan specimens, the histological examination I carried out showed massive accumulation of amyloid fibrils in the prefrontal cortex and cerebellum. Both these areas are well developed in man and higher primates, and are associated with intellectual development (including language) and memory. Although the accumulation of amyloid fibrils should cause massive tissue disruption, there appeared to be some form of higher order structure in these sections. The fibrils seemed to form dense, aligned (almost crystalline) arrays. Perhaps this facilitates the altered memory storage and processing capabilities you mentioned—this is way out of my field, though.

PCR and sequence analysis of the PrP gene from the specimens revealed an unusual point mutation in the coding sequence, resulting in a predicted G124R change in the amino-acid sequence, which radically alters the charge density in the linker region between the H1 and H2 helical domains. This change has not previously been described in the literature: its meaning in terms of biological function [if anything] is anyone’s guess, though it does constitute a potential glycosylation site. In parallel, extracts from the brain sections were tested against a phage display antibody library [state of the art two years ago!] which had been generated previously. By subtractive hybridization of the library against normal human brain tissue (to remove antibodies that cross-react to normal brain) and a second subtraction against liver from the Manhattan subject (to pull out antibodies reacting to MHC antigens, *etc.*), a single antibody (designated 4A77) that co-localised with the amyloid fibrils in the brain sections (and so specifically reacted with the PrP^{Sc}) was obtained. Western blots of a 2D-PAGE gel of the brain extracts to check the size of the PrP^{Sc} gave an unexpected result: normal PrP^{Sc} has an Mr of 27-30 kDa. The protein that the 4A77 antibody reacted with was a single spot of 39 kDa. It was possible that 4A77 was reacting against a protein unrelated to the prion, but which co-localised with amyloid fibrils in the brain sections. Therefore the 39 kDa spot was micro-sequenced. The 20 N-terminal amino acids obtained from the protein identified it as PrP [sequence identical to predicted PrP aa sequence once the 22 mer signal peptide has been cleaved]. Why the size is different is a mystery; it could be larger because of different glycosylation patterns, or because of mRNA splicing, but the PrP sequence doesn’t have any

known cleavage or splice sites that would give a product of this size. I would bet on post-translational addition of complex carbohydrate at one of the two normal glycosylation sites, or at the mutated R124 residue. Unfortunately, no samples remain for further investigation.

Moving onto the second specimen you sent me (*The Ghoul Manuscript*). The cover of the book also showed up as human tissue by genetic analysis, and by microscopy appeared to be skin. Pronounced lesions on the surface indicated that it had been flayed. It also reacted strongly with the 4A77 antibody, which was highly surprising as PrP^{Sc} should be restricted to neural tissue (although infectivity in scrapie can be recovered from lymphoid tissue early in infection); I rechecked the skin specimen from the Manhattan subject with 4A77 and this came up negative. The PrP gene in the skin from the *Ghoul Manuscript* did not show the G124R mutation either. [Curiouser and curiouser]. Insufficient protein could be extracted to blot for molecular mass. The bone fragments in the spine of the book have been scoured with some form of abrasive, and all traces of flesh removed. The bone does not react with 4A77 either. GC and MS of the paper and ink shows nothing out of the normal; biologically, both paper and ink seem inert.

And that's as far as I have gotten with the hard-science approach. I'm not keen on continuing. It has been hard going—especially considering the precautions that I have had to take thus far [hell, if the CDC ever found out what I have been up to . . .]. Everything has been done under BSL-4 conditions (mostly in gloveboxes) which is a major hinderance. Still, with the potential risks you outlined to me before I started, I can't see that it could have been done any other way.

And now for the conjecture that you wanted. That the Manhattan subject is [was?] human is without doubt—at least genetically, but the anatomical anomalies [not to mention the psychological problems he must have had] indicate the subject is *different* to normal humans. I have no way of knowing whether there are mutations in other genes that could cause such a physical change, or whether the changes are due to less-mundane mechanisms. During my association with the group, I have seen some things that I cannot explain. This is another one of them.

Note that the brain pathology is different to, but reminiscent of, CJD. I am not suggesting for an instant that this individual was actually suffering CJD, but rather that this appears to be a case of a new form of TSE which has not previously been recognised. Assuming that the brain pathology was transmitted by a prion—and at the moment that seems likely due to the pathological findings—the assumption is that it would have to be passed on via cannibalistic practices. That is supported by the field report from your agents. Yet as I mentioned before, with CJD, there are both sporadic and inherited cases. The fact that we have no way of knowing whether this individual had a family history of TSE is a hurdle to understanding the relevance of the brain pathology to his behaviour [or *vice versa*—possible that he caught it from infected human tissue due to cannibalistic practices].

The really interesting question is why didn't the subject die from the infection? Some recent research suggests that TSE infectivity (albeit at low level) can persist long-term in the brain without overt symptoms. It is therefore *possible* that subclinical infection may exist. However, given the amount of pathology present, I find it unlikely in this individual; I do strongly feel that the cannibalistic nature and the presence of TSE-like pathology in this individual are too striking to be coincidental.

But how does this fit in with the fate of your acquaintance? From what you have told me, her condition stemmed from exposure to the *Ghoul Manuscript*. Firstly, I must stress that although I suspect it may be so, we have no evidence that she is infected with a TSE and this can only be reliably diagnosed *post mortem*. It may be of interest to sequence her PrP gene and see if it bears the G124R mutation. However, given her already fragile mental state, I am not certain that it would be a good idea to let her know that she may have a fatal brain disease. Whilst the material from the cover of the book is undoubtedly contaminated with the mutant prion, unless she inadvertently ingested this material, there is no obvious reason why she should have become infected—as we understand them, prions are non-infectious via skin contact. In any case, the incubation period for the effects of prions to become manifest are measured in years, not days. Her “transformation” was too rapid to be accounted for by conventional medical science, regardless of the mechanism. Note that I have not attempted any form of transmission studies to animals—in my opinion this would be risky and difficult, and the value of any data obtained by this route would be questionable in any case.

So what can I conclude? One explanation for these anomalies is that we are looking at two quite distinct syndromes (conceivably via exposure to different prion strains or due to different genetic susceptibilities in the affected individuals). The first syndrome possibly results from ingestion of prion-contaminated material, or via an inherited genetic trait, and results in degeneration characterised by severe lesions in the areas of the brain responsible for memory. This process probably occurs over an extended period of time given the amount of amyloid fibrils—which take years to develop. The second syndrome is more rapid, associated with the *Ghoul Manuscript*. There seems to be no initial mental impairment, however we cannot rule this out at a later time [assuming the degeneration continues]. I wish I could be more optimistic about the implications of this for your acquaintance. Note that both syndromes appear to have similar physical manifestations. I have no idea why this should be so (although the hunched posture may be due to muscular problems, or an adaptive trait relating to subterranean existence). Regarding the *Ghoul Manuscript*, it is possible that the text itself has some malign influence (as your acquaintance suggested) which either triggers or hastens the degeneration. I would suggest that the book should at the very least be held in secure conditions. Destruction would be preferable.

[In retrospect, it is possible that the Manhattan subject had a genetic trait (perhaps unrelated to the PrP gene) which

rendered him hyper-susceptible to the agent. A more unwelcome thought is that the trait rendered him resistant to the pathologic effects of the agent and this is what kept him alive. The implications of this for the rest of the population are not comforting!]

I am afraid that this is all the data I can provide on this matter at the moment. Two things should be obvious from this report. One is that the data are of rather limited practical value. If I am to proceed, I will require more material to work with. Two sets of samples—one inanimate, the other a set of formalin-fixed tissues—is really not enough to do more than scratch the surface [frozen tissues from recent investigations! Damn it, Alphonse—why couldn't you get hold of this material sooner!]. For definitive results, live subjects would be required for MRI scans, psychological tests, interrogation, *etc.* Transmission studies would also require live subjects. Needless to say, I am unprepared (legally, physically, and ethically) to consider this option. The second conclusion is that I suspect the answers you need are beyond science at this time. I am sorry I could be of no more help in this matter.

Regards,

Prof. Grant Emerson, Dsc., Ph.D., BA., FRCPath, FIMLS, FIBiol Cbiol.

Report on Pittsburgh Toxic Gel

Professor Grant Emerson

17OCT98 16:23:44 -0500

Alphonse:

Here are the preliminary results obtained during my analysis of the samples provided from the group's recent Pittsburgh investigation. Overall, the findings are suggestive of a non-terrene origin for the material but are as usual rather inconclusive, I'm afraid. I feel that further analysis of the preliminary data is warranted, but perhaps this should be conducted by a researcher more specialist in organic chemistry.

To summarise the background to the study, I was informed that the material was taken from a body found in a dumpster in downtown Pittsburgh. This was the third of a total of five known deaths which appeared similar in cause. Investigation by agents revealed that the victims were known intra-venous drug abusers, and that the deaths occurred over a two week period in May 1998. Contact between the victims could not be ruled out by the investigative team. All the bodies were mutilated to various extents, with deeply penetrating but bloodless wounds present on the abdomen or chest of three of the five victims (including that of victim #3). Despite the mutilations, which also included claw marks and what appeared to be caustic burns, the coroner concluded that death was due to poisoning with an unknown agent, leading to cardiac and respiratory failure. At the edges of the wounds, and smeared onto clothing and skin was material similar to the sample sent to me for analysis. Following contact with the substance, one uniformed officer with the Pittsburgh police department was admitted to hospital, presenting with symptoms including shortness of breath and elevated blood pressure. A full recovery was made by the officer after supportive treatment. No further cases have since been discovered, and the investigation status is closed pending this report.

Starting with the blood sample from victim #3, the original pathologist conducted a toxicology screen which detected the presence of diamorphine and crack cocaine metabolites. Routine serology also noted that the victim was HIV and hepatitis B positive. The more rigorous biochemical work up I requested determined the presence of large amounts of endorphins and adrenaline within the sample. Slight traces of small organic molecules including 2-methylbutene and 1,1-diphenylethylene were also detectable. The blood sample reveals little else of value. The adrenaline is unsurprising considering the violent death of the victim, although the endorphin (a peptide neurotransmitter associated with pain-relieving activities) is unusual. The organics are also unusual and I would suspect that these are breakdown products of a larger molecule (or group of molecules). Considering the source of the specimen (an i.v. drug abuser), it is possible that these are metabolites of some narcotic I am unfamiliar with. A forensic chemist may be more able to assess this possibility, although this data may also be interpreted from a different perspective considering some of my later findings.

The other material is rather more interesting. Visually it appears to be a viscous, opaque fluid with a blue tint, resembling nothing so much as bluish wallpaper paste. Around 10ml of sample was provided, with a weight of about 11g. Initial observation noted that within the glass transport container it appeared motionless. However, when transferred to a plastic culture dish it became motile and moved slowly across the surface of the dish in what seemed to be a systematic manner, crossing and recrossing the surface. This could be interpreted as an intelligent attempt to investigate it's new habitat. At this point, I noticed that the polystyrene dish had begun to dissolve where the substance had contacted it. A rapid re-examination revealed no signs of damage to the transport container, therefore the material was quickly transferred back into the container and all subsequent procedures used borosilicate glass and stainless steel instruments. The motion exhibited by the substance was a gliding and rolling type of motility, putting me in mind of certain species of slime mould. Further examination showed that the material was also capable of extending pseudopod-like processes, but this appeared much less frequent than the gliding/rolling.

Initial studies concentrated on the behavioural and physical aspects of the substance. It was found to be unresponsive to sound and light, both visible spectrum and UV. Physical pressure (from a metal probe) caused it to recoil initially, and then to glide toward the stimulus. Splitting the material into two portions with a glass microscope slide was easily possible, with the two portions merging back together completely when the barrier was removed. Prolonged separation of the portions showed no obviously harmful effects to either the larger or smaller portions. Indeed, both parts seemed to retain independent activity. This facilitated other experiments into the susceptibility of the substance. Heat (from a soldering iron or open flame) caused it to rapidly recoil and char (but not burn, which is surprising in light of findings described below), suggesting physical damage. Cold (refrigeration, freezing to -20° or -70° C, or exposure to liquid nitrogen) seemed to have no effect, other than to make the material more viscous. Liquid nitrogen did not solidify it, which is puzzling. Exposure to anaerobic environments had no discernible effects, nor did exposure to mild vacuum or higher atmospheric pressures within a desiccating jar. It was immiscible in water, but ether rapidly disrupted it, causing bubbling and eventually dissolution leaving a fine white precipitate which was soluble in water. Subsequent analysis of this precipitate indicated that it was a mix of protein and carbohydrate in composition. Insufficient material was available for further studies on the protein however. No DNA or

RNA was detectable in the precipitate. IR spectrography of the ether phase revealed it to contain numerous peaks corresponding to low Mr organic molecules. Similarly, a complex mixture of low to medium Mr organic compounds were obtained in fluid extracted from the centre of the substance through a needle and (glass) hypodermic syringe. I will forward this data to you in due course. Detailed interpretation of this information would require someone more expert than me however. Very little water was present within the centre of the substance, and introduction of a saline solution via the syringe caused the formation of vesicles which were transported to the surface where they burst, expelling the solution. Water droplets placed onto the surface of the material were ingested, but were similarly expelled some minutes later. This suggests both the existence of homeostatic and/or feeding mechanisms, and that the interior of the substance is composed of a non-aqueous medium.

Under the light microscope there were numerous vesicles visible by phase contrast along with some granular material which I assumed to be the protein component. Conventional biological stains (iodine, Gram's crystal violet, safranin, malachite green, Evan's blue, Wright-Giemsa, etc.) were taken up to various extents, but revealed no readily identifiable cellular structures such as nuclei, cell walls, or mitochondria—which was unsurprising considering the lack of water in the substance. The granules did retain protein binding dyes, confirming my initial suspicions. Scanning electron microscopy revealed a generally smooth surface with slight bulges and indentations (perhaps vesicles close to the surface). Transmission EM and negative staining with osmium tetroxide gave little further information, and did not indicate the presence of a cytoskeleton-like structure, although a thick membrane structure was visible. The granules were apparent by TEM and did not appear membrane bound or ultrastructurally organised, suggesting they were inclusion bodies of some form. This is confusing in itself, as there were no ribosomes or material resembling chromatin present (that is, the cellular components required to encode and synthesize proteins) suggesting that the proteins were taken in from outside the material, rather than produced internally. This was confirmed by adding a solution of fluorescently labelled antibody to the substance, incubating for 30 minutes, washing unbound antibody away and examining by confocal microscopy, where fluorescent inclusions could readily be seen inside the material.

Biochemically, the substance is an enigma. The surface is acidic (~pH 2.0), suggesting some form of organic acid present at the membrane surface. This would be sufficient to cause the caustic burns noted on the victims. Otherwise the substance is biochemically inert with no catalase or oxidase reactions and no ability to ferment sugars. Attempts to culture the material on conventional bacteriological media or in tissue culture medium were uniformly unsuccessful. Co-culture with bacterial colonies or green monkey kidney cells failed, possibly due to the rapid acidification of the medium on addition of the material.

The final series of tests conducted were on the toxicity of the material. Placing it in a dish within a chamber containing a live mouse caused no reaction in the material. Removing the lid of the dish again had no effect, although the mouse became agitated and moved away from the dish (possibly due to the noxious smell of the material noted by the original investigative team). Placing the material onto the back of the mouse caused the mouse to initially recoil. The animal subsequently became calm and did not appear to be in pain or experiencing stress. Motion became reduced within 2–3 minutes. Breathing was laboured after a further 3 minutes, with paralysis and death occurring within 10 minutes of initial exposure. The material could easily be washed off the mouse with soapy water. Examination of the cadaver revealed a similar pattern of caustic burns at the dermis, although all other gross pathology was normal. This is suggestive of a toxin absorbed through the skin and acting on the central nervous system. Later studies with mice pre-treated with atropine showed no beneficial effect, however. My suggestion would be that the material actually secretes a toxin, which also has an anaesthetic effect (this is not unknown in organic compounds—phenol, for example, is acidic, toxic when absorbed through the skin, and also exhibits a local anaesthetic effect).

In the course of my researches, I discovered that something similar had been reported previously in an obscure and short-lived scientific journal of little repute. The article in question was a letter to the *Annals of Bacteriologic and Pathologic Sciences* (1929) vol. 3 page 223, written by a Dr. James Morton entitled "*Chalmerii* spp.: An enzyme-free life form?". The letter reports a newly discovered "protozoan" which Morton described as being "wholly devoid of enzymes." Quite an interesting assertion for the 1920s, to say the least. Morton also describes the organism as being "translucent and azure in color, conforming to no previously noted phylogeny". He further describes it as lethally toxic to rabbits and possessing caustic properties. He does not describe the source of his specimens, however. This does sound remarkably similar to the material analysed above, though. Checking on Dr. Morton revealed few pertinent facts other than his credentials as a member of the American Chemical Society between 1911 and 1930, when he died in a car accident. He was a graduate of the University of Iowa, and subsequently employed by the Partridgeville chemical laboratory in Partridgeville, CA. He published several papers on methods in analytic chemistry between 1916 and 1922, with the letter described above being the only article published between 1922 and his death. *Chalmerii* species has never been described prior or subsequently to this, and there is no clue in the letter as to why Morton chose this name for it. All together this is an intriguing lead and one worthy of following up, perhaps.

As a footnote, I should mention that the material became essentially non-motile within two weeks of my receiving it and had evaporated leaving traces of an inert faint bluish-white residue within a further three weeks after that. This residue may well be protein ingested by the substance; unfortunately there was too little of it to conclusively test. My suggestion is that the material is dependent on some form of nutrient which I was unable to discover. As to its origin, I can only speculate.

It is possible that the material is secreted by some other organism, but such an organism would require a biochemistry radically different to terrestrial standards. The lack of detectable metabolic activity would seem to bear this out, as would the absence of either nucleic acid or endogenous proteins. It is conceivable that the organic molecules which seem to make up the internal fluid component of the substance could associate to form transient structures within the substance, but how this might be accomplished in practice is beyond me. In addition, the semi-intelligence shown by the material is quite disturbing (I have a short videotape of its attempts to explore its environment which I will forward in due course). How the material is produced is another mystery, as is whether or not it could be truly described as being "alive." Most definitions of the latter would require the ability to reproduce itself in some way. I would imagine that the key to this enigma may lie in what caused the claw marks on the victim, as it seems impossible that the material is in itself responsible for such mutilations. In the light of the toxic effects exhibited by the material, I would, however, recommend that you remind your agents to take all reasonable precautions in the course of their investigations.

Regards,

Prof. Grant Emerson, Dsc., PhD., BA., FRCPath, FIMLS, FIBiol Cbiol.

Appendix C: New Skills

Adam Crossingham

KEEPERS AND PLAYERS MAY FIND THIS SELECTION OF NEW *Call of Cthulhu* skills to be useful in Delta Green campaigns. If players have existing investigators who should already possess these skills, the Keeper may allow a certain amount of fudging and tweaking, based on the existing skills and stats of the investigator. For example, an investigator could be granted Signals at a level equal to his existing Computer Use skill multiplied by the percentage equivalent of the EDU stat. (Since stats generally run on a 20-point scale, simply multiply the stat by five to generate the percentile.) This would produce a Signals skill less than the Computer Use skill, but proportionate with the investigator's level of education. Survival could be generated by multiplying Track by the percentile of CON, since Track is a useful measure of the investigator's experience in the wilderness and CON measures durability under extreme conditions. And Tradecraft could simply replace Conceal, with the skill level unchanged. (The character sheet in this book omits Conceal, in fact.)

Signals [05%]

This skill covers the use and operation of semaphore, heliograph, Aldis lamp, telegraph, field telephone, radio, telecommunications, and satellite communications equipment. Proficiency at 25% also confers basic knowledge of Semaphore and Morse codes. Proficiency at 40% allows the use of military and digital systems.

Note that inoperative equipment has to be fixed using the Computer Use, Electrical Repair, Electronics, or Mechanical Repair skills, not the Signals skill. The exact skill required depends on the fault.

Survival [10%]

With Survival the user can find water and game, identify edible plant foodstuffs, or find shelter in the environment she is most experienced with. Experience is decided by the user's background and training. The user can be disadvantaged in other environments if the difference is significant.

The Survival skill allows the user to only locate sustenance or shelter. Track, Sneak, and combat skills can be required by the Keeper to successfully secure food or water after they have been found.

Natural History, Biology, Botany, and Pharmacy skills can help the skill user at the discretion of the Keeper.

Tradecraft [05%]

This skill confers knowledge about the procedures, techniques, and devices used in clandestine intelligence operations. Tradecraft is used in conjunction with other appropriate skills so the desired task is completed covertly. If the user successfully uses the appropriate skill and Tradecraft with the same percentage roll, the user completes the task as desired. If the skill is successful but Tradecraft is not, the result may be detected by observers. If the task is unsuccessful, then so is the complete operation, even if Tradecraft was successful; the results of failure may not be visible, however.

The Tradecraft user can perform the following and more: covert tailing of a target on foot or by car; losing a tail; establishing ongoing surveillance on a target; performing spot surveillance; opening a letter surreptitiously; concealing items or documents on the user's person or in an object; creating a dead-letter drop; conducting a hand-over; creating microdots; setting up or spotting search markers; searching for concealed items; placing a listening device, *etc.*

Here are some sample jobs and the skills they require:

- △ Place a listening device. Electronics and Tradecraft
- △ Tail a car. Drive Auto and Tradecraft
- △ Create a microdot. Photography and Tradecraft

Tradecraft can substitute for another skill if the user has to complete a task without an appropriate skill but the situation is clandestine or intelligence-related. Tradecraft may also be used any time that Conceal is called for, but the opposite will not always be true.

Appendix D: Adventures A Victim of the Art

Dennis Detwiller

A VICTIM OF THE ART" IS A DELTA GREEN SCENARIO SET in the fictional town of Glenridge, Long Island. The investigators play Delta Green agents and/or friends brought in to solve a series of grisly murders which have rocked the small, rich, seaside community.

The killer is not human—but the perpetrator is.

Background

The first Glenridge-area murder in five years was a grisly one. The victim, later identified through dental analysis and fingerprints as local dentist Carl Maretta, was found in a culvert near the edge of the Great Peconic Bay, just inside the property of a small park. His body had been extensively mutilated, and the exact cause of death could not be pinned down by the medical examiner. Maretta's spine had been forcibly removed from his torso and was never recovered. The head was found a small distance from the scene, missing its lower jaw.

Maretta was a family man with no enemies. Despite an extensive investigation, the Glenridge Police Department came up empty-handed.

The second murder occurred twenty-two days later. This time the victim was a local librarian at Glenridge High School, Vanessa Hatvan. Her body was discovered by groundskeepers early one morning hanging from the branches of an oak tree at the school, almost forty feet up. The mutilation resembled that of Dr. Maretta. Hatvan's spine had been removed, as had her head—this time, however, the head was not recovered. The Glenridge P.D. did what they could to keep this murder from the press, but soon it was public knowledge that the killer had struck again. As the identical nature of the killings suggested a serial offender, the FBI was brought in to consult and all evidence was forwarded to them by the Glenridge police. (In such a rich community, there is no quaint dispute between local and federal forces). Two FBI agents were sent to the scene to act in an advisory capacity, in the hopes that their presence would deter another murder.

The evidence sent to the FBI was strange, to say the least. No typical samples of the perpetrator's hair, skin, blood, saliva or bite indentations could be found on the victims. Samples of tissue from underneath the fingernails revealed a pulpy grey organic substance which defied analysis. The Quantico labs could only say that the substance was a

complex organic polymer not known to man. In addition, the huge wounds in the victims revealed evidence of serrated marks, reminiscent of heavy tree-cutting equipment. These wounds were ragged, however, leading the FBI to believe that whatever the instrument was, it was quite dull.

In addition, the fact that one of the victim's bodies was recovered forty feet up a tree was another strange consideration for the FBI. It was clear that the body had not been dragged up the tree; there was no evidence of blood or hair on the trunk beneath, and no evidence of rigging in the trees. Further FBI research into the original murder revealed that the Maretta body had suffered blunt trauma consistent with a fall from a great height, like the Hatvan body. Soon the FBI began to consider the possibility that somehow the bodies were being dumped at night from some sort of aircraft or helicopter.

Meanwhile, Glenridge had become nationally famous due to the unusual nature of the crimes. Both the *New York Post* and *New York Daily News* sent two correspondents in town to keep tabs on the police and FBI investigation. Various news agencies from around the U.S. reported from Glenridge on the "Glenridge Chiropractor," as the killer had become popularly known. In addition, *Phenomen-X*, the tabloid television program, took interest.

The next murder occurred fifteen days after that of Hatvan's. Lauren Harrogate was a popular seventeen-year-old cheerleader at Glenridge High School. She was snatched from the second story of her house by an unknown assailant, who burst through a French door from a balcony off her room, setting off an alarm and alerting the police. Her mother, the only witness to the incident, has since been completely catatonic, incapable of communication of any sort. Mrs. Harrogate had suffered from depression before the incident and it is believed that the trauma of the event has pushed her over the edge. She has since been moved to Swansea Psychiatric Facility near Montauk, Long Island.

Lauren Harrogate's body was located early the next morning by police helicopters, hanging sixty feet up on a large electrical tower near state highway 31, on the north end of town. Again, the mutilations matched the other victims, and again, the strange gray polymer was found beneath the fingernails. The case was given fully over to the FBI. It fell in the lap of Assistant Special Agent in Charge Thomas Carson, a Delta Green friendly who has had a few brushes with the supernatural. The bizarre M.O. of the killer led him to believe that Delta

Green might be required. He got in touch with his contact, Agent Marcus of Cell M, and the two of them assembled a team to take charge of the investigation in Glenridge.

So the agents find themselves in Glenridge under the guise of the FBI, tracking a killer.

The Perpetrator

Thomas Dengler, a local teenager, has come into possession of an ancient Peruvian religious artifact originally recovered by his grandfather, Derek Wheeler. This artifact links the soul of the wearer to the soul of a "Silent One" or "Ai-Apa"—a supernatural creature known otherwise as a byakhee. The possessor of the amulet can summon and control this creature to do his bidding, as long as a so-called "Victim of the Art"—a sacrifice—is provided. If the command involves no sacrifice for the beast it will take one, and if none is present save the caster then he is forfeit.

Thomas, however, has no knowledge of the artifact's power, and he wears the medallion as nothing more than a good-luck charm. The beast still submits to his wishes, however. When Dengler dreams and his subconscious is loosed, the creature acts, killing sources of discomfort or pain in Thomas's life. As with most teenagers, Thomas has no shortage of enemies, real or imagined. All the victims are linked to Thomas in various ways: Dr. Maretti recently preformed a rather painful root canal on the unfortunate youth; Vanessa Hatvan, the school librarian, cited Thomas for talking in study hall; and Lauren Harrogate was the object of his adolescent lust.

Thomas continues about his normal course like any teenager, listening to music, watching TV, going to movies, and so forth. All the while his hormonal subconscious is unwittingly selecting its next victim, as a token for the silent one.

Agent Marcus

Marcus is the leader of Cell M, and serves as Thomas Carson's point of contact with the conspiracy. He's one of the new

breed of Delta Green, a whole-hearted zealot for the changes in policy since Fairfield died in 1994. This is mostly due to the fact that he lost four people to a machete-wielding madman on the second mission he led, and evidence pointed to another conspiracy, something called Project CATALYST, as the cause of the disaster. (Marcus also serves as the investigators' contact in the scenario "Night Floors." The following information is repeated in that scenario.)

Although Marcus is Carson's contact, he cannot get away from his day job for this assignment. After consulting with Cell A, he decided to bring in another cell altogether to handle this op—the investigators, whom he contacts however the Keeper wishes.

Marcus's real name is Dr. Marvin Bloom, a bitter young man in his thirties who chain-smokes Kool cigarettes and often laughs at inappropriate situations. He is a forensic expert in the employ of the FBI office in New York. His specialty is the collection and typing of bodily fluids.

Since his induction into Delta Green in 1990, Marcus has been involved in fourteen separate operations in the New York City area. He first encountered Delta Green during a series of bizarre murders in the Bronx in which the victims' bodies would disappear from the morgues they were stored in, never to be seen again, and the next murder victim in the series would be covered in the prints of the most-recently vanished corpse. This chain continued until Marcus and a medical examiner sat up inside the morgue with one of the bodies. He saw more than enough that evening to be inducted immediately into Delta Green.

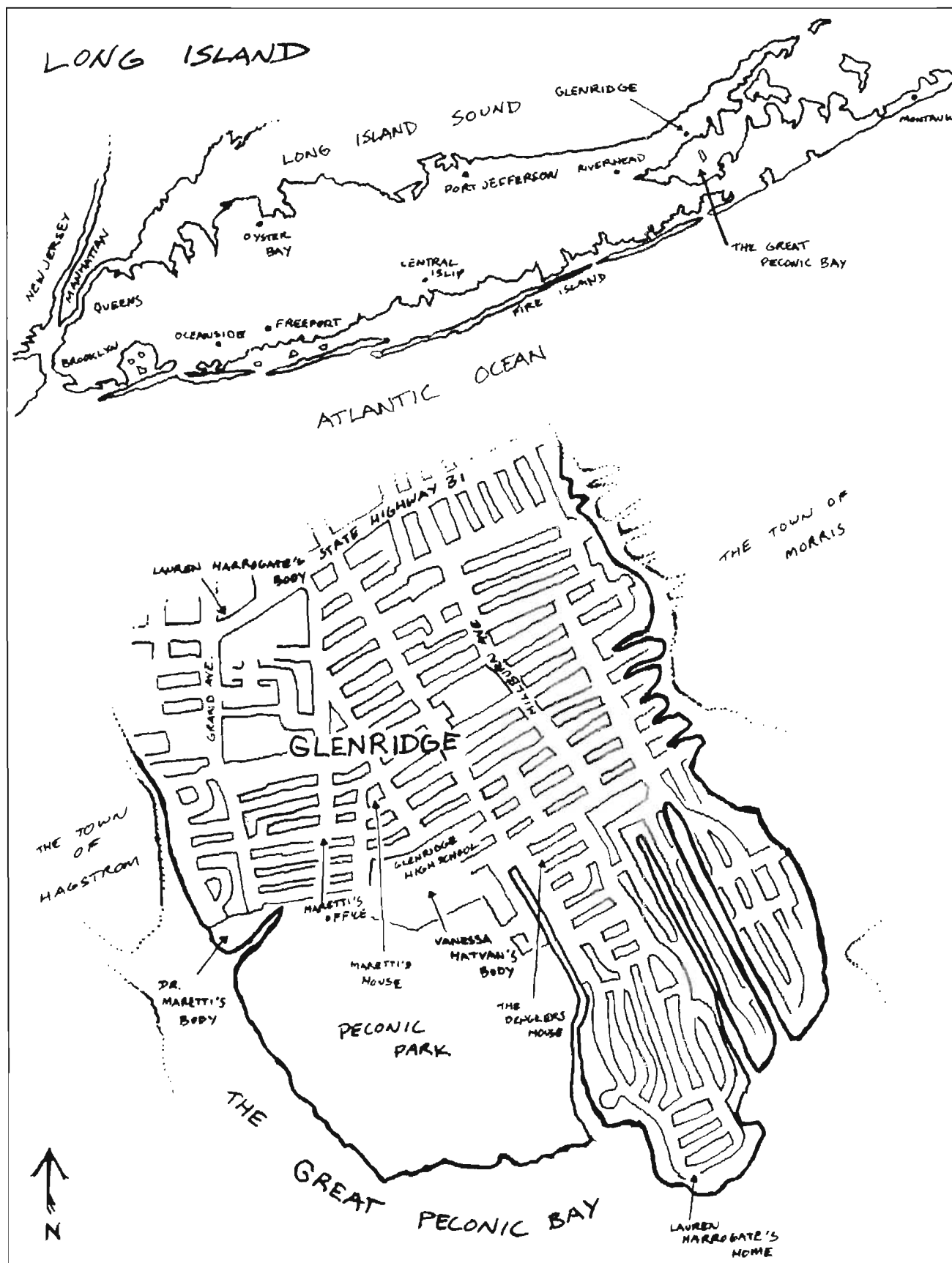
Marcus will only rarely make a personal appearance to the investigators. If possible, all contact will be by encrypted email or phone. If they request a face-to-face meeting, he will dictate all of the arrangements. He is very paranoid and fears that a "counter-conspiracy" is hunting Delta Green members or is preparing to do so. He often asks questions which seem unrelated to the case—are the investigators being followed, can they account for all of their waking hours, that sort of thing.

Contacting Cell A

Cell A has several files which might be of use to the investigators. Any questions have a chance equal to the lowest Luck score in the group to receive a relevant response. Such responses usually turn up 1D3 days after the question is ushered up the chain, and may not always be germane to the current op.

The information given to the agents is up to the Keeper, but a few guidelines follow. First of all, the information should be vague, and may not be current. For example, a question about a "flying creature" may bring back a half-dozen files from the 1950s and '60s which involve all manner of Delta Green operations that sighted, killed, or were killed by flying beasts. Some or none of them may be about the creature the agents are searching for, so some or none of the information may be useful. Second, the information should be sparse. Nothing too in-depth should be provided. At best, the information may lead to other, more relevant, sources; at worst, it is useless or even misleading. There's no chance of getting a Bind Byakhee spell, in other words, but they might get a useful description of such a beast; if so, the word "byakhee" will never be used.

Marcus is responsible for processing mundane requests, such as law-enforcement files or the like. If the agents go directly to Cell A with these requests—possibly out of frustration with their rather erratic op supervisor—they are told to consult with Marcus and reminded that the resources of Cell A are not to be wasted on such matters.



Timeline of Events

- September 1:** Thomas Dengler receives a trunk full of his grandfather Derek Wheeler's mementoes from his travels in South America. Dengler takes to wearing the Ai-Apa amulet, and unknowingly stirs the Ai-Apa from its interstellar rest.
- September 10–15:** Thomas undergoes a series of painful surgeries at the hands of his friendly dentist, Dr. Carl Maretti.
- September 15:** Dr. Carl Maretti is found dead in a park only seven hours after Thomas Dengler's last dental appointment.
- September 16:** Maretti's body is remanded to Dr. Santorini, the Suffolk County Medical Examiner, by Glenridge Police.
- October 6:** Thomas is cited for speaking in study hall by Vanessa Hatvan, the high school's librarian. He endures an hour and half of detention after school, harassed by the thuggish louts suffering the same fate.
- October 7:** Vanessa Hatvan is found dead.
- October 8:** The body of Ms. Hatvan is sent to the Suffolk County Medical Examiner. The Glenridge police inform the New York field office of the FBI that a serial killer may be loose in Glenridge.
- October 10:** Two FBI analysts arrive in Glenridge in an advisory capacity.
- October 13:** The first members of the New York press arrive in Glenridge and dub the killer the "Glenridge Chiropractor."
- October 21:** Thomas Dengler calls Lauren Harrogate to ask her on a date; she turns him down. Lauren Harrogate is subsequently kidnapped from her home and is found dead later that night.
- October 22:** The body of Ms. Harrogate is sent to the Suffolk County Medical Examiner. The FBI takes over the Glenridge case with the full cooperation of the Glenridge police.
- October 24:** The investigators arrive.

If asked, he will usher questions up the chain of command or have simple tasks completed for the investigators (such as retrieving a book from the Library of Congress, having a DMV file checked out, *etc.*). Being an erratic individual, Marcus will only be available for a given phone call if the investigator with the lowest POW score successfully makes a Luck roll. He will never reveal his real name, and will insist that the investigators follow this rule as well, so he "won't know too much."

Although Marcus has no real connection to the case other than supervisory, his paranoia should be played up to keep the players on their toes. His fears of a counter-conspiracy and his nervous manner could both anger and unsettle the investigators, cloaking the entire operation in a sense of insecurity that belies its true simplicity.

Getting Started

Arriving in Glenridge, the investigators will be posing as an FBI team. They'll be greeted by the two agents on the scene, Special Agent Delbert Coleridge and Behavioral Analyst Sandra Lewis, and by the Glenridge Police Department's Detective Andrew Gregson. This trio will go over the facts of the case as they are known, answering the investigators' questions to the best of their ability. At that point, control of the case is transferred to the investigators. Coleridge and Lewis return to the New York office, with Lewis available for consultation if requested.

Checking into similarities in the backgrounds of the victims which could indicate a motive for the killer will reveal little. Each victim led a seemingly mundane life with no known enemies, and enjoyed at least an upper-middle-class existence. Their family members are as baffled as the police as to who

could be responsible for such a horrible crime—with the exception of Lauren Harrogate's mother, who is confined to a psychiatric facility and who has been unable to offer any testimony.

Telephone records reveal that both Dr. Maretti's office and the Harrogate family received a call from the Dengler household on the day of their murders. To learn this, the investigators will need to request the phone records and then succeed in either a Spot Hidden or Idea roll (Keeper's choice) to note the common number; if they specifically state that they are looking for common numbers, they succeed automatically.

Dr. Maretti's secretary or his appointment book can quickly reveal that the call was in reference to the Denglers' son, Thomas, who came in that day for the last bit of surgery on a difficult root-canal job. Mr. Dengler called that morning to re-confirm the appointment.

The call to the Harrogates cannot be immediately explained, as the daughter is dead, the mother is catatonic, and there are no other living family members. It was, in fact, Thomas Dengler calling to tremblingly ask the young cheerleader on a date. She turned him down.

About the Grey Polymer

As noted earlier, the substance recovered from beneath the fingernails of all three victims could not be clearly identified. The FBI came to the hesitant conclusion that the substance was some kind of complex organic polymer, previously unknown to science.

The material is not alive. It is composed of chains of organic molecules layered and interwoven much like kevlar body armor. Microscopic examination of the mesh reveals that surrounding the "openings" in the screen of polymer chains are

The Majestic-12 Option

It is possible that Majestic-12 may become alerted to the presence of an extraterrestrial creature in Glenridge. There are several ways this could happen, if the Keeper decides that it should happen at all.

- △ A mole inside Delta Green. This could be a compelling lead into a series of adventures where the Agents discover the source of the leak. Perhaps Agent Marcus has reason to be paranoid?
- △ The gray polymer. The FBI's examination of the strange substance may trigger an alert to Majestic-12 scientists.
- △ *Phenomen-X*. The TV show that knows too much—but not enough to keep quiet about it—could tip off Majestic-12, either through a broadcast story or through its contact at the show, that things in Glenridge definitely have an extraterrestrial bend.

Once Majestic-12 is alerted, within a few hours a BLUE FLY team (see *Delta Green*, p. 79) will be dispatched to Glenridge to take control of the investigation from the FBI. Their cover story is that they are with the Army's Criminal Investigation Command, on the trail of a former Army Special Forces operative who they believe to be responsible for the killings. Assistant Special Agent in Charge Thomas Carson will be brusquely informed of the change of command by his superiors, and ordered to instruct his team to hand over their evidence to the arriving CIC, brief the new team of their findings to date, and then leave the investigation. Carson contacts Agent Marcus and urges him to comply.

Marcus, his paranoia rampant, contacts the agents shortly before Majestic-12 arrives and fills them in. He instructs them to tell the CIC nothing about any supernatural evidence they may have uncovered, and to immediately photocopy and mail to him any documents in their possession before turning them over to the CIC.

Investigators who openly refuse to cooperate with the CIC are detained and questioned at length. Anyone who mentions supernatural events or evidence may be remanded to the OUTLOOK Group for interrogation.

Needless to say, this option can bring about the quick end of the scenario. However, if this option is activated during the climax, it may provide for a terrific conclusion—a race between DG and BLUE FLY to find the creature, or stop its next killing. Alternately, if the investigators are getting nowhere and you're looking for a dramatic excuse to wrap things up, here's your golden parachute.

accretions of small bits of debris, much like sweat secretions surround the pores on microscopic samples of skin. The debris on the grey polymer, however, is flourine, with traces of chlorine and ammonia. (This specific fact and this physical evidence has convinced Agent Marcus that whatever is killing the people of Glenridge is, it is not human.)

The testing of this sample at federal facilities may attract the attention of Majestic-12, but this is up to the Keeper to decide. See the boxed text above, "The Majestic-12 Option," for more details.

The Medical Examiner

The medical examiner of Suffolk County is Dr. Stephen Santorini, and the murders in Glenridge are the oddest he has ever seen. In his fifteen years as the county medical examiner he has worked in conjunction with numerous federal forces, including the Army, Coast Guard, and FBI. Santorini has handled all three autopsies of the Glenridge murder victims, and is not above admitting that the oddities in the case outweigh any evidence the post-mortems may have produced. He may become a rapid ally for any Delta Green agents who can convince him to speak candidly, although (as with most people) his concerns are with his family and his job.

Santorini collected a great number of samples of the gray polymer from beneath the fingernails of the victims,

and still retains several small test-tubes full of the stuff in a safe in his office. (The rest was sent to the FBI laboratory.) His personal examinations of the substance have confounded his extensive biological knowledge and he is not sure what to think of the debris, except that is certainly the oddest evidence on a body he has ever found.

The bodies revealed other evidence unique to the Glenridge killer. Each victim was killed by severe wounds caused by a weapon which Santorini believes to be much like a tree-limb cutter—a blunt yet strong cutting tool. Portions of the bodies were also marked by what appeared to be large indentations from some sort of thin, serrated weapon, much like a bear trap. All of these wounds match no known weapon or animal-bite pattern. Santorini has consulted with colleagues as far away as Manhattan, even talking to experts on bite marks at the American Museum of Natural History with no luck.

The spines of each of the victims were removed violently, from the base upwards to the back of the neck. The brute strength required to perform such a removal would be superhuman. Severe trauma in the hips, shoulders and ribcage have rendered the bodies horrific to look at (1/ID3 SAN loss)—they are little more than a bashed and ripped bag of severed muscles and shattered bones. The spines were never recovered. After considering the location of the Hatvan and Harrogate bodies, it was Santorini who came to the conclusion that the bodies had been dropped from a great height after death.

The Phenomen-X Option

Everybody's favorite paranormal "news" program, *Phenomen-X*, can come to town whenever the Keeper feels like it. They only have three days here to assemble a report and get back to Los Angeles, so choose their arrival point carefully. If the case gets more interesting—especially if they get any indication of a "monster" really being involved—they'll file an interim report and stay in town for a while longer. If the case seems to be going nowhere, though, they'll be called home; *Phenomen-X* doesn't have the resources to let a team cool its heels for very long. The team will consist of Sonja Dewey and Allen Eddington (see pp. 136 & 138). Ideally, Sonja & Allen will pop up on the agents at the worst possible moment—when the creature does.

Santorini will cooperate with the FBI and will allow them to peruse his files and even take charge of the bodies, which have been kept in a preservative solution to prevent decay for further study. He will let the investigators join him for any future autopsies, and is incredibly interested in who—or what—is committing these murders.

Victim One: Carl Maretti

Found dead on September 15, Dr. Carl Maretti (45) was reported missing by his wife Caroline Maretti when he did not return home from work that evening. His body was found in a culvert on the property of a small wooded park on the Great Peconic Bay by Glenridge police officers at 11:47 P.M., after a jogger reported the remains.

Maretti's spine had been forcibly removed severing all major muscle groups in the back and neck, and shattering all his ribs and hip bones. His head was gone, but was located (lacking a jaw) when the crime scene was investigated by Glenridge police. Both eyes had been gouged from the head. A strange gray polymer was removed from beneath the Doctors' fingernails.

The body was little more than a sack of broken bones and tissue. The damage looked very much like some sort of large animal attack, but as there are no known large predators on Long Island and no incidents of such an animal escaping, this theory was dismissed. A second autopsy ordered by the FBI revealed that Maretti's body had suffered trauma consistent with a fall from a great height.

Dr. Maretti is survived by his wife, Caroline, and his two daughters, Cathy (8) and Donna (10). Police investigation found no irregularities in his personal or professional life.

Victim Two: Vanessa Hatvan

Vanessa Hatvan (41) was found on October 7, suspended in a tree on the property of Glenridge High School, where she worked as a librarian. Her body was in much the same state as that of Dr. Maretti, including the substance beneath her fingernails; however, her head was not recovered. She was not married and had not dated anyone for a couple of years; her parents live in Orlando, Florida. The school records reveal she signed Thomas's detention notice for talking during study hall.

Victim Three: Lauren Harrogate

On October 21, Lauren Harrogate (17) was forcibly kidnapped from her second-story bedroom. The assailant gained entry by smashing through a French door on a balcony, and apparently exited the same way. Her mother entered the room during the kidnapping and apparently witnessed the event, but due to psychiatric problems she has not been able to offer any testimony. No evidence of a ladder, ropes, or other methods of access to the balcony were discovered. The kidnapping triggered a burglar alarm, which summoned the police.

Harrogate's body was located the next morning hanging from a large electrical tower on state highway 31, almost sixty feet up. Her condition was similar to that of the first two victims, and her head was not found.

Mrs. Sandra Harrogate

Mrs. Harrogate was found by police on the night of her daughter's kidnapping in a state of catatonia. A widow, she was on several prescription medications for depression and anxiety disorders associated with her husband's death from lung cancer the previous year. She had been seeing a psychiatrist for more than eight months before the kidnapping, and it is thought she suffered a breakdown when her daughter was taken.

She has been remanded to state custody, at least until she recovers, at the prestigious and forward-thinking Swansea Psychiatric Institute. There she remains, unresponsive and silent, except for shrill bursts of screaming which she emits when touched. She is unreachable by any means. Mrs. Harrogate's condition is due to the appearance of the byakhee, and her Sanity has dipped dangerously low.

The Denglers

The Denglers—Mark Dengler (45), Eloise Dengler (43), and their son Thomas Dengler (16)—live in the northern portion of Glenridge, in a three-story house which faces Great Peconic Bay. Mark Dengler is employed by Grumman as a components engineer for their aerospace programs. Eloise transcribes medical dictation for local hospitals. Thomas Dengler attends Glenridge High School. Their family life is pleasantly ordinary.

Recently Eloise received a box of her father's belongings from her sister in Eugene, Oregon. Among the items in the box was the pendant of the Ai-Apa, which Eloise gave to Thomas for his sixteenth birthday as a family heirloom. Thomas has since become fascinated with archaeology and ancient Peruvian religions, as well as the many investigations of his grandfather. He has moved the entire contents of the trunk to his room, where he has begun writing a series of notes, ideas, and dreams in his day-book.

On the nights of the murders, Thomas was at home.

Thomas Dengler

Thomas is an average teenage boy. He is not particularly handsome, but he lacks the acne which plagues many of his contemporaries. His small stature and lack of coordination has led to his "loser" status at Glenridge High School; his love for books has not helped, either. Tormented and picked on by the many members of the organized sports teams of Glenridge High, Thomas has endured beatings, wedgies, and other indignities at the hands of the school's cool cliques. Thomas is currently recovering from a long and complicated root canal surgery; his jaw is swollen and he is on prescription pain killers.

Thomas lacked direction until his mother's gift of the Ai-Apa pendant for his sixteenth birthday. After searching through his grandfather's assorted belongings and reading his personal accounts of adventures in Peru, Thomas has become enamored with the idea of becoming an archaeologist.

He dreams sometimes of the Ai-Apa and its actions, although he does not remember these dreams. On the night of the murder of Lauren Harrogate, Thomas woke screaming, but the details of the nightmare faded in moments.

Thus far, he has no idea that he is involved in the killings. He remains a normal teenager in all respects except one—his soul is linked to that of the inhuman creature known as the Ai-Apa, who kills at his subconscious bidding.

Thomas's Amulet

The amulet of the Ai-Apa is a sculpted clay artifact of the Chavin civilization (see p. 257). It depicts two intertwined figures: one human, one a beast with wings. It is easily identifiable as a Central American or South American artifact (successful Archaeology or Anthropology roll), and a critical success will reveal it to be a Chavin artifact. There is no writing on the amulet, as the Chavin did not have a written language.

The amulet weighs less than 6 oz. and is easily shattered. If broken, all power imbued in the artifact is lost and the link between the wearer and the amulet ceases. When functioning, the amulet links the subconscious or conscious mind of the bearer to that of a specific byakhee—the same byakhee has been responding to this amulet since ancient times. If the wearer is conscious of the link, he or she can order the creature to perform any brief duty in exchange for a human sacri-

fice. The wearer need not do more than indicate a person for the creature to feed on—the byakhee is quite capable of subduing its meal for itself.

Thomas's Grandfather

Derek Wheeler was born in 1899 in Montgomery, Pennsylvania, and attended college at the University of Pennsylvania from 1918 to 1923, majoring in Archaeology/Anthropology. In the five years he spent working on his degree, Derek participated in several exploratory trips abroad, including two expeditions up the Orinoco in South America to investigate the rituals and beliefs of the many stone-age tribes in the area.

Wheeler spent his last year in study abroad in Lima, Peru, compiling notes about the many ruined ancient sites which dot the grasslands leading up into the mountains. During this time Wheeler took to collecting local stories concerning the construction of the tiers of stonework which dot the mountainsides, and found an odd fact interlaced with the story of their creation. Many of the locals spoke of creatures known as the "Ai-Apa" (Quechuan for "Silent Ones") which served the warrior priests of the Moche, Chavin, Chimu, and Incas, and which helped in great numbers to move the huge stones used to build the odd structures. Quechua religion and language clearly separate creatures of nature from creatures of fancy, so when this creature was described as a "real" beast, Wheeler became intrigued. His obsessive pursuit of this odd fact led to his abandoning his thesis work, which in turn brought about his dismissal from the university in 1923.

Throughout most of the 1920s, Wheeler traveled all over Peru investigating the Ai-Apa legend, and in that time he collected a series of notes that were compiled by his lawyer after Wheeler's death in 1965. They now reside in a trunk in Thomas Dengler's bedroom.

In 1938 Wheeler married a clerk at the American Embassy in Lima, Angela Todd. They lived in Peru until 1954. All the while, Wheeler pursued the mysterious Ai-Apa. He collected Quechua "writings" of knotted colored rope, knickknacks from various shamans, and endless Spanish accounts of odd happenings dating back to the time of the conquistadors, all of which seemed to corroborate the existence of the Ai-Apa. In 1954 Wheeler was seriously injured in a fall in the Andes and was forced to live the remainder of his days in a wheelchair.

Following the accident, the Wheelers relocated to Farmingdale, New York, where Angela was born, and moved into a house her family owned and used as a summer home. There they lived and raised a family of three children. Derek died in 1965 of throat cancer. Angela lived on for almost twenty years in the house in Farmingdale until her death in 1985 at the age of 89.

Of their three children, only Eloise Wheeler remained on the east coast, and she married Stephen Dengler in 1971. They moved to Glenridge in 1978 and had their only child, Thomas, a few years later.

The Next Victims

The victims of the Ai-Apa have been chosen for various reasons by Thomas's subconscious, but each has, in one way or another, caused Thomas pain. Dr. Maretti was the unfortunate surgeon in the case of Thomas' arduous root canal, Ms. Hatvan punished Thomas for speaking during study hall, and Lauren Harrogate snubbed Thomas's clumsy advances.

Future victims could include those who pick on Thomas at school, either of his parents, or even the investigators, if they come across as threatening enough. Even a simple questioning of Thomas by the team could put him in the right state of mind to send the Ai-Apa after them.

In short, anyone threatening could become an unwitting target, and a crime as simple as upsetting a sixteen-year-old boy could become a capital offense.

The Silent One

The "Ai-Apa" or "Silent One" is in fact a byakhee. This species is seemingly native to interstellar space, and they rarely come to Earth or other terrestrial planets at their own whim. Instead, much of this race is enslaved through the use of magics, and must, when called through proper methods, serve those who call it. Once that summons and command is answered, they are free to act on their own.

In ancient times many humans manipulated the "science" of magic to allow more useful applications of this species. In Peru, the Chimu shamans used byakhee as slave labor to cut and move the huge rocks of the structures in the Peruvian highlands. In exchange, a deal was struck: the byakhee were fed a fresh human sacrifice each time they answered a new summons from a specifically enchanted charm. What was once a master/slave relationship instead became a mutually beneficial one.

This byakhee is a devious and crafty member of its species. It enjoys the taste of human flesh and has, over the past century or so, developed a taste for certain delicacies. The Ai-Apa enjoys consuming only the crunchy bits of humans, and especially craves the human spine and its juicy contents. It also savors the human brain and skull.

The Ai-Apa is a deadly foe who has dealt with humanity for centuries upon centuries. It knows very little about the deadly modern achievements of human science, since it has not been to Earth in over seventy years. It commonly attacks with stealth at night, swooping down and snatching its victim from the ground in seconds.

The Ai-Apa understands that Thomas, its new master, is not aware of its existence, and it wishes to maintain its anonymity. If Thomas realizes the power within his grasp, the Ai-Apa reasons that he will use it for much more difficult (and thus dangerous) tasks.

Peruvian Research

By far the greatest resource open to the investigators is the (relatively) nearby American Museum of Natural History in Manhattan. Their extensive display on the American peoples encompasses every major civilization and time period, and they have elaborate displays of artifacts, recreations of daily life, and videos of excavations for public perusal. In addition, their extensive library has many books on the Peruvian people, and on a successful Library Use roll the boxed text on p. 257, "Ancient Civilizations of Peru," may be handed out to investigators as a player aid.

Dr. Wu

Dr. Jensen Wu, a DG-friendly, heads up the AMNH D Stacks (see p. 170) and may become involved in the case if the investigators begin to search the museum for anomalous artifacts, or if Cell A is asked to put the investigators in touch with a friendly at the museum. If this occurs, Wu will only aid in research and collection of information at the AMNH, and will by no means accompany the investigators out to Glenridge (unless the situation is dire enough or as the Keeper permits). Wu should be used (if at all) as an entertaining and learned side character, and should not steal the investigators' spotlight.

Running this Scenario

"A Victim of the Art" is very much a freeform scenario, without any dictated scenes or pre-ordained climax. It will be up to the investigators to conduct their inquiry as best they can. They have the resources of the Glenridge Police Department at their disposal, as well as the unsteady assistance of Agent Marcus and, in some circumstances, Cell A.

The key clue, of course, is the phone records of the first two victims, which reveal that someone from the Dengler household called both victims on the dates of their deaths. If the investigators miss this clue, however, they aren't out of luck. Dr. Maretti's records show the root canal surgery done on Thomas Dengler the day of the dentist's death, and the second and third victims attend the same high school as Thomas. If additional murders occur, they will likewise have some connection to the boy that the investigators should notice; Thomas will freely admit to knowing the victims, since he doesn't have any reason to believe he's involved. (At your discretion, Thomas could finally make the link, probably as a result of his dreams; if so, he might consciously use the amulet to wreak havoc on the entire school.) If the investigators are at a dead end, G.P.D. Detective Gregson can put together the phone-records clue for them—but give them every chance to figure this out on their own before doing their work for them.

Resolving this op is pretty simple, but it may not seem so to the investigators. The easiest solution is destroying the amulet. With the link broken, the byakhee returns to the stars. But the investigators may not ask the right questions, and simply decide that Thomas is somehow committing these crimes. If so, they may end up arresting the boy, or worse. Should they kill Thomas, the murders stop—but whoever takes the amulet may unwittingly start them up again.

If the investigators destroy the amulet, you may want to trigger a more-exciting climax. The byakhee could be angered by its destruction, or simply be feeling spiteful, and come to kill Thomas immediately.

Of course, the investigators may be afraid that destroying the amulet will not drive off the beast. If so, they may stage a trap for the byakhee, convincing Thomas to focus on summoning the thing. Taking this opportunity to get *Phenomen-X* and/or *Majestic-12* involved could make things very, very interesting.

NPCs

Ai-Apa (The Silent One)

Ageless Byakhee

STR 25 CON 14 SIZ 21 INT 14
POW 13 DEX 17 HP 18

Damage Bonus: +2D6

Attacks:

Claw 55%, 1D6+2D6

Bite 60%, 1D6+blood drain and lift (drains 1D6 STR points per round until death)

Armor: 2 Points of fur and hide

Spells: None

SAN Loss: 1/1D6

Physical Description: The Ai-Apa is a hulking black shape with three large foldable wings (over forty feet in total length), four forward-reaching talons which end in serrated hooks, and a glistening blue-black face in which a half-dozen eyes glitter above and below a huge, hooked maw. It looks slow and cumbersome on the ground, but in truth it is lightning fast.

If killed, the Ai-Apa congeals into a puddle of volatile chemicals and rapidly produces a cloud of noxious gases which can cause sickness or death in human victims. This POT 20 cloud lasts 1D10+4 minutes and causes incapacitation followed often by rapid death—a CONx5 roll is appropriate to help the Keeper determine the results. An examination of the remnants of the creature will reveal little but chlorine and other terrestrial base chemicals.

Notes: The Ai-Apa commonly attacks suddenly from above. After it latches on with its beak (a bite attack), it lifts its victim in the air. Usually it kills by dropping the victim from a great height (as per the rulebook's falling rules), or it uses its vampiric attack to drain the victim of all blood. It will return to feast on a corpse after it has dealt with all threats.

Thomas Peter Dengler

Unwitting Teenage Murderer, age 16

Race: Caucasian

STR 10 CON 10 SIZ 10 INT 13 POW 12
DEX 11 APP 13 EDU 11 SAN 60 HP 10

Damage Bonus: none

Education: 11th grade

Occupation: High-school student

Skills: Archaeology 16%, Chemistry 13%, Physics 20%, Mathematics 10%, Earth Science 29%, History 30%, Drive Automobile 26%, Sneak 39%, Spot Hidden 44%

Languages: English 55%, Italian 5%

Attacks: None

Physical Description: Thomas is a quiet-looking teenager who dresses in rather conservative clothes for a high-school student (sweaters and slacks). He has an intelligent, thin face which rarely fills with emotion. Underneath his shirt he wears the Ai-Apa amulet, which he considers good luck.

Dr. Stephen Santorini

Inquisitive Medical Examiner, age 56

Race: Caucasian

STR 11 CON 12 SIZ 12 INT 15 POW 13
DEX 12 APP 13 EDU 22 SAN 65 HP 12

Damage Bonus: none

Education: M.D., Boston University

Occupation: Suffolk County Medical Examiner

Skills: Chemistry 41%, Surgery 47%, Medicine 50%, First Aid 39%, Forensics 60%, Drive Automobile 49%, Pharmacy 31%, Photography 37%

Languages: English 100%, Latin 55%, Greek 31%

Attacks: None

Description: Santorini is a muddled-looking fellow with a wild shock of improbable strawberry blond hair, which is graying at the temples. He wears an old, cheap pair of glasses on his head at all times, which he uses only when reading. He dresses in an eclectic and often embarrassing array of out-of-date clothes, and some of his daily outfits would make anyone with an ounce of taste blush. Outspoken and insistent, Santorini could easily become a Delta Green friendly, or the next victim of *Majestic-12*.

Ancient Civilizations of Peru

Although the Inca are the most well-known ancient civilization of Peru, they are only the last of a series of native South American civilizations originating in the Andes. These civilizations often shared territory and peoples, and over the centuries moved, spread, and absorbed each other, forming new civilizations which combined characteristics of previous peoples.

Derek Wheeler, in his investigations in Peru in the 1920s, knew nothing of the pre-Incan civilizations, and instead believed that all artifacts found in Peru were of Inca origin. Today, it is known that at least seven civilizations pre-dated the Inca, and that each was most likely absorbed into the Inca empire when they reached the height of their power in 1476 with the defeat of the Chimu. A short summary of each civilization follows, to aid in any investigator research.

The Chavin. The Chavin peoples first become evident in large numbers about 1200 B.C. in the central Andes. The name Chavin is from the archaeological site Chavin de Huantar, which was discovered in the late 1970s, and which first gave archaeologists clues to Peru's first known native peoples. The Chavin are known for their large free-standing stone structures and sculptures, as well as their huge temples with U-shaped plans and sunken courts. They flourished until about 200 B.C., when they faded into the Paracas culture.

The Chavin spread throughout ancient Peru without violence, instead seemingly absorbing large populations through a religious cult which apparently worshipped an odd assortment of animals. Caymans, Jaguars, Snakes, Eagles, and other, stranger, creatures seemed to be the center of adoration for the cult, of which little is known.

An odd beast is prevalent throughout the many recovered Chavin artifacts, a hunched creature with wings, curving talons, serpentine hair, and off-center pupils in its eyes. This is the Ai-Apa.

The Paracas. The Paracas culture began as a small group of artisans who slowly rose to cultural prominence as the Chavin influence waned. The Paracas were known for their exceptional needlework and their colorful cotton clothing. The influence of the Chavin can be seen in the remnants of Chavin religion incorporated into Paracas culture. Many of the beliefs of the Chavin remained in the Paracas pantheon.

The Nazca. The Nazca rose to influence around 350 B.C., and are known for the famous Nazca lines. These huge incisions in the earth sometimes cover miles of ground, and are still visible from the air today. Spiders, whales, monkeys, and other animals stand side by side with polygons and immense straight lines which run for more than six miles. At the same time the Nazca rose to power in southern Peru, the Moche people were developing an extensive culture to the north.

The Moche. The Moche people constructed some of the greatest buildings ancient South America has ever known. The massive temple of the Sun at Moche, their capital, measures 130 feet in height and over 1,150 feet in length. The Moche flourished through the first 600 years A.D., expanding their territory through warfare and invasion. Roads, bridges, and forts were built, as well as complex irrigation ditches which allowed the cultivation of crops in areas never before farmed.

The Tianhunaco and the Huari. These two cultures rose to power from about 500 to 1000 A.D. It is uncertain how these two powerful cultures related to one another or the Moche, although it is evident from archaeological finds that they slowly engulfed portions of the Moche empire over a period of many centuries. The Tianhunaco ruled a large area of city-states near Lake Titicaca, while the Huari ruled further north.

In about 800 A.D. the Huari capital of Huari was suddenly abandoned for no known reason. Tianhunaco continued to flourish, but was soon overshadowed by the Chimu culture that rose out of the city Chan Chan in the north.

The Chimu. This culture, led by semi-divine kings, rose rapidly in northern Peru, engulfing much of the former Huari culture in a short amount of time. At its height, their empire stretched over 1,000 miles along the coast north and south of Chan Chan, the Chimu capital.

The Chimu are remembered for their immense and careful bureaucracy which covered every aspect of daily life, without which the Incas would not have been able to control what would become their immense empire after they defeated the Chimu kings in 1476.

The Inca. This, the most famous civilization of ancient South America, rose to power around 1476, engulfing all who came before it through military might. Led by the Sapa Inca or Emperor, the Inca believed their leader to be a direct descendant of the Sun God himself. The Sapa Inca's power was absolute, disseminated through his many councilors and administrators to the many provinces and city-states throughout Peru.

The Incas took over the Chimu governmental structure and absorbed many of their roads, irrigation methods, and buildings for their own uses. Many new roads and structures were built, expanding on the glory of the Chimu in many ways. At its height the Inca culture rivaled the greatest civilizations of the Americas, and until their defeat in 1532 at the hands of Spain, they stood unrivaled in South America.

Appendix D: Adventures

Night Floors

Dennis Detwiler

NIGHT FLOORS" IS A DELTA GREEN SCENARIO SET IN Manhattan, New York. The investigators play Delta Green agents and/or friendlies brought in to catalogue the articles of a missing painter. The bizarre tapestry of items in her apartment hints at something more than the everyday; for those few who can solve the mystery, the rewards are reaped . . . elsewhere.

Background

Abigail Laura Wright is missing. A successful commercial illustrator and artist, Abigail was last seen four days before she was reported missing by her father, Thomas Wright. Thomas Wright is a Nassau County police officer, and he has pulled some strings to get the NYPD more involved than is usually the case.

Abigail had been living in Manhattan for more than seven years and has only been to the police once, to report a mugging in 1994 (still unsolved). Besides this, she has a distinguished academic record and an impressive list of credentials and former clients. Late last year, her first show was held on Franklin Street downtown at The Mercury, a small but trendy art gallery. She managed to sell fifteen pieces, and with this money took a half-year off to paint.

Six months later, she disappeared. Her father tried reaching her for four days before calling a friend at the NYPD on June 4th. When the police opened her studio on 32nd Street East, they found a baffling tableaux. What once was a modest apartment had become an obsessive-compulsive's dream. Every available surface was covered in junk, glued or taped to the walls. Only the floor remained clear, the rug yanked up to reveal a battered linoleum surface. Among the junk were sets of dentures, partial dentures, a 1940s wheelchair, some modern and antique artificial limbs, dozens of shirts, shoes and briefcases, assorted radios spanning several decades (some operational), all manner of jewelry, earrings, rings, and necklaces, and thousands of papers of all designs and ages, some in Spanish, Mandarin, and even a college economics report in Farsi. Almost all these items were glued to the wall with a fast-setting, cheap, full-bond epoxy. Prior to this, Abigail had been a fastidious young woman not given to accumulating odds and ends. There were no signs of a struggle or any other sort of violence, and the neighbors could offer no useful testimony.

On August 4th, Abigail's credit card was used in Patience, Maryland, to purchase a pack of Old Gold cigarettes, and the case was given to the New York FBI as a possible interstate kidnapping. The FBI re-examined the tenants of the building and Abigail's associates and friends, and soon came to the same dead end which stopped the NYPD. The employees at the gas station where Abigail's credit card was used had no particular recollection of the transaction and did not recognize Abigail from photographs; the signature on the receipt was her name, but not her handwriting. The gas station had no surveillance cameras.

Among the debris found in Abigail's apartment was a piece of paper with a Yellow Sign hastily scrawled on it in blue ballpoint pen. The occult symbol caught the attention of a Delta Green friendly at the FBI, Sandra Levinson, who reported it to her DG contact.

The investigators have now been shuffled into the case. They are to examine Abigail's disappearance, with an eye towards any possible occult connections.

The Secret

Abigail Wright and the people of her apartment building have come under the influence of the King in Yellow (see "The Hastur Mythos," p. 198). Abigail came upon a copy of the play *The King in Yellow* in a bookstore on 5th Avenue five months before her disappearance. Being on friendly terms with the other artists in her rent-controlled building, she offered to lend it out. Each read it in turn, egged on by the others.

Soon the apartments began to change. Odd visitors turned up often, entering or exiting broom closets with no explanation. Strange voices could be heard in empty rooms having heated conversations in an unknown language. Some anonymous writer took to leaving typewritten sections of a new play under each tenant's door, a play about the tenants themselves and their mounting encounters with the strange, sometimes bizarre visitors to their building.

The other tenants went along with the oddities, relishing the unusual quality of their lives as inspiration for their arts. Soon the changes seemed almost comforting. They found their new world much more beautiful and baroque than any they had known before. The building changed, and the tenants changed with it.

Abigail was different. She took the changes like punches, reeling into a stupor from which she did not recover. Her art descended into madness, and with madness, enlightenment. Abigail, alone of all the tenants, had the insight necessary to use the change. She went to the basement and from there, other places. She set up her shrine as a last message to those in the building, utilizing every bit of rubbish she could find in the basement and the mysterious Night Floors that appeared in the building each evening. Her room now affects the mind, and those who view it for an extended period of time become open to the advances of the King in Yellow.

Abigail's credit card was found by a homeless woman in a garbage pile outside the building. From there, the card was sold for drugs and found its way to Maryland; it has no connection to the case.

Abigail is lost in the building, and will remain there forever. If the investigators aren't careful, they will join her.

Getting Started

The New York FBI office is pursuing the Abigail Wright case diligently, thanks to her father's law-enforcement connections, but it is not a high-priority case. The investigators are initially assigned to Abigail's apartment, to thoroughly document through photographs, writing, and other methods the bizarre and exotic contents of the alleged crime scene. The FBI wants chemical analysis of any odd substances recovered, serial numbers found on manufactured items and their ownership tracked down, and every piece of paper accounted for and sent for translation if needed. Their hope is that some piece of evidence in the apartment will lead to Abigail. If the agents work twelve-hour days, it will still take more than ten days to catalog and document all the junk gathered in the apartment.

Agent Marcus

Marcus is the leader of Cell M, and serves as Sandra Levinson's point of contact with the conspiracy. He's one of the new breed of Delta Green, a whole-hearted zealot for the changes in policy since Fairfield died in 1994. This is mostly due to the fact that he lost four people to a machete-wielding madman on the second mission he led, and evidence pointed to another conspiracy, something called Project CATALYST, as the cause of the disaster. (Marcus also serves as the investigators' contact in the scenario "A Victim of the Art." The following information is repeated in that scenario.)

Although Marcus is Levinson's contact, he cannot get away from his day job for this assignment. After consulting with Cell A, he decided to bring in another cell altogether to handle this op—the investigators, whom he contacts however the Keeper wishes.

Marcus's real name is Dr. Marvin Bloom, a bitter young man in his thirties who chain-smokes Kool cigarettes and often laughs at inappropriate situations. He is a forensic expert in the employ of the FBI office in New York. His specialty is the collection and typing of bodily fluids.

Since his induction into Delta Green in 1990, Marcus has been involved in fourteen separate operations in the New York City area. He first encountered Delta Green during a series of bizarre murders in the Bronx in which the victims' bodies would disappear from the morgues they were stored in, never to be seen again, and the next murder victim in the series would be covered in the prints of the most-recently vanished corpse. This chain continued until Marcus and a medical examiner sat up inside the morgue with one of the bodies. He saw more than enough that evening to be inducted immediately into Delta Green.

Marcus will only rarely make a personal appearance to the investigators. If possible, all contact will be by encrypted email or phone. If they request a face-to-face meeting, he will dictate all of the arrangements. He is very paranoid and fears that a "counter-conspiracy" is hunting Delta Green members or is preparing to do so. He often asks questions which seem unrelated to the case—are the investigators being followed, can they account for all of their waking hours, that sort of thing.

If asked, he will usher questions up the chain of command or have simple tasks completed for the investigators (such as retrieving a book from the Library of Congress, having a DMV file checked out, *etc.*). Being an erratic individual, Marcus will only be available for a given phone call if the investigator with the lowest POW score successfully makes a Luck roll. He will never reveal his real name, and will insist that the investigators follow this rule as well, so he "won't know too much."

Although Marcus has no real connection to the case other than supervisory, his paranoia should be played up to keep the players on their toes. His fears of a counter-conspiracy and his nervous manner could both anger and unsettle the investigators, cloaking the entire operation in a sense of insecurity that belies its true simplicity.

The Macallistar Building

The Macallistar Building, in which Abigail lived, was built in 1924. It is a classic three-story brownstone building with a *faux*-castle design. A fake portcullis hangs above the large double doors, artificial ramparts encircle the windows and ledges, and cheap concrete gargoyles watch from the rooftop.

A buzzer allows tenants to unlock the front doors through an intercom system. In the foyer is a small marble-floored room where the tenants' mailboxes are; often old newspapers, sale circulars, and pizza coupons are scattered about here.

Timeline of Events

This timeline of events represents all that has occurred in the Macallistar apartments up until the investigators arrive. Facts in *italics* are not known to the investigators initially, and must be uncovered.

February 10: *Abigail Wright finds a copy of the play The King in Yellow in a bargain basket at a bookstore in lower Manhattan.*

February 21–March 12: *The play makes the rounds of each tenant in the Macallistar Building.*

March 12: *All tenants cease leaving the building.*

March 20: *A cable-television repairman, David Langford, enters the Macallistar Building to disconnect Roger Carun's cable at 5:30pm. He disappears at sundown. His van is stolen that evening and enters the black market; there is no evidence that he ever reached the Macallistar.*

March 31: *Thomas Manuel's parents, Arthur and Elaine Manuel, are turned away from the Macallistar Building by "A man with a suitcase and a dog. The man said Thomas didn't live there anymore."*

April 2: *David Langford, the cable installer, is reported missing by his brother. He is thought to have skipped town due to pending lawsuits from two ex-wives.*

April 19: *The last phone call from the Macallistar Building to an outside location is made from Roger Carun's apartment to his editor.*

May 5: *After several months of bad dreams, Abigail discovers the Night Floors in the Macallistar Building and comes under the influence of the King in Yellow.*

May 10–28: *Abigail creates the shrine in her apartment, using the Night Floors as a place to gather strange and exotic materials.*

May 28: *A going-away party is held in the Smoking Lounge on one of the Night Floors; all in the building are in attendance. Abigail leaves with a man known only as "the Encyclopedia Salesman." She is never seen again.*

May 29: *The first page of a mysterious new play is left in front of all the rooms in the Macallistar apartments, containing characters based on the tenants.*

June 4: *Abigail Wright is reported missing by her father. After several attempts to telephone her, he checks her apartment (to which he has a key) and finds the shrine. He then calls the NYPD.*

June 5: *The NYPD investigates the scene at the Macallistar.*

June 6–10: *All residents of Abigail's apartment building are interviewed, as are her friends and associates. A lack of further leads puts the case on the back burner.*

August 4: *Abigail's credit card is used to purchase a pack of cigarettes in Patience, Maryland.*

August 6: *The FBI begins investigating the case as a possible kidnapping.*

August 9: *Lack of leads in Patience, Maryland, brings investigators there to a dead end.*

August 10: *The FBI (and, secretly, Delta Green) sends a team to investigate and catalog the Wright apartment.*

A single hallway runs the length of the building, carpeted in plush burgundy, with two apartments on each side. Two staircases run up and down on either side of the end of the hall. There are a total of twelve apartments in the building (five of them presently occupied), along with four storage rooms in the basement and a boiler room. The apartments are large by New York standards: each has one main room, with a separate kitchenette and bathroom. Each bathroom has an old-fashioned claw-foot bathtub and a hammered-tin ceiling.

Since the tenants were introduced to *The King in Yellow*, however, the Macallistar Building is not right. Few subtle changes are noticeable in the daylight, but at night it is a different place altogether. So far, the police and FBI have come and gone during the day, and so have missed the bizarre nature of the place—the face behind the mask.

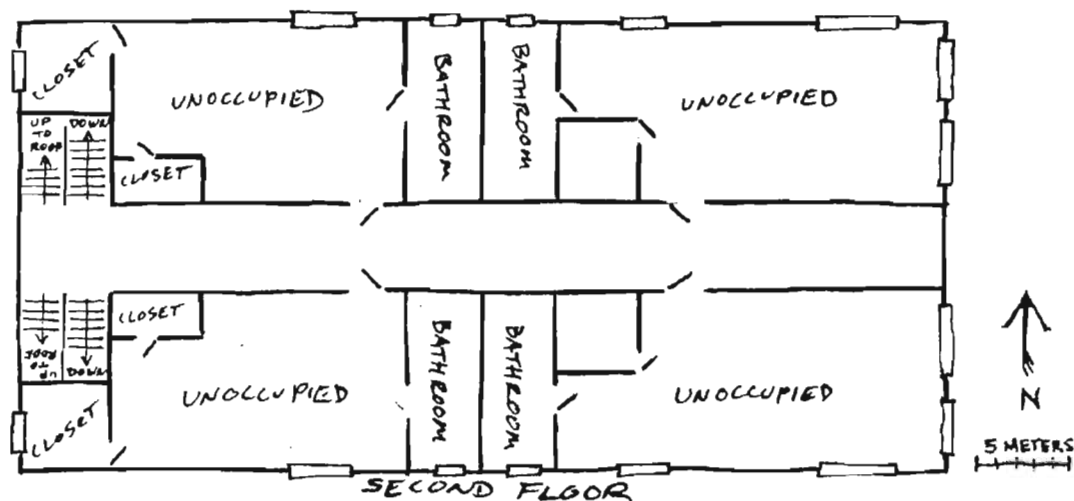
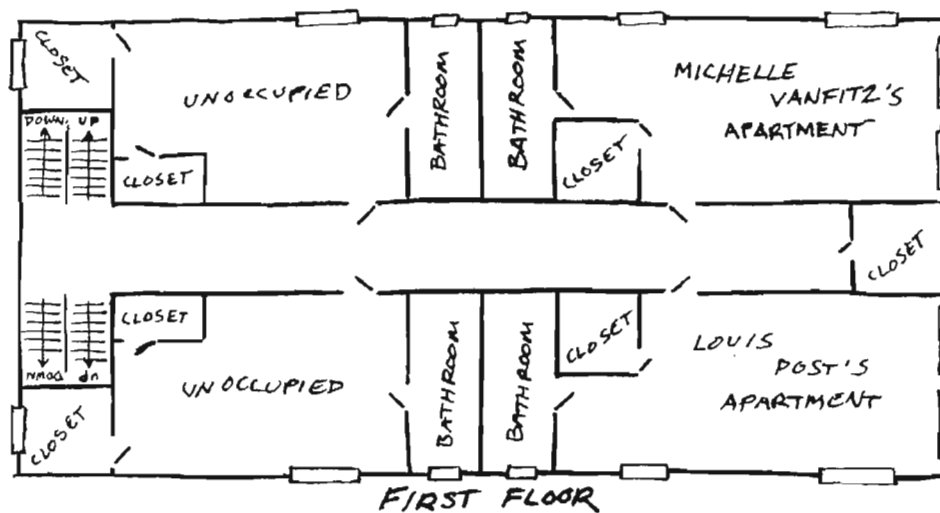
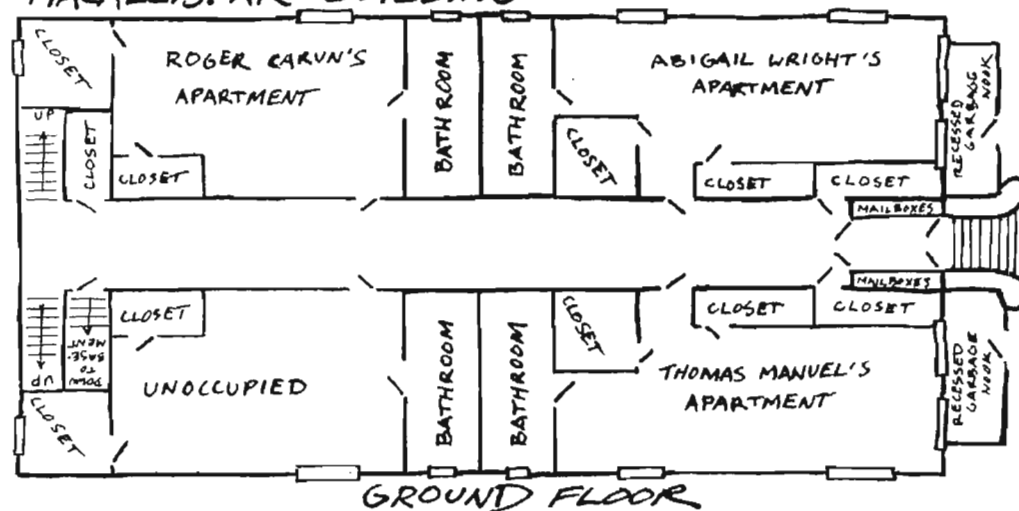
At night the building changes. Doorways appear as if by some malignant cancer of reality, windows open on impos-

sible scenes, the exit which once lead to the roof now leads into a near-endless expanse of rooms—the Night Floors. In short, within the walls of the Macallistar Building nothing is impossible anymore, and reality is as unstable as the shifting sands of a windblown desert.

Along with their building, the seemingly normal tenants undergo a transformation when night falls. Their polite smiles are replaced by malevolent grins, and their honest confusion as to the disappearance of Abigail during the day is replaced by first-hand knowledge of her fate at night.

The tenants and the building itself have become inextricably linked, each feeding on the other in an ever-quickenning loop of fantasy. This loop is so quick now that the tenants themselves don't sleep, instead leading a twofold existence, feeding the fire that the Macallistar Building has become. When their imaginations finally consume them, the building will forever become a part of Carcosa.

THE MACALLISTAR BUILDING



Ownership

The Macallistar is owned by a company called ARTLIFE. This non-profit firm purchases property and rents it out to professional artists at low cost, to further the careers of up-and-coming artists of all types.

The offices of ARTLIFE are located at 23rd and 3rd St. East. The small building is open 10:30 A.M.–6:00 P.M. Monday through Friday, and is run by Cynthia Lechance, a well-to-do art collector who enjoys giving the up-and-coming art vanguard a fighting chance.

She will be easily intimidated by federal authorities and will cooperate fully to help the investigation. Questions about Abigail Wright will be answered promptly with motherly concern. She is also familiar with the other tenants in the building: Carun, Vanfitz, Post, and Manuel (described later in this scenario).

Lechance has no knowledge of the Night Floors or the strange tenants who live there. If asked about a “manager”—who some of the mundane tenants may refer to—she’s perplexed; there is no specific building manager or superintendent besides herself, and she doesn’t use that title. The building is maintained by ARTLIFE and several workmen for hire.

She may mention that the residents of the Macallistar have not paid their rent in more than a month, and late notices have been sent. In another two weeks, the bills will be sent to a collection agency and ARTLIFE will begin the process of eviction. Lechance has visited the building and tried to talk to the tenants, but none of them will speak with her. She will offer a confused comment as the agents leave: “I’ve never had a whole building get evicted at once before.”

The Shrine

Abigail Wright’s apartment is a testament to a slow and methodical madness. The walls and ceiling are covered in layers of materials: papers, small items, and larger things epoxied in a bizarre and seemingly meaningful pattern of strata. Most of the items cannot be unstuck without damaging them, so very little has been taken down by the police. So far, only three radios—a transistor radio, a small tape player, and a CD walkman—have been wrenched from the wall, one leaving behind a chunk of plastic from its casing.

The floor is bare. The rug has been ripped up and taken away, exposing a battered and stained linoleum surface. There is no furniture. Some of Abigail’s possessions, such as her television and VCR, had serial numbers registered with her insurance company, but none have turned up in area pawn shops or police seizures.

Anyone working within the apartment for more than five continuous hours, or who is alone in the apartment for two hours, or who spends the night here, must make a SAN roll. Those who fail experience an odd sensation akin to

the feeling of being watched, and lose 1 point. The second time a roll is failed, voices can be heard through the walls, laughing or crying (it is difficult to tell), but words cannot be discerned. The third time an investigator fails a roll, he or she sees an unknown person pass in front of the open doorway to the bathroom rapidly, as if on a brisk walk, only to disappear. Those that experience this last event at least three times have been thoroughly affected by the apartment, and are now open to the full range of possibilities in the building.

Each day of examining and documenting the contents of the apartment grants a Spot Hidden roll for each investigator. If successful, it yields one of the following three clues. The Keeper may choose to space these clues out a bit, depending on the pace of the scenario.

Clue: The Map

This large map shows an architectural floorplan to the building, along with x’s marking each closet. Some closets are marked up with scrawled notes such as: “Door on 7/12,” “Roses and butter,” and “Man with briefcase and white shoes.” In addition, doors have been drawn in on the edges of the map in pen, with markings such as “Mr. Castaigne” and “The Parlor.” They seem to make little sense. The map shows no intentional irregularities in construction.

Clue: The Play

Pages of the mysterious tenant-written play are present, though no more than one should be discovered each day. The pages are not numbered. The characters mentioned include all of the tenants (though not on every page), as well as several unknowns: The Super, Mr. Castaigne, The Encyclopedia Salesman, Mark Roark, and The Dog.

All the pages are triple spaced, and are often quite sparse. They seem to tell a story involving all the people in the building as characters, but whether they are true stories or fiction is difficult to tell. A sample page appears as Player Aid #1, p. 273.

Clue: The Receipt

This is a yellowed receipt made out to Abigail Laura Wright, but the signature of the person who filled it out cannot be read—it’s little more than a scrawl. It’s a receipt for one month’s rent (\$850.00) in July for the occupation of apartment S-10. In the layout of the building this would imply an apartment in the basement. But there are only four rooms in the basement, and they are used for storage.

Although the handwriting is recent, the receipt is obviously quite old. Research into the brand name (printed onto the sheet) indicates that this type of receipt has not been printed in fifty years. See Player Aid #2, p. 272.

The Tenants

During the day the neighbors are a relatively normal lot. They are an assortment of artists and writers who qualified to live in the building through special application, and enjoy a relatively cheap rent for the neighborhood.

At night, the apartment building is a different place. The quiet, everyday dumb stares of the tenants are replaced with clever, malevolent looks of plotting, of a sly understanding of things which should never be understood properly by the sane.

Thomas Manuel by Day

During the day, Thomas Manuel is an accomplished painter who has received considerable praise for someone so young. He lives and works across the hall from Abigail Wrights' apartment, and the two often spoke. He has nothing but good things to say about Abigail—whom he calls “Laura,” her middle name—and often offers the suggestion that Abigail just up and left, because she was such a free spirit that New York couldn't hold her.

He doesn't know what to make of the condition of Abigail's apartment—it was never like this before—and heard nothing unusual coming from it between the last time he saw Abigail and the day the police broke in, four days later. He did not see anyone strange come or go from her apartment during the previous week, and neither did he see her moving furniture in or out.

Thomas's apartment is austere, and no art of any kind (including books on art, art materials, or art of his own making) is present. If asked, he says that the building's Night Manager lets him work in the basement nights, and that he does so often. That's where all of his materials are.

The apartment is a bare minimum, looking rather like a cheap hotel suite, and there is no feeling of comfort or familiarity. It does not feel like a home. A Spot Hidden roll will reveal that for someone involved in the visual arts, Thomas Manuel has a lot of stereo equipment, of very high quality. A second roll will reveal that he seems to own no books, magazines, published cassettes, or compact discs. If questioned on this, he says he got rid of all such items a few months ago because they were distracting him from his work; the stereo equipment remains, he says, because it was a gift from his parents.

He stores his audiotapes, an incomplete copy of the mysterious play, and a medallion of bronze in the base of his plastic plant. Certain portions of his copy of the play (which has reached a considerable size) are underlined in red ink.

The medallion is an exceptionally made curio. Opened, it reveals a double locket which once held two pictures, each of which has left a bit of paper and glue behind from its removal. Besides the fine craftsmanship and filagree, the

locket is mundane and contains no recognizable symbols other than usual ornaments such as swirls and rosettes. If the locket is examined by an expert, they can determine that it was made near the end of the nineteenth century.

Manuel's career has reached a standstill. Among the artists in Soho, it is a well-known fact that Manuel has not sold a painting in more than four months, and he has disappeared from the social scene completely. He is considered a lost cause; many speculate he has fallen under the influence of drugs, new-age religions, or is suffering some other personality change, but no one has evidence pointing directly to the cause.

Thomas Manuel by Night

If asked about Abigail after sunset, Manuel will vehemently tell a different story. He insists that Abigail left the building with some no-account guy who sells encyclopedias and lives on the sixth floor (there is no sixth floor during the day). Thomas claims he has told the authorities this time and again, and has yet to see them follow up this lead. (The police and FBI have no record of such testimony.)

He last saw Abigail on May 28, at a going-away party in the Smoking Lounge on the fourth floor. If asked where Abigail was going, he will state that she had “moved on” or “figured it out” and could now move upstairs with “the others.” On these comments he will not elaborate.

At night Thomas can be found either listening to his cassette deck through headphones or making a tape of Abigail's apartment with a small microphone that he strings across the dark hall, under the carpet. Sometimes he goes downstairs to one of the storerooms and works on his painting. In these rooms, although completely alone, Thomas can be heard to talk to another person at length—though no other voice can be heard.

If confronted about the tapes or the ghostly conversations he will explode into paroxysms of rage, doing everything short of physical abuse to make the investigators leave him alone. He insists he needs his privacy to work.

Both his audiotapes and the canvasses in the basement are completely blank, but are each carefully labelled with the notation “My Great Work,” followed by a number denoting its place in the series. Anyone studying the canvasses or listening to the tapes at length (Keeper's discretion) must make an Idea roll. Success indicates that the investigator loses 1 point of Sanity and is now open to all the possibilities at the Macallistar Building, and the advances of the King.

If asked about the play *The King in Yellow*, Thomas has much to say. He will gleefully explain the plot to the investigators, and if he feels the audience is receptive, he will actually affect mannerisms of the characters as he speaks selected lines. As his explanation goes on, however, it becomes evident that Thomas is recounting the events as if they really happened, as if he had been present when they occurred.

Thomas can sometimes be found in the Night Floors playing ball with the dog, and the sound can be heard throughout the building—a ball bouncing and being pursued by a large animal.

Once close to his family, Manuel has not seen them in over two months, and now has no desire to do so. The building, sensing his apprehension, has taken steps to make it all but impossible for his family to see him. He ignores their calls completely.

Roger Carun by Day

Carun is a middle-aged science fiction author who has enjoyed moderate success with his series of books, *Nightsea*. The investigators may have heard of it.

Carun did not know Abigail very well, but lived in the apartment next door to hers. He had few complaints except for one New Year's party in 1995 which got out of hand. Past that, he rarely spoke to her. They occasionally saw each other in the halls.

During the day, Carun is an unassuming, homely little man who seems obsessed with neatness, but falls short of his obsession. His hair is always askew, his sweater never matches his pants, and his loafers are always dirty and scuffed. His apartment is an extension of his personal grooming habits. The groundwork of order has been laid but never followed up on. The furnishings seem kitschy and somewhat old. He has an aged word processor, but otherwise no writing materials can be seen. The machine's printed output does not match the pages of the play which have been mysteriously appearing.

He knows and is on speaking terms with Thomas Manuel and Louis Post, but does little socializing. He prefers to spend his time reading, writing, or watching television.

Roger Carun by Night

At night, Carun is never heard typing, but is often seen slipping in and out of his apartment and sneaking upstairs. He enjoys the hospitality of all the tenants of the Night Floors, and when returning from his jaunts he reeks of cigars and brandy; in his pockets, bits of exotic fruit and candy (dates, bitras, cinnamon sticks) can be found.

If asked about Abigail at night, he claims that she never left the building, and acts baffled when the story of her disappearance, the investigation, and the ensuing mess is explained. He maintains that she lives upstairs "on six," apartment F-10. If asked about the Night Floors, he readily acknowledges them and will again project an air of complete innocence, as if the building was *always* this way. If asked about Abigail's going-away party, which Thomas Manuel might have mentioned, he will only confess that he did not have such a good time and leave it at that.

His seemingly open and giving mood is a thin veneer over his true nature. Carun often places hairs over the open-

ings in his apartment to see if they are disturbed by intruders, and is quite paranoid when it comes to his possessions. His word processor is protected by a simple password program, which can be disabled by a successful Computer Use roll. The password is NIGHTSEA.

Several dozen files are on the system. Each is titled as a short story such as "What the Other Hand Did" or "Smigen's Rule." However, each file is actually a single letter typed over and over again, with no breaks or returns. If the files are read in order, letter to letter, a message can be read: SMOOTH IS THE HAND WHICH MAKES THE WORLD AND STEADY IS THE MIND WHICH GRASPS IT. Also on the system is a copy of the mysterious play, here titled "Night Floors." It is a modification of the actual pages. Anyone comparing it to the pages in the investigators' possession can determine that Carun copied the play and has modified it to his own inscrutable ends; he does not seem to be distributing his version.

Michelle Vanfitz by Day

Michelle Vanfitz is a feminist author. Somewhat withdrawn, portly, and dire, she is not much different by day or by night. She dislikes everyone as a matter of course, and police more than most.

She has no friends or family, and is not really friendly with anyone in the building, although she knows them all peripherally. She has no television, no radio, and does not read the newspapers. She constantly goes on about "the establishment" and "the man" in a grating manner, referring to obscure and long-outdated books on feminist culture, beliefs, and mystique. In other words, she is absolutely annoying.

Vanfitz writes feminist poetry and fiction. Recently, her first short-story collection was picked upon by Berkeley Publishers and two of her poems have won local awards.

Her apartment is little more than a series of bookshelves covering every open space, blanketed in volumes of feminist and sociological-studies books, feminist fiction, and poetry. Crooked in one corner is a beaten old futon. Above it is a simple photo of Michelle as a young woman in front of her childhood home; no other personal effects can be found in the apartment.

Michelle Vanfitz by Night

Michelle's apartment is quite affected by the change at night and becomes incredibly large, consisting of huge, airy mahogany rooms full of empty crystal tumblers, cigars, and such, as if a party has just ended. No one can be found in any of the rooms, although conversations and merrymaking can often be heard distantly. Windows open onto other rooms, seemingly without end. At night, all her books are centuries-old texts about history, zoology, and science, the spines aged and worn. Also on the shelves is a copy of the play *The King in Yellow*.

Vanfitz will go into ecstasies about the subtleties of that text, claiming it is one of the first feminist plays and that it portrays a patriarchal society shifting to a matriarchal one.

At night, Vanfitz rarely leaves her apartment, though she may not hear anyone knocking at the door since she's off in some far-distant room. If she is located, she will go on and on about how Abigail got herself into an abusive relationship with "that salesman" and how they live together "on six."

Louis Post by Day

Louis Post is a painter and illustrator who spends much of his time working. His apartment is a messy dump, littered with grease-stained pizza boxes, paint containers, and dirty clothes. The room smells of mildew, and the kitchen sink is stacked high with slime-covered relics of silverware and dishes. The garbage, once contained under the sink, has spread to cover most of the kitchen floor.

Post worked for several comic-book and fantasy-paperback publishers in town, and his paintings can be seen on the covers of many popular comics. Recently, however, he has been fired from his freelance duties for missing deadlines and avoiding phone calls from art directors. The last work he turned in was on May 4th. Since then he has remained in the building, working on private pursuits.

He lives upstairs in a front apartment with a view of the street, and rarely saw Abigail; even so, he is aware that she is missing and that the police have taken an interest. He openly answers any questions the investigators may have, holding nothing back, but acts somewhat chagrined about the condition of his apartment. While being interviewed he is both polite and funny and will even take the investigators around the premises if asked.

Louis Post by Night

At night Louis pursues his craft with the aid of a large, baroque-bordered mirror he keeps under his bed. He sits at his drawing table for several minutes facing the mirror, and begins his work by asking questions to the reflection of the empty room. After some time a voice can be heard responding to his questions, quietly, in a tone which is difficult to hear clearly. In the mirror, the reflection of a vague figure can be seen, which disappears when looked at directly. This costs 1/ID4 SAN.

Louis's current work—which is not present by day—is a nightmare mish-mash of horrible imagery: drowned babies with bloated, water-logged bodies, clawed hands plunging into basins, tangled umbilical cords wrapped about necks. His work now numbers in the hundreds of pages, each more disgusting and horrid than the last. Seeing these gruesome pages will cost the viewer 1/ID2 SAN. If Post discovers the investigators in his room at night, he will attack ruthlessly, stopping only if killed or incapacitated.

Investigating the Tenants

Anyone checking the behavior of the tenants will find some odd things:

- △ Everyone has ceased going to the local shops; the workers at Manny's Delicatessen, Destroyer Video, and the Garrett Laundrett have not seen these former regulars in weeks.
- △ If phone records are checked, the last outgoing phone call from the building was placed on April 19th, from Roger Carun to Carmen Wagner.
- △ Phone and cable-television service is about to be cut off for the whole building, due to unpaid bills. Soon all services will be shut off. (Regardless, the electricity, cable, water, and phone will still inexplicably function.)
- △ Michelle Vanfitz has ceased attending her writing-club meetings. Carun no longer makes appearances at NYC fandom conventions. Thomas Manuel's parents have ceased trying to contact him after they were told he had moved out.
- △ Some tenants' refrigerators contain milk that was dated to spoil four weeks ago—yet all are fresh.
- △ No tenant has used a credit card or their bank accounts in three weeks, and there were no large cash withdrawals prior to that point.

Thomas Manuel's Parents

Thomas Manuel's parents Elaine (54) and Arthur (56) live in Hempstead, Long Island, and in the past were very close to their son. During the last four months, however, Thomas became more and more distant and now refuses to answer the phone or see them at all. This has been devastating to the Manuels, who love their son very much and are very worried about him.

On March 31st, the Manuels attempted to contact Thomas directly at the Macallistar Building, but were turned away by a man with a suitcase and a large grey dog who said Thomas did not live there anymore. They are out of their mind with worry, and are at a loss as to their next course of action. If federal agents show up asking questions about their son, they will be overcome with fear and may cause a major disruption by endlessly calling the local FBI office, pursuing any explanations for their son's bizarre behavior.

Roger Carun's Editor

Carmen Wagner works for Crescent Publishing, the firm which publishes Roger Carun's *Nightsea* series. She handles his personal appearances and edits Carun's writing. In the past Carmen has rebuffed clumsy *romantic advances* from Carun, and does not like him much, but she does her job.

Since April 19th, however, Roger Carun has made her job very difficult. After one last, bizarre phone call on that day, Carun has not talked to Wagner, and has not shown up to two science-fiction conventions in the city that he was scheduled to appear at. In addition, he has not turned in his new *Nightsea* novel draft, which was due at the end of May. She has kept a tape of the last phone call Carun made to her apartment on the 19th, a transcript of which is available as Player Aid #3 (p. 272). She will happily cooperate with law enforcement.

Wagner does not know what to think and is considering her options, while giving Carun time to calm down. She thinks perhaps he has had enough of the public spotlight and needs time to wind down. Or perhaps he has lost his mind completely. Frankly, she doesn't care, as long as he writes his book.

Louis Post's Agent

Post's agent is Mike Severs, an older, experienced illustration representative who maintains a small, cramped office on the upper east side. As far as Severs is concerned, Post has lost his mind and alienated all of his former clients, effectively ending his career in New York in just three months—a record, he says sarcastically. He does admit that Post was full of promise and could have been the next big fantasy artist. Instead, he just dropped off the map.

Severs has no personal interest in Post's well-being. He manages over fifty freelance artists in the U.S. and abroad, and has little time to spare for emotion. Besides, Post is hardly the first artist to flake out.

The Night Floors

The Night Floors—the nearly infinite and shifting array of rooms which are accessible through the roof door of the Macallistar only at night—represent an interim state between the reality of Earth and the surreality of Carcosa. In Carcosa nothing is as it seems, and observation and belief actually transform reality itself, but this transformation is uncontrollable by Carcosa's inhabitants. In the Night Floors, reality is much more stable than Carcosa but more malleable than that of Earth. Only intense thoughts or feelings affect the reality of the Night Floors. The more concentrated the feeling or belief, the more severe the change in the world of the Night Floors.

These effects are cumulative and total, so if one person believes strongly enough in something in the Night Floors, it will become real for everyone else. This can lead to problems. Single-minded individuals and religious zealots may trigger extremely bizarre manifestations, while people without motivation or direction will only find endless dead ends.

The Night Floors are accessible through a stairwell from the third floor that provides access to the roof of the Macallistar Building. Before nightfall the door opens onto a drab rooftop; after dark, however, it opens into the ghostly Smoking Lounge and the entrance to the apartment of the Night Manager, Mr. Castaigne, on the fourth floor. Past the fourth floor, the rooms continue endlessly upward.

The decor of the Night Floors is always that of the Edwardian period, from the late 1800s to the 1930s, though it varies from fine furnishings to cheap wallpaper. Some rooms are immaculately maintained and appointed, while others are water-logged garbage heaps. Occasionally people can be heard talking inside rooms, or can be spotted crossing the distant intersections of hallways, but very rarely can these people be approached or questioned. Many simply vanish before the investigators arrive, others speak no known language, and still others will flee anyone pursuing them until they disappear into a closet. These poor souls are the remnants of personalities completely consumed by Carcosa, and now repeat actions without meaning over and over again for eternity. There are those on the Night Floors, however, who have retained some sense of self, and who are motivated in their own twisted manner: Mark Roark, The Encyclopedia Salesman, and Mr. Castaigne. These individuals exist in Carcosa and on the Night Floors, trying to complete their unfinished earthly business in the shadow world.

Effects of the Night Floors

The Night Floors are a very dangerous place indeed. Travel in them is unsure at best. Six hours' worth of movement in the Night Floors may take but moments in the real world. A doorway which opened onto a staircase one moment may open onto a room the next. These changes should become more and more significant and frequent the longer the investigators stay on the Night Floors. Those that stay too long may find themselves in Carcosa itself.

Any investigator who suffers a significant SAN loss while in the Night Floors will affect the reality of the Night Floors to a greater degree. Things the investigator says may come true in strange ways. Those that go indefinitely or permanently insane on the Night Floors do not suffer these maladies until they re-enter the mundane portions of the building; until then, they may wander the Night Floors. Such unfortunates will soon feel a compulsion to leave the group, however. They will notice a twisting trail of brightly colored confetti and party favors leading through the endless rooms of the Night Floors. If followed, the trail will lead first to the Whisper Labyrinth (p. 211), and then to the nightmare streets of Carcosa itself. From there, the palace at the center of the lake of Hali beckons, and in it, the masquerade ball of the King continues—forever.

Night Floor Encounters

The following examples of surreal horror are provided to be unleashed on the investigators to keep them on their toes. It is recommended that these encounters spring up as the Keeper sees fit, to keep the mood of the bizarre nature of the Night Floors forefront in the minds of the investigators stranded there. Also, keep in mind that if any of these sights happen to push an investigator over the edge into insanity, the game is not necessarily over, but may continue for that person in the nightmare city of Carcosa.

- △ Suddenly and without warning a huge chime sounds nearby, although the source of the sound cannot be located. It fades to nothing in moments like an echo. This may cause jumpy investigators to pull out weapons or at worse, to discharge them by accident. (0/1 SAN)
- △ A single investigator notices framed black & white photographs on the wall of the hallway, room, *etc.* which portray an odd array of people staring into the camera, their faces blank. Each of these people (most dressed in 1920s garb) are holding an odd-shaped bottle of varying design. A single name rides the lip of each photograph, written in a steady hand. None of the names mean anything to the investigators, except the last one. This photograph shows a single dark bottle sitting on the floor, and the name on the bottom is that of one investigator. This is the investigator's bottle from the Whisper Labyrinth (p. 211), and if touched the investigator will hear, in a near-silent whispering voice, "It is a fearful thing to fall into the hands of the living god." (0/1 SAN)
- △ A solid-gold goldfish is found by an investigator, lying unattended in the middle of the floor. The craftsmanship of the piece is breathtaking and when examined closely, it almost appears to be real. It is. Anyone putting it in their pocket will discover a live goldfish there in its place several minutes later. (0/1 SAN)
- △ A sudden eruption of automatic gunfire occurs from deep within the Night Floors, which is silenced by a bloodcurdling male scream. Anyone chasing down the source of the sound will come upon a huge empty ballroom which smells of gunpowder, and which is covered in odd dragging tracks of blood which lead from a large central stain. Dozens of tommygun shells lie on the floor, freshly fired. Nothing else can be found. (0/1 SAN)
- △ A dapperly dressed Asian waiter walks up to the investigators, carrying an *hors d'ouves* platter. The waiter speaks in an odd language no one can identify, but seems friendly enough. He offers the investigators some of the gelatinous snacks on his tray. Careful examination of the snacks will reveal a single, dead, tiny gold snake in the center of each cube of gelatin. This costs 1 SAN point for anyone who ate it without examining it.
- △ Anyone searching for windows to the outside world finally comes upon one which is shuttered and locked. If opened, the window shows a view of an endless expanse of rooms. The window opens on a living room, whose windows open on a dining room, *etc.* This sight is mind-bending in the extreme and costs 1/1D3 SAN for any who experience it, as the characters realize there is no longer any outside world.
- △ A fat man is seen at a distant doorway, and he too sees the investigators. He rushes to open his door with a set of keys, looking incredibly nervous and sweaty, as if he had done something wrong. The door swings shut behind him, but remains unlocked. If opened, the doorway opens onto a dark and seemingly depthless elevator shaft. No evidence of an elevator or the fat man can be seen. (1/1D3 SAN)
- △ A little girl is heard singing in the distance. She is found in an empty dance hall dancing to a tune which comes from an unknown source. She is covered in a white gauze-like material which obscures her features. Looping round and round and singing in an alien tongue, she will ignore all questions from investigators. If left undisturbed she will slowly wind down, her dance and voice slowing as time passes. Eventually she will freeze in place and never move again. Anyone touching the gauze at any point will cause her to collapse into a thousand pieces of watch-like clockwork; she was an automaton. (1/1D3 SAN)
- △ The investigators come upon a room full of unmarked books. Anyone opening a book will discover what appears to be a turn-of-the-century text depicting, in great detail, a dream the investigator once had. (1/1D3 SAN)
- △ As the investigators approach the crux of a hallway they find themselves reflected in a mirror. The closer they come to the mirror, the more they realize that they are wearing gaudy party gear in the reflection, and are at the forefront of a much larger crowd, although there is nothing like this to be found in the hallway. If the investigators look towards the back of the hallway in the reflected image, they can make out a huge, tattered figure in yellow robes. (1/1D4 SAN)
- △ The muffled voices of what sound like actors delivering lines can be heard carrying on in a room nearby. Occasionally huge outbursts of applause or laughter can also be heard, as if an entire theater full of people was enjoying a performance. Investigators finally locate a tiny child's room with a small puppet theater. The puppets within continue to act as the investigators enter, apparently worked by someone within the tiny curtained enclosure. When opened, there is no one there. (1/1D3 SAN)
- △ The tinkling of a music box is heard nearby. If the investigators pursue this sound, they locate the clockwork child: a small, porcelain-faced, wheeled child made of

clockwork. It rolls slowly towards the investigators, stopping before them, and its mouth rapidly clacks open and shut several times. On its back is an undressed invitation to the masked ball of Carcosa. If the investigators turn their back on the child, it vanishes. (1/1D3 SAN)

- △ The sound of vigorous love-making can be heard. If tracked down, a room is found where the bed is covered in blood and shards of chromed metal. No one is in the room, though the words "Where's my bottle?" are written on the wall in blue-black ichor. (1/1D3 SAN)
- △ A large fracture in a wall opens into what appears to be a cave deep underground. A cool, dry wind blows out of the hole. Digging equipment—evidently used to open the wall—lies discarded nearby. Anyone who steps in the hole is now in the Whisper Labyrinth (p. 211), and it is quite obvious to any inside the hole that such a labyrinth could not exist adjacent to the hallway they came from. (1/1D3 SAN)
- △ A woman and a man are heard arguing in a room, quite heatedly. If the door to the room is opened, two statues—that of an arguing man and woman—can be found, made of a white alabaster-type porcelain. If the door is shut on them again, the fighting resumes. (1/1D3 SAN)
- △ An entire ballroom full of human-sized marionettes is found. Marionette couples sway and dance, their strings disappearing up into the dark; marionette waiters bring empty glasses to tables of revelers; a marionette band plays a soothing melody. The investigators are completely ignored by the marionettes. Inspection of the ceiling, perhaps effected by stacking tables, reveals that the strings are locked on tracks without an operator, moving of their own free will. (1/1D4 SAN)
- △ An investigator discovers a long crack in the joint between the ceiling and wall. If prodded, the entire hallway falls away like a house of cards revealing a huge stage. The investigators stand on stage in the remains of what they thought was "reality," but which was nothing more than simple plywood backdrops. In the audience, hundreds of human-sized marionettes sit mute, staring at the stage, their strings running up into the dark. If the investigators leave the stage, the marionettes begin to file out and disperse into the hallways. (1/1D6 SAN)
- △ One investigator finds a small piece of paper with the terrible image of the Yellow Sign scrawled on it. As he shows it to his companions, each says "Tell me, have you seen the Yellow Sign?" one by one. They are not aware of speaking these words, though the other investigators all hear them. (1/1D6 SAN)

The Smoking Lounge

The first room of the Night Floors encountered by visitors is always the Smoking Lounge. This is a large, inviting area re-

sembling a turn-of-the-century men's club. The walls are covered in red-velvet patterned wallpaper, and overstuffed armchairs of burgundy leather dot the floor. A large hearth and fireplace rests against one wall, burning constantly. A wet bar in one corner is available for anyone's use, and always contains plenty of ice, unlabeled liquors and liqueurs, glasses, bitters, vermouth, olives, limes, lemons, oranges, and assorted other bar goods. In the opposite corner, a large walk-in humidor contains a wide assortment of the finest cigars.

One wall is covered in floor-to-ceiling bookcases made of rosewood, with a rolling stepladder permanently attached to a rail that runs at the midpoint of the shelves. The hardcover books and folios are of many sizes, but all contain antique pornographic photos. All of the participants in these scenes wear masks, and many are staged in elaborate costumed tableaux. The range of activities is breathtaking, and the photos include many human oddities commonly found at turn-of-the-century sideshows, their peculiar malformations exploited to their fullest sexual potential. A staggering assortment of strange equipment is in evidence, as well, with people suspended from odd contraptions or imprisoned within labyrinths of leather sheeting and gauze curtains. There is no text in any of these works, not even titles or publication information. At the Keeper's discretion, some of the people in these images may look familiar to the investigators; they might resemble tenants of the building, or relatives, or the investigators themselves. All told, there are tens of thousands of vintage pictures in this obscene and inexplicable collection.

The Night Floors' Tenants

Many people inhabit the upper floors of the Macallistar Building at night. An odd lot, they represent the lost and the mad, those irretrievable souls who have passed over to the world that is Carcosa. Some found this path by accident, others through intense study, but all regret having found it, now that they are here. They live their lives in dark caricatures of what they once were, existing in the endless shifting rooms of the building which is slowly becoming one with Carcosa.

Some of these tenants are described herein. The Keeper should also make up other odd folks as needed during play.

David Langford

This poor cable-television repairman has been trapped within the Night Floors since March 20th, when he attempted to disconnect a cable junction on the roof just as the change from day to night was occurring in the Macallistar. For several weeks he has wandered around searching for an exit, eating old cake and hors d'ovres and drinking flat champagne and beer to survive. So far his

mind has degraded only a small amount, and he has yet to run into any of the strange people who call the Night Floors their home; he hides at any indication of noise, holding up in any of the multitude of abandoned rooms until the sounds pass.

Terrified and disoriented, Langford will leap out of a doorway if he overhears the investigators discussing federal or police matters, or if they are wearing uniforms. He will have a breakdown, babbling his story over and over again and begging to be released from the “prison,” as he incoherently refers to the Macallistar Building.

It’s not too late for Langford to be rescued. The investigators can lead him out of the Night Floors and send him home. He will likely spend some months in a mental hospital.

Mark Roark

This enigmatic figure can often be found upstairs in the Smoking Lounge or elsewhere in the Night Floors. His slang and attire are those of the 1930s, as is his knowledge of current events. A portly man with a horrible wig, he is always found smoking a cigar and nursing a drink. His attitude is turbulent, changing from placid to fierce in seconds over the most innocuous remarks. Holding little respect for anyone but himself, Roark answers to no one, not even the police, and refuses to be questioned. If investigators take a kindly attitude towards him, however, he will be somewhat more forthcoming.

He claims to live on the seventh floor of “the Hotel,” as he seems to refer to the Macallistar Building. He knows all the residents well, and has lengthy conversations with all of them, including Abigail. “Gail,” as he refers to her, is “a sweet kid,” and now lives with “a creep of a salesman” on the sixth floor. He is less talkative about his own life, although he will say he knows the manager of “the Hotel,” a man named Mr. Castaigne. If asked, he will guide the investigators to the office of the manager; otherwise he is of little use except for drunken anecdotes or verbal abuse.

If a background check is run on him in the real world, the name Mark Armin Roark turns up in a missing-persons file from 1933. He was an unmarried door-to-door salesman of Fuller Brushes. Besides this, little else about him can be learned.

The Dog

The Dog resides in the many rooms of the Night Floors, wandering from place to place, occasionally eating leftover party snacks, crapping in the hallways, and generally making a mess. Far from malevolent, it mostly stays out of the way, and the Dog is only visible to those who have suffered three SAN losses within the Macallistar Building; otherwise, it is only observable through the aftermath of its movements, sounds, and smells (this costs 1/ID3 SAN to observe).

When visible, the Dog is a large, gray, long-haired mastiff. Stupidly obedient to anyone who feeds it more than once, the Dog is far too slow, clumsy, and stupid to cause any significant threat to prepared investigators.

The Dog is the only phantasm in the Macallistar that can travel anywhere in the building, at any time, day or night.

The Encyclopedia Salesman

The mysterious Encyclopedia Salesman haunts the Macallistar Building from time to time, although only glimpses of him can be seen by the fully sane. A dashing figure in a pinstriped suit and two-tone shoes holding a large briefcase, he is often seen on the Night Floors rushing past open doors or across the crux of hallways, but only peripherally. He is never seen directly by those who have not failed at least three SAN checks.

Those open to the influence of the King in Yellow, however, tend to see the Encyclopedia Salesman much more readily. In fact, those who lose enough SAN on the Night Floors to go indefinitely insane in the real world can follow the Salesman (although they can never catch up), all the way to the Whisper Labyrinth (see “The Hastur Mythos,” p. 198), and perhaps beyond.

The Encyclopedia Salesman is a soul without peace, who even after locating his bottle in the Labyrinth was doomed to wander unfulfilled. He continues to do so, hoping to lure others to a similar fate, so he can have some company in eternity. No statistics are provided for him because he should never be met face to face.

The Author

The Author is a mystery. He is never seen. Only the remnants of his passing can be found in the pages of his play that he leaves around the building. Late at night he can be heard faintly, hidden in one of the many rooms of the Night Floors typing and listening to a single phonograph record over and over again.

An investigator who has failed three SAN checks in the Macallistar can find the room of the Author, but only if he is alone, or with others who have also failed three checks. The Author’s room is a mess. Covered in sweat-stained clothes of 1930s vintage and discarded empty glass bottles of bootleg hooch, the cramped room reeks of old smoke and alcohol-tainted sweat, but the author is never there. A battered portable Underwood typewriter occupies the small oak desk and an assortment of blank pages lay scattered about. His writing is never found, although the typewriter’s printing matches the pages of the mysterious play.

On the floor next to the desk is an antique phonograph which starts to play when anyone examines it. The record that is always playing is a song called “Whatever Happened to Abby,” by Phil Heart and the Heart Heps, which was released in 1938.

The Night Manager

Henri de Calvados Castaigne resides on the fourth floor, which is accessible only at night. As Night Manager of the Macallistar, he lives in a rambling but cramped apartment across from the Smoking Lounge, and is rarely seen outside the doors of his home.

At night, Castaigne arranges who resides in which apartments and fixes leaks and such, although due to his nocturnal nature he rarely attends to his duties. Castaigne will claim he simply works for the Superintendent, a party who he will not name under any circumstance. He has no knowledge of ARTLIFE (see p. 262) or the company's leader, Cynthia Lechance, and denies that they own or operate the Macallistar Building.

Castaigne is an old, old man, and walks with a shuffling limp indicating that some sort of debilitating illness or stroke affected him sometime in the past. His hair is long and white and unkempt, and he looks much like a miniature Einstein. He dresses in exquisite but old clothing, reminiscent of the late 19th century. His voice hides a small accent, perhaps central European or Russian, which is all but wiped out by his adopted tongue, English. Castaigne is quiet, courteous, and seemingly kind, but often those who receive his kindness can feel the manufactured nature of his *bon-mots*, and the mocking nature of his voice.

Castaigne is a difficult man to gauge. He is both giving and purposely secretive at the same time. His past is couched in innuendo and old black-and-white photographs of bombed-out cities with senseless inscriptions ("Downtown Tulips" or "Sovereign Carriage"). Other photographs are of indeterminate battlefield scenes containing groups of people—possibly refugees. Castaigne will only point out faces in the crowds rapidly and say "Father, mother, Anna, Christian . . ." He refuses to speak at length about any of them, instead asserting, "They all died during the war." He does not specify which war. If asked of his origins, he claims he was born in a country or city called Carcosa, but refuses to get specific, and will not discuss "the old days."

If asked about Abigail, he explains that she lives on the sixth floor with the Salesman. He does not really know much about the couple except they are quiet and pay on time each month in cash. He says the others in the building would know much more about the subject.

His dark apartment is stacked wall to wall with old, yellowed newspapers and magazines, none more recent than 1940. Some have headlines which are downright bizarre, and which point towards the entropic nature of the Night Floors (such as a New York *Tribune* headline from July 1, 1923: "Russo-Germanic Pact Crumbles, Vienna Liberated"). Mr. Castaigne will not discuss his odd collection, and gets cranky if the investigators start poking around.

Inside his locked bedroom is his most carefully kept secret. Here he maintains *The Imperial Dynasty of America*, a

bundle of ragged and worn handwritten pages which track some sort of complex lineage. It is described further in the next section. Castaigne's name lies inside the hundreds listed within, and if it is discovered by investigators, it will drive the poor twisted man into an ineffectual murderous frenzy. When he is (easily) subdued, he will shriek, "No! No! The crown is mine! Mine!" Once restrained he will not say anything more on the subject, but will pout quietly, mumbling to himself.

(Henri Castaigne is a cousin of Hildred Castaigne, who is described in "The Hastur Mythos" on p. 212. The two are aware of each other's existence and have met on occasion, but they bitterly dispute each other's claim to the crown.)

The Imperial Dynasty of America

This leather-bound folio of loose and yellowed pages contains a complex lineage, tracing some sort of royal bloodline from Carcosa to New York City. Over one thousand names are contained within, including that of Henri Castaigne, the Night Manager of the Macallistar Building. On the last page, emblazoned in a splotch of red wax, is the terrible Yellow Sign.

The Imperial Dynasty of America

Language: English; **Mythos Gain:** +1%; **SAN Loss:** 0; **Spell Multiplier:** none; **Study Time:** 1 week; **Grants Skill Checks in:** Occult; **Spells:** none

The Super

The Super—short for Superintendent—to which Mr. Castaigne refers is his euphemism for the King in Yellow, the patron of the Night Floors. If properly goaded, Mr. Castaigne may lead susceptible investigators to Carcosa itself to meet the Super, using the Whisper Labyrinth (p. 211) as a causeway between the two worlds. Otherwise he will refuse to elaborate further on the nature of the Super, and will only say that he lives "upstairs," and is having a party.

Running This Scenario

Abigail Wright can never be found. She has moved from her apartment to the Night Floors, and from there to Carcosa. At best, the investigators can deduce what happened to her and try to avoid her fate.

The primary challenge of the scenario is simply to explore and survive. Once the investigators have discovered and examined the Night Floors, the resolution of this situation is up to them. ARTLIFE plans to evict the tenants soon, meaning they'll probably be dragged out by the police and perhaps committed to asylums. But then, of course, other tenants will move in, and will soon fall under the building's spell.

The only permanent solution is for the Macallistar to be demolished. Desperate investigators may decide to undertake this themselves, perhaps destroying it with a truck bomb or burning it down. Potentially, Delta Green could even buy the building from ARTLIFE at a generous mark-up, and then either destroy it or attempt to examine it (a perilous option).

Either way, other copies of *The King in Yellow* are still floating around out there. The fate of the Macallistar may one day befall another building—or the world itself.

NPCs

Roger Peter Carun

Obsessive Author, age 43

Race: Caucasian

STR 9 CON 9 SIZ 10 INT 15 POW 13
DEX 10 APP 10 EDU 15 SAN 17 HP 10

Damage Bonus: none

Education: Masters in English, Catholic University

Occupation: Science-Fiction author

Skills: Art (Writing) 55%, Bargain 25%, Computer Use 40%, Drive Automobile 39%, Persuade 43%, Psychology 34%

Languages: English 81%, Italian 9%, Spanish 14%

Attacks: None

Description: Roger is a strangely fastidious slob. His attempts at cleanliness only exacerbate his naturally sloppy nature. His glasses are always crooked, his hair unkempt, his clothes clean but poorly pressed and mismatched.

Otherwise, he is short and completely forgettable. He speaks in a quiet, furtive voice, and is insistent in his views, out-maneuvering his verbal opponents with complex and flowery language that never quite makes a valid point.

Henri de Calvados Castaigne

Heir of the One True King, age 75?

Race: Caucasian

STR 8 CON 7 SIZ 8 INT 12 POW 13
DEX 8 APP 9 EDU 22 SAN 30 HP 10

Damage Bonus: -1D4

Education: Private tutors

Occupation: Self-proclaimed Night Manager of the Macallistar

Skills: Archaeology 14%, Art 30%, Astronomy 31%, Chemistry 13%, Cthulhu Mythos 4%, History 56%, Law 16%, Listen 45%, Occult 62%, Persuade 41%, Psychology 39%

Languages: English 100%, French 55%, German 14%, Italian 39%, Spanish 75%

Attacks: None

Description: Castaigne is a diminutive man with a shock of white hair, an antiquated taste in clothes, and a quiet demeanor. In his apartment he shuffles around in his slippers like a ghost, re-arranging papers and photos as if by some divine plan.

If his secret dreams of kingship are discovered the little man will go berserk, doing all he can to injure, maim, or kill the investigators, although due to his advanced age he is not very capable of violence.

The Dog

Affable Mastiff, age 5

STR 12 CON 12 SIZ 10
POW 7 DEX 9 HP 11

Damage Bonus: none

Skills: Listen 78%, Scent Something Interesting 96%

Attacks: Bite 25%, ID6

Description: The Dog is a large grey-haired mastiff. Its narrow eyes give it a harmless appearance despite its size, and its clumsy gait and huge feet often lead it to trip and fall.

David Langford

Cable Guy, age 41

Race: Caucasian

STR 10 CON 11 SIZ 10 INT 11 POW 11
DEX 11 APP 11 EDU 12 SAN 41 HP 11

Damage Bonus: 0

Education: High School

Occupation: Cable-Television Repairman

Skills: Accounting 12%, Drive Automobile 55%, Electronics 39%, Fast Talk 31%, Mechanical Repair 36%, Persuade 30%

Languages: English 60%

Attacks: None

Description: Langford was once a handsome and garrulous older man, but the Night Floors have been cruel to him. He looks more like a starved victim of a Nazi death camp than a cable repairman now.

Thomas Manuel

Mad Artist, age 26

Race: Hispanic

STR 11 CON 12 SIZ 11 INT 12 POW 14
DEX 13 APP 12 EDU 14 SAN 21 HP 12

Damage Bonus: none

Education: B.A., Pratt Institute

Occupation: Fine Artist

Skills: Art History 58%, Art (Painting) 60%, Art (Photography) 31%, Art (Sculpture) 34%, Computer Use 39%, Conceal 19%, Electronics 47%, Spot Hidden 61%

Languages: English 70%, Spanish 74%

Attacks: None

Description: Thomas is an average-looking man with a luxurious mane of black hair which he wears in a loose ponytail. His narrow eyes are blue-grey and are often hidden behind red-tinted sunglasses. He dresses in a casual manner, never in anything more formal than a t-shirt and jeans.

During the day he is withdrawn and polite, but at night, he is an animated and outgoing person who always ends up the life of the party.

Louis Adar Post**Crazed Illustrator, age 27****Race:** CaucasianSTR 11 CON 11 SIZ 11 INT 12 POW 14
DEX 13 APP 12 EDU 12 SAN 29 HP 11**Damage Bonus:** none**Education:** High School**Occupation:** Comic Book and Paperback Cover Artist**Skills:** Art (Painting) 67%, Computer Use 41%, Fast Talk 37%, Occult 11%, Swim 36%**Languages:** English 60%, French 18%**Attacks:** None

Description: Louis is a dishevelled but attractive man who wears only button-down short-sleeve shirts and khakis. His fingers are always covered in india-ink stains and his hair hangs in a permanent unkempt frizz. Despite his odd nature, Louis has a natural charm which comes across in his speech. During the night, however, he is a different person altogether. Quiet and brooding, any provocation of the dark Thomas will drive him into a murderous frenzy.

Mark Armin Roark**Dead Man Who Tells Tales, age 45?****Race:** CaucasianSTR 14 CON 13 SIZ 14 INT 11 POW 9
DEX 10 APP 11 EDU 9 SAN 0 HP 13**Damage Bonus:** none**Education:** Junior High School**Occupation:** Former Travelling Salesman**Skills:** Chemistry 13%, Drive Automobile 26%, Earth Science 29%, Fast Talk 37%, History 30%, Mathematics 10%, Physics 20%, Sneak 39%, Spot Hidden 44%**Languages:** English 45%**Attacks:** None

Description: Roark is an overweight man in a seersucker suit. Roark's wig, a comical lump of red hair which sits on his head with all the grace of a dead animal, is his only point of pride. Roark's overbearing nature is compounded by his large stature and bulky frame. There is always a cigar in his mouth.

Michelle Vanfitz**Annoying Activist, age 29****Race:** CaucasianSTR 11 CON 13 SIZ 10 INT 12 POW 13
DEX 12 APP 11 EDU 17 SAN 11 HP 11**Damage Bonus:** none**Education:** Masters in Womens' Studies, Bennington College**Occupation:** Feminist Author**Skills:** Art (Poetry) 49%, Art (Writing) 38%, Diatribe 81%, Drive Auto 31%, Feminist Literature 53%, Library Use 40%**Languages:** English 92%, Spanish 31%**Attacks:** Mace 39%, ID10 minutes stun**Description:** Michelle is a squat, distressing woman who

frowns constantly. She wears "anti-establishment" clothing: mustafa hat, African beads, hemp vests and pants, and non-prescription glasses. Pretentious beyond compare, she is caught up in her world-view and will not veer from it one iota for anybody. Those who persist in ridiculing her belief system may find out she carries mace everywhere she goes.

Player Aid 2: The Receipt

This small piece of paper can be found in Abigail's apartment.

TEESE PAPER PRODUCTS		00919
R E C E I P T		
ABIGAIL		
CAURA		
WRIGHT		
JULY RENT		
\$850 ⁰⁰		
APT. 5-10		
TOTAL		

Player Aid 3: Roger Carun's Phone Call

This taped message lasts about two minutes, and was left on April 19th on Carmen Wagner's answering machine. It is clearly identifiable as Roger Carun's voice. Transcript follows:

"Carmen? Carmen? I... Listen. I don't know if this is getting through. Listen. I've found... something. It's amazing. The book it's... it's just incredible. It's so fucking inspiring! I'm working on something new, something to do with the change, you'll see... I love it... the way things are now, the way the building, I don't know... is. I can't explain it. The upstairs just goes on and on. The doors... keep on... I don't know... going. It's incredible. Like a Borges story. It's like living in a surreal novel. I can't describe it... The others warned me not to call... but here... um... here I am. Just wanted to say goodbye. To tell you not to come by anymore, I won't be here... I'm hoping to move upstairs soon... to live with the others. Abby and the others are waiting so... gotta go. Love and kisses... Oh... this was Roger Carun. Bye."

SCENE: The Smoking Lounge, a large parlor on the fourth floor. In the room are THE DOG, THOMAS and MICHELLE.

ENTER MARK ROARK.

MARK: Abigail is gone, she moved upstairs today.

THOMAS: And?

MARK: I miss the kid.

MICHELLE: Her dad, that pig, came around. She doesn't like you Mark, no one likes you. Anyway, she ran off with that salesman, everyone knows it.

MARK: Fuck you, you cunt.

THOMAS: Come on guys . . . come on . . .

THE DOG BARKS.

Someone is heard coming up the steps, a loud racket reverberating up and down the staircase.

MARK: Who is that?

Everyone stops to listen.

MICHELLE: Who could be down there? Who is that?

MARK steps to the doorway and leans to look down the stairs.

MARK: Hello? Hello?

ENTER FBI AGENTS.

Appendix D: Adventures Dead Letter

Adam Scott Glancy

IN THIS MINI-CAMPAIGN, DELTA GREEN GETS REINTRODUCED to its old nemesis, the Karotechia. In an ongoing campaign where the Karotechia's post-WWII existence is already known to Delta Green, this scenario can be just one thread in a vast web of Karotechia plots. What sets this scenario apart is that the investigators will have a chance to go head to head with Reinhard Galt, one of the three members of the Karotechia's ruling Triumvirate. This scenario calls for the investigators knowing when to be cautious and when to be bold. Too-cautious investigators will end up eating Reinhard Galt's dust. Overly bold investigators will end up with impressive funerals.

For the Delta Green investigators, this scenario begins with a package intercepted by the U.S. Postal Inspection Service, a package with some highly unusual contents. But the story begins long before the investigators enter the picture.

Background

The old saying is true: old Nazis never die, they just go to South America. In an isolated and well-defended hacienda in Brazil, an organization steeped in blackest magic has taken upon themselves the holy mission of starting a Fourth Reich, a Reich grounded in the occult. This group, the Karotechia, networks with Aryan and white-supremacist organizations around the world. (For more information on the Karotechia, see *Delta Green*, pp. 98-III.)

One of the Karotechia's ruling triumvirate, Dr. Gunter Frank, is a technological necromancer of great skill. His experiments in re-animation and necromancy are ongoing and require the use of exotic chemical compounds. Because his work is now being conducted on a massive scale, Dr. Frank's facilities at *La Estancia* in Brazil cannot produce enough of his re-animation compounds. He has therefore placed an order through Nuevas Fronteras, one of Dr. Frank's South American shell companies, with the American pharmaceutical company Amalgamated Bio-Carb (or ABC). The production of the re-animation compound is a highly illegal operation. Numerous OSHA and EPA standards would be violated by the production, transportation, and export of a chemical compound whose application, for security reasons, ABC would not be permitted to know.

ABC was perfect for the job. They were small, new, utilized cutting-edge technology, were geographically and jurisdictionally isolated (on the Blackfoot Indian Reservation, straddling the Montana/Alberta border), and so hungry for capital that they asked no questions about the mysterious compound.

But nothing is ever really perfect . . . and accidents do happen.

The "Accident"

A month ago, a group of low-rent burglars broke into ABC's "Gemstone" Blackfoot Production Facility. Thomas Iron Shirt, Jacob Lefthand, and Charles Low Horn—all residents of the reservation—mistakenly believed that there were chemicals at ABC that could be used to make designer drugs, like methamphetamines and XTC. They were assisted in their break-in by Iron Shirt's girlfriend, Lynn Crystal Stone, who worked at the plant in as a janitor. She provided Thomas and the others with uniforms, stolen ID, and a map of the facility. They went in during the July 4th holiday weekend.

After the trio entered the facility, they tripped the alarms and were pursued by ABC security personnel into the Sapphire production unit. ("Sapphire" was the code-name that ABC gave to the mysterious chemical compound they were producing for Nuevas Fronteras.) The ABC security guards wisely chose not to go into the Sapphire Unit to confront armed burglars, instead sending four guard dogs. Faced with snarling dogs, Thomas Iron Shirt made the fatal error of firing his weapon and punctured one of the production vats. The vat's contents were under extremely high pressure and it exploded, flooding the production unit with the gaseous Sapphire compound. As the ABC security guards raced to seal the entrances, the burglars and the dogs died of toxic shock from direct exposure to Sapphire.

They didn't stay dead long.

Within a few minutes the newly risen dead were howling and pounding on the sealed door as they tore each other to shreds. The first ABC personnel on the scene wanted to open the production unit and rescue the burglars, who they mistakenly thought had miraculously survived the chemical spill and were now being attacked by the guard dogs. Others argued that the chemical spill would contaminate other areas of facility.

One of the zombified burglars, Jacob Lefthand, was literally torn limb from limb by the zombified guard dogs, whose

addled minds continued to obey their last orders. Lefthand's severed appendages continued to flop around on the floor, unable to lose their newfound unlife. Charles Low Horn and Thomas Iron Shirt tore two of the dogs apart, but eventually Low Horn fell before the animals and was badly mauled, losing a hand and a foot. Iron Shirt, who still retained his original intelligence, hid himself in an equipment closet with his companion. The dogs occupied themselves mutilating Lefthand and eventually calmed down. Once things became quiet in the Sapphire production unit, the ABC cleanup team figured the burglars were dead and chose not to open the unit until they were sure they could contain the spill.

Within an hour, Special Operations Director Ray Turner arrived on the scene and began to get things organized. When ABC personnel in biohazard suits entered the production unit, the two intact zombified dogs forced their way out and attacked the ABC personnel. Several personnel received bite and claw wounds and ABC security guards shot the berserk animals. The gunshot wounds, which could best be described as "non-survivable," failed to daunt the frenzied attacks. The dogs were eventually crippled by multiple shotgun blasts.

When the cleanup team entered the Sapphire production unit they found the dismembered components of Jacob Lefthand and the two other dogs still flopping around on the floor. Thomas Iron Shirt's cries for help brought the cleanup team to the equipment closet and its ghastly occupants.

Ray Turner was the first to realize what they may have stumbled onto and ordered a cover-up. The break-in was not reported to the Tribal police, the chemical spill was not reported to the EPA, and the ABC personnel who witnessed the event were first bribed and then dispersed to new and higher-paying positions with other ABC facilities. (Fortunately, there were few people to relocate, since the facility had been running on a skeleton staff for the holiday.)

Turner reported the break, the chemical spill, and the fatalities to his superiors at ABC, but he did not report the effect that Sapphire had on the burglars and dogs. Until he understood what Sapphire was and how it worked, Turner decided to keep all the information about the "zombies" to himself. Instead, he called in Dr.ENZILI Metreaux, one of ABC's top bio-chemists. She had previously been working on new forms of artificial stimulants to revive coma patients. Turner couldn't have chosen a better person for the job.

The New Re-Animator

The process for creating Dr. Gunter Frank's re-animation compound was not new. It was a refinement of a technique devised decades ago by Dr. Herbert West, combined with parallel research performed by Dr. Javier Muñoz. Fifteen years ago, West's dissertation and some of his notes were dug up by Dr. Metreaux, then a medical student at Miskatonic University.ENZILI, the granddaughter of a voodoo *mambo*, did not think West's research into the revivification of dead

tissue sounded as ridiculous as West's contemporaries did. Intrigued, Metreaux continued her research on Dr. West and his work and eventually discovered a journal kept by West's assistant. She found records from the Sefton Asylum for the Criminally Insane which partly corroborated the journal's account of West's experiments. Metreaux also followed up several intriguing leads concerning West's work in Flanders as a member of the WWI Canadian Expeditionary Force. In her spare time she tried to recreate West's experiments, but never got so much as a twitch from any of the lab animals she tried to re-animate. Ultimately, she gave up pursuing West's experiments.

Today, Dr. Metreaux works for Amalgamated Bio-Carb as one of their chief researchers, pursuing research on reviving coma patients and drugs which can mimic the work of nerves. Brought in by Ray Turner, she examined the Sapphire compound to determine exactly what ABC had been producing for the past six months, as well as figure out what Sapphire did to the burglars and the dogs who were exposed to it.

Set up in a restricted-access laboratory, Lab 6, Dr. Metreaux quickly recognized the similarity between the compound ABC was producing and the formula for West's "Re-Animation Agent." When she began experimenting with the remains of the burglars and the dogs, she found that the organs remained inoperative and that they neither ate, slept, or respired, but that the central nervous system retained control over the musculature and that cognitive abilities continued at reduced levels. When she began applying the Sapphire compound to dead lab animals, like mice, rats, and guinea pigs, it functioned almost exactly as described in West's assistant's journal. The dead animals functioned as if alive. Dr. Metreaux progressed to experiments on primates, dogs, and larger mammals.

As the scope of her research grew, Metreaux brought in two assistants with whom she had previously worked: Dr. Arnold Crisp and Dr. Peter Zeis. She worked with them in an "open" area of Lab 6 where all experimentation on the guard dogs and the new animals took place. The "closed" area of Lab 6, accessible only by Metreaux, Turner, and a few selected security personnel (and then only if escorted), was where Metreaux continued with her experiments on the three burglars.

Appraised of Metreaux's progress, Ray Turner, without ABC's knowledge, hired a patent-law firm to determine whether the Sapphire compound had, in fact, been patented—which it had not. Turner knew that if Metreaux could refine Sapphire for use on humans, the applications would be worth billions of dollars. Fatal wounds and terminal diseases would be a thing of the past, and perhaps even old age and death could be banished. Ray Turner would be the richest man in the world.

Before that could happen, Dr. Metreaux would have to conduct further experiments on humans. Ray Turner knew that contracting with a medical supply company

would create an unwanted paper trail. And Turner was not yet sure he wanted to share this discovery with ABC. So he tasked his personal fixer and head of security at Gemstone, Louis Deschiel, to look into finding “alternate” means of acquiring the recently deceased. Were it not for the discovery of a security leak within the project, this would have led to smuggling corpses from city morgues around the country.

The Security Leak

Unfortunately for Metreaux, one of her assistants, Dr. Arnold Crisp, began to suspect what she was working on in Lab 6’s closed wing. Curiosity and fear prompted Crisp to break in while he thought Metreaux was meeting with Ray Turner. He was horrified by what he found: the undead Thomas Iron Shirt begged to be released from his plexiglass cell, the lively corpse of Charles Low Horn snarled from his cage like a rabid animal, and Jacob Lefthand’s severed head rolled its eyes insanely as the EKG it was wired to chimed like a metronome. Crisp was forced to hide in the closed wing while Metreaux gave Ray Turner an on-site update on her progress. Overhearing Metreaux and Turner talking, he learned of their plans for the Sapphire compound, as well as their plans to begin experimenting on fresh cadavers.

Crisp feared that if he reported the re-animation experiments to the U.S. government, the feds would drop a national security net over the whole affair and continue the experiments in secret. What Crisp wanted was for the experiments to be exposed to the public and stopped altogether, so he decided to steal a piece of incontrovertible proof and mail it to the press.

But Crisp’s paranoia was running full tilt. He was terrified that if he mailed the proof to some giant corporate-controlled broadcast or print media, ABC might be able to buy them off with the promise of immortality. What Crisp needed were fanatics: people too dedicated, stupid, or crazy to be bought off or intimidated. That’s when he remembered Fiona Lin-Wei, a classmate of his from UC-Berkeley.

Fiona Lin-Wei was a fanatical environmentalist and a member of both PETA (People for the Ethical Treatment of Animals) and ALF (the Animal Liberation Front). She and several other students burglarized Crisp’s graduate-school laboratory, freed all the lab animals, and videotaped examples of what she considered to be cruelty to animals. Fiona used her trial on charges of burglary, theft, and criminal mischief as an opportunity to rail against animal experimentation. Crisp attended the trial and developed a secret crush on the diminutive yet fiery Fiona, who took every opportunity to incriminate herself for the sake of her political views while her co-defendants kept fearfully quiet. This was definitely someone too dedicated, stupid, or crazy to be bought off or intimidated. The last thing Crisp had heard about Lin-Wei was that she was working as a reporter for an

environmentalist magazine called *The Ecotopian*. So Crisp ordered a copy and discovered that Fiona was still on the staff—in fact, she was now the editor.

Fearing discovery if he dared to go inside the closed wing again, Dr. Crisp had to satisfy himself with retrieving the frozen head of a re-animated dog from the open wing of Lab 6. That night he smuggled it off the premises of the ABC facility, drove to Great Falls, Montana, and mailed it off by next-day express, with a note describing the source of the head and promising to get in touch soon with more information. As perhaps a combination clue and an ironic joke, when Dr. Crisp mailed the package he listed Thomas Iron Shirt as the sender on the package and purchasing receipt.

The package never arrived. It was intercepted by the U.S. Postal Service, thanks to heightened security procedures in the aftermath of the Unabomber and a rash anthrax-by-mail threats against abortion clinics. When Crisp called Lin-Wei at *The Ecotopian* and asked what she thought of the package, he was horrified to learn she never received it. He immediately hung up. Since then, Crisp has been in a panic. He doesn’t know what to do. Is Dr. Metreaux on to him? Is his life in danger? Should he run for it? If they don’t know he stole the head, will making a break for it tip them off and get him killed? As the scenario begins, he is paralyzed by fear and paranoia.

The Karotechia Cleans House

The July 4th accident caused ABC to shut down Sapphire for a couple of weeks, and as a result they missed one of their scheduled shipments to South America. Dr. Gunter Frank became suspicious of the delay and tasked a law firm from Montevideo, Uruguay, to politely inquire about the situation on behalf of his shell company, Nuevas Fronteras. ABC responded with nothing but stammering misdirection.

A week after the scenario begins, Frank will dispatch Reinhard Galt, another member of the Karotechia’s ruling triumvirate, to ABC to “correct” the problem. Dr. Frank would not trust this assignment to any of the lesser Ritter because he doesn’t want word of this getting back to Olaf Bitterich. Bitterich is the most powerful member of the Triumvirate, and his eyes and ears are everywhere. Galt is the only person Dr. Frank can rely on for discreet tasks that won’t get back to Bitterich. So Galt will assemble a few hand-picked Ritter and take a helicopter out of the jungle, a sleek Lear jet to Missoula, Montana, and thence to the Blackfoot reservation by helicopter again. There he will announce himself and his associates as representatives of Nuevas Fronteras. They will want answers and an audit of the project. When Galt eventually discovers the truth, he and his associates will destroy Gemstone and kill everyone present.

Timeline of Events

- January 2:** ABC receives its order from Nuevas Fronteras (New Frontiers), a Uruguayan holding company. They begin production of Sapphire soon after, making regular shipments of the compound to South America.
- July 4:** Thomas Iron Shirt breaks into ABC and causes the accident in the Sapphire production unit. In the aftermath of the accident, Ray Turner launches his plan for the cover-up and has the zombies isolated in Lab 6.
- July 7–August 14:** Dr. Metreaux arrives on the scene. She conducts an examination of the zombies and experiments further with the Sapphire compound.
- August 15:** Dr. Metreaux bring Drs. Crisp and Zies to the Gemstone facility.
- August 22:** Arnold Crisp breaks into the closed wing of Lab 6, discovering the true scope of Turner's operation.
- August 23–31:** Dr. Crisp plans a second break-in to steal some evidence of what is going on in Lab 6. He orders a subscription to *The Ecotopian* to learn if Fiona Lin-Wei still works there.
- September 1:** The most recent copy of *The Ecotopian* arrives.
- September 4 (Friday):** Dr. Crisp steals the re-animated dog's head and mails it next-day express to the offices of *The Ecotopian*.
- September 5 (Saturday):** Postal inspectors intercept the dog-head package.
- September 6 (Sunday):** Delta Green investigators arrive in Berkeley at noon (scenario begins).
- September 8 (Tuesday):** The first day after the Labor Day Weekend. Dr. Metreaux notices the missing lab specimen and ABC launches an internal security probe. Fiona Lin-Wei gets an anonymous phone call from Dr. Crisp.
- September 14 (Tuesday):** Reinhard Galt arrives with his clean-up team.
- September 15 (Wednesday):** Galt spends the day investigating ABC and auditing their books. He will contact Dr. Frank at 5 p.m. and receive orders that the Gemstone facility should be destroyed.

Getting Started

But, of course, none of this takes place in a vacuum. Delta Green will be reacting to the discovery of the zombified dog's head. Their task force, in the form of the investigators, will be making life difficult for the villains of this piece. Here is a list of possible agencies from which Delta Green might draw personnel for this mission. This is only a suggested list of possible agencies which would have appropriate personnel. Keepers should feel free to add investigators from any agency they feel will make the scenario more interesting and enjoyable.

Central Intelligence Agency
Federal Bureau of Investigation
Postal Inspection Service
Center for Disease Control and Prevention
U.S. Army Medical Research Institute of Infectious Disease
Environmental Protection Agency
Local Law Enforcement

Keepers should keep in mind that there are three basic approaches the investigators can take while pursuing this mission: the Overt Method, the Covert Method, and the Clandestine Method. The Overt Method has been referred to by some playtesters as "*The X-Files method*." This is where the investigators just walk up and flash their ID and start asking questions, not necessarily explaining what they're investigating. It's quick, but loud. The Covert method is where the investigators show up with a cover story and ask

their questions. The trick here is making sure the questions asked don't arouse the subject's suspicion that the investigators are really something other than they appear. The Clandestine method is where the investigators never reveal their presence while searching for their answers. In this method phones are tapped, rooms bugged, suspects followed and photographed, and homes and offices secretly searched. At any point during the scenario, the investigators may employ any of these methods and the Keeper should be prepared to react accordingly.

The investigators will be brought in on this op by a Delta Green agent who calls himself John Drake. He is a retired CIA administrator and will act as the team coordinator. His job is to gather the assets, human and otherwise, and communicate with other cells as needed. Drake was contacted by a Delta Green friendly in the Postal Inspectors named Johann Baldwin, and after conferring with Cell A, he assembles the investigators.

Initial Briefing

On September 5th, the investigators will be contacted by a variety of methods: encrypted email, "wrong-number" phone calls with code words slipped in, dead drops, a random street encounter, whatever the Keeper feels is appropriate for the individual investigator. Be sure to emphasize how this ruins their plans for the Labor Day weekend. All the investigators will get their invitation to "a night at the opera," directing them to go to San Francisco and then to the University District post office in Berkeley, across the bay. The

initial mission briefing will be short and to the point; it appears at the bottom of this page.

The investigators are to arrive at noon on Sunday, September 6th, when the post office is closed. They will be met at the rear loading docks by Inspector Baldwin. He will take them back through the letter-sorting area to a snack room, where the dog head has been temporarily placed in a freezer previously used to hold employee lunches. John Drake will be there and will thank them all for answering his summons so quickly. Drake won't brief the investigators, leaving that to Baldwin.

Baldwin explains that the package was discovered by a postal worker, who noticed it was leaking an oily fluid. The leaking fluid smelled like "some type of chemical," which caused Postmaster Jim Hardwick to call in the Sheriff's bomb squad. The bomb-sniffing dogs went crazy at the package's smell, but did not alight on the package to indicate the presence of explosives. Baldwin and his partner Richard Rafferty brought in a portable x-ray machine and took a look inside the package. The still image they got was of a dog's head wrapped in cold-packs. The bomb-squad packed it in and Baldwin and Rafferty opened the package to see if they could figure out what was up.

That's when they discovered the dog head wasn't dead. It was moving. It bit Rafferty on the hand and wouldn't release him until Rafferty emptied all six rounds from his service revolver into the head; Baldwin believes the only reason it let go was that Rafferty shot the thing's jawbone out of its hinge.

Rafferty was given an indefinite medical leave and is currently at home, high on pain-killers and scotch, but can't

quite stop shaking. Baldwin, however, assures the investigators that Rafferty is a good man who knows when to keep his mouth shut. Baldwin also lets the investigators know that he ordered everyone who'd seen the head, including Postmaster Hardwick, to not say anything to anyone about what they'd seen. That may not allay the fears of some investigators that a leak could result in unwanted press attention.

Baldwin goes to the refrigerator and retrieves a cardboard box. The investigators may take whatever hazardous-materials precautions they wish, although there is no danger from the head. The box's sides are stained from the inside by some kind of bluish fluid. Investigators will easily note Baldwin's obvious revulsion and trepidation at picking up the box; they will also hear that something is wetly flopping around inside the box. Baldwin will then gingerly cut the tape and tip the contents out onto the card table.

What lies twitching on the snack-room table is an absolute abomination against nature. The head is that of a German Shepherd. Its right eye is blasted away by a bullet wound. There is a wound in the skull which has exposed the brain tissue. The jawbone was shot out of its right hinge. Even so, its jaw muscles jerk spasmodically. The flesh of the bloodless stump is stained faintly blue, as is the exposed brain tissue. While unpleasant to handle, the head poses no danger. The damage to the jaw hinge prevents it from closing sufficiently to cause damage.

Seeing the twitching, mangled head is a o/ID6 SAN loss.

Drake will leave after the briefing, saluting the investigators with a "Be Seeing You" sign. Before he goes, he gives

Mission Briefing

Contact Point: University District Post Office, Berkeley, California

Date/Time: September 6th, noon

Mission Objectives:

- 1) Determine the source and the nature of the biological anomaly.
- 2) Determine level of involvement of the intended recipients of the biological anomaly.
- 3) Determine level of threat to national security and public safety created by whomever or whatever is responsible for the biological anomaly.
- 4) Neutralize any immediate threats with a minimum of exposure.
- 5) If violations of federal law have been committed, determine whether charges can be prosecuted without exposure of the public to information about preternatural or paranormal phenomena. If those responsible can be brought to justice without exposing us or the existence of preternatural or paranormal phenomena, then do so. If the threat of exposing us or the existence of preternatural or paranormal phenomena is too great, "alternative methods" of resolving the situation are authorized.

Postal Inspector Johann Baldwin will present all physical evidence currently available. Inspector Baldwin is a friendly, not an agent. Do not compromise compartmentalized security.

Agent Drake will provide all logistical support and coordinate your task force's operation with other agents and friendlies as needed. Agent Drake is the only contact authorized to receive information about this operation. All requests for resources and information must pass through him.

Be Seeing You . . .

them his card, with the number to his encrypted cell phone, and reminds them, "If there's anything you need, don't hesitate to call. We have friends everywhere." Once he is gone, Baldwin will ask if the investigators would like to see what came with the head. That includes the original package, eight cold-packs, a garbage bag used to wrap the head and packs together, two sets of surgical gloves, and a note.

Plugging the Leaks

One of the first things the investigators may want to do is to make sure none of this gets out and that no one has mentioned what happened to anyone. There is no set way to go about this process, but a few techniques are possible.

First, the postal workers who were on duty the day the head was discovered could be gathered together so that one of the investigators with high ranking law-enforcement or national-security credentials could read the postal workers the riot act. Pensions and employment could be threatened, with the added twist of group culpability if the story gets out. ("If this story so much as shows up in the *Weekly World News*, every one of you is fired and your pensions and retirement benefits are history!") Workers with seniority will have more of an interest in protecting their employment and retirement benefits. Employees with less (or no) seniority will not be so intimidated by such threats.

Second, the eighteen employees who were on duty that day, including the Postmaster, could be polygraphed over the course of a day. This might help determine who might have already mentioned something to their wife or over a beer with a friend. It should be left up to the Keeper whether anyone will need to be threatened with death or bodily injury before they realize that the investigators are not to be taken lightly. This section could allow a Keeper to explore the darker side of Delta Green's conspiratorial nature: what price are the investigators willing to pay to maintain secrecy?

The Evidence

The investigators have a limited number of clues to start with: namely, the package and its contents. There's a bullet-ridden dog head (still moving), eight cold-packs, a garbage bag used to wrap the head and packs together, two sets of surgical gloves, a note addressed to Fiona Lin-Wei, and the cardboard box that all of the above were sent in, which contains both destination and return addresses, as well as a postmark.

The Head

The dog head can reveal a number of secrets. To perform forensic and chemical analysis of the head, the investigators will need access to laboratory facilities. There are a number of such facilities available.

First, there is the regional FBI crime lab in San Francisco, access to which will depend on the investigator's federal law-enforcement connections. Lab personnel will be hesitant to allow the investigators to use the lab without solid authorization.

Second, those with CIA contacts—including Agent Drake, if asked—may have access to a "safe" laboratory in San Francisco which could provide facilities, for a price: Tenet-Woodson Laboratories, \$7,000 per night, no questions asked. (The lab is owned by a former CIA agent who still does low-profile work for his old employers on occasion; it also manufactures illegal pharmaceuticals for a local drug posse.) Drake can secure \$5,000 in funds from Cell A, but the investigators will need to use the Bargain skill to obtain the use of the lab at that price; alternately, they can make up the shortfall themselves.

Finally, there is a lab at the UC-Berkeley Veterinary School which may be used if the investigators make contact with a Delta Green friendly at UCLA, Dr. Nadja Fulani (see *Delta Green*, p. 58). The investigators will either need to have worked with Dr. Fulani before or make a Know roll to recall her from their conversations with other DG agents over the years. She is described in detail on p. 282, as she may have other contributions to make to this op. Through friends and acquaintances on the Berkeley campus, Fulani can get the investigators into the lab after hours, between 8 P.M. and 4 A.M., at no cost—assuming they don't blow anything up.

Forensic Analysis

Apart from the .38 caliber bullet holes in the head, the only other trauma to the head is, of course, where it was sawn from the neck. A Forensics roll reveals it was removed with a surgical saw. It is impossible to determine whether the head was re-animated before or after it was removed from the dog's body. A Forensics roll reveals that the brain has been severely damaged by the .38 caliber rounds. The musculature has also been severely damaged, but even so the muscles continue to function. The one intact eye rolls madly in its socket, the tongue quivers, the ears twitch, and the jaw limply flops open and shut from its single remaining hinge.

A Medicine or Biology roll reveals that the tissue of the dog's head is neither truly dead nor alive. On a cellular level the head's cells are not replicating, repairing themselves, taking in nutrients, or excreting waste. But they're not dying, either; they seem to be in some sort of stasis. An EKG or CAT scan will reveal that the neural synapses of the brain—what's left of it—are still firing.

Chemical Analysis

A Chemistry roll reveals that the head's cell structure is permeated with an unknown chemical compound. A second Chemistry or Medicine roll will break down the compound's chemical composition into a partial formula. Not every element is identifiable, but it has the characteristics of adrenaline, cere-

bral-spinal fluid, and neural-transmitters. The compound is without doubt artificial. It has a characteristic blue color, which tints all the tissue it permeates.

The Cold-Packs

The eight cold-packs can provide no additional clues. They are a common variety used by institutions across the country. There are no fingerprints.

The Garbage Bag

The garbage bag is a common household brand, and holds no fingerprints.

The Surgical Gloves

There is nothing that can be learned from the gloves, not even a brand name.

The Note

The note is the most important source of information the investigators have, as it reveals where the package came from. A successful Spot Hidden and Know roll—or just a Computer Use check—reveals that the note was printed by a consumer-quality ink-jet printer on recycled twenty-pound paper. The text of the note—which appears as Player Aid #1 on p. 315—reads as follows:

Dear Ms. Lin-Wei,

This abomination was the result of experiments conducted at the Amalgamated Bio-Carb, Inc. chemical production facility on the Blackfoot Indian reservation, just north of Browning, Montana. From past experience I know you can be trusted to do everything in your power to expose this obscene perversion of science and nature. My position here is precarious, so I must move cautiously. I will contact you soon.

At this point, the investigators will likely want to learn everything they can about Amalgamated Bio-Carb, Inc., its Blackfoot production facility, and the Blackfoot Indian Reservation.

Amalgamated Bio-Carb, Inc.

The investigators can find information on Amalgamated Bio-Carb, Inc. in the records of the IRS, the Securities & Exchange Commission, Occupational Safety and Health Act (OSHA) inspections, EPA inspections, EPA Permits and Licenses, news items, ABC's initial public stock offering prospectus and corporate charter, and mentions in professional journals. This material can be accessed through connections to the Internet and to computerized federal databases if the

investigators have access to such resources through their day jobs. (No, ABC does not maintain a web site, although they have registered the domain name www.amalbc.com for future use.) Each successful Library Use roll reveals one of the following bits of information. Each roll, successful or otherwise, takes an hour to complete. Read the resulting information to the players and allow them to take notes.

First Successful Roll: Amalgamated Bio-Carb, Inc. is an aggressive bio-technology research and production firm, publicly traded on the NASDAQ stock exchange under the symbol AMAL. They seek to patent new drugs and chemicals which have applications to human (and to a lesser degree, animal) medical needs. They also subcontract their chemical and pharmaceutical production facilities, producing orders for customers around the world. But the long-term corporate goal is to turn their own production facilities to the production of patented drugs that ABC produces. ABC currently has twenty-three drug patents pending. They are particularly interested in drugs that affect the central nervous system: anti-psychotics, anti-seizure medication, etc. Their first commercial product, currently undergoing FDA review, is a drug used to revive long-term coma patients. ABC has also been seeking artificial neurotransmitters which could be used to "bridge the gap" in severed nerve ganglia. Such a neurotransmitter would effectively end the suffering of millions of people suffering from various forms of nerve damage and paralysis. Their stock was issued in 1995 at \$5/share, and has been as high as 57³/₁₆; at present, it's hovering in the low 20s. Analysts who follow the volatile field of cutting-edge biotech stocks predict that if ABC's coma drug is approved, they'll hit a twelve-month high of 128, with a three-year possibility of 260. With one million shares in play, their current market capitalization is about \$23 million.

Second Successful Roll: ABC's latest annual shareholder report includes a list of major stockholders, most of whom are administration and critical R&D personnel. If later compared against a subscription list from *The Ecotopian*, Dr. Arnold Crisp—who owns 15,000 shares of the company and has options for 30,000 more—will be the only ABC employee mentioned who subscribes to *The Ecotopian*.

Third Successful Roll: At the E-Safe Online Brokerage investor web site, one of their biotech analysts posted the following update two months ago: "Amalgamated Bio-Carb, Inc. (NASDAQ: AMAL) is running low on capital, due to the high burn rate typical of the emerging biotech sector. The CEO, Dr. Leslie Dehaveland, has been pouring money into research and development but has yet to bring a product to market. ABC's contracts for small-scale pharmaceutical production have helped, but investors have seen a lot of biotech companies come and go and few have lived up to their potential; ABC may be just another flameout waiting to happen. If the FDA denies the coma drug or it flounders in the marketplace, Dr. Dehaveland may be out of a job. Rumors of infighting on the board of directors have further destabi-

lized the stock price, and several larger companies have made quiet noises about a hostile takeover. ABC is allegedly looking for a 'White Knight' to invest in the company in order to stave off just such a takeover."

Fourth Successful Roll: Amalgamated Bio-Carb, Inc. has developed a reputation for playing fast and loose when it comes to FDA and EPA regulations. They have set up most of their production and facilities outside U.S. jurisdiction, preferring such locales as a Blackfoot reservation, South Korea, Taiwan, and the People's Republic of China, although their headquarters and primary research facility is located just outside Baltimore, Maryland. There is a persistent rumor that ABC researchers have conducted human experimentation in China as part of their program to repair neural damage, and their name has been mentioned by congressional representatives in conjunction with the ongoing debate over high-technology leaks to China. These rumors may be one of the reasons why none of the large pharmaceutical corporations has moved to take over ABC through a stock buyout. While ABC has a great reservoir of research to be plundered, any incoming owners would become liable for any suits or fines resulting from ABC's violations of FDA and EPA regulations.

Fifth Successful Roll: Amalgamated Bio-Carb, Inc. may have been involved with some serious legal violations in its overseas operations. In the last year, ABC has retained Ray Turner as a Special Projects Consultant. Turner has long been known as a corporate "fixer" who has allegedly engaged in criminal actions in support of corporate policy. He's been suspected in the bribery of legislators in Taiwan, of supporting labor unrest in the Philippines to pressure legislators into granting construction permits for a chemical plant in Manila, and blackmailing government officials in Malaysia to halt the investigation of a fire at an oil refinery. This would suggest that ABC has need of Turner's particular talents.

ABC's Blackfoot Production Facility

Information on this facility can be found in applications and blueprints available through the Blackfoot Reservation Development Council, OSHA inspections, EPA inspections, EPA Permits and Licenses, newspaper articles, and IRS records. This information can be accessed through the Internet and connections to computerized federal databases. Each successful Library Use roll reveals one of the following bits of information. Each roll, successful or otherwise, requires one hour to complete.

First Successful Roll: In 1964 the Tribal Council applied to the federal government for permission to set their own air-quality standards. This right was granted by an act of Congress because the poverty of the area was so great that the only kind of power plant the reservation could afford was a coal-burning plant without scrubbers to filter the emissions. In the early 1970s, internal pressure within the Blackfoot tribe (due to health and environmental con-

cerns over the Blackfoot power plant's emissions) caused the tribal council to invest in technologies that would bring the plant up to current EPA standards. However, the act granting the tribe autonomy in setting their emissions controls was never repealed.

Twenty years later, in 1996, ABC opened their Blackfoot Production Facility, just 20 miles north of Browning, the capitol of the reservation. The facility is effectively outside the jurisdiction and oversight powers of OSHA and the EPA. However, the Blackfoot Tribal Council's Environmental Protection Board has set health and safety standards of their own which are strictly enforced.

Second Successful Roll: No one at EPA or OSHA knows for sure what's going on at ABC's Blackfoot facility, as on-site inspections are not permitted without prior approval of the Tribal Environmental Protection Board and ABC itself. The last EPA "courtesy inspection" took two months to approve. They didn't find any violations of EPA or OSHA standards. However, that inspection was in December of last year. The inspection for this year has not been scheduled yet, but it will no doubt also meet with delays in approval.

Third Successful Roll: Give the players a copy of the ABC facility map on p. 290.

The Box

The box airbill has three important clues: the destination address, the return address, and the date sent (you should fill this in yourself). It appears as Player Aid #2, p. 315.

The Destination Address

The package was addressed by hand in ball-point pen to Fiona Lin-Wei, c/o *The Ecotopian*, Berkeley, California.

The Ecotopian

The Ecotopian maintains a website at www.the-ecotopian.org. It's a bi-monthly magazine devoted to environmental activism. The website shows that it was founded in 1992. The magazine is sold by subscription and on newsstands in larger metropolitan areas. If the investigators obtain a copy, they'll find a professionally produced magazine printed on newsprint, running thirty-two pages an issue. It focuses on west-coast issues, but includes brief reports on environmental topics from around the world. The most recent issue has a cover story on a legal whale hunt undertaken by the Makah tribe of Washington state, a hunt opposed and occasionally intercepted by activists from the Sea Shepherd organization.

If the investigators have access to FBI databases, they can learn that the FBI believes *The Ecotopian* may have a radical, criminal agenda. *The Ecotopian's* staff includes members of Earth First, PETA, ALF, and Gradual Human Extinction (a group espousing the extinction of the human race

through 100% birth control); all of these groups have a history of activism that occasionally includes criminal activities. Several of the staff have criminal records, mostly involving minor drug-possession charges, trespassing, and criminal mischief charges related to the harassment of corporations, laboratories, and other facilities that work with toxic chemicals or perform animal experimentation. The FBI speculates that some members of *The Ecotopian's* staff may be providing financial assistance to those engaged with harassment and sabotage of what *The Ecotopian* views as criminal corporations.

Fiona Lin-Wei

A search of the FBI's National Criminal Information Computer reveals that Fiona Lin-Wei of Berkeley, California, has a criminal history and a file with the FBI as a known ecological radical. Born 08/03/71, Lin-Wei is of Scottish-Chinese descent. She attended UC-Berkeley's journalism school from 1989 to 1992, when she was expelled following her conviction in 1992 for burglary, grand theft, and felony criminal mischief. The conviction stems from an incident in which she and three other members of the Animal Liberation Front broke into a research laboratory that was conducting experiments on sleep deprivation using primates. The ALF burglars stole the primates and transferred them to unknown ALF members for sanctuary. She is also a member of People for the Ethical Treatment of Animals and is currently employed as the editor of *The Ecotopian* magazine. In 1995 Lin-Wei was arrested on a misdemeanor charge of battery, for using pepper spray on a man in a Berkeley coffee shop whom she claimed assaulted her; witnesses gave conflicting statements to police. That charge was dropped when the victim, who gave a false address, could not be located. In 1996 she was arrested for battery once again, after pepper-spraying a plant manager at a paint factory in Oakland involved in a labor dispute with immigrant workers, for which she received community service and a psychological evaluation.

Footnote: The psych eval was conducted by county mental-health workers and is guarded by doctor-patient privilege. The only way the investigators could obtain this report would be through illegal means, bribery of a clerk, cybertheft, or burglary of the Oakland County Mental Health Office. A summary of the report follows:

According to her examiner, Fiona Lin-Wei has "a serious anger control problem." She is extremely insecure, both physically and intellectually. This insecurity often manifests itself in an aggressive confrontational stance. When her intellectual positions or moral beliefs are challenged, Ms. Lin-Wei will often resort to physical intimidation. Attempts to match her physical intimidation will characteristically result in a violent response. The report recommends that Ms. Lin-Wei complete a twenty-six week anger-management course.

The Return Address

The return address is for a Thomas Iron Shirt, in care of a P.O. box on the Blackfoot Indian Reservation in Montana. A search of the FBI's National Criminal Information Computer will reveal one William Thomas Iron Shirt, a citizen of the Blackfoot Indian Reservation in Montana. He was born 03/23/77 and has had six juvenile and two adult arrests for trespassing, burglary, and petite larceny. His last listed physical address is with his father, Robert Iron Shirt, on the Blackfoot Indian Reservation.

The reservation post office has no box account for a Thomas Iron Shirt. In fact, the P.O. box listed on the return address is not even a valid number.

The Postmark

The package was postmarked in Great Falls, Montana. With Baldwin's help, the investigators can obtain—by next-day express mail, naturally—a copy of the security videotape from the time of the shipment. The shipper is a slender, blond-haired caucasian man in casual clothing. From this tape, the investigators can easily produce a clear photograph of the man they may later learn to be Dr. Arnold Crisp.

Handwriting

If samples of Dr. Crisp's handwriting are ever obtained, a successful Graphology skill roll will confirm that Dr. Crisp addressed the package and filled out the receipt for the two-day express delivery. A Graphology roll will also reveal that the writer was under mental stress when he wrote the receipt and addressed the package. At the Keeper's discretion, Graphology can reveal other traits of the writer: male, age 30–40, college-educated, probably from the east coast.

The Ecotopian

As mentioned earlier, there is a Delta Green friendly, Dr. Nadja Fulani, with ties to the UC-Berkeley campus. She may be able to provide the investigators with some information about *The Ecotopian* before they just go barging into the magazine's offices.

Dr. Fulani is a professor of Anthropology at UCLA and one of Delta Green's staunchest allies, having joined the organization while it was still officially sanctioned. Dr. Fulani serves Delta Green by providing intelligence on cults and secret societies, both new and old, while she continues to conduct her own anthropological studies.

She can brief the investigators a bit about *The Ecotopian*, as she is a subscriber and has numerous back issues. If asked, she'll be happy to part with them temporarily. (Their web site contains a smattering of articles, but they have yet to put their entire back catalog online.)

Reading the articles by Fiona Lin-Wei in the back issues of *The Ecotopian* takes three hours to complete. A successful Psychology roll gleans the following:

The author, Ms. Lin-Wei, is a true believer. She is very dedicated to the cause of environmentalism; it is perhaps the closest thing she has to a religious faith. She is a supporter of the Gaia Hypothesis, which holds that the Earth is a living, breathing organism. In recent issues of *The Ecotopian* she has begun to refer to the Earth as "Mother Gaia." Her reporting style is quite inspired and compelling. The ideas and philosophy espoused in the editorials and expressed throughout the articles are from the extreme far left. She often comments that the choice between the two main political parties is no choice at all. Even so, she still takes special care to vilify the Reagan-Bush administrations, which she characterizes as being dominated by "war-mongering patriarchal fundamentalist Christian fanatics, pushing an agenda of rapacious greed at the expense of women, people of color, and the 'lower' socioeconomic strata." She is deeply suspicious of the federal government, and the bigger the agency the more contemptuous she is. She admires anti-corporate monkey-wrenchers who harass and publicly expose the actions of environmental criminals.

The Office

The Ecotopian's offices are on the second floor above a health-food restaurant (Eagle Roost) and an espresso bar/bookstore (Bay Lights Books) less than four blocks from the campus of the University of California at Berkeley. The Delta Green investigators will likely stick out like sore thumbs in this environment.

The cluttered interiors of the office are well-lit by large banks of windows and a skylight. The work area is one large open suite, its walls lined with filing cabinets and the floor filled by a half-dozen desks piled high with computers, bric-a-brac, and loose paperwork. The walls are plastered with Greenpeace and Earth First posters. There are plants adorning the desks and filing cabinets. The desk nearest the stairs acts as a kind of reception desk. Investigators are greeted by Dwight Jenkins, a bespectacled and bearded young man. Dwight studies political science at UC-Berkeley and works at *The Ecotopian* part time—mostly to meet girls. He'll be suspicious of federal investigators and it will require a successful Fast Talk or Persuade roll to get him to admit that Fiona Lin-Wei is in the office—in fact, she's sitting at the far desk, quietly eyeing the investigators.

Dwight will react better to female investigators than male ones. Add the female investigator's APP to all Fast Talk or Persuade rolls. A Credit Rating roll will be useless among the anti-establishment types around *The Ecotopian*.

For her part, Fiona Lin-Wei will be very interested in meeting with the investigators, primarily because she'll want

to pump them for information and find out what they're investigating; if Dwight is stone-walling them, she may choose to intercede and introduce herself. She won't meet them alone, especially if there's more than one investigator. In fact, she will try to involve the entire staff in any interview the investigators try to conduct. She will not want to lose the advantage during any confrontation with the feds.

It will be extremely difficult for the investigators to conduct their interview while the other staff members interrupt them with questions, demands to see a warrant (which is not necessary unless the investigators want to make a legal search), and rude comments about Waco, and Ruby Ridge. Lin-Wei will treat federal investigators contemptuously and with suspicion. All Bargain, Fast Talk, and Persuade rolls will be at half normal skill levels. If the investigators let slip that they intercepted a package sent to her, she'll demand the investigators hand it over. Failure to do so will result in Lin-Wei taking legal action, filing suit against the U.S. Postal Inspection Service. Later she may try to follow the investigators or photograph them as part of a story for the magazine ("Federal Investigators Intercept Evidence, Raid Ecotopian Offices"). This could prove very annoying for any Delta Green investigators. However, she will not harass them once they leave Berkeley.

Actually, there's very little Lin-Wei can tell the investigators. Her only contact with the package's sender came when he called her on September 8th and asked what she thought about the package. When she told him she didn't know what he was talking about, the anonymous caller panicked ("Omigod! Omigod!") and hung up. She didn't know Dr. Crisp in college and didn't recognize his voice; neither will she recognize his handwriting.

Breaking In

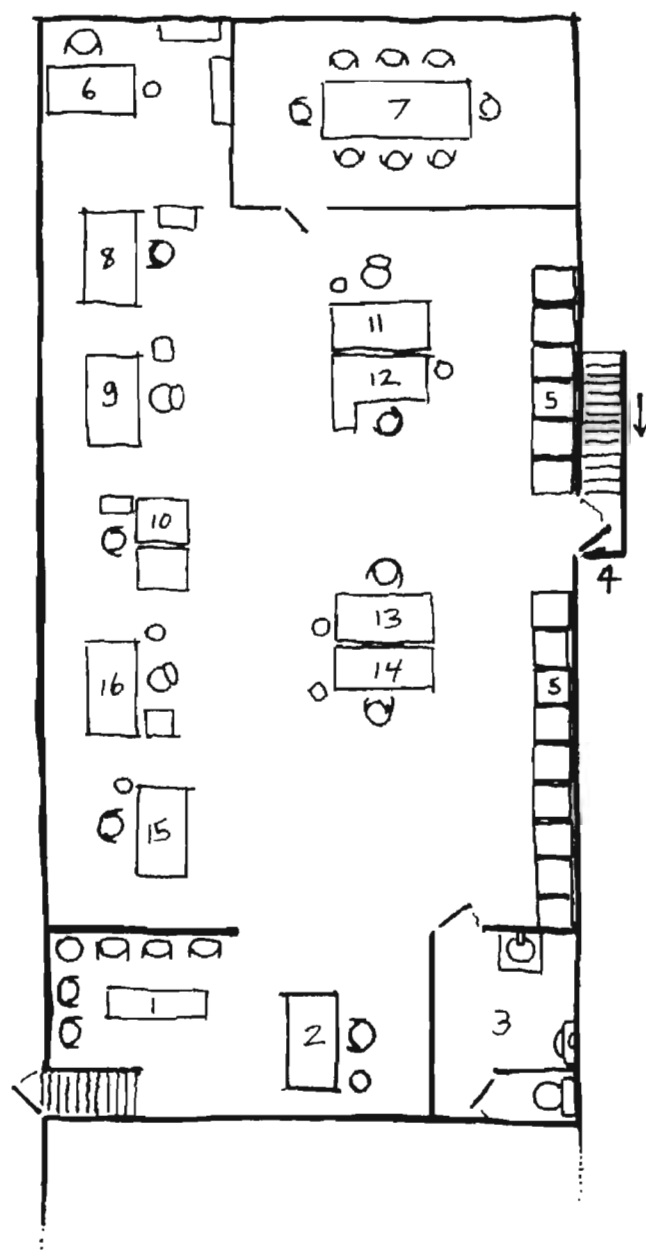
No *Call of Cthulhu* investigation would be complete without a little B&E, and it is very likely that the investigators will want to break into the offices of *The Ecotopian* looking for clues. There is one important clue here—the magazine's subscription roster—but it will require that the investigators are looking for it specifically.

Each staff member, save Dwight Jenkins, has a Macintosh computer on the desk. The computers are protected with a simple password system that requires a Computer Use roll to bypass. (Rebooting the system while holding down the shift key to disable extensions will do the trick.) Once in, they can copy all the data and sift through it at their leisure.

The critical clue is located on Dana Gastineau's computer, the staffer in charge of keeping up with subscriptions. The only subscriber in Montana is Dr. Arnold Crisp, whose address is an apartment number in care of Amalgamated Bio-Carb Inc.

The information at *The Ecotopian*, combined with the likeness of the package-sender taken at the Montana Post Office, will pretty much give the investigators their whistle-

THE ECOTOPIAN OFFICES (SECOND FLOOR)



1. RECEPTION AREA
2. RECEPTION DESK
(DWIGHT JENKINS)
3. RESTROOM
4. FIRE ESCAPE IN
ALLEY
5. FILING CABINETS
6. KAREN
CZACHOWSKI'S
DESK
7. BREAK/MEETING
ROOM
8. LIN WEI'S DESK
9. MICHELLE MCGREGOR'S
DESK
10. TRISH JOSEPH'S DESK
11. KEITH BASS' DESK
12. KATHERINE HOPKINS' DESK
13. COLLEEN HARPER'S DESK
14. MANUELA KLICH'S DESK
15. DANA GASTINER'S DESK
16. SHANA VANDUMODES DESK



blower tied up with a Christmas ribbon. Now the investigators need to decide how to approach the next phase of their investigation: getting a look inside the Gemstone facility.

The Reservation

After Berkeley, the investigators will want to backtrack the package to the Blackfoot Indian Reservation and Amalgamated Bio-Carb. Getting to the reservation and its capitol of Browning, Montana, is up to the investigators. A charter flight or commercial flight can get the investigators to the Great Falls regional airport. A military transport could be hopped to Malmstrom Air Force Base, located just outside Great Falls. From there the investigators can rent a vehicle and drive to Browning. The closest FBI Regional Office is in Salt Lake City, Utah, but there is a small office in Helena, the capitol of Montana.

Browning, Montana, is set in the Rocky Mountains, not far from Glacier National Park. The scenic vistas in the area are some of the most breathtakingly beautiful in North America. Keepers should emphasize the shockingly blue skies, snow-capped peaks, and mirror-like lakes.

The tribal capitol is not exactly a metropolis—Browning's population is just under 1,200. It is, however, the densest concentration of population on the reservation. There are some 7,000 Blackfoot Indians living on the reservation, which covers an area of about 3,000 square miles. The community around Browning is tightly knit. Most everyone has at least a passing acquaintance with just about everyone else. The violent crime rate on the reservation is very low except where alcohol is involved. Bar fights, domestic violence, drunk driving, and public intoxication are not uncommon. Muggings, narcotics trafficking, and narcotics-related violence are unheard of. The city is fairly prosperous, seeing a good deal of tourist traffic and some small local industry (a pencil factory and the ABC plant). Although much of the reservation's economy is driven by the ranching, natural gas, and oil industries, ABC's Gemstone production facility is still the largest single employer on the reservation.

The investigators will be very conspicuous in this environment, being both non-locals and non-Indians. They will

quickly attract a great deal of attention, unless they disguise themselves as tourists.

There are two basic directions the investigators can take once they get to the Blackfoot reservation. They can try to track down Thomas Iron Shirt, the alleged shipper of the package, or they can investigate Amalgamated Bio-Carb's Gemstone facility.

Who is Thomas Iron Shirt?

If the investigators have not already done so, they will probably want to check with local records to find out who Thomas Iron Shirt is. A check with the Tribal Police will reveal the information summarized under "The Return Address" on p. xx.

The Tribal Police

Asking around the Tribal Police headquarters about Thomas Iron Shirt will lead the investigators to Detective Sergeant Wallace Red Crow, who runs the burglary and stolen-property task force—a task force of one, it should be noted. Red Crow is a weathered, heavy-set man in his early forties. His dress is casual western wear: jeans and cowboy boots. Red Crow has an interest in Iron Shirt and his "gang," having followed Iron Shirt's criminal career since he was a juvenile offender.

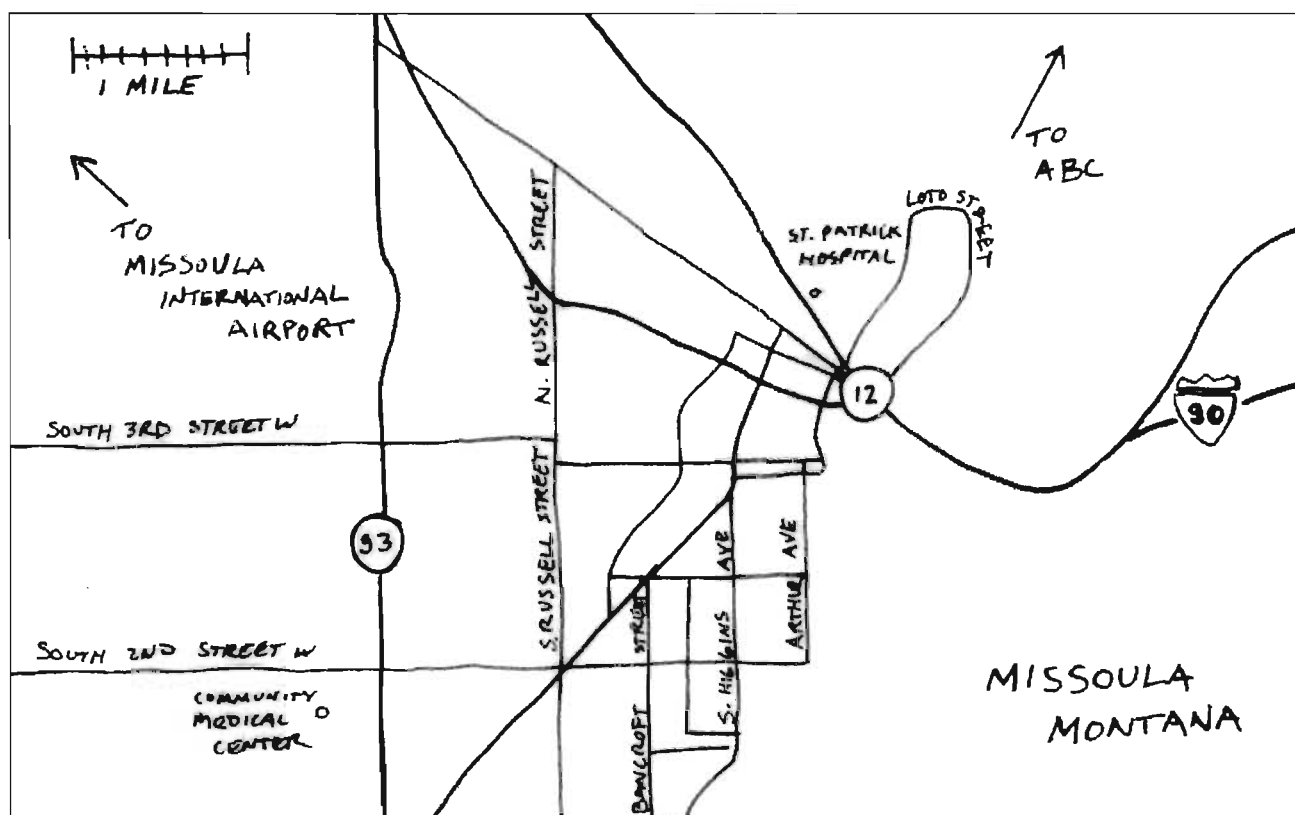
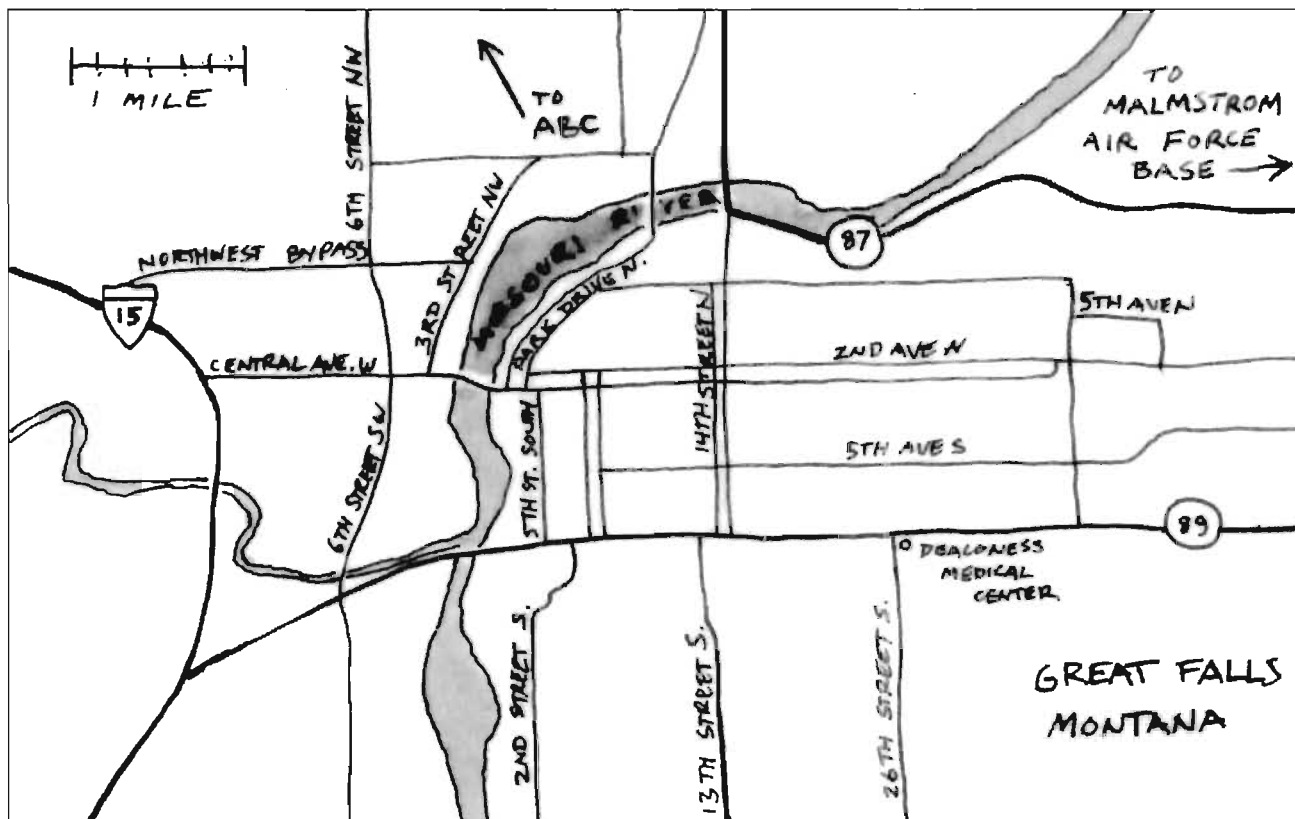
Thomas Iron Shirt wasn't the smartest guy on the Rez. He wasn't the best looking. He wasn't the toughest, or even the meanest. But he combined all four of those middling attributes so effectively that he earned a reputation as the number one up-and-coming bad-boy on the Rez. He left a long string of high-school (and junior-high-school) pregnancies in his wake, and racked up more than a few unprosecuted acts of vandalism and public brawls. Lacking the entrepreneurial spirit to sell drugs, he turned to theft.

Det. Red Crow explains that Iron Shirt and his two equally shiftless buddies, Jacob Left Hand and Charles Low Horn, are suspected in some half-dozen burglaries of businesses in Browning. Jacob Left Hand is a homely, not-too-bright lad, with not much of a past and no foreseeable future outside the Montana Department of Corrections. Easily influenced and led, he hung out with Iron Shirt because he sought approval and acceptance. Charles Low Horn was Iron Shirt's right hand and chief muscle since even before he was

Blackfoot Indian Names

Here's a list of Blackfoot Indian names which the Keeper can draw upon to quickly generate NPCs. Christian surnames are common, as are Anglo and Hispanic family names.

Black Boy	Blood Indian	Buffalo Bull	Bull Child	Calf Shirt	Chewing-Black-Bones
Crowfoot	Curly Bear	Day-Rider	Eagle Ribs	Grey Eyes	Heavy Head
Heavy Runner	Heavy Shield	Medicine Snake	Night-Gun	Old Chief	Rides-at-the-Door
Scraping-White	Short Face	Three Calf	Two Guns	Weasel Tail	White Calf



expelled from high school. With a hair-trigger temper and a taste for indiscriminate violence, Low Horn didn't say no when Iron Shirt pointed him at those he wanted punished or intimidated. Of the three, Low Horn is the one who has spent the most time in county jail.

These punks have moved on from breaking into cars and homes to businesses, going after high-end items they can sell off the Rez—everything from lawn mowers, gas grills, and sporting goods to TVs, stereos, and computers. Together they have made several thousand dollars off the tens of thousands of dollars they have stolen and resold off the Rez. Det. Red Crow wanted to question them about a recent break-in at the John Deere dealer in Browning on July 5th, but hasn't been able to locate any of them. In fact, he hasn't been able to find anyone who's seen Iron Shirt or his two flunkies since the first week of July. Even Iron Shirt's current girlfriend, Lynne Crystal Stone, claims not to have seen them. She may be telling the truth, since no one around Browning has seen the two of them together.

Det. Red Crow sincerely hopes that the three of them have pulled up stakes and found another jurisdiction to trouble. He will be able to give the investigators information on where to go and who to speak to if they wish to retrace his steps, looking for Thomas Iron Shirt and his two partners in crime.

The Families

Thomas Iron Shirt's father, Robert Iron Shirt, still lives on the Rez. His mother died seven years ago in a drunk-driving crash in which Robert Iron Shirt was the driver. A local jury refused to convict and Robert has been drinking himself to death ever since. He lives in squalor, drinking his social security disability check every month. The house is just outside Browning and is

little more than a shack, its yard strewn with miscellaneous garbage. He will be incoherently drunk during the night and barely alive during the day. There is nothing he can tell the investigators about the whereabouts of Thomas Iron Shirt. He will just mutter profanely about not having seen the "little shit" for months. Any relationship between them disintegrated years ago. The atmosphere of the Iron Shirt residence should paint a picture of absolute despair.

Jacob Left Hand's parents are in better shape. Their yard is not cluttered with junk, the damage to their home shows signs of repair, and Jacob's younger brother and older sister look well-fed and clean. Edgar Left Hand works on one of the local horse ranches. His wife Loren stays at home with the children. The Left Hands are concerned parents who desperately want their son back. Neither they or his siblings have seen Jacob since July 3rd. However, they have no illusions about the kind of trouble their son was up to. Edgar tried every kind of coercion, including beating Jacob, but the boy would not stay away from Tommy Iron Shirt and Charles Low Horn. Edgar is sure that Jacob has gotten himself killed. "Jacob never comes home unless he needs something," Edgar will say, "and he hasn't been around for over two months. Since he couldn't get by without us for two months, he may be dead." His wife, Loren, hopes that Jacob and his friends have merely run away, off the reservation.

Charles Low Horn's father is currently a guest of the state of Montana, having killed a man in a bar fight back in 1988. He isn't up for parole until 2013. His mother, Rebecca White Calf (she's using her maiden name now), is a waitress at a local café in Browning. She is afraid of her son Charles. Years of abuse by his violent father has made Charles into the spitting image of his old man. She would really prefer that Charles stay gone. She will react poorly to the investigator's

The COINTELPRO Option

This option was developed by a group of playtesters who were very serious about using the "Clandestine" method for this op. COINTELPRO refers to the FBI's Domestic Counter-Intelligence Program from the 1960s. Disbanded by J. Edgar Hoover in 1972, COINTELPRO was designed to infiltrate and undermine what Hoover saw as Communist-influenced organizations which were undermining America. COINTELPRO's targets included such real and imagined threats as Dr. Martin Luther King, the NAACP, the Ku Klux Klan, the American Communist Party, the American Nazi Party, the Black Panther Party, and assorted Vietnam War protesters.

Another target was the American Indian Movement, or AIM. Part of COINTELPRO was the recruitment of informants and *agent provocateurs*, most of whom are still around today, living out their lives. Although COINTELPRO was disbanded in 1972, the FBI never throws anything away. The lists of those informants and agents are still available, especially to those with Delta Green connections.

There are six former COINTELPRO informants who previously infiltrated AIM living on the Blackfoot Indian reservation. Of the six, four have "come out of the closet" and admitted their involvement as FBI informants and made peace with friends, family, and former AIM associates.

Two have not. They are David Bird Rattler and Carl Mad Plume, and they will do almost anything to keep this former association secret, even though it was over twenty-five years ago. The investigators could pressure these two former informants into gathering information in and around Browning and ABC, helping the team to keep a low profile. David and Carl are described further in the NPC section, on p. 308.

questions and will pretend not to speak English when questioned. If the investigators have Det. Red Crow with them, he'll tell the investigators that she's lying about not speaking English. This will make her all the madder and she'll say little more than that she has no idea where Charles is. She hasn't seen him or his pickup truck since July 3rd.

Lynne Crystal Stone

As Thomas Iron Shirt's most recent girlfriend, Lynne Crystal Stone will have considerably more information about what happened, but will be slow to part with what she knows. She's been lying low since Thomas, Jacob, and Charles went into the Gemstone facility and never came out. Lynne is known to local law enforcement—particularly Det. Red Crow—and she won't be difficult to find. She lives alone in a small trailer on the outskirts of Browning.

Lynne was an integral part of Thomas's plan was to burglarize ABC on the night of July 4th. Thomas picked that date because most of the non-amerindian personnel would be on leave and only a small staff would be running the plant. Lynne stole work uniforms and electronic ID cards for them in preparation for the break-in. She also got a parking sticker that they put in the windshield of Charles Low Horn's truck. Then the three would-be master criminals set off for the plant. When they didn't return the next morning, Lynne figured that the trio had been caught by the ABC security guards and been turned over to the Tribal Police. Fearing her implication in the burglary, but still curious about what happened, Lynne went to work the next evening for her late shift. What she found disturbed her greatly. The plant was locked down and most of the workers sent home. She could hear alarms going off and could see frantic activity around the Gemstone facility. Tanker trucks were gathered around the west side of the plant spraying water, or something, on the buildings. She saw men in "space suits" outside the plant. They were talking on handheld radios. The only people working were security staffers and people detailed to "repair and containment" operations.

It soon became apparent that Thomas had not been turned over to the police. Instead there were rumors going around that there had been "another" chemical spill at the plant. She and most of the other workers were not allowed to return to work until July 6th. By July 7th, she had regained enough courage to begin asking around for Tommy, Jacob, and Charles, but she could find no one who had seen them after July 3rd. It dawned on her that something unbelievable had happened at ABC. Somehow the guards had killed the men and were covering it up. She wanted desperately to find out what happened at the plant, but was afraid to go to the tribal authorities. It is widely believed on the Rez that the ABC goons can do whatever they want, and that they own the police and the Tribal council. So she decided to play detective and find out for herself. She has learned a number of things about the recent goings-on at ABC.

First of all, she learned that there was a recent reorganization at ABC. After July 6th, a large number of employees were transferred to ABC's facility in Maryland. After weeks of keeping her ears open and her mouth shut, she has deduced that the employees who were reassigned were people who worked the midnight to 8 a.m. shift in either the Sapphire production unit or the security office—specifically, everyone who was working on the night of July 4th. She thinks the reassignments were part of a cover-up involving Sapphire. The old plant manager, Peter Hillinger, was transferred to South Korea and a grim-faced guy named Ray Turner got his job; Turner brought Joe Deschiel with him to take over security.

She has come to the conclusion that the chemical spill and the burglary are connected. Maybe Tommy, Jacob, and Charles caused the spill, or perhaps they just witnessed it. She believes that ABC killed them to eliminate the witnesses and then disposed of their bodies in the waste incinerator. Right now she's trying to get assigned to the cleaning staff which takes care of cleaning Ray Turner's suite of offices so she can try to learn more.

Whether Lynne shares any of this information with the investigators, or agrees to cooperate with them, will depend on how the investigators interact with her. She thinks the tribal authorities are bought and paid for by ABC, and she generally distrusts law enforcement; any attempts by law-enforcement investigators to interact with her will be at half normal skill levels. However, if the investigators share information with her—if, for instance, they show her the package to see if she recognizes the handwriting—then she will be more willing to cooperate. She'll be even more cooperative if they suggest there is some chance that Tommy is still alive. With the right persuasion, Lynne could even be talked into collecting chemical samples, planting listening devices, or even assisting the investigators in sneaking into the plant. She currently works third shift clean-up in the main administrative wing.

If ABC security catches Lynne spying for the investigators, they'll interrogate her with a polygraph to check her answers. Once satisfied, Turner will fire her and have security escort her off the premises. He won't try to kill her if he knows the investigators are hanging around—that would be too obvious. Instead he will wrap up Lab 6, incinerating all the physical evidence (including all the zombified lab animals and humans), and get the Sapphire staff and data out of Montana. However, if Turner is unaware of the investigators' presence then he will arrange for Joe Deschiel and his men to run Lynne's motorcycle off the road as she drives home from the ABC plant. That ought to be a sufficiently fatal "accident."

Amalgamated Bio-Carb

ABC's Gemstone facility is located some twenty miles north of Browning, Montana. The property is located at the end of a six-mile-long private access road off County Road 464. The

facility is within ten miles of the Canadian border, which local Blackfeet still refer to as “the Medicine Line.” The Milk River runs past the facility and supplies it with water. There is also a rail line which crosses the Milk River and heads into Canada. The property is surrounded by an outer 14’ chain-link fence topped by razor wire and an inner 12’ fence also topped with wire. The two fences are separated by a 30’-wide kennel run; guard dogs patrol the kennel run at night. The fences surround an area of about fifty acres.

The Gemstone facility (map, p. 290) consists of a set of four low-lying bunkers arranged in a cloverleaf design around a central fifth building. The central building includes the administration offices, data processing, a security office, six research-project labs, cafeteria, medical center, and emergency decontamination facilities. Each of the four surrounding bunkers is a production unit. The Sapphire production unit is to the northwest. It is currently back on line and running at full production capacity. The other three production units—designated Ruby, Diamond and Emerald—are engaged in legitimate pharmaceutical production. There are also a few outlying buildings, including the waste-incineration building, the temporary staff quarters, the dog kennel, and the security annex and vehicle garage.

Gaining Access

There are three basic strategies for gaining access to the ABC Gemstone facility. The investigators can attempt to walk in the front door, they can arrange for the legal authority to raid the facility, or they can break in.

Open Approach

If the investigators drive up to the front gate and politely state they’d like to ask a few questions, they’ll be rewarded by a meeting with the Chief of Security, Joe Deschiel. Deschiel will meet the investigators by the front gate, driving up on an electric golf cart which security guards often use for moving around within the plant. Deschiel will ask to see their identification and then will ask them about their business. Deschiel will attempt to divert the investigators, telling them if they wish to speak to Ray Turner they’ll need an appointment. If the investigators wish to speak with Deschiel about the July 4th break-in, he will deny that any such event took place and will not permit them access to the Gemstone facility. “If you want in, come back with a warrant.” He will be brusque and hostile, treating the investigators like trespassers rather than law-enforcement officers. Deschiel will deny everything, then curtly bid the investigators goodbye.

When Deschiel tells Turner that he turned the investigators away, Turner will be furious. He’ll order Deschiel to track the investigators down and invite them back to Gemstone for a meeting. Deschiel will drive out to wherever the investigators may be and personally deliver the “invitation.” He will be obviously unhappy about the duty.

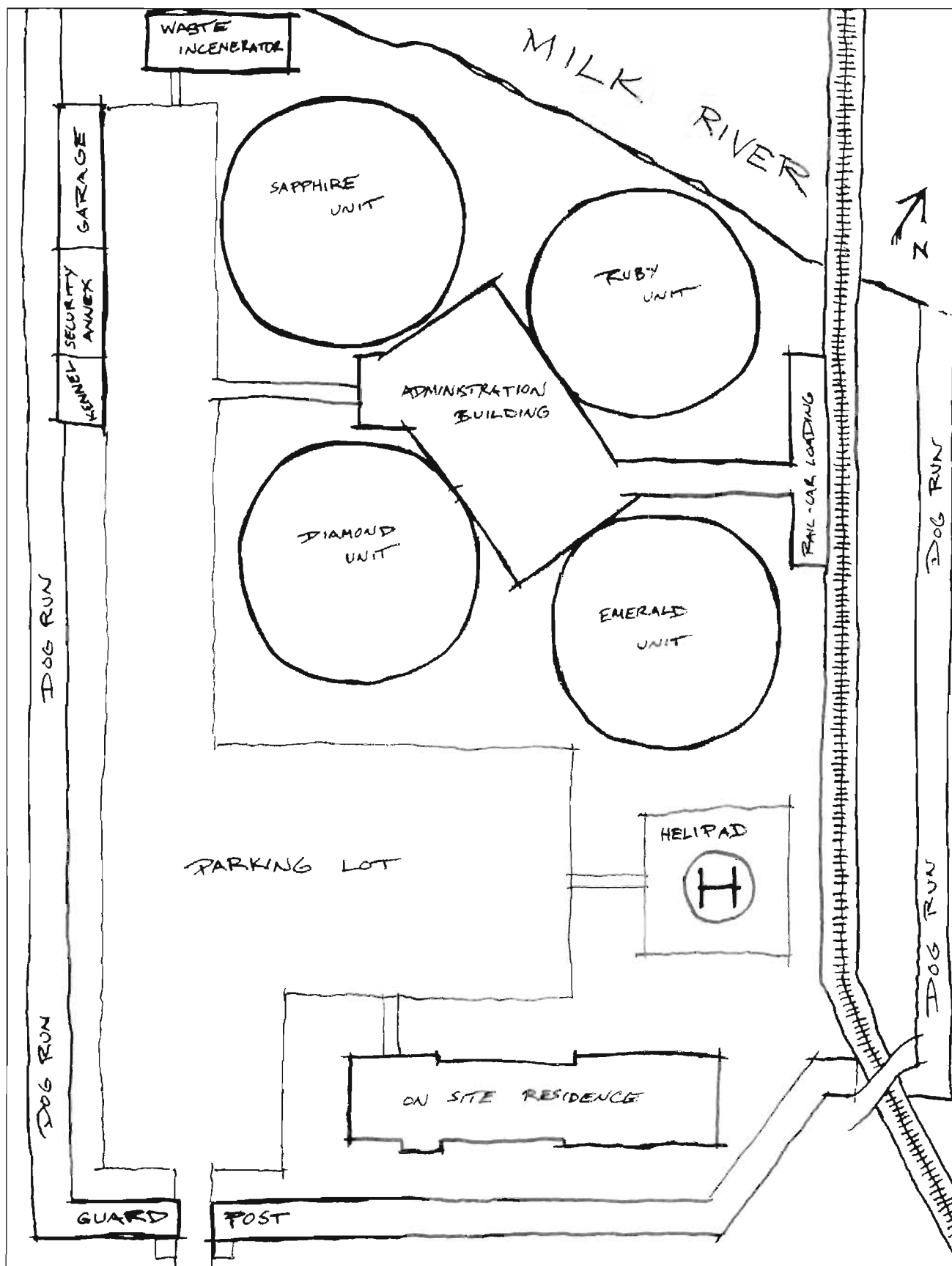
If the investigators return with Deschiel to ABC, they will be ushered into Ray Turner’s office. Turner has had the office redone in a chic Southwest style, with an emphasis on wall hangings, rugs, and pottery from various tribes of the Southwest. Turner will stand when the investigators enter and greet them warmly, shaking their hands. Then he will order Deschiel out of the office and gather the investigators around a meeting table. Turner will answer the investigators’ questions with lies, following up each of the investigators’ questions with a probing question of his own. He will want to know what prompted each question. “Where did you hear that?” and “What makes you ask that?” will be his usual responses. When the investigators run out of questions, or get tired of being lied to, the interview will terminate. Turner will permit a brief tour of the facility but not a full inspection, as that would allegedly disrupt the production schedule.

There are a number of important things the investigators can learn from even a cursory tour. By taking a page from the U.N. weapons inspectors in Iraq, there are several ways they can covertly collect samples. Surfaces can be wiped with collection rags. Shoes equipped with soles designed to collect samples can be used to gather trace chemicals. Air filtration and sample-collection equipment can be disguised as briefcases, laptop carrying cases, and other similar items. Such clandestine collection equipment can be obtained through Delta Green contacts, such as John Drake, and delivered to Malmstrom AFB, near Great Falls, within 24 hours. If a rush is put on the order, subtract 1D12 hours with a successful Luck roll. Subsequent analysis will reveal traces of the mysterious compound found in the dog head.

Even without such sophisticated equipment, some clues can be gained by touring the facility. For instance, the investigators will get a first-hand look at the layout and security procedures. Most importantly, however, a successful Know roll in the Sapphire production unit will reveal that there is a familiar odor permeating that wing. The odor is identical to the chemical stench that hung over the severed dog head that was discovered in Berkeley.

Raid

Barging through the front gate unannounced with a team of investigators will not be a legal option unless the investigators get a search warrant first. Given Delta Green’s illegal and covert nature, that is not an option that should be pursued except as a last resort. In order to get a search warrant the investigators will need to develop sufficient evidence to show that there is probable cause to believe a crime took place at Gemstone. While the Blackfoot tribal government is exempt from EPA regulations, that won’t protect ABC against charges of covering up a chemical spill. The investigators may even be able to show that there’s probable cause to believe a burglary was attempted the night of the accident and that the burglars may have been killed or injured, and that this fact has been covered up by ABC as well.



Drafting a successful warrant application will take a successful Law roll. If the investigators secure the sworn testimony of Lynne Crystal Stone, add +5% to the roll. Sworn testimony of other employees who witnessed some aspect of the cover-up would increase the chances for success at obtaining a search warrant. Add 5% to the Law skill for each witness the investigators collect. However, since all the employees who witnessed the break-in, spill and cleanup (except for Turner, Deschiel, and three "reliable" security guards) have been dispersed to Maryland, this may prove both difficult and time-consuming.

Evidence of the chemical spill will also assist in obtaining a warrant. Investigators will detect the Sapphire compound in samples collected inside the Sapphire unit, on the grounds outside, and in the soil, plants, and animals downstream from the plant. Add 5% to the investigators' Law roll when obtaining a warrant if they have evidence discovered along the Milk River, 5% more for evidence collected outside the plant, and 10% for chemical samples found inside. If the investigators are so bold as to include the dog head as part of their warrant application, add another 30% to the attempt.

If the investigators serve a search warrant on ABC, there will be no armed resistance. Turner simply calls his lawyers and his bought-and-paid-for members of the tribal government and attempts to have the investigators thrown off the property for trespassing. The tribal police—the ones sent to ABC, at least—will initially back the ABC staff, on the pretext that the federal investigators and the federal judge who signed the warrant have no jurisdiction on the "autonomous and sovereign" Blackfoot territory. Physical resistance will result in the ejection of investigators from the ABC property, but ranking officers in the Tribal Police will not allow the investigators to be placed under arrest.

Since the investigators are serving a legal warrant, they are authorized to use whatever force is necessary to prevent ABC from destroying evidence. In almost any confrontation, they would have the force of law behind their actions—within reason. Firing mortar rounds into the ABC plant would obviously be beyond reason. Forcing their way past ABC guards and arresting Tribal Police officers who oppose them would be within reason. On the other hand, no matter whether they were legally authorized to enter Gemstone or not, getting in a shootout with the Tribal Police or ABC guards would be considered excessive force. No Tribal Police officer will fire their weapons at the investigators unless the investigators start shooting first; although some are under ABC's thumb, they aren't suicidal or crazy and would back down from an armed confrontation with federal law-enforcement officers.

Even if the Tribal Police and ABC succeed in obstructing a legal warrant with this bluff, it should only result in a twenty-four-hour delay. The investigators can return the next day with summons to appear before the federal judge who issued the search warrant for everyone who obstructed the search. If those who obstructed the search cannot show good cause why they shouldn't be held in contempt of court, the federal judge could sentence them to up to a year in jail. Likely as not the judge will give ABC and the Tribal police an option to comply with the warrant or go to jail. The Tribal Police will comply.

Turner, through his tribal-council contacts, will arrange to have some Blackfoot Indians protesting the investigators' actions outside the gates of the facility. Rumors will be spread that the investigators are here to shut the plant down and cripple the local economy. There will be cries of "Wounded Knee!" and "Remember Peltier!" (Both are infamous incidents

Backup and Reinforcements

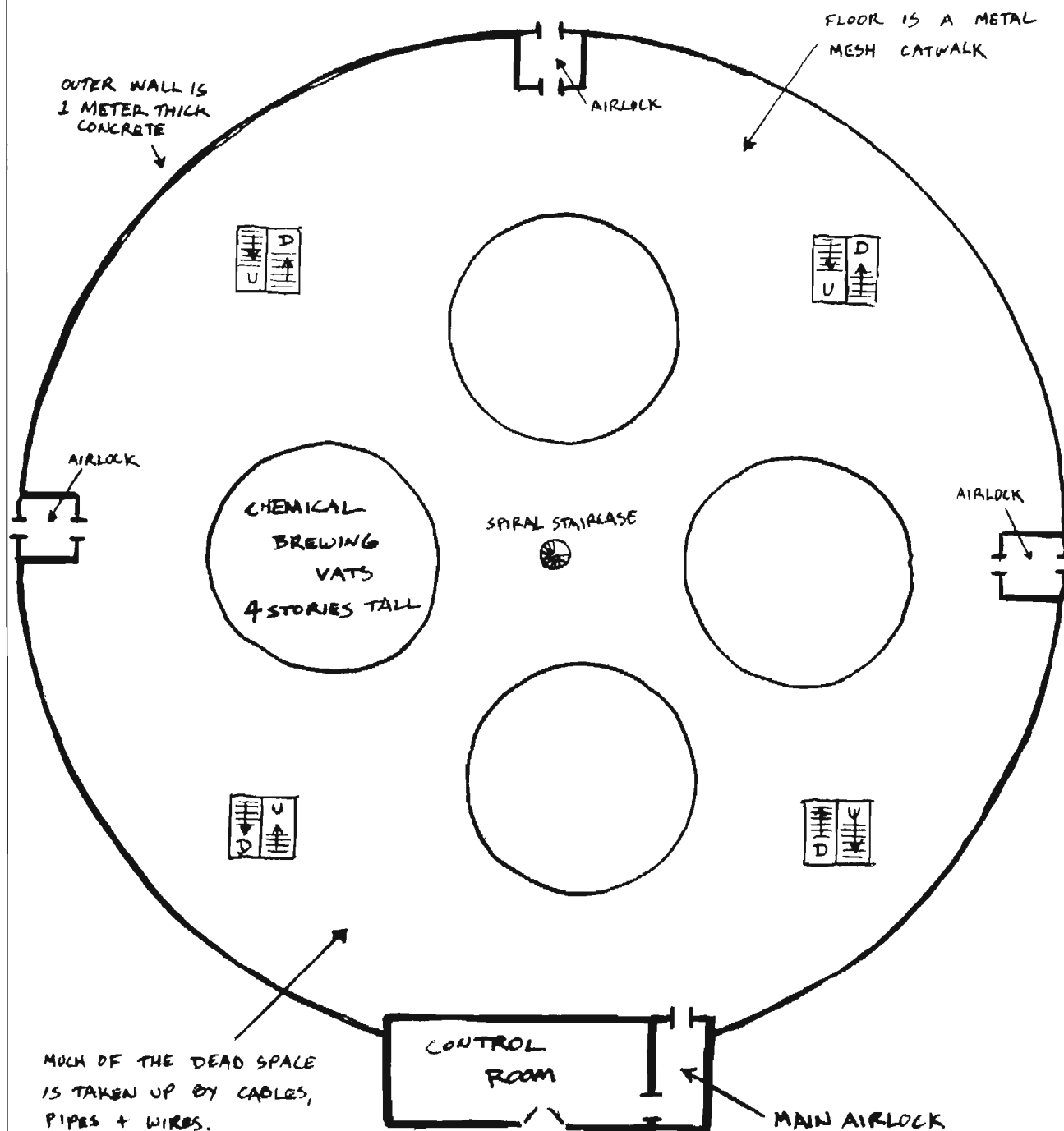
There may come a time when the investigators decide they must bring as much force to bear as possible and want to know what manpower resources are at their disposal. There are several hundred federal law-enforcement agents in the state of Montana, and any number of them could be gathered given enough time and legally admissible evidence. Additional agents could be called in from other states, particularly the U.S. Marshals' Special Operations Group. Of course, there is also the Montana State Police. Any attempt to enlist the assistance of the Bureau of Indians Affairs Police, otherwise known as the Tribal Police, will result in a leak to ABC about the raid.

The most powerful force at the hypothetical disposal of the investigators is not exactly law enforcement and would not exactly be operating in proper jurisdiction: there are four companies of 120 soldiers each of USAF Security Police assigned to Malmstrom AFB. These are particularly good troops, since Malmstrom AFB is part of the Strategic Air Command and the bomber wings stationed there are armed with nuclear weapons, thus requiring tighter security. They have access to wheeled armored personnel carriers, HMMWVs (or Humvees), and heavy support weapons including mortars and .50-caliber machineguns. They have transport, utility, and search-and-rescue helicopters, but no attack helicopters like Cobra or Apache gunships. The Deputy Base Commander at Malmstrom, Col. William Castor, is a Delta Green friendly and would be willing to throw his support behind any credible attempt by the Delta Green investigators to "deputize" the MPs in the face of a real emergency—like Nazi terrorists about to blow up a chemical plant, dumping toxic chemicals into the Milk River (which incidentally feeds several reservoirs out of state and in Canada). Armed with real evidence, whether admissible in court or not, the investigators will find the base commander, Brigadier General Randal Kaufman, extremely helpful, even to the point of stepping beyond his authority and jurisdiction in order to save lives.

PRODUCTION HUB (ALL 4 ARE IDENTICAL)

4 STORIES (EXITS + CONTROL ROOM ONLY ON THE TOP FLOOR)

5 METERS
+++++



involving the federal government and the American Indian Movement.) This hostility could lead to slashed tires, sugared gas tanks, hurled mud, and threatening phone calls. Federal authorities have a poor reputation among amerindians, and the investigators will have a hard time interact-

ing with the Blackfoot community after these rumors begin circulating.

Turner doesn't expect these tactics to keep the investigators out forever, just long enough to evacuate Lab 6 and destroy the evidence. If the investigators keep Gemstone under

Wire-Tapping ABC

There are two ways the investigators can wire-tap ABC: with a warrant or without one. If the investigators work without a warrant, it means nothing they learn is admissible in court and if they're discovered, they may even be prosecuted under Montana's wire-tapping statutes. If they want to get a warrant, use the guidelines for obtaining a search warrant given under "Raid" on p. 289. Since a surveillance warrant involves a lower level of governmental intrusion, it will be easier to obtain; add +20% to the attempt. Either way, there are several opportunities for listening in on ABC.

The external phone lines can be tapped by hooking into the telephone cables running along the poles outside the plant. Unlike many parts of the country, the phone lines on the reservation have not been replaced by fiber-optic lines. All the investigators will need to tap in would be a pair of alligator clips and a phone—and the proper equipment to sort out the twenty or thirty outside lines, as well. (If they have a surveillance warrant, they can obtain this equipment from the FBI; otherwise, they can put in a request to Agent Drake.) Tapping in requires a successful Electrical Repair check. The investigators can then listen in on any calls coming into or going out of Gemstone, as well as all modem and fax traffic as well. Unfortunately, there is very little that the investigators can learn, except perhaps things like whether Ray Turner is in his office at a particular moment; potentially, they might also be listening in when the Karotechia cuts the exterior phone lines during their attack on the evening of September 15th, alerting them that something's going on.

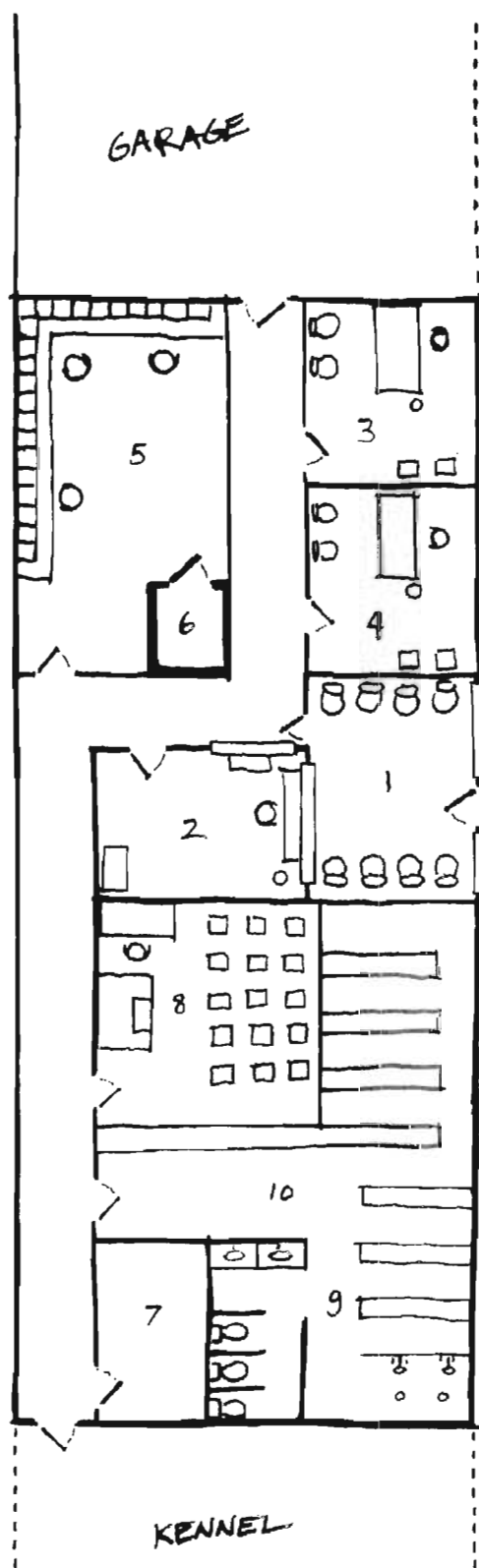
Tapping the internal phone lines will require the investigators to enter Gemstone and place a listening device inside the central switching board. This will require a successful Electronics check, as the procedure and equipment are more sophisticated than tapping the aging lines outside. The investigators should also make a Conceal roll or the listening device will be detected if anyone goes looking for it; Turner might order such a check if he gets suspicious. By tapping the internal phone lines the investigators will be able to monitor all outgoing, incoming, and internal modem, fax, and phone communications. If the investigators succeed in this, they will at least learn that Lab 6 is an area of intense and unusual research, though no overt mention of the re-animation process or test subjects will occur. At the Keeper's discretion, they might also learn a little about the break-in and Turner's containment procedures.

Using antennas to intercept cell-phone communications will not net any useful information, since Turner and Descheil are smart enough to know they shouldn't speak on unencrypted cell phones. However, when the Karotechia makes its move the investigators may hear Dr. Metreux calling Turner, Crisp, and Zeis into Lab 6. She will be doing this under duress and anyone listening may make a Psychology Roll to detect her nervousness.

The most productive type of listening device the investigators can deploy is a laser listening device. Such a device requires line-of-sight to a window of the room the investigators want to listen into—such as Turner's office. The laser then detects minute vibrations in the window's glass caused by sounds in the room and an attached computer interprets the data and converts it back into sound. While Ray Turner may not reveal too much on the phone, he will speak freely in his office, which occupies the northwest corner of the administration building and has two floor-to-ceiling picture windows overlooking the Milk River.

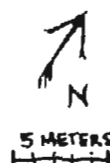
This same kind of information could be gathered if the investigators gain access to Turner's office and plant listening devices. They can gain access by breaking and entering or they could simply try making an appointment, as previously described. To plant a listening device while Turner is in the office with the investigators will require some kind of distraction as well as a successful Hide or Sneak Roll to quickly and surreptitiously plant the device. Then a Conceal roll will be necessary or Turner will be allowed to make a Spot Hidden check each hour he is in his office to accidentally stumble across the bug. If the Conceal check is made then the bug won't be discovered unless someone is specifically looking for it. If the investigators get Turner out of his office, or plant the bugs during a break-in, allow their Conceal check to be doubled due to the time they have to properly hide the listening device.

When it comes to listening in on Turner's office, the Keeper should be judicious about what kind of information he allows the investigators to learn. After all, Turner and company are not some Saturday-matinee villains who will openly discuss their plans in such a way that every detail will be made plain to the audience. Instead, Turner will get reports from Metreux about her progress deciphering Sapphire. He and Descheil will discuss the latter's attempts to find the source of the leak. Turner won't mention anything about "zombies," but will mention "the specimens." And he will refer to "Sapphire" and "Lab 6" while discussing their situation and their plans.



THE SECURITY ANNEX

1. WAITING ROOM
2. SECURITY / WATCH OFFICE
3. DESCHIEL'S OFFICE
4. OFFICE
5. VIDEO SURVEILLANCE MONITORING
6. WEAPON SAFE
7. STORAGE / KENNEL SUPPLIES
8. SHIFT BRIEFING ROOM
9. SHOWER / REST ROOM
10. PERSONAL LOCKERS



surveillance, they will see Turner's hand-picked men moving the specimens from Lab 6 to the waste incinerator. Whether they get away with this will depend on the actions and decisions of the investigators, and whether the Karotechia has begun its sanitization operation.

Breaking & Entering

This is an option the investigators will no doubt want to exercise, but the Keeper should emphasize the danger to life, limb, and career inherent in this kind of action. Most groups of investigators will try this regardless.

The investigators should get their hands on things like blueprints and building permits before they break in. These can be found in the records of the Blackfoot Tribal Council and can be easily and covertly obtained if the investigators have gained the assistance of Det. Red Crow or David Bird Rattler (one of the closeted COINTELPRO informants mentioned earlier). The plans cannot be checked out and only the clerk can make photocopies. A bunch of non-Blackfeet snooping around these records will raise questions, but the investigators can go in and get the materials themselves if they have to. The problem is they'll be remembered later if any crimes are committed.

There are two main ways the investigators can get into Gemstone: the Covert method and the Clandestine method. In the Clandestine method, the investigators try to gain entry without being seen. In the Covert method, the investigators gain entry in disguise, pretending that they are ABC employees or authorized outsiders. The Clandestine method generally means the investigators will be able to get in with a full load of combat gear. The Covert method will make this trickier.

If the investigators choose to "ninja" their way in, they will need to come up with ways to get past the 14' and 12' fences topped with razor-wire, as well as the dog run filled with ferocious guard dogs. Then they will have to avoid the surveillance cameras and roving security patrols. If the investigators are decked out in their black tactical gear and ski masks, the guards aren't going to have to think twice before sounding the alarm. Of course, it will be a lot easier to get inside ABC if the investigators choose to sneak in at the same time that the Karotechia goons make their move, since Galt's men will have taken out the security office and most of the guards, and will be manning the security-camera monitoring station themselves. The Karotechia goons won't raise the alarm, but they will set some unpleasant surprises for the investigators.

The General Routine at the Gemstone Facility

Daily Routine

Production, Security, and Custodial Workers Schedule: Every day

First Shift: 8 A.M. to 5 P.M.

Second Shift: 4 P.M. to 1 A.M.

Third Shift: Midnight to 9 A.M. (Custodians only clean the administration offices during this time period).

Administrative Staff Schedule: Monday through Friday

First Shift: 8 A.M. to 5 P.M.

Research Staff Schedule: Monday through Friday (Lab 6 is every day)

First Shift: 8 A.M. to 5 P.M.

Special Events

September 8 (Tuesday): The weekly train arrives at the south gate at 9 P.M. It is loaded and ready to leave by 10 P.M. During this process, the Sapphire compound is put inside bladders within the train's tanker cars. The rest of the tanker cars are filled with pesticides (designed to inhibit the reproduction of insects, not poisonous like DDT) which act as the cover for the Sapphire compound's illegal exportation into Canada and from there to South America.

September 14 (Tuesday): Reinhard Galt arrives to inspect the Sapphire project. His unannounced arrival will cause security on the facility to be doubled until the following afternoon around 4 P.M.

September 15 (Wednesday): The weekly train arrives at the south gate at 9 P.M. It is loaded and ready to leave by 10 P.M. If the investigators are looking for a time to try and sneak into the facility, the combination of tanker loading and Galt's move to sabotage the facility will provide an excellent opportunity.

Personnel On Duty

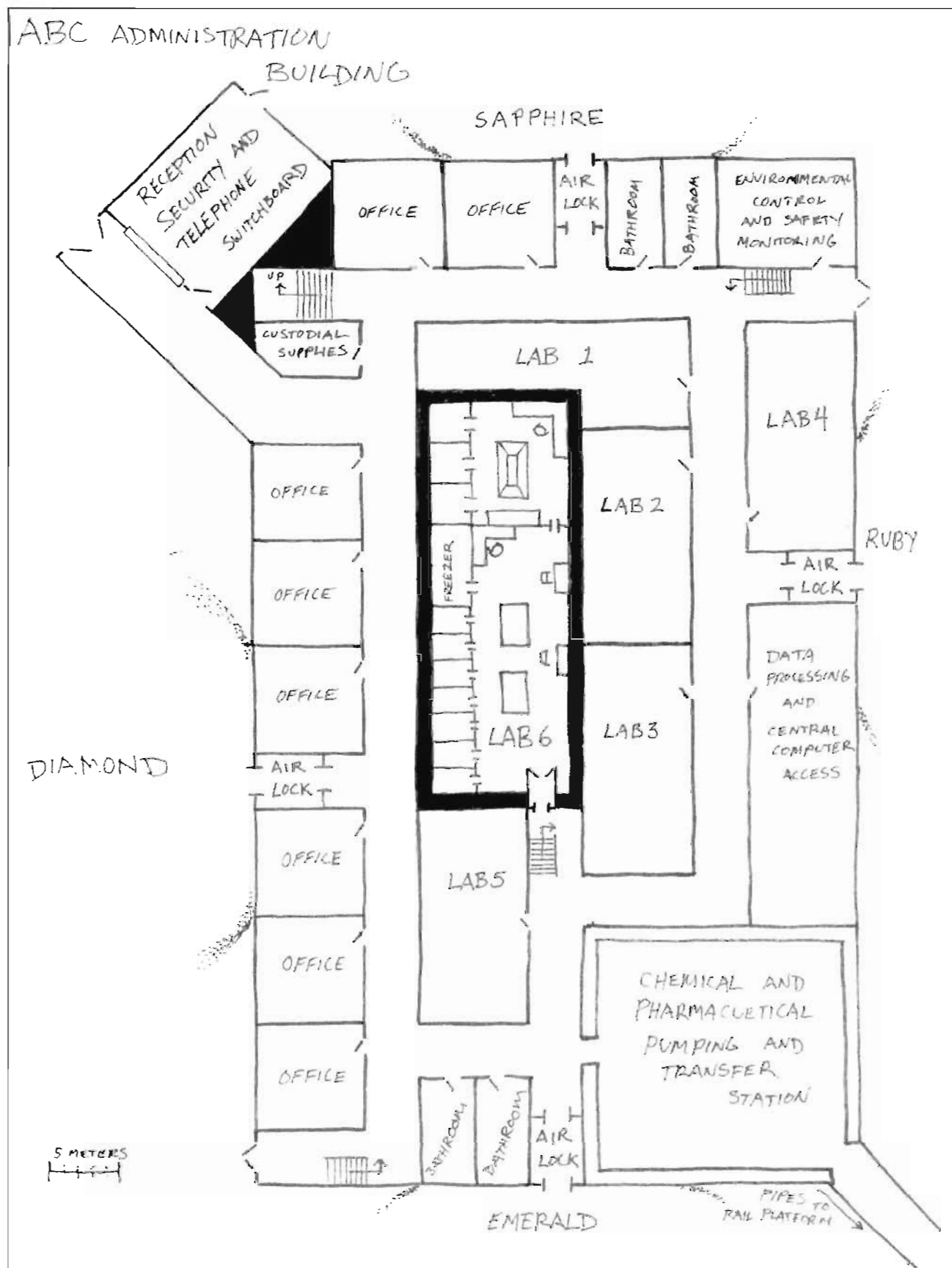
Security: 48, organized into three shifts of 16 personnel each

Administration: One shift of 37 personnel

Research: One shift of 26 personnel

Production: Three Shifts of 100 personnel each

Custodial: Two shifts of 20; the night shift has 28 who clean the administration office



If the investigators choose to infiltrate the Gemstone plant, an important ally is available to them: Lynn Crystal Stone still works for ABC and could be convinced to help, especially if the investigators promise to “rescue” Tommy Iron Shirt. She can get them custodian uniforms and samples of ABC identification. The investigators can ship the ID cards to Agent Drake via Malmstrom AFB and he can have counterfeits made and shipped back in just sixteen hours. Armed with uniforms and ID, the investigators can be snuck onto the Gemstone grounds in the back of a van that Lynn Crystal Stone can borrow for the occasion. Since most of the personnel who work in the various production units use eye protection and filter masks to protect them from any fumes released during the production process, the investigators will have the ability to disguise themselves without attracting too much attention. Of course, they also won’t be able to tote around belt-fed machine guns and .50 caliber sniper rifles while they’re at it. Only easily concealable small arms will be feasible. Some larger weapons, like submachineguns, could be carried in equipment bags or tool boxes.

The Covert method is perhaps better if the investigators wish to gather information, since they won’t necessarily trigger the alarm if they are seen. A combination of the two methods might be best if the investigators wish to seize control of the plant. A covert team could enter disguised as ABC employees, neutralize some of the security forces, and then the rest storm in and seize the plant. The success of any attempt will largely depend on the care with which the investigators plan their infiltration and how well they adapt to the changing situation.

Lab 6

The investigators aren’t likely to come into contact with Dr. Enzili Metreaux unless they enter Lab 6. She can be found in Lab 6 up to twenty-four hours a day. She has taken to sleeping in the lab since the dog-head specimen was stolen. She only leaves to return to her apartment at the staff dormitory to drop off her laundry, take a shower, and stock up on food. As for her two assistants, Dr. Arnold Crisp and Dr. Peter Zeis, they can usually be found in Lab 6 between 9 A.M. and 5 P.M. However, Crisp has been spending less and less time in Lab 6, coming in late and leaving early. Zeis still maintains his enthusiasm for the work with the Sapphire compound, arriving early and leaving late. Both have dormitory apartments.

Lab 6 won’t be readily apparent to anyone conducting a search of Gemstone without the use of a facility blueprint. The lab is only accessible through a hidden door located behind a stairwell, disguised as a wall. The mechanism to open the door to Lab 6 appears to be a fuse box. Inside the fusebox is a keypad for punching in the seven-digit numerical code to open the secret door. The entry code is 3738535. It is a random series of numbers, unconnected to anything like birthdates or social-security numbers. Only Metreaux, Turner, Deshiel,

Crisp, and Zeis know the entry code. The door has a STR of 50, 50 HP, and an armor value of 15 HP, should the investigators choose to force the door or blow it up.

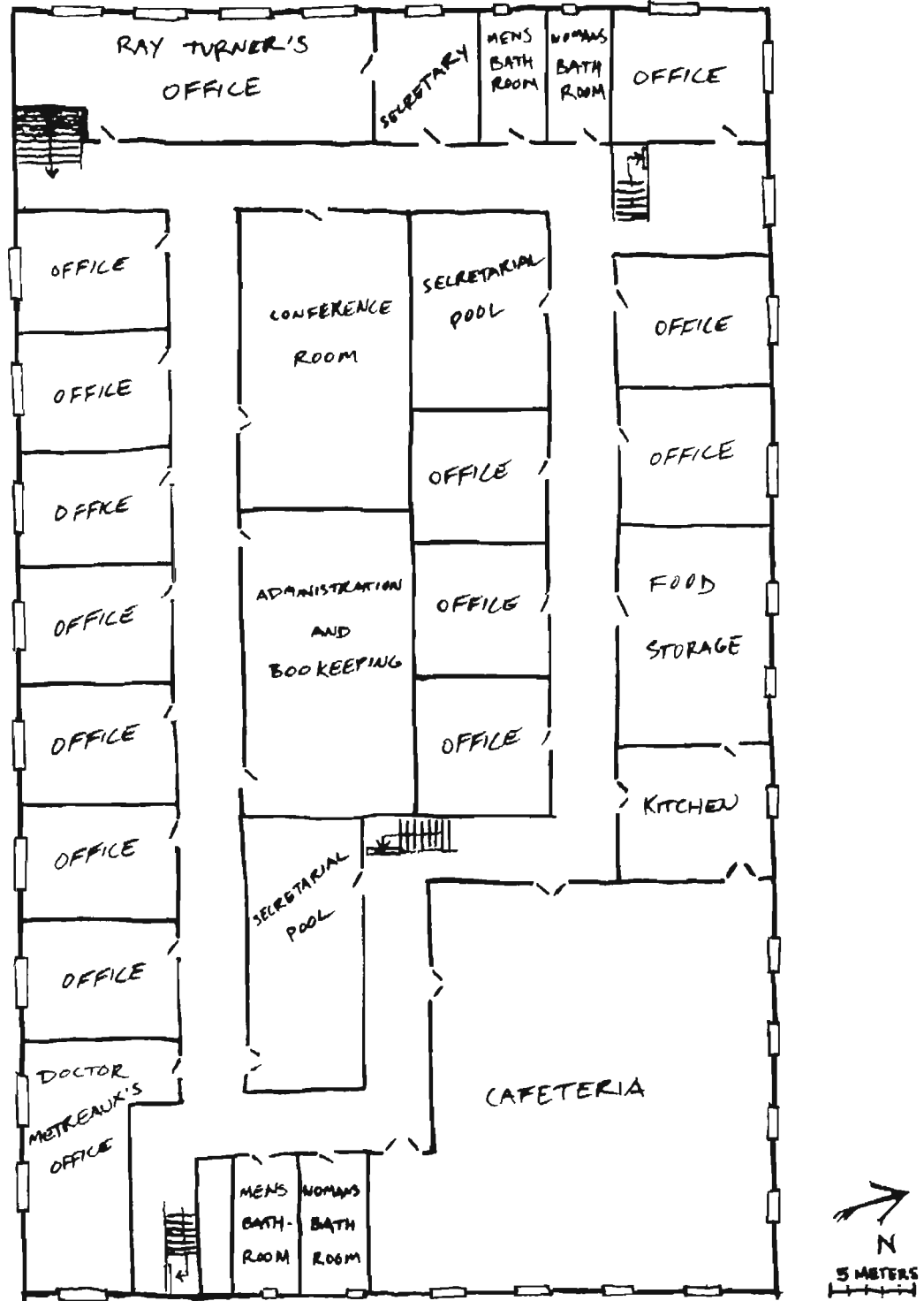
After the code is punched in, the hidden door automatically opens to reveal a short corridor and will only remain open for 30 seconds before automatically closing again. It can be jammed open with any substantial object, though this will alert the security office. The hallway, lit by fluorescent lights, terminates at a set of double doors which open onto the glaring white interior of Lab 6. Initially, Lab 6 will not appear to be a chamber of horrors. There are no screaming zombies pulling at the bars of their cages. Instead, the cages are plexiglass boxes. The lab specimens appear to be normal animals. Closer inspection, however, will reveal that they are strangely still and quiet. This is especially odd behavior to see in the monkeys, which are known for their frantic activity. A successful Natural History or Zoology roll reveals that the animal’s behavior suggests they might be sick. Even stranger, there is no smell of animals in the lab, no odor of excrement. In fact, there’s no excrement in the cages at all. If anything, the lab smells only of cleansers.

During working hours, Drs. Metreaux, Crisp, and Zeis will be working with the lab animals: making notes on behavior, testing cognitive ability, examining tissue samples, and testing and re-testing the Sapphire compound. They will often have the smaller lab animals out of their cages, but don’t remove the monkeys or dogs from their cages without the assistance of Deschiel’s most-trusted security guards. Handling these larger animals is done very carefully, since the re-animated animals are stronger than they were in life and behave in unpredictable ways. They can be docile and compliant one moment, wildly savage the next.

There are several dissected re-animated monkeys and rodents, plus the four original “mangled” guard dogs, in a walk-in freezer. They are kept in the freezer to ensure their preservation; formaldehyde might damage the chemical formula that’s keeping the specimens re-animated. Inventive and/or sadistic Keepers may try to find a way to complicate the investigators’ situation with the dismal remains. Viewing the freezer full of weakly struggling remains costs 0/ID3 SAN.

The Closed Wing

This is the chamber of horrors. The wall to the left of the entranceway is lined with four Plexiglass cages. The closest two cages are always empty. The third cage is where Dr. Metreaux stores Charles Low Horn when she’s not performing experiments on him. By the time the investigators arrive in Montana, Dr. Metreaux will have already begun her experiments on Charles. Her first step will be to see how much of Charles’ physiology can be repaired, and to what extent. To that end she will begin attempting to surgically attach a foot and a hand left over from the more *badly damaged Lefthand*. Low Horn’s condition of repair (or disrepair) will depend



ADMINISTRATION BUILDING (SECOND FLOOR)

largely on when the investigators arrive. The closer to September 15th they arrive, the more like some insane Frankenstein's monster he will appear. Low Horn is kept muzzled and strapped naked to a wheeled autopsy table at all times.

The last cage contains Tommy Iron Shirt. By some miracle, Thomas has survived the re-animation process with his original intelligence and consciousness intact. As such, he has become Dr. Metreaux's favorite subject and has, up until now, been spared some of the more invasive and permanently damaging procedures. Dr. Metreaux has been giving him I.Q. and physical-dexterity tests to see whether his mental faculties are degrading over time. Thomas hates Dr. Metreaux and is a less-than-cooperative test subject. He's seen what she's done to his buddies and he cooperates with her tests so he won't end up the same way. He is dressed in a hospital robe and will be found either pacing his cage or sitting with his knees against his chest, staring and rocking. One of the drawbacks of his unlife is that he cannot sleep. It is whittling away at his sanity, but that shouldn't be an issue within the timeline of this scenario. If the investigators enter the lab he will beg to be released from his cage. If they assist him, he will cooperate with them only until an opportunity to escape or to kill Dr. Metreaux presents itself. If such an opportunity arises he will pursue it with a maniacal single-mindedness. If he kills Dr. Metreaux, he will continue trying to escape and will make straight for Lynne Crystal Stone once he is free.

The work area is covered with bits and pieces of Jacob Lefthand. His head is set amidst the equipment in the primary work area, its cranium laid open and several dozen wires, electrodes, and probes inserted into his brain tissue. His eyes roll madly as the EKG pings away like some kind of ghastly metronome. What little brain functions remain are being monitored on several computer screens. (Keep hands and fingers away from his mouth!) As the most seriously damaged of the three burglars, Jacob was the first one upon which Dr. Metreaux began her work; hence he was subjected to a great deal of surgical intrusion. He is now a human jigsaw puzzle, his organs and limbs individually bobbing and bumping against the insides of Sapphire-filled specimen jars.

Dr. Metreaux keeps her notes and research materials locked away in a wall safe in the closed wing. Naturally, only Dr. Metreaux knows the combination. Those papers are described in the nearby boxed text.

The Karotechia Arrive

No matter where the investigators are in their work, at 8:00 a.m. on September 14th a Bell JetRanger helicopter will land unannounced at ABC's Gemstone production facility and disgorge Reinhard Galt and his five *Totenkopf* (Death's Head) commandos. Galt brazenly marches into Ray Turner's office

Dr. Metreaux's Work

Collected Notes, Papers, and Dissertations of Dr. Herbert West

Language: English; Mythos Gain: 0; SAN Loss: -1D6; Spell Multiplier: x.5; Study Time: 8 weeks; Spells: Re-Animate; Skill Checks Granted: Biology, Chemistry, Medicine, Pharmacy

Collected Notes for Project Sapphire, by Dr. Enzili Metreaux

Language: English; Mythos Gain: 0; SAN Loss: -1D6; Spell Multiplier: x1; Study Time: 6 weeks; Spells: Re-Animate; Skill Checks Granted: Biology, Chemistry, Medicine, Pharmacy

RE-ANIMATE: This chemical formula produces a zombie as per the spell Create Zombie, but with some important differences. The closer to the moment of death the formula is injected into the corpse's brain, the higher the chance that the zombie will retain some of its original intelligence. If immediately injected, there is a percentage chance equal to the corpse's POW that the corpse will retain 1D100% of its INT. Each minute of delay reduces the POW chance by 1%. The re-animated corpse can not be controlled but will not decay further after death. Dismembered body parts can also be re-animated, but retain no innate intelligence. The only SAN loss is for seeing the zombie return to life; the procedure itself is purely matter-of-fact.

Zombification

Characters killed by the Sapphire compound re-animate as zombies. Their stats will be affected as follows:

POW drops to 1

DEX x.66

STR x1.5

CON x1.5

INT there is a percentage chance equal to the corpse's POW that the corpse will retain 1D100% of its INT. If the investigator retains enough INT to be self-aware then he must make a SAN roll or lose 2D6/4D6 when he realizes he is now a re-animated corpse.

and announces that he and his five men are from Nuevas Fronteras, the company that commissioned the Sapphire compound. He demands to know why the latest delivery of the order has been delayed. He claims to be here to personally audit the project.

Turner will be in a panic but will cover fairly well. He explains that there was a break-in and that the Sapphire unit was damaged by the burglars. Turner tells Galt that production was delayed because of the time it took to clean up the chemical spill, repair the damage to the unit, disperse and bribe the personnel involved in the cleanup, and dispose of the burglars' remains. Turner explains to Galt that the burglars were killed by security guards and that their bodies were cremated in the waste disposal incinerator. Investigators who have had the forethought to plant listening devices in Turner's office or have it under surveillance by laser listening devices will be greatly rewarded.

After the briefing, Turner grants Galt *carte blanche* to inspect the production logs and other records related to the production of the Sapphire compound—which, incidentally, have been thoroughly doctored to cover up the fact that some of the Sapphire compound is being diverted to Lab 6. Then Turner has Security Chief Deschiel give Galt and his men a tour of the facility and a more in-depth explanation of how the cover-up of the break-in and chemical spill was handled. Deschiel will be sure to steer the “auditors” from Nuevas Fronteras away from the secret entrance to Lab 6.

Galt is unsatisfied with the answers he's getting. His natural suspicion is that either the burglars or some of ABC's personnel were exposed to the Sapphire compound and were subsequently killed and re-animated. He soon comes to believe that Turner and others at ABC know about the Sapphire compound's true application: bringing the dead back to a mockery of life. To confirm his suspicions, Galt will perform the Consume Memories spell on Deschiel.

First, Galt asks to see where the burglars were disposed of. Accompanied by two of his trusted guards, Deschiel will give Galt a tour of the waste incinerator building at around 4 p.m. on September 14th. After a demonstration of how the incinerator works, Galt casually gives an order in German for his men to “take them.” Deschiel is cuffed and gagged, and the two security guards with him are quickly disposed of with silenced pistols. The two guards are unceremoniously dumped into the incinerator. Deschiel is hung upside down, scalped, and his cranium sawn open while he is still alive. Galt then tugs Deschiel's brain out at the base of the spine. Following a series of incantations, Galt devours the still-warm brain like an animal, and then dabs his chin clean with a handkerchief like he just finished off a plate of sweetbreads. Deschiel's body is then tossed into the incinerator as well. Turned up full blast, the incinerator reduces the three bodies to ash in about ten minutes. His men mop the floor to remove the copious amounts of blood and footprints.

Following the use of that ghastly spell, Galt is aware of the leak, the existence of Lab 6, Turner's plans for the Sapphire compound, and possibly even the fact that federal investigators have been poking around—depending on what the Delta Green agents have been up to. This changes the situation dramatically, and Galt realizes that the Karotechia's exposure is far worse than even he imagined. Galt contacts Dr. Frank via his encrypted cell phone and the two communicate using a book code. (A book code requires that both parties have identical copies of the same book—in this case, *Mein Triumph*. They then form messages by referencing page, line, and word numbers. The code “24-45-09” would refer to page 24, line 45, 9th word. Each word in the message, therefore, is made up of a group of three numbers.) Galt takes about half an hour to construct the message and read the numbers to Dr. Frank, then hangs up and waits for the response. It arrives at about 5 p.m. Dr. Frank's response is short and to the point: “Sanitize.”

For Galt, the meaning is clear. He must kill everyone who had contact with the Sapphire compound and whom ever knows about the missing re-animated dog head. Lab 6 and its contents will have to be incinerated, all the data stored in the Gemstone facility's computers will have to be erased, and the entire facility destroyed. Galt and his auditing staff change into black commando gear and get armed to the teeth. Their first move is to seize the security office, eliminating the guards there. One *Totenkopf* commando remains in the security office to keep an eye on the video monitors and kill any guards who come in during their shift. The other four and Galt go directly to Lab 6, which Galt can easily access using Deschiel's memories, and there they capture Dr. Metreaux. Then they force her to call Turner, her assistants Zeis and Crisp, and the remaining member of Deschiel's security team into Lab 6.

Once everyone has been collected and disarmed in Lab 6, Galt performs a more conventional interrogation. (His magic points are low and he is unable to perform the Consume Memories spell for another day.) Galt begins by messily gutting the last member of Deschiel's security team, as a demonstration of his “resolve.” After draping the ropy gray intestines over his audience, he begins working on each of them in turn. Galt's suspicion, borrowed from Deschiel, is that either Dr. Crisp or Dr. Zeis is responsible for the leak since the dog head didn't come from the closed wing. He figures that if the theft was made by someone with access to the closed wing, they would have taken a sample of one of the human specimens. So, Galt begins to torture and terrify his four victims. He is particularly keen on using the threat of letting the human and animal zombies tear them apart.

He'll start by throwing Turner to the guard dogs or the monkeys as a demonstration, since he's certain that Turner wouldn't have tried to expose a project that was going to earn him billions of dollars. Once the zombies get done with him, Turner's condition is not unlike that classic Ambrose

Bierce line: "A man though naked, may be in rags." The interior of the Plexiglass cage is painted with Turner's blood.

Galt is not interested in interrogating Dr. Metreaux, as he doesn't believe that she would blow the whistle on a project she was heading. He is also hesitant to mutilate Dr. Metreaux as he is interested in taking her back to La Estancia for "dinner."

As for Zeis and Crisp, Galt stuffs their genitals through the feeding-slot in the cage with some zombified dogs. Eventually, Galt determines that Dr. Crisp is the whistle-blower.

To be absolutely sure of who Crisp sent the head to, Galt wants to perform the Consume Memories spell on Crisp. This means he'll have to take Crisp with him and perform the spell on him later. If under pressure from the investigators or forced to make a hasty retreat, Galt will decapitate Crisp and take the head with him. If time permits, he'll pack the head in dry ice for the trip, since decay can reduce the chance of success; besides, it would taste bad.

Lab 6 will be filled with several dozen pounds of plastic explosive and left on a timer. To destroy the data in the computers, the plant's mainframe will be rigged with a charge of plastic explosives. Then the *Totenkopf* commandos will sabotage the plant's environmental safety and containment system. The plant will be locked down from the outside world, with doors electronically locking, airlocks closing, and exterior vents and air circulation equipment shutting down. Once this is done, the commandos will move through the plant using security access codes to the Sapphire unit. Protected by their gas masks, they will cause a second "chemical spill," flooding the entire Gemstone facility with the gaseous Sapphire re-animation agent, the most toxic substance available in sufficient quantities at the plant. This will cause the entire staff to either flee the plant or die. Flight will be made especially difficult because of all the locked doors and windows. During the confusion, Galt plans to plant explosive charges that will cause a fire to sweep the facility and incinerate all the evidence he didn't destroy already.

Galt's people will want to escape as quickly as possible and will use Crisp, Metreaux, and any other ABC staff they encounter as human shields. If they cannot get out on their helicopter then they will hijack the train that has come to collect the weekly output of Sapphire for transport into Canada and thence to their Vancouver shipment point to South America. They will only take the train a few miles over the border into Canada before they hop off and arrange for a pickup by some of their local allies.

If Galt is permitted twenty-four hours to rest up, he will perform the Consume Memories spell on Crisp and learn that Crisp sent the dog's head to Fiona Lin-Wei. Galt will ultimately have to go to Berkeley to eliminate Fiona Lin-Wei and anyone on the staff of *The Ecotopian* who knew about the package, and either retrieve or destroy the dog head. This part of the operation is, of course, unnecessary, since Lin-Wei and the staff of *The Ecotopian* never received the

package. But Galt won't know that and he'll kill everyone there, too. Galt is nothing if not thorough.

The Dead Walk

There is one problem with Galt's plan: it must be performed quickly. After the Sapphire compound kills, it re-animates those who have died. It takes about ten minutes between death and the onset of re-animation. So, unless Galt and his commandos want to be up to their necks in the walking dead, they will need to move very quickly once they release the Sapphire gas from the tanks and let it circulate through the internal air systems. This will not be possible if they have to face armed resistance (which is why they plan to eliminate the security staff before they begin their move). Throwing the investigators into the mix will mean that the situation will get even more confused and delay their escape. Eventually the situation may devolve into a four way fight between Delta Green, Galt's commandos, the surviving ABC security guards, and a horde of angry and confused zombies.

If the investigators do not have gas masks, the Sapphire compound may kill and re-animate them. Indoors, in more concentrated amounts, it acts as a POT 17 poison. Each failed roll against the POT 17 poison causes 1D6 damage, with a roll required for every round of exposure. A successful roll still causes a loss of 1 HP. Outdoors, subject to dispersal by the wind, subjects exposed to Sapphire must roll versus a POT 9 poison or suffer 1D4 damage. No damage is lost if the subject succeeds in the roll. Ten minutes after death, the victim rises as a zombie.

Playing Out the Climax

The climax at the Gemstone Facility can be the end of this scenario, depending on how things work out. Keepers should therefore be mindful of how they play out the confrontation between the Karotechia killers and the Delta Green team. There are a great many elements to keep track of. However, no two groups of players will ever make the same choices.

The first playtesters tried to contact Dr. Crisp by phone, unwittingly tipping off ABC's security people that Crisp was the leak. But since they'd illegally bugged the offices of Ray Turner, they picked up his conversation with Deschiel and learned they were planning to kill Crisp before he could meet with the investigators. So they rounded up some MPs from Malmstrom and flew to the plant by helicopter. They set down and quickly discovered that the Karotechia were sanitizing the facility. They managed to evacuate most of the employees while trading shots with the Karotechia hit squad, but Galt used a bunch of other employees as a human shield to get his men to their helicopter. Taking Dr. Metreaux and another person hostage, they took off and led the investigators on a helicopter chase through Glacier National Park. When they saw their JetRanger wasn't going to out-distance the investigators'

Huey Blackhawk, they threw a hostage out at about 1000 feet to make the point that the investigators should back off. The investigators took a different route, but with their faster helicopter they got to the Missoula Airport before the Karotechia team and ambushed them as they tried to get to their Lear jet. After sifting through the ashes they ended up with a *Totenkopf* prisoner, but no Galt. Later they learned that he had “fast-lined” off the chopper into the Hungry Horse Reservoir at about 80 M.P.H., whereupon he made a much quieter getaway.

The second group of playtesters tried a commando-style infiltration of the plant the same night the Karotechia tried to take over the facility. During the firefight the investigators destroyed the Karotechia’s helicopter and ruined Galt’s plans to release the Sapphire compound. Again, most of the employees escaped. The Nazis then stole the train that was being serviced and headed to Canada, but were unpleasantly surprised when none of their explosives at the plant went off—the Keeper fumbled their Demolition roll. After one investigator broke his leg while trying to hop the train, the others commandeered a chopper from Malmstrom and followed the train into Canada. They got ahead of it, mined the tracks, and derailed the train. There followed a very brutal firefight which killed everyone but Galt, one investigator, and a pair of NPC friendlies who still managed to get wounded. The last investigator was beginning to worry when his chopper’s M-60 doorgun was shooting all of Galt’s clothes off, but only leaving bruises on his skin. Galt slipped away again, this time by hiding under the investigator’s helicopter when it landed and then strapping himself to the landing gear when it took off. He dropped off after they returned to Malmstrom AFB. The surviving investigator was less than pleased to hear he’d given the Nazi a lift back into town.

Of course, the disaster at Gemstone may not be the end of the scenario. If Galt got away with Dr. Crisp—or at least his head—then Fiona Lin-Wei and the staff of *The Ecotopian* are in grave danger.

Back to Berkeley

After leaving the ABC plant, Galt and his remaining commandos hole up until 4 P.M. the next day, at which point Galt can perform Consume Memories on Dr. Crisp. (Alternately, he may be able to torture the information out of the doctor, if he’s survived this long; this means they’ll be ready a lot sooner.) They’ll travel first to Billings by helicopter, then to Oakland by the same private jet they arrived on. While *en route*, Galt arranges to get Fiona Lin-Wei “picked up.” The muscle for the job is provided by a group of Northern Californian white-supremacists who call themselves the Bear Flag Republic. Their numbers are not impressive, but their leader, Horst Jaeger, is devoted to the Karotechia—though ignorant of their true nature. He will enthusiastically provide Galt with the assistance he needs, particularly if it

means there’s going to be one less “granola-eating gook” in the world. Galt’s orders are to have Jaeger and his skinheads kidnap Fiona and take her to one of Jaeger’s secret arsenals, a cabin in the hills outside Oakland. They’re supposed to hold her until Galt can arrive and perform the Consume Memories spell on her.

If the investigators call Fiona Lin-Wei and try to warn her, her reaction depends on how she and the investigators interacted earlier. If their conversation was hostile, she may not believe the threat and may just chalk their warning up to “government harassment.” Alternately, Dr. Nadja Fulani may provide another avenue of approaching Fiona. Where Fiona might distrust a bunch of “suits,” she is more easily approached by a more friendly figure such as Dr. Fulani. If Fiona is convinced of the danger, she will hide herself. An emergency option might be to call Postal Inspector Baldwin and have Fiona arrested on trumped-up charges of mail fraud or some other violation of the U.S. postal regulations. Although this will infuriate her, it will save her life. Galt and the Bear Flag Republic goons won’t be able to get at her if she’s in federal custody.

Galt won’t leave the San Francisco bay area until he eliminates Fiona. This single-mindedness may provide the investigators with an excellent opportunity to ambush Galt and his people. They must either convince Fiona to play the role of human bait, or the investigators could simply keep Fiona under surveillance, not warn her of the danger, and wait for Galt to make his move. (If the investigators need to be led to these plans, Agent Drake can always provide them with the suggestion.) Inspector Baldwin is available for any operation. The actual details of using Fiona as the bait for a trap should be left to the investigators to devise on their own.

The Skinheads Strike

If Fiona is kidnapped before the investigators are ready, they will have to work the case like a standard kidnapping. Cooperating with the FBI, the Berkeley police, and the California Highway patrol would be a good idea if they want to have any chance of catching up to Fiona’s kidnappers.

The kidnappers are four skinhead toughs driving a van with stolen plates. One skinhead stays with the van, keeping an eye out for Fiona and the police, while the other three carry out the kidnapping. Their plan is simple and reckless due to the time constraints they are under; Galt wants Fiona ready as soon as he arrives in San Francisco. After locating Fiona Lin-Wei’s apartment through the phone directory, one of the thugs gains entry to the apartment through a sliding glass door on the second-floor balcony. He’ll succeed in getting inside without anyone seeing him and then let the other two in the front door. Then, they wait quietly until Fiona returns home from work. The lookout/getaway driver warns the three inside by cell phone that Fiona is on her way up. The three inside ambush Fiona in the apartment, subduing her and

whisking her down the stairs and into the waiting van. Fiona is difficult to subdue and the struggle demolishes her apartment and alert the neighbors. One of her neighbors—John Mackey, a UC-Berkeley undergrad—attempts to intervene as Fiona is being dragged off, bloodied and bound with duct tape. For his troubles, he gets a broken nose and a split eyebrow. Another neighbor—Kevin Shapiro, a copy-shop employee/professional slacker—stays out of the fray, but does get the blue panel van's license plate. Unfortunately, California license plate ArK 834 was reported stolen off a car in an Oakland shopping mall earlier that day. The skinhead kidnappers switch back to their real license plate after they get out of the area. The kidnapping is executed around 5:30 P.M.

An All Points Bulletin with the make and color of the van, as well as a description of the kidnappers, could result in some sharp-eyed highway patrolman spotting the van. A successful 1/5th Luck roll by the investigator with the highest Luck means law enforcement has spotted the van. Trying to stop the van on the road results in a short gun battle, which ends as soon as two of the kidnappers are wounded or killed. As an alternative, a tail could be set up in short order, including air surveillance by helicopter. If the investigators play their cards right this could lead them to Jaeger's cabin. Success should be based on the prudence and intelligence of the investigators' plans.

Working the scene of the kidnapping will result in little in the way of immediate leads. However there will be ample hair, fiber, and fingerprint evidence at Fiona's apartment to track the kidnappers down, but probably only after it's too late for Fiona. With Drake's assistance, the fingerprint check can be back in 1D20 hours. This will lead the investigators to the skinhead kidnappers, who all have criminal records in the state of California. The skinheads won't return to their residences until the following afternoon, however, since they have the duty of disposing of Fiona's remains after Galt works his vile and lethal magics upon her. Their van is a treasure trove of forensic evidence, and it will be no trouble to pin kidnapping and murder charges on them after the fact. Shaken by their experience with Galt the night before (described below), these craven thugs crack quickly and spill the beans about everything they know.

(If the investigators make the skinheads and the Keeper believes they deserve a break, an FBI hate-crimes task force may supply data on the Bear Flag Republic, Jaeger, and Jaeger's Oakland cabin in time to save Fiona.)

The skinheads, however, know nothing about Reinhard Galt prior to meeting him at Jaeger's cabin. As far as they know they're working for Horst Jaeger. They know the location of the cabin that Fiona is to be taken to and where the body is ultimately disposed of, but not why she was kidnapped. They can reveal quite a bit about Jaeger's other secret arsenals and their information could lead to prosecutions of Horst Jaeger and many other members of the Bear Flag Republic for conspiracy to commit murder, accessory

after the fact, kidnapping, and violations of federal firearms statutes and the RICO statutes.

If the investigators don't catch up to Fiona within five hours of her kidnapping, she will be murdered by Galt, who decapitates her, cracks open her skull, and devours her still-warm brain as part of the Consume Memories spell. This will be at approximately 9:30 P.M. (If Galt had to perform the spell on Dr. Crisp, it may result in another twenty-four-hour delay, however.) The spell will assure Galt that the leak from ABC never got as far as Fiona or *The Ecotopian*. As an added abomination, Galt spit-roasts Fiona's decapitated and gutted corpse over an open fire and feeds jovially on her remains. Any surviving *Totenkopf* commandos, Jaeger, and his skinheads will not partake of the ghastly cookout. They keep their distance, and keep their comments to themselves.

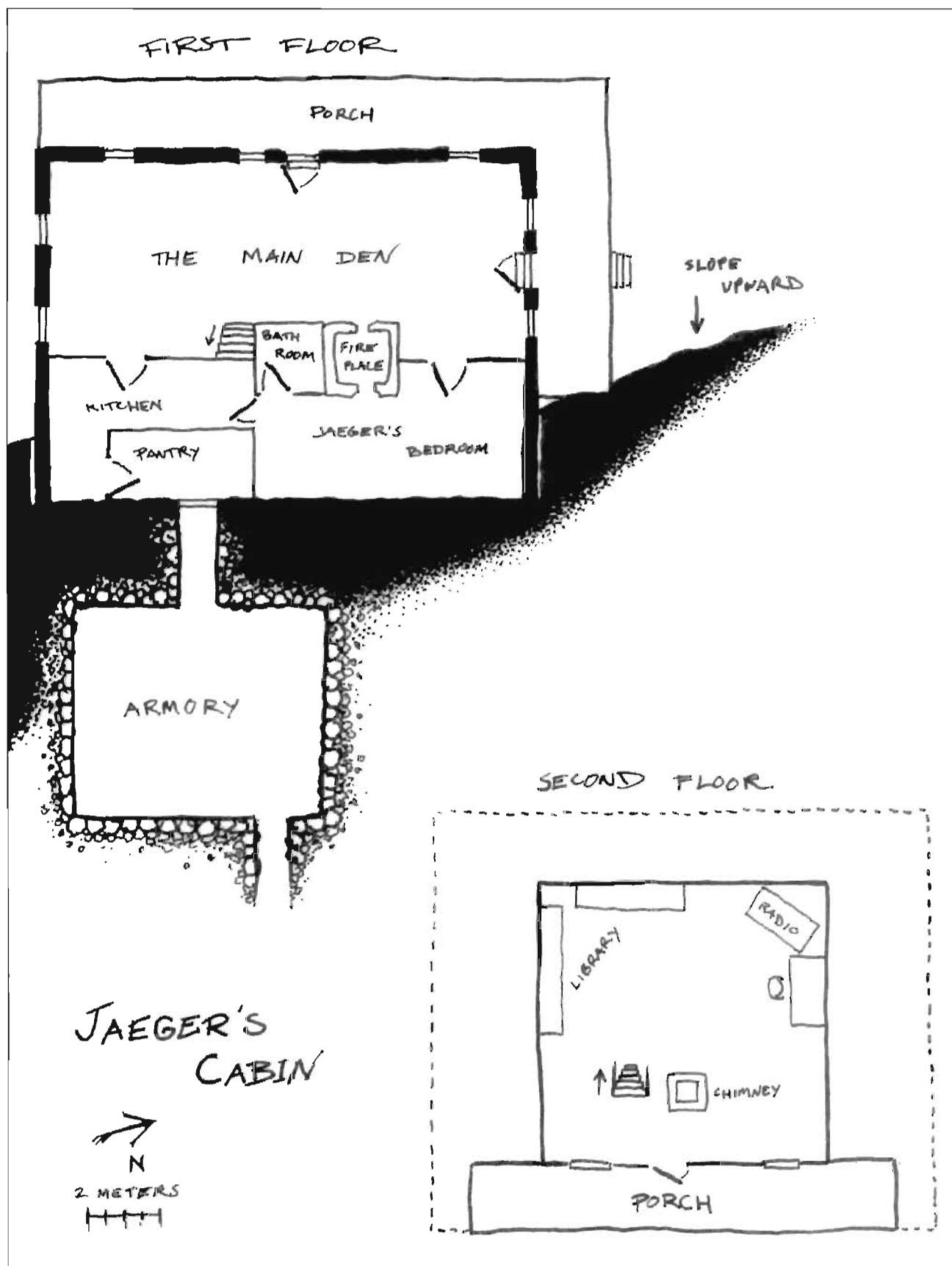
At 2:00 A.M., Galt hands over Fiona's remains to the skinheads for disposal. They take her head, entrails, and ravaged body to Jaeger's Bear Flag Republic "training center." Located in a rural area east of Modesto, this razor-wire-surrounded compound is another one of Jaeger's arms caches, which he uses to train his thugs and survivalist clients in paramilitary tactics. The camp is currently unused, but the grounds are patrolled by eight savage Rottweilers. (While the camp is inactive, Jaeger sends his skinheads out to feed the dogs every three or four days, but keeps the dogs underfed to increase their aggression.) There the skinheads deposit the sad remains of Fiona Lin-Wei to supplement the dogs' diet. The body will be torn to shreds, but there will still be sufficient bone and hair fragments for a DNA match to the unfortunate Ms. Lin-Wei.

For their part, Galt and his commandos vanish into the night. The investigators will have to content themselves with prosecuting Horst Jaeger and his skinheads.

Jaeger's Cabin

If the investigators move to arrest the skinhead kidnappers before they return to the cabin, they will not get a crack at Galt. The skinheads are supposed to contact Jaeger by cell phone to report that the kidnapping came off without a hitch. Once Jaeger arrives to check things out, he calls Galt and gives him the "all-clear" signal to approach the cabin himself. To ensure catching everyone together, the investigators must allow the kidnappers to take Fiona Lin-Wei all the way back to the cabin and then wait very patiently.

The cabin is located off State Road 12, on a logging road deep in the Rocky Mountains north of Sonora, California. The terrain is mountainous with dense pine and redwood forests. The cabin is built on a slope, facing towards the logging road. It's actually just a façade covering the entrance to an underground bunker built into the hillside. The grounds around the cabin has been cleared of underbrush, and trees within thirty yards of the cabin have been removed. This



makes approaching the cabin under cover impossible. The front of the cabin is covered by three concealed gunports, and each side of the cabin is covered by two concealed gunports at ground level. The interior of the cabin is set three feet below the level of the ground, thus providing the defenders with ready-made trench defenses when the shooting starts. The only weak spot is an approach from the slope above the cabin. Although this approach is covered by two gunports in the roof, the men using it will not have the protection of the trench defenses while using them. Each wall is actually a double wall, with the six inches between the wooden walls filled with sand. This provides 20 HP of armor.

First to arrive at the cabin will be the four kidnapers and Fiona, around 8 P.M. Then Jaeger and his two bodyguards will arrive in a four-wheel-drive Jeep at 8:30 P.M. Finally Galt and any of his surviving commandos will arrive in a couple of Mercedes (four men per car max) at 9 P.M.

To say the least, the cabin is a fortress. But there are two weaknesses. First, there is the roof. Unlike the walls, there is no sand in the roof to disperse the ballistic force of the bullets. The roof only provides 5 HP of armor. By firing down into the roof from the slope above the cabin (using assault or sniper rifles), the investigators could kill or injure the defenders, or at least disrupt their defenses enough to get an assault team up to and through one of the doors. The greatest danger here is the possibility that Fiona Lin-Wei will catch a stray bullet, since she is gagged and duct-taped to a chair in the middle of the main den. Secondly, the cabin is susceptible to fire. While the Bear Flag team can use the es-

cape tunnel, a fire presents a whole new set of dangers for Fiona (smoke inhalation, suffocation, burning alive, *etc.*). If the cabin were set on fire, all the defenders would retreat through the escape tunnel and try to slip away, leaving Fiona to die. Fiona will only be taken through the tunnel if Galt is present to insist on this.

Getting into the cabin isn't really a great idea since Galt intends to detonate the explosives stockpile in the hillside to cover his escape. The explosion will knock people in the immediate area off their feet. The force of the explosion will be directed into the cabin, blowing out windows and doors and stunning (and deafening) everyone inside the cabin for 1D6 combat rounds. When the explosives detonate, there is also a chance that anyone in the cabin could take some damage. If a Dodge roll is failed, anyone in the cabin takes 2D6 damage; even if they succeed, they take 1D6 damage. Anyone in the kitchen takes 4D6 whether they successfully Dodge or not. Anyone actually in the arms cache takes 8D6 damage. Anyone in the tunnel takes 10D6, on top of being buried alive when the tunnel collapses.

The skinheads won't fight to the death, and will surrender if most of them have been injured. Horst Jaeger fights only so long as there's a chance to escape. He plans to go out the escape tunnel with Galt, leaving the skinheads behind. But Galt plans to blow the tunnel and trap Jaeger with his thugs in the cabin. Even if left behind by Galt, Jaeger will not betray Reinhard Galt or the Karotechia by turning informer. He would far rather go to jail for the rest of his life. Even the distant threat of death row will not shake him.

Gear at the Cabin

There are considerable illegal arms and paramilitary equipment stored at the cabin. A partial list includes:

- △ Heavy Kevlar vests (8 HP armor) & helmets (5 HP armor)
- △ Night-vision goggles
- △ Gas masks (wearing a gas mask reduces vision-related skills by half)
- △ Magazine bandoliers and equipment harnesses
- △ Tens of thousands of rounds of ammunition, smokeless powder, percussion caps, brass casings, casts for bullets, and reloading equipment
- △ Hundreds of pounds of explosives, most mixed from common household supplies, and dozens of pipe bombs already assembled. There is a small amount of C-4 plastique and detonators.
- △ Hand grenades, reassembled from military-surplus defused grenades. These are very dangerous to use. A failed Luck roll means the grenade fails to detonate. A fumbled Luck roll means the grenade's fuse is too short. Roll 1D4: 1 means the grenade explodes as soon as the pin is pulled, 2-4 means it detonates before it lands on the target.
- △ 60 AK-47 assault rifles, converted to full auto with bayonets & 10 magazines apiece
- △ 20 9mm Mac-10 machine pistols converted to full auto, with 10 magazines apiece
- △ 40 Ruger P-85 9mm handguns, with 10 magazines apiece
- △ 30 12-gauge Street Sweeper semi-auto, drum-fed shotguns
- △ 1 M-79 "Blooper" grenade launcher with 40 40mm grenades
- △ A huge library of military-surplus instruction manuals and neo-Nazi propaganda
- △ A shortwave radio with a portable generator and gasoline supply
- △ There is a large supply of food, enough for years, and water is supplied by a hand-pumped well.

Threatening to kill him won't work, simply because he doesn't believe the investigators would kill him in cold blood. He will not break unless subjected to extreme torture. Use of physical coercion or shooting some of Jaeger's flunkies to prove the investigators are serious about their threats will have serious repercussions. The investigators should never be allowed to forget that they are not beyond the reach of the law. If there are any non-Delta Green federal investigators or police with the investigators, they will intervene to stop the torture and will even arrest the investigators if the situation warrants it.

The *Totenkopf* commandos will fight to the last to ensure Galt's escape, but they intend to follow Galt out the escape tunnel. For his part, Galt will have one priority: escape with Fiona or her head so he can later perform the Consume Memory spell. The investigators will have to move fast and hard to keep Fiona's head on her shoulders. During the final confrontation Galt should be allowed to slip away into the night. But in his rush to escape, Galt will leave behind almost all of his belongings, including his "cooking utensils" and, more importantly, his copy of *Mein Triumph*.

Epilogue

This mini-campaign is designed to give the Delta Green investigators an introduction to the Karotechia, not give them a chance to destroy the organization in one fell swoop. They may get their noses bloodied, but give as good as they get. The investigators may prevent the Gemstone facility from being destroyed with all the employees, expose the Bear Flag Republic to prosecution, save Fiona's life, and pick up Galt's lost copy of *Mein Triumph*, but they should not be allowed to kill Galt. He should be allowed to escape, although perhaps a few Ritter short. Galt may also destroy Lab 6, or at least all data connecting the ABC with the Karotechia front company, Nuevas Fronteras. The investigators should be left with the impression that they have stumbled onto something huge and powerful: an organization proficient in both sorcery and arcane science with connections to racist "grass-roots" organizations, one more than capable of crushing those who annoy or oppose it. With the copy of *Mein Triumph* in hand, Delta Green has reacquired a target thought lost since the aftermath of WWII. Operation SOUTHERN HOSPITALITY (see *Delta Green*, p. 36) will need to be resurrected and the Karotechia, now exposed, will need to be ferreted out and destroyed.

Good luck, investigators. *Be seeing you!*

SAN Rewards & Penalties

Destroying or shutting down Lab 6: +1D4
 Exposing or arresting Ray Turner: +1D2
 Exposing or arresting Dr. Metreux: +1D2
 Preventing/Failing to Prevent the Sapphire spill: +/-1D4

Saving most/none of the Gemstone employees: +/-1D4
 Saving/Failing to Save Fiona Lin-Wei: +/-1D4
 Saving/Failing to Save Lynn Crystal Stone: +/-1D4
 Exposing or prosecuting the Bear Flag Republic: +1D2
 Allowing all/None of the other Totenkopf to escapes: +/-1

NPCs

Delta Green Agents and Friendlies

Agent "John Drake"

Delta Green Supervisor and Eyes-Only Legend, age 72

Race: Caucasian

STR 7 CON 7 SIZ 14 INT 18 POW 17
 DEX 6 APP 11 EDU 21 SAN 48 HP 11

Damage Bonus: none

Skills: Air/Sea Navigation 32%, Art 49%, Computer Use 41%, Conceal 59%, Credit Rating 57%, Cthulhu Mythos 15%, Demolitions 46%, Disguise 51%, Dodge 40%, Drive Automobile 76%, Electronic Repair 70%, Fast Talk 65%, First Aid 64%, Hide 67%, Hypnosis 41%, Jump 48%, Library Use 72%, Listen 58%, Locksmith 51%, Martial Arts 61%, Navigate 41%, Occult 56%, Operate Heavy Equipment 41%, Pilot Boat 42%, Pilot Helicopter 50%, Persuade 66%, Psychology 82%, Sneak 66%, Spot Hidden 76%, Swim 52%

Languages: English 99%

Attacks:

H&K P10 10mm 76%, ID10+1

Fencing 64%, ID6 + 1

Fist/Punch 64%, ID3

Grapple 66%, special

Kick 61%, ID6

Submachinegun 53%

Notes: "John Drake" is a Delta Green-connected, high-ranking CIA officer—a veritable legend around "The Company." Drake is not his real name, only a cover he used back in the 1960s. Everyone at the CIA who ever knew his real name has either died or long since forgotten it. Perhaps Drake has forgotten it, too. He is a very senior "black" operative, officially dead, and now unofficially retired. This guy was performing Delta Green ops since before Delta Green was disbanded. The years of twisted work has not worn well on him. His demeanor exudes a mixture of fathomless exhaustion and smoldering fanaticism. His role is to introduce the investigators and then act as a conduit for support and supplies. His access to supplies and specialized talent requested by the investigators should be limited to reasonable requests. Yes, he can get them clandestine surveillance equipment or even satellite photos. No, he can't get them a briefcase nuke or the 101st Air Assault Division. He will stay in the San Francisco area and may be called on by the investigators for assistance. Drake is the person to whom the investigators should submit their final report.

Inspector Johann Baldwin, Postal Inspection Service

Delta Green Friendly, age 30

Race: African-American

STR 11 CON 16 SIZ 13 INT 13 POW 10
DEX 13 APP 18 EDU 15 SAN 46 HP 15

Damage Bonus: +1D4

Skills: Accounting 62%, Bargain 66%, Computer Use 12%, Drive Automobile 58%, Fast Talk 72%, Hide 29%, Law 32%, Listen 53%, Psychology 52%, Sneak 26%, Spot Hidden 77%

Languages: English 77%

Attacks: .38 Revolver 62%, 1D10

Notes: Inspector Baldwin has prior experience on a Delta Green operation. The operation involved a child/snuff-pornography ring with ties to a cult of Hastur. Baldwin became involved because the cult was distributing their material through the U.S. mail. While he never encountered anything supernatural, he did notice how the case seemed permeated by "evil." During the investigation, he made contact with several Delta Green-connected federal agents, including John Drake. Baldwin will assist the investigation in any way he can, particularly in tracing the package or dealing with the U.S. Postal Service. Baldwin is normally a frivolous and fun-loving man, more interested in personal diversion than anything else. However, he was badly shaken by his experience in the Berkeley Post Office with the re-animated dog head. He is desperate to figure out what it is he's stumbled into. He will not accompany the investigators to Montana, as he is having to cover both his duties and his partner's while Rafferty is out on sick leave. However, he may be called upon for aid when the investigators have to return to Berkeley.

Dr. Nadja Fulani

Delta Green Friendly and Anthropologist, age 54

Race: African-American

STR 10 CON 11 SIZ 11 INT 18 POW 12
DEX 13 APP 16 EDU 23 SAN 60 HP 11

Damage Bonus: none

Skills: Anthropology 82%, Archaeology 42%, Climb 68%, Credit Rating 42%, Cthulhu Mythos 21%, Fast Talk 58%, First Aid 49%, History 66%, Jump 47%, Library Use 48%, Natural History 42%, Navigate 62%, Occult 73%, Persuade 71%, Psychology 67%, Swim 54%

Languages: Bantu Dialects 23%, English 95%, German 42%, Latin 58%, Patois (Haitian) 27, Spanish 28%, Swahili 32%

Attacks: None

Notes: Dr. Fulani is an anthropologist specializing in the study of secret societies, everything from the Knights Templar to the Ku Klux Klan to the National Security Agency. Dr. Fulani is fascinated by the sociology and psychology of secrecy and made her career by delving into the secrets and rituals of groups that jealously guard their privacy and anonymity.

Dr. Fulani can be useful in a couple of ways to the investigators in this scenario. First, she can give the investigators an introduction to the staff of *The Ecotopian* and help them get acclimated to Berkeley. Second, she could be very handy

when it comes to analyzing the copy of *Mein Triumph* that Galt may conveniently lose during the course of the scenario, as she has a passing knowledge of the Karotechia, which most reputable historians consider a myth.

Physical Description: Dr. Fulani stands 5'9" and weighs 144 lbs. She is a strikingly beautiful woman, bearing a close—albeit duskier—resemblance to the famous Egyptian bust of Nefertiti. She wears her hair short-cropped and natural, very close to her scalp. Her figure is still toned from the years she spent walking through the most inhospitable terrain of the earth. Even today, in her mid-fifties, Nadja Fulani turns heads.

The Ecotopians

Fiona Lin-Wei

Ecotopian Editor and Eco-Activist, age 26

Race: Chinese

STR 9 CON 16 SIZ 9 INT 13 POW 14
DEX 16 APP 17 EDU 15 SAN 70 HP 13

Damage Bonus: none

Skills: Climb 74%, Bargain 41%, Dodge 53%, Drive Motorcycle 63%, Fast Talk 43%, Jump 76%, Natural History 72%, Persuade 52%, Photography 71%, Psychology 31%

Languages: Chinese 80%, English 75%, Spanish 43%

Attacks:

Electric Stunner 61%, special

Fist/Punch 62%, 1D3 (w/ brass knuckles 1D3+2)

Pepper Gas dispenser 27%, special

Notes: A grating champion of the speechless furry masses, Fiona is a dedicated fanatic who has proven capable of only minor successes up until now. Having a cause to champion saves her from mundane tasks like paying her bills, doing her laundry, or dealing with her grandchild-demanding mother. A woman with a strong personality, she will meet any confrontation with a higher level of hostility. While she may be a dedicated Vegan and tree-hugger, she still packs an arsenal of non-lethal weapons. She even took up boxing for a while. Oddly, if there is an encounter with Galt, Fiona's stunner and pepper gas will have more of an effect on him than a whole magazine of 9mm bullets.

It will be difficult to get Fiona to trust the investigators. However, should they break through her suspicious nature, she would make for an interesting Delta Green friendly. Fiona is hooked into the eco-conspiracy-theory rumor mill. She has sources of information "fringy" enough to be of use to Delta Green when it comes to detecting evidence of Mythos activity among political subcultures.

The Other Staff Members

No game statistics are given for the rest of the staff, although these short descriptions may assist the Keeper when he or she needs to conjure another stock NPC to populate the offices of *The Ecotopian*.

Karen Czachowski: Editor; ex-EPA chemist and eco-alarmist.
Trish Joseph: Editor; vegetarian, Trotskyite, and radical lesbian poet.

Michelle McGregor: Marketing Manager; part-time student, underpaid for a good cause.

Keith Bass: Contributing Editor; scruffy socialist and self-styled ecological Che Guevara.

Katherine Hawkins: Contributing Editor; rich girl and would-be Patty Hearst.

Colleen Harper: Production Manager; student & assistant editor, UC-Berkeley newspaper.

Manuela Klick: Asst. Production Manager; German exchange student & Green Party member.

Dana Gastineau: Photo Researcher & Subscriptions Manager; recent UC-Berkeley graduate.

Shana Vandermade: Design; starving artist, paying her bills and suffering for her art.

Dwight Jenkins: Gofer and receptionist; part-time environmentalist and full-time horndog.

The Blackfoot Reservation

David Bird Rattler

Former Tribal Council President and

Former FBI Informant, age 76

Race: Blackfoot

STR 4 CON 4 SIZ 10 INT 15 POW 16
 DEX 10 APP 13 EDU 21 SAN 80 HP 7

Damage Bonus: -1D4

Skills: Accounting 49%, Bargain 64%, Blackfoot Tribal Lore 41%, Credit Rating 79%, Drive Auto 34%, Fast Talk 32%, First Aid 42%, Jump 46%, Medicine (Veterinary) 39%, Natural History 47%, Persuade 82%, Psychology 42%, Ride 72%, Rope 61%

Languages: English 99%, Blackfoot 77%, Crow 37%

Attacks: Remington Model 30A Rifle 50%, 2D6+4

Notes: Twenty-five years ago, David Bird Rattler did a stupid thing. He thought that he could play the FBI and AIM off each other for personal and political gain. By supporting AIM and working as an FBI informant, Bird Rattler thought he would be able to come out on top no matter what. To some extent he was correct. He curried favor with the tribal radicals who supported AIM, and also with the tribal government which had closely aligned itself with the FBI's COINTELPRO agents. However, it soon became apparent that the FBI didn't share the loyalties of its informants with anyone. Bird Rattler was forced to snitch on several friends who were members of AIM, and the information he gave to the FBI led to two men being sentenced on federal charges. Bird Rattler went on to have a successful career in tribal politics, and served as tribal president from 1984-1988. He retired from politics in 1990 and lives on his ranch near Cut Bank, Montana. He has become relatively wealthy from selling oil and gas leases on land he owns in the eastern part of the reservation.

But today, Bird Rattler is very unhappy with himself. He still feels guilty about his betrayals. While in politics, he tried to make up for this by being scrupulously honest. He poured everything he could into programs to increase the standard of living on the reservation and keep the federal government out. Today he is beginning to think he shouldn't have left tribal politics, particularly since ABC showed up. Bird Rattler can see that corruption is on the rise on the Rez, and worries that there may be health hazards posed by ABC's operation.

Bird Rattler will be unhappy to see the investigators show up on his doorstep, but he is willing to cooperate if the investigators make clear that they are investigating ABC. Bird Rattler has many contacts across the entire reservation. His name and reputation still carry a great deal of weight with his former constituents. He knows Det. Wallace Red Crow and can put in a good word with him for the investigators. Bird Rattler is also aware of Thomas Iron Shirt's reputation as a womanizer and a thief; Iron Shirt got one of Red Crow's grand-nieces pregnant and then left her.

Carl Mad Plume

Sheep Rancher and Former FBI informant, age 48

Race: Blackfoot

STR 16 CON 14 SIZ 10 INT 9 POW 8

DEX 13 APP 12 EDU 13 SAN 40 HP 12

Damage Bonus: +1D4

Skills: Bargain 37%, Credit Rating 29%, Drive Auto 42%, First Aid 38%, Jump 33%, Mechanical Repair 43%, Medicine (Veterinary) 43%, Natural History 54%, Ride 46%, Rope 46%, Track 34%, Spot Hidden 52%

Languages: Blackfoot 33%, English 72%

Attacks: .30-30 Lever-Action Rifle 61%, 2D6+3

Notes: Carl Mad Plume was just twenty-one years old when he joined the American Indian Movement. He saw it as a way to recapture some modicum of self-respect and self-reliance for his people. Unfortunately, he became the target of an FBI "bad-jacketing" operation. FBI COINTELPRO agents concocted "evidence" to make it look like Mad Plume was an FBI snitch. Then they played on Mad Plume's fears that his fellow AIM members would kill him if they believed he was a snitch. Through this blackmail, Mad Plume became a FBI informant.

Twenty-five years later, Mad Plume is a small-time sheep rancher in the area around Browning. He has since raised a family and has two grown sons. He will be extremely angry to see the investigators show up on his doorstep. All interpersonal skills will be halved if the investigators reveal they work for the federal government. However, he will be willing to cooperate if the investigators explain that they are investigating ABC. Mad Plume hates ABC, seeing it as just another example of white exploitation of his people. He's heard rumors about chemical spills and employees being sent away as part of a cover-up. He can gather a few rumors for the investigators and maybe even ask a few questions,

but he is not a trained investigator. He usefulness is limited. But he knows just about everyone in town and on the Rez. And he thinks he knows who is in ABC's pocket and who is honest—of the latter, Det. Red Crow is first on the list.

Detective Sergeant Wallace Red Crow
Honest Cop in a Dishonest World, age 41
Race: Blackfoot

STR 12 CON 13 SIZ 14 INT 13 POW 13
 DEX 14 APP 11 EDU 17 SAN 65 HP 14

Damage Bonus: +1D4

Skills: Drive Auto 55%, Law 26%, Listen 49%, Navigate 41%, Persuade 32%, Psychology 53%, Ride 51%, Rope 58%, Spot Hidden 45%, Throw 41%, Track 47%

Languages: Blackfoot 61%, English 89%

Attacks:

- .357 Magnum Revolver 64%, 1D8+1D6
- Bowie Knife 41%, 1D4+2+db
- Fist/Punch 59%, 1D3+db
- Grapple 40%, special
- Kick 31%, 1D6+db
- Ruger Mini-14 Rifle 66%, 2D6

Notes: Det. Wallace Red Crow is an honest and fair officer in an environment that easily breeds corruption. However, he is no crusader. He just wants to do his job and keep his own little corner of the universe clean. While he is personally incorruptible, he is not interested in ratting out those fellow officers who are not so honest. However, Red Crow despises brutality and violence and would go against an officer who hurt or injured someone illegally. Red Crow will assist the investigators to some extent, but won't wish to get directly involved, since it might cost him his job. He is willing to risk his personal safety, but not his career. But if it is demonstrated to him that ABC is involved with kidnapping and human experiments (even on someone as disreputable as Tommy Iron Shirt), he will do everything in his power to bring ABC to justice, and his career be damned.

Lynne Crystal Stone
Ingenue Juvenile Delinquent, age 18
Race: Blackfoot

STR 10 CON 14 SIZ 8 INT 9 POW 9
 DEX 13 APP 17 EDU 10 SAN 45 HP 11

Damage Bonus: +0

Skills: Conceal 57%, Drive Motorcycle 73%, Fast Talk 62%, Hide 46%, Listen 61%, Locksmith 48%, Pick Pockets 61%, Sneak 44%, Spot Hidden 67%

Languages: English 53%

Attacks: None

Notes: Lynne isn't the sharpest knife in the drawer; otherwise, she wouldn't be wasting her emotions on a sleazy opportunist like Thomas Iron Shirt. However, she does have guts, determination, and enough brains to know when to keep her mouth shut. She has been playing private eye for

the past few months and has a bit of a jump on the investigators. Thanks to her career as a juvenile delinquent and shop-lifter, she has acquired some of the instincts of a natural spy. If properly recruited she would be perfect for penetrating ABC. She is also a survivor and will be wary if the investigators are putting her in danger. With any luck she'll get through this without encountering her zombified boyfriend. Doubtless the Keeper will ensure she isn't so lucky.

Amalgamated Bio-Carb

Ray Turner

ABC Gemstone Facility Director and "Mr. Fixit," age 43

Race: Caucasian

STR 15 CON 14 SIZ 13 INT 17 POW 14
 DEX 11 APP 14 EDU 16 SAN 62 HP 14

Damage Bonus: +1D4

Skills: Accounting 42%, Bargain 81%, Chemistry 25%, Credit Rating 81%, Fast Talk 78%, Law 52%, Listen 47%, Persuade 82%, Pharmacy 26%, Psychology 78%, Spot Hidden 58%

Languages: English 80%, Spanish 40%

Attacks:

Fist/Punch 63%, 1D3+db

Desert Eagle .357 magnum 40%, 1D8+1D4

Notes: Ray Turner's a corporate executive who is accustomed to operating out on the edge of legality. He's been the director of other illegal, quasi-legal, and sometimes just immoral projects for various corporations around the world. His career has been defined by ruthless cunning. He is also in excellent physical shape and can be very intimidating. He will keep the events at ABC's facility under wraps from the ABC higher-ups until Dr. Metreux has the Sapphire compound perfected. He needs to be able to present the CEO and Board of Directors with a *fait accompli* so that he can attach himself to the resulting revenues. Once Dr. Metreux works the kinks out, Turner expects to be one of the richest men on Earth. If he has any weakness, it's his own self-image. He thinks of himself as a "pro," some kind of soldier-of-fortune. Ray may be too used to operating in a third-world environment where he can get away with anything, including murder. This overconfidence could very easily be his undoing.

Louis Deschiel

ABC's Gemstone Facility Security Chief, age 42

Race: Caucasian

STR 15 CON 12 SIZ 14 INT 14 POW 14
 DEX 13 APP 8 EDU 17 SAN 70 HP 13

Damage Bonus: +1D4

Armor: Lt. Kevlar vest, 6 HP

Skills: Bargain 71%, Drive Automobile 53%, Fast Talk 46%, Hide 48%, Law 27%, Locksmith 61%, Persuade 40%, Psychology 50%, Spot Hidden 46%, Sneak 56%

Languages: English 85%

Attacks:

Fist/Punch 82%, 1D3+db

Grapple 57%, special

Sig-Sauer 225 72%, ID10

Notes: Louis Deschiel was a corrupt Lieutenant in the New Orleans Police Department when he went to work for Ray Turner, helping to arrange the assistance of organized crime in the dumping of toxic waste. Since then he and Turner have formed a partnership, moving from corporation to corporation as “fixers”—or as Turner would put it, “maximizing assets and minimizing liabilities.” Turner takes care of the work inside the companies, while Deschiel works the street. For his part, Deschiel has performed numerous illegal acts of corporate espionage and counter-espionage in the past for Ray Turner. Once in the Philippines, Deschiel acted as the bag-man to pay some corrupt local police to kill an environmentalist who was organizing a protest against an ABC chemical plant. Although he has never killed anyone himself, he considers himself “up for it,” and is fond of guns and the macho image he associates with them. Deschiel is a robust bulldog of a man, ugly in a way that only makes him seem more threatening and powerful.

Dr.ENZILI Metreaux

Project Sapphire Director and the New Re-Animator, age 36

Race: African-American

STR 9 CON 15 SIZ 14 INT 18 POW 15
DEX 11 APP 16 EDU 21 SAN 56 HP 15

Damage Bonus: +1D4

Skills: Biology 97%, Credit Rating 47%, Chemistry 97%, First Aid 67%, Forensic Surgery 98%, Library Use 56%, Medicine 98%, Occult 32%, Pharmacy 99%

Languages: English 99%, Haitian Creole 41%

Attacks: Scalpel 47% 1D3+db

Notes: Dr.ENZILI Metreaux is a formula for success: brilliant, focused, ambitious, and ruthless. There is little she will not do to advance her plans. She sees herself becoming the most powerful and influential woman on Earth if she can perfect the Sapphire compound into a “cure” for death or even a fountain of youth. She is not really prepared for how horribly wrong things have gone. First, someone breaks into Lab 6 and steals one of the biological specimens. Next, the “South Americans”—who appear suspiciously Aryan—are poking around. By the time the investigators show up, Dr. Metreaux is wondering how to make her escape with the Sapphire compound in hand. She will certainly consider blowing the whistle on ABC if she thinks she can convince the investigators that she’s the one who sent the dog head, putting the blame on Ray Turner as a “deranged corporate megalomaniac.”

Dr. Arnold Crisp

Project Sapphire Scientist and Rebel Without a Clue, age 27

Race: Caucasian

STR 12 CON 11 SIZ 13 INT 16 POW 11
DEX 10 APP 10 EDU 18 SAN 51 HP 12

Damage Bonus: +1D4

Skills: Bargain 42%, Biology 82%, Computer Use 56%, Credit Rating 46%, Electronics 66%, Fast Talk 25%, Library Use 60%, Medicine 77%, Pharmacy 87%, Persuade 61%, Psychology 43%

Languages: English 90, Latin 23%

Attacks: None

Notes: Dr. Arnold Crisp is in deep trouble. He went out on a limb to steal the dog head and mail it to *The Ecotopian*, and now that plan has gone in the crapper. The staff at ABC have uncovered the theft and are conducting an investigation. He’s considering stealing more proof and making a run for it. If he becomes aware of the investigators’ presence, he’ll consider contacting them, but since he’s paralyzed with fear he’ll hesitate to make the first move. It will require a successful halved Persuade roll to get Crisp to tell what he knows. That roll will be at the full Persuade skill level if the investigators remember to mention Fiona Lin-Wei to Dr. Crisp, who still has a puppy-dog crush on her from college.

Although he doesn’t know it, Crisp has fallen under Security Chief Deschiel’s suspicion as the whistle-blower. Accordingly, Deschiel has had Crisp’s dormitory room and phone line bugged. Any attempt to have a private conversation with Crisp in his room or on his phone will prove disastrous. While Crisp does have a cell phone, if the investigators call him on it while he’s in his dormitory Deschiel’s people will overhear Crisp’s end of the conversation.

Dr. Peter Zeis

Notes: Dr. Zeis is Dr. Metreaux’s other laboratory assistant. He is 35 years old, 6’3”, thin with a fading brown hairline. He is quiet and hardworking, which belies his excitement to be a part of the Sapphire project. He is more interested in winning a Nobel prize than in becoming wealthy, but it’s because he’s hungry for prestige and fame, not goodwill for humanity.

Sample ABC Security Guards

STR 15 CON 15 SIZ 12 INT 10 POW 11
DEX 20 APP 11 EDU 13 SAN 55 HP 14

Damage Bonus: +1D4

Armor: Lt. Kevlar vest, 6 HP

Skills: Climb 51%, Dodge 57%, Dog Handling 48%, Drive Automobile 56%, Jump 53%, Listen 49%, Spot Hidden 51%, Throw 55%, Track 55%

Attacks:

Club 58%,

Fist/Punch 56%, 1D3+db

Grapple 58%, special

9mm Sig Sauer 225 68%, ID10

Headbutt 40%, 1D4+db

Kick 56%, 1D6+db

Shotgun 62% 4D6

Notes: ABC’s security force is made up of ex-police and military types. Quite a few of them are Blackfeet and citizens of the reservation. Others are Montana locals who commute to

work. There are 48 guards total, working three shifts of 16 men, and they are just average citizens. However, there are a trio of trusted guards, non-locals hand-picked by Deschiel, who are used for illegal ops. These three were used to cover up the "accident" as well as to move and secure the new test subjects in Lab 6. They can also be counted on to assist in tracking down the leak and finding out who burgled Lab 6. If the pay is enough, they'd even be willing to kill whoever turns out to be the leak. Their names are Fred Brice, Clayton Douglas, and Jim Searls. All three spend their off hours at the Blackfoot Tribal Casino in Cut Bank, drinking, gambling, and sticking out like sore thumbs.

Sample ABC Guard-Dog

There are a total of 48 guard dogs used to patrol the grounds of the Gemstone facility. They patrol unescorted in the kennel-run between the interior and exterior fences. They patrol the interior of the facility in the company of security guards.

STR 7 SIZ 7 CON 12

DEX 13 POW 7 HP 10

Move: 8

Damage Bonus: -1D4

Skills: Listen 75%, Scent 90%

Attacks: Bite 55%, 1D6

The Denizens of Lab 6

Thomas Iron Shirt

Evidence of Karmic Justice, age 20

Race: Blackfoot

STR 24 CON 26 SIZ 13 INT 14 POW 1

DEX 9 APP 9 EDU 10 SAN 24 HP 18 (20)

Indefinite Insanity: Panzaism

Damage Bonus: +1D4

Armor: All impaling weapons do 1 HP of damage. All other physical attacks do half damage, rounded down.

Skills: Climb 73%, Drive Automobile 42%, Drive Motorcycle 51%, Hide 54%, Jump 25%, Listen 49%, Lockpick 63%, Spot Hidden 49%, Sneak 53%

Languages: English 52%

Attacks:

Bite 30%, 1D3+db

Fist/Punch 64%, 1D3+db

Grapple 46%, special

Handgun 44%

Headbutt 26%, 1D4+db

Kick 50%, 1D6+db

Sanity loss: 0/1D6 once his true nature is discovered

Notes: Thomas thought that robbing ABC was going to be the score of a lifetime: he'd steal thousands of dollars worth of chemicals and sell the stuff to some bikers that Iron Shirt knew from Billings, Montana. There'd be enough money to get off the Rez and down to California, particularly if he found a way to cut his two partners out of the deal; there were a lot of

angry fathers and uncles who wanted to take a piece out of him for knocking up their daughters and nieces, and it was time to blow this town. But when that bullet punched into the stainless steel tank and the thick blue gas poured out, all thoughts of wealth and riches fled. His SAN is quite low, and he is currently suffering from an indefinite insanity, a version of Panzaism. He refuses to believe that he is dead and that he is a zombie, despite all the evidence to the contrary. His only goal is to escape Lab 6 and get back to his girlfriend, Lynne Crystal Stone, but if given the opportunity he won't hesitate to kill Dr. Metreaux. His motivation for getting back to Lynne is not emotional; he just knows he can count on her for help and money. However, due to his Panzaism, he may freak out and try to kill Lynne if she questions why he has no heartbeat, no pupillary reaction, and is currently at room temperature. He will react violently against anyone who suggests he may not be alive.

Charles Low Horn

Thug and Zombie, age 19

Race: Blackfoot

STR 24 CON 30 SIZ 16 INT 1 POW 1

DEX 4 APP N/A EDU N/A SAN 0 HP 18 (23)

Movement: 4 (half normal movement due to damaged ankle)

Damage Bonus: +1D4

Attacks:

Bite 30%, 1D3+db

Fist/Punch 50%, 1D3+db

Grapple 25%, special

Kick 25%, 1D6+db

Armor: All impaling weapons do 1 HP of damage. All other physical attacks do half damage, rounded down.

Sanity loss: 0/1D6

Notes: After his death and re-animation, there's very little left of Low Horn's personality except his rage. His ability to express that rage has been severely curtailed due to the loss of his right hand and foot to ABC's guard dogs. If released he will kill anyone he encounters, with the sole exception of Tommy Iron Shirt. Despite his brain damage, Charles still has some instinct to protect Thomas.

Jacob Lefthand

Disembodied Head, age 17

STR 9 CON 22 SIZ 1 INT 1 POW 1

DEX 9 APP N/A EDU N/A SAN 0 HP 5

Damage Bonus: none

Weapons: Bite 30%, 1D3

Armor: All impaling weapons do 1 HP of damage. All other physical attacks do half damage, rounded down.

Sanity loss: 1/1D8

The Re-Animated Lab Animals

There are a number of re-animated lab animals in Lab 6. They are not particularly aggressive, but if there is a commotion or

combat in Lab 6 they will become highly agitated and if they are released from their cages they will randomly attack anyone in the lab.

Rats and Guinea Pigs

There are twenty-five small re-animated rodents in the lab. They are located in various small Plexiglass cages. If they are released into the confusion they will run around, randomly climbing on and biting whomever they can. Anyone attacked gets to attack first; if the attack fails then the zombie rodent may then attack. Each bite is at 30% and does 1 HP damage. Each zombie rodent has 2 HP. Impaling weapons only do 1 HP of damage, all other attacks do half damage, rounded down.

Sample Zombie Lab Monkey

There are eight of these re-animated primates in the lab.

STR 9 CON 18 SIZ 4
POW 1 DEX 12 HP 11

Damage Bonus: none

Attacks:

Bite 45%, ID3

Claw 45%, ID2

Armor: All impaling weapons do 1 HP of damage. All other physical attacks do half damage, rounded down.

Sanity loss: 0/ID4

Sample Zombie Guard-Dog

There are two of these soulless killers.

STR 12 CON 24 SIZ 7
POW 1 DEX 8 HP 16

Damage Bonus: none

Attacks: Bite 30%, ID6

Armor: All impaling weapons do 1 HP of damage. All other physical attacks do half damage, rounded down.

Sanity loss: 0/ID4

Karotechia Hit Squad

SS Oberfurher Reinhard Galt

Ageless Cannibal and Mercenary, age 84 (appears 34)

Race: Caucasian

STR 16 CON 18 SIZ 14 INT 15 POW 14*
DEX 14 APP 17 EDU 14 SAN 0 HP 16

*recently raised by Olaf Bitterich

Damage Bonus: +ID4

Skills: Art (Cooking) 77%, Climb 86%, Conceal 68%, Cthulhu Mythos 21%, Fast Talk 53%, First Aid 72%, Hide 91%, Jump 74%, Locksmith 52%, Mechanical Repair 41%, Operate Heavy Machinery (Drive Tank/Armored Vehicle) 39%, Persuade 56%, Psychology 34%, Spot Hidden 86%, Sneak 82%, Torture 78%, Throw 59%, Track 72%

Languages: Anzique 58%, Arabic 31%, English 36%, German 89%, Portuguese 43%, Spanish 41%

Attacks:

Bayonet 57%, ID4+2+db

Combat Knife 58%, ID4+2+db

Fist/Punch 91%, ID3+db

G3 Assault Rifle 66%, 2D6

H&K MP5 47%, ID10

M-42 Machine Gun 42%, 2D6+4

Tank Gun 44%, damage varies

9mm H&K VP-70Z Pistol 92%, ID10

Physical Description: Reinhard Galt is 6'3", weighing 190 pounds, with a very muscular physique and classic German features. He keeps his blonde hair cut short, his face clean-shaven and he looks like he could have stepped out of a WWII SS recruitment poster. He exudes an aura of casual arrogance and disdain for those around him.

Notes: SS Oberführer Reinhard Galt, born in 1911, was a decorated SS officer (Iron Cross 1st Class with Oak Leaves and Swords) who carried out the looting and pillaging of libraries and museums across Europe, the Middle East, and Africa for the Karotechia during WWII. Near the end of the war, Oberführer Galt was in the Belgian Congo tracking down a tribe of reputedly invincible warriors called the Anziques. When Galt found the nomadic tribe, he discovered that their invincibility and longevity were the result of ghastly cannibalistic magical rituals. Unwilling to abandon this fountain of youth, he handed his men over to the Anziques to be killed and eaten. He stayed with the Anziques for six years, learning many of their rituals. Decades later Galt was one of the three former Karotechia members who reformed the organization.

Among today's neo-fascist and anti-Semitic cabals, Galt is a half-mythic figure who many perceive as the very model of the invincible Aryan superman. Galt is thought of by many as the leader of the Aryan revolution. It is not a role he relishes. Galt has grown tired of working with the Bauer and Ritter, whom he views as "inferior mortals." Because he no longer has the patience to deal with subordinates, his subordinates live in absolute terror of him and his culinary preferences. Galt often shoots those who fail at even the most minor tasks.

Galt is far less interested in creating a Fourth Reich than he is in making sure his diet of human flesh remains diverse and varied for the rest of eternity. To add a "gamy" flavor to the meat, he sometimes releases his victims in the jungle and hunts them down. A connoisseur, Galt only takes the choicest cuts of meat, leaving the carcasses for Dr. Gunter Frank's re-animation experiments. Recently, Galt has tried a minimalist approach to culinary preparation, carving and eating his victims while they are still alive, but he has been displeased with the inability of his victims to remain conscious throughout the meal. He has since arranged a bargain with Dr. Frank in which Frank uses his necromantic expertise to arrange meals that remain conscious of their fate right down to the last bite. The results have proven most pleasing. In exchange for

these entertaining meals, Galt has been doing special tasks for Dr. Frank, while keeping them secret from Bitterich and his Bischofe. The mission to shut down ABC is one of those "special tasks." Among the items he carries with him at all times is a copy of *Mein Triumph*, which he reads for inspiration and uses for a book code when communicating with his partners.

Galt's New Spells:

CONSUME MEMORIES: This spell allows the caster to temporarily absorb the memories and skills of whomever's fresh brains the caster consumes. The caster must expend 10 magic points while devouring the still-warm brain of a freshly dead corpse. After the brain is consumed, the caster may use any and all skills and knowledge the victim possessed for the next 24 hours. At the end of the 24 hours, the caster loses all the skills and knowledge gained. The memories of the victim can be permanently absorbed if the caster uses 10 POW instead of 10 magic points. Regardless of which version is used, the ritual costs the caster 1D10 SAN points.

ENCHANT RING OF THE ANZIKUES: The ring must be cut from the bones of a living victim. The enchanter then carves symbols on the ring while chanting and puts 5 POW points into the ring and losing 1D8 SAN. Thereafter, anyone wearing the ring resists damage from non-magical kinetic energy attacks equal to their POW.

FOOD OF LIFE: Used to unnaturally extend the life span of an individual. The spell costs 10 magic points to cast and reduces the individual's SAN by 1D8+1 points. A cannibalistic feast is part of the ritual. Successful use of the spell allows the individual to add a year of life for every 12 SIZ points of food he consumes.

Galt's Magic Item:

RING OF THE ANZIKUES: Made from human bone, the ring can absorb damage from non-magical physical attacks equal to the wearer's current POW per attack. The wearer can still be damaged by drowning, fire, poison, or other methods that do not require kinetic energy. The ring plagues the wearer with cannibalistic urges. Each time the ring is put on, or worn a full day, the wearer loses 1D3 SAN and must roll POW×1 or less or succumb to the cannibalistic temptation and lose 1D20 SAN.

Galt's Book:

Mein Triumph

Language: German; Mythos Gain: +2; SAN Loss: -1D6; Spell Multiplier: x5; Study Time: 8 weeks; Spells: Contact Der Führer (Avatar of Nyarlathotep)

Notes: A book dictated to Dr. Olaf Bitterich by Der Führer. *Mein Triumph* details how Der Führer was transformed into a demigod by mass sacrifices in the death camps, and how the Aryan race can attain similar status through the extermination of the lower races. The cover shows a swastika encircled by a Hunting Horror with its wings spread.

Karotechia Commandos

STR 17 CON 17 SIZ 16 INT 14 POW 11
DEX 16 APP 12 EDU 14 SAN 35 HP 17

Damage Bonus: +1D6

Armor: Hvy. Kevlar vest, 8 HP; Kevlar helmet, 5 HP

Skills: Climb 63%, Hide 63%, Jump 55%, Listen 56%, Martial Arts 64%, Sneak 64%, Spot Hidden 54%, Demolitions 63% or Pilot Helicopter 63%, Throw 54%

Languages: Speak/Read German 70%

Attacks:

H&K VP-70Z 9mm Auto 53%, 1D10

Fist/Punch 63%, 1D3+db

Grapple 56%, special

Headbutt 16%, 1D4+db

Kick 60%, 1D6+db

H&K MP5SSD 57%, 1D10

Satchel Charge, 1D6 damage, 6 yard radius

Fragmentation Grenade, 4D6 damage, 4 yard radius

C-4 Plastique Demolition Charges 1 lb. block, 8D6 damage, 32 yard radius

Notes: These five men were personally trained by Galt at La Estancia. They are loyal to Galt and serve him unquestioningly. They are awed and terrified by Galt and fear him more than death itself. They were specifically selected for this mission because they don't speak English. Galt doesn't want them knowing too much about the details of the mission. All five of them arrive with Galt on their Bell Model 206 JetRanger helicopter. They are armed for bear, but when they first arrive they'll be dressed like accountants. The transformation to commandos should be shocking.

For their commando operations they will be equipped with silenced H&K MP5 SSD submachineguns and silenced VP-70Zs (a pistol capable of full-auto fire). They will be sporting black commando fatigues, Kevlar vests and helmets, night-vision goggles, gas masks, radio headsets, smoke grenades, fragmentation grenades, and satchel charges. The investigators had best not take them lightly.

Typical Sapphire Zombie

STR 18 CON 18 SIZ 12 INT 1
POW 1 DEX 8 HP 15

Damage Bonus: +1D4

Attacks:

Bite 30% 1D3+db

Fist/Punch 50% 1D3+db

Grapple 25%, special

Kick 25% 1D6+db

Armor: All impaling weapons do 1 HP of damage. All other physical attacks do half damage, rounded down.

Sanity loss: 0/1D6

The Bear Flag Republic

Horst Jaeger (Real Name: Howard Pringle)

Self-Appointed President of the Bear Flag Republic, age 45

Race: Caucasian

STR 16 CON 9 SIZ 17 INT 16 POW 17

DEX 13 APP 10 EDU 16 SAN 59 HP 13

Damage Bonus: +1D6

Skills: Chemistry 82%, Climb 53%, Demolitions 81%, Hide 41%, Jump 52%, Navigate 54%, Parachute 34% Sneak 42%, Swim 36%, Track 31%

Languages: English 80%, German 22%

Attacks:

Bayonet 45% 1D4+2+db

Fist/Punch 63%, 1D3 + db

Grapple 49%, special

Ruger P-85 9mm 43%, 1D10

Headbutt 24%, 1D4+db

M79 Grenade Launcher 39%, 4D6 damage 4 yard radius

Kick 47%, 1D6+db

Knife 50%, 1D4+2+db

AK-47 66%, 2D6+1

Mac-10 9mm Submachine Gun 56%, 1D10

Notes: Born Howard Pringle, Horst Jaeger was fascinated with the WWII German military from an early age. He collected Nazi memorabilia, a passion he retains to this day. He served in the U.S. Army and was honorably discharged at the age of 26 with the rank of Staff Sergeant. Disgusted with the liberal direction America was taking in the wake of the Civil Rights Movement, Jaeger joined up with a series of white, mostly European, mercenary units fighting in the African anti-colonial wars of the 1970s. While in South Africa, Jaeger was recruited by a former SS Sturmbanführer who was cultivating Karotechia contacts with pro-Apartheid Afrikaners. Since the mid-1980s he has worked as a faithful Karotechia agent in his native United States. His current assignment is to cultivate a white separatist movement in California. He has organized the Bear Flag Republic as a way of attracting tax protesters and other anti-federal government types who might not be overtly racist. As part of the Bear Flag Republic, Jaeger has created a number of secret arsenals around the northern part of the state. Jaeger also has strong contacts with the skinhead communities in San Francisco and Los Angeles, and has been known to provide them with weapons when race crimes are planned and carried out. For hunting down Fiona he will use a group of skinheads he's been cultivating for just such "deniable" work.

Jaeger is very overweight, but still muscular. He wears his hair long, his beard thick, and often sports camouflaged U.S. military fatigues.

Typical California Skinhead

Scumbag Muscle, age 18-25

Race: As White As They Come

STR 14 CON 14 SIZ 15 INT 10 POW 8

DEX 11 APP 9 EDU 10 SAN 26 HP 15

Damage Bonus: +1D4

Skills: Climb 54%, Dodge 29%, Drive Automobile 39%, Hide 37%, Listen 36%, Lockpick 26%, Sneak 37%, Spot Hidden 37%, Throw 63%

Attacks:

Club 73%, 1D6+db

Fist/Punch 68%, 1D3+db

Grapple 42%, special

Ruger P-85 9mm 31%, 1D10

Headbutt 44%, 1D4+db

Kick 44%, 1D6+db

Switchblade Knife 32%, 1D4+db

Notes: Jaeger hand-picked these young toughs from around the state to act as bodyguards and errand-boys. They are smarter, stronger, meaner, and better ideologically indoctrinated than your average skinhead brawler. All have had previous experience as members of various neo-nazi organizations such as the Aryan Nations, the National Socialist White Peoples' Party, *etc.* Someday, after this internship under Jaeger, they hope to return home to their communities and become leaders in the Aryan movement. All are eager to distinguish themselves. They all sport athletic physiques and shaved heads. Their "uniform" consists of black T-shirts, jeans, heavy boots, and a plethora of Nazi tattoos. Jaeger should have access to no more than ten of these neanderthals. He may distribute weapons to them, but these goons will have no better than the base chance to hit with most due to their lack of training and experience.

Law Enforcement

At various points during this scenario the investigators may call upon local and federal law-enforcement officers to act as backup and fire-support in any of their operations. Here is a sampling of law-enforcement NPCs that may be used during this scenario.

Sample Federal Agent

STR 15 CON 14 SIZ 14 INT 15 POW 13

DEX 14 APP 10 EDU 14 SAN 65 HP 14

Damage Bonus: +1D4

Armor: Lt. Kevlar vest, 5 HP

Skills: Accounting 20%, Computer Use 28%, Drive Auto 62%, Fast Talk 27%, Law 54%, Library Use 48%, Listen 52%, Martial Arts 52%, Psychology 46%, Sneak 58%, Spot hidden 53%

Attacks:

Sig Sauer 220 9mm Auto 61%, 1D10

Fist/Punch 72%, 1D3+db

Grapple 62%, special

Kick 42%, 1D6+db

H&K MP5 66%, 1D10

Sample Deputies, Patrolmen, Tribal Police and Highway Patrol

STR 16 CON 15 SIZ 15 INT 13 POW 15
DEX 13 APP 13 EDU 10 SAN 75 HP 15

Damage Bonus: +1D4

Armor: Lt. Kevlar vest, 5 HP

Skills: Drive Auto 62%, Hide 43%, Law 38%, Listen 47%,
Sneak 41%, Spot Hidden 56%, Track 49%

Attacks:

Fist/Punch 74%, 1D3+db

Grapple 68%, special

9mm Auto 55%, 1D10

Kick 43%, 1D6+db

12-gauge pump shotgun 61%, 4D6

Sample SWAT Team Member (Feds, MPs or Local Police)

STR 17 CON 17 SIZ 16 INT 14 POW 15
DEX 16 APP 12 EDU 14 SAN 75 HP 17

Damage Bonus: +1D6

Armor: Hvy. Kevlar vest, 8 HP; Kevlar helmet, 5 HP

Skills: Climb 53%, Drive Auto 55%, First Aid 42%, Hide
64%, Jump 52%, Listen 49%, Martial Arts 52%, Sneak 66%,
Spot Hidden 47%, Throw 72%

Attacks:

9mm Auto 61%, 1D10

Fist/Punch 77%, 1D3+db

Grapple 53%, special

Kick 53%, 1D6+db

M16A2 82%, 2D6

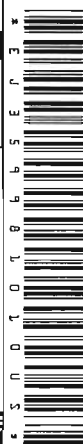
DEAR MS. LIN-WEI,
THIS ABOMINATION WAS THE RESULT
OF EXPERIMENTS CONDUCTED AT THE
AMALGAMATED BIO-CARB, INC.
CHEMICAL PRODUCTION FACILITY ON
THE BLACKFOOT INDIAN RESERVATION,
JUST NORTH OF BROWNING, MONTANA.
FROM PAST EXPERIENCE I KNOW YOU
CAN BE TRUSTED TO DO EVERYTHING IN
YOUR POWER TO EXPOSE THIS OBSCENE
PERVERSION OF SCIENCE AND NATURE.
MY POSITION HERE IS PRECARIOUS,
SO I MUST MOVE CAUTIOUSLY. I
WILL CONTACT YOU SOON.

Player Aid 1: Handwritten Note to Fiona Lin-Wei

Player Aid 2: The Package Waybill

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Appendix E: International Federal Agencies

edited by Adam Scott Glancy

written by Divers Hands

IN KEEPING WITH THE INTERNATIONAL FLAVOR OF *Delta Green: Countdown*, we have gathered a broad sampling of templates detailing national intelligence and security agencies from around the world. This material is far from comprehensive, with dozens of countries and hundreds of agencies left unaddressed by necessity—this book can only be so big! Special emphasis is given to agencies and countries most closely associated with PISCES and GRU SV-8, which are discussed earlier in this volume. Effort has been made to provide examples of agencies from a variety of geographic, cultural, and political extremes, especially those that could be considered “hot spots” of the Cold War—and beyond.

As a rule, foreign countries are listed by their formal name, but alphabetized by their common name. The Commonwealth of Australia, for example, is sorted by “Australia,” not by “Commonwealth.”

Within a given country, each agency is listed under its English title. If the agency is commonly referred to by its acronym, the acronym appears in parentheses following the English title—but whenever possible, the acronym given corresponds to the title in the original language. If the agency is generally referred to by its English acronym or if the original-language title or acronym was unavailable, the English acronym is used instead. Finally, the original-language translation of the agency’s title appears beneath the English title, whenever that information was obtainable. When no such translation was available, nothing but the English translation is given.

Credits

Bruce Ballon w/Adam Crossingham: France’s DGSE

Adam Crossingham: France’s DST, DCPJ, DCRG, and DPSD; U.K.’s HMCE

Ian Cunningham & “Spooke”: Denmark’s PET

Bruno Di Pentima: Argentina’s CEANA, CNI, and Federal Police

Brent Dragoo: Australia’s ASIO & SIS; Germany’s BND; Spain’s CESID

David Farnell: Japan’s SAT; South Korean ANSP, DSC & 707th Special Missions Battalion

David Farnell & Jason Hersey: Japan’s PSIA

Don Fougere: Canadian Gun Control, Canada’s RCMP, CSIS, CISC, and Solicitor General’s Office

A. Scott Glancy: Germany’s BfV; Russian’s FAPSI, FPS, FSB, FSO, PSB, SVR, GRU, 12th GUMO, “The System,” MVD; U.K.’s Cabinet Intelligence Committees

Florian Hanke: Switzerland’s ND and BP

Jason Hersey: Egypt’s GDSSI; with Steve Keck: Romania’s SRI & UM 0215

Shane Ivey: U.S. DOS and DSS

Mikko Kauppinen: Finnish Suojelupoliisi

Rik Kershaw Moore: Libya’s Jamahiriya el Mukhabarat; United Kingdom’s Gun Laws and JIC, CPS, CDSC, MI-5, NCIS, PRO, Special Branch, GCHQ, MAIB, 14th Int, 21 Army Int Corps, Comacchio Group, DERA, DIS, RAFAIS, RAFAS2, NID, 22 SAS, SBS

David Kish: Australia’s SAS & Federal Police; Cuba’s National Police, DGI, MRAFI; Columbia’s FE/AFEU; El Salvador’s Special Operations Command; Germany’s BGS & GSG-9; Iran’s National Police & Gendarmerie, Joint Committee for Special Operations, VEVAK, Revolutionary Guards; Israel’s Mossad, Shin Bet, National Police; North Korea’s Cabinet General Intelligence Bureau, KPA Security Command, MPS, Reconnaissance Bureau; Pakistan’s IB, ISI, Police Service; Poland’s GROM; South Africa’s Police Service; U.S. Marine Guard Battalion

Anders Larsson: Sweden’s Kustjägarna & SÄPO

Davide Mana: Italy’s Carabinieri and SISDE-SISMI-CESIS

John Petherick: Canada’s Joint Task Force II, CSE, and Rangers

KJ Potter: Iraq’s Special Security Committee, SSS, GID, Project 858, MI, MSS, GSS, RGFC; Jordan’s GID, Public Security Force, Special Police Force; China’s MSS, MPS, PLA General Staff HQ, Xinghua

Graeme Price: U.S. SBCCOM and USAMRICD

Alan Smithee: Turkey’s MIT & JITEM

JRE Thomas: South Africa’s NIA & SASS

Phil Ward: Interpol

Mark Williamson: New Zealand’s GCSB, EAB, and SIS

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Argentine Republic

Commission of Enquiry into the

Activities of Nazism in Argentina (CEANA)

(Comisión para el Esclarecimiento de las Actividades del Nazismo en la Argentina)

Date Founded: 1997

Mission When Founded: To determine the number of war criminals who entered Argentina and the amount of victim's goods that were transferred to Argentina.

Mission Today: Unchanged.

Jurisdiction: Intelligence-gathering and analysis concerning the activities of fugitive Nazis and fascists, especially those connected to Argentina.

of Personnel: 51 (including representatives from nine national and international institutions which are related to this topic and form a consultant committee)

Annual Budget: Unknown

History/Profile: Though government created and supported, the CEANA is a non-governmental commission. Its creation was the result of events beginning in 1992, when José Luis Manzano, Minister of the Interior at that time, proclaimed the "Nazi Files" as public domain. A year later, the Minister of Foreign Affairs, International Trade and Culture, Guido Di Tella, opened the historical files of the Chancellery, allowing investigators to access all the documents on requests for extradition of accused war criminals. In 1996 the records of the Central Bank of the Republic of Argentina were also released to the public, and thus information on financial movements in the country between 1933 and 1955 entered the public domain (including data about transactions on Nazi gold). Finally, on May 1997, the President of Argentina, Dr. Carlos Saúl Menem, created the Commission of Enquiry into the Activities of Nazism in Argentina.

With the participation of renowned and respected figures from Argentina and other countries, and having more than sixteen investigation units since its creation, this Commission has gone farther than any other inquiring into the issue of Nazi fugitives in Argentina.

Occupation Templates

CEANA Investigator: Accounting, Credit Rating, History, Law, Library Use, Other Language, Psychology, and any other one as a personal specialty.

The following occupations of the CoC rulebook would also be likely members of the Commission: Author, Dilettante, Engineer, Consultant, Journalist, Lawyer, Professor.

Sample Character

Roberto Rodríguez, age 42

Race: Caucasian

STR 11 CON 12 SIZ 15 INT 14 POW 9

DEX 8 APP 13 EDU 17 SAN 45 HP 13

Damage Bonus: +1D4

Education: Law School, University of Buenos Aires

Occupation: CEANA Investigator. Lawyer. Author of numerous books.

Skills: Bargain 31%, Credit Rating 76%, Fast Talk 34%, History 77%, Law 82%, Library Use 73%, Persuade 59%, Psychology 64%, Spot Hidden 48%

Languages: Spanish 99%, English 72%

Attacks: Beretta M92 Auto 34%, 1D10

Argentine Republic

National Intelligence Center (CNI)

(Central Nacional de Inteligencia)

Date Founded: 1966

Mission When Founded: To coordinate the activities of the Secretariat of State Information. Also to distribute national strategic intelligence to the National Executive Power, the National Counsel of Security, the Military Committee, the Commander in Chief of the Navy of Argentina, and to the organs of Planning and Execution of National Security.

Mission Today: Unchanged.

Jurisdiction: Intelligence and planning in military and National Security issues.

of Personnel: Unknown

Annual Budget: Unknown (estimated between 250 million and 400 million, from the agencies that make up the National Intelligence Center)

History/Profile: Very little is known about this agency. The years in which this organization was most active were probably during the military dictatorships, between 1966-1973 and 1976-1983. This is especially true for the latter period of military rule, called "The Process," in which the Dirty War and the Malvinas/Falklands War took place. There are rumors about several operations that the National Intelligence Center ran in the Malvinas/Falklands War, but the veracity of these rumors are difficult (if not impossible) to prove due to the secretive nature of the dictatorship which ruled Argentina. The National Intelligence Center is formed from the intelligence organs of the Army of Argentina and the Federal Police of Argentina. It is directed by a joint committee composed of the chiefs of those intelligence organs and is governed by a Superior Officer of the Army of Argentina, who is addressed as Chief of the National Intelligence Center. The Chief of the CNI is designated by the President or proposed by the Commanders in Chief of the Armed Forces. NCI intelligence analysts and field investigators are selected from the best men of the Army and the Federal Police of Argentina.

Occupation Templates

CNI Intelligence Analyst: Computer Use, Cryptography, Forensics, Handgun, Library Use, Military Science, Persuade, + any two of the following skills: Biology, Chemistry, Electronics, Law, Other Language, Psychology

CNI Field Investigator: Bargain, Computer Use, Fast Talk, Forensics, Handgun, Law, Listen, Persuade, Psychology, Spot Hidden, + any one other skill as a personal specialty

Sample Character

Detective Esteban Fuertes, age 42

Race: Caucasian

STR 14 CON 15 SIZ 16 INT 14 POW 14

DEX 16 APP 12 EDU 15 SAN 70 HP 15

Damage Bonus: +1D4

Education: Juan Vucetich Police School, Buenos Aires

Occupation: CNI Field Investigator

Skills: Bargain 61%, Computer Use 28%, Dodge 45%, Fast Talk 72%, Law 65%, Library Use 44%, Listen 54%, Persuade 70%, Psychology 61%, Spot Hidden, 75%, Forensic 59%

Languages: Spanish 83%, English 41%

Attacks:

Glock Model 20 Pistol 53%, 1D12

Fist/Punch 58%, 1D3+db

Argentine Republic

Federal Police of Argentina

(*Polici'a Federal Argentina*)

Date Founded: June 11, 1580

Mission When Founded: To enforce police and judicial duties.

Mission Today: To enforce Federal law within Argentina's borders.

Jurisdiction: Anywhere in Argentina.

Headquarters: Buenos Aires

of Personnel: Over 50,000 in Argentina (the personnel of the different Provincial Police are not included in this figure)

Annual Budget: \$650 million

History/Profile: The Federal Police of Argentina is one of several organs dedicated to internal security. Founded in 1580 by Juan de Garay, this organization has traveled a long way, going through many changes. During the 1920s it was considered one of the best police forces in the world, akin to the RCMP or Scotland Yard. Now the Argentine people's general opinion of the Federal Police is very poor. Corruption seems to constantly surround the organization, undermining the population's confidence in their institutions and feeding a culture of paranoia about the government that has not dissipated since the days of the Dirty War.

The Federal Police is integrated into the National Center for Intelligence, obtaining updated information from the Army of Argentina about any topic related with internal security.

The actual organization of the Federal Police consists of a Headquarters, an Assistant Headquarters, twelve Superintendents (Interior, Planning, Metropolitan Security, Investigations, Dangerous Drugs, Railroad Security, Personnel and Instruction, Administration, Scientific Police, Well-Being, Firefighters and Communications), and three General Directions (General Secretariat, Judicial Affairs, and Juridical Affairs)

Thanks to its jurisdiction, the Federal Police of Argentina often joins with the Provincial Police to work in difficult cases. The FPA is the most powerful law-enforcement organization of Argentina.

Occupation Templates

Police Detective: Bargain, Computer Use, Handgun, Law, Listen, Persuade, Psychology, Spot Hidden, + any one other skill as a personal specialty

Police Officer: Dodge, Fast Talk, First Aid, Grapple, Handgun, Law, Psychology, and any two of the following as a personal specialty: Bargain, Computer Use, Drive Automobile, Martial Arts, Ride, Shotgun or Spot Hidden

Police Researcher: Accounting, Biology, Chemistry, Computer Use, First Aid, Library Use, Pharmacy, + any two of the following skills: Botany, Forensics, History, Natural History, Other Language

Police Intelligence Analyst: Computer Use, Fast Talk, Library Use, Persuade, Psychology, + any two of the following skills: Accounting, Cryptography, Forensics, History

Police (Operative Brigade): Climb, Conceal, First Aid, Handgun, Hide, Jump, Locksmith, Psychology, Sneak + any one of the following skills: Martial Arts, Rifle, Shotgun

Sample Character

Matias Ibarra, age 37

Race: Hispanic

STR 13 CON 15 SIZ 10 INT 11 POW 17

DEX 9 APP 9 EDU 13 SAN 85 HP 12

Education: Superior Police School, Santa Fe

Occupation: Police Officer

Skills: Bargain 50%, Computer Use 29%, Dodge 24%, Electrical Repair 44%, Fast Talk 78%, First Aid 40%, History 56%, Law 35%, Psychology 31%, Swim 35%

Languages: Spanish 65%

Attacks:

Beretta M92 Auto 42%, 1D10

FN Riot Shotgun 50%, 4D6/2D6/1D6

Grapple 55%, special

Commonwealth of Australia

Australian Federal Police

Date Founded: 1979

Mission When Founded: To provide law enforcement for Federal-level crimes and assist in community-level policing.

Mission Today: Unchanged.

Jurisdiction: Australia and External Territories, plus UN-related overseas duties

Headquarters: Canberra

of Personnel: 2,549

Annual Budget: \$246 million

History/Profile: Established in 1979 by the Australian Federal Police Act, the AFP absorbed the duties of several other police groups under a central organization, including the Commonwealth Police, the Australian Capitol Territory police, and the drug-enforcement powers of the Federal Narcotics Bureau. The AFP is a unique group because it provides policing at both the community level and the federal level. The AFP falls under the Ministry of Justice.

The AFP's Federal duties are mainly directed towards organized crime and drug trafficking. It does not investigate street-level crimes, however, concentrating on money laundering, major importation of drugs, and international criminal connections to Australia. The AFP handles investigations of governmental crimes through Special Investigative Teams assigned to deal with a wide range of abuses, both within Australia and abroad. The AFP also provides protection to government officials and members of the Witness Protection Program.

The AFP maintains several specialized branches for dealing with modern crime. The AFP Bomb Data Centre provides scientific analysis of explosive-related crimes. There is the nine-man Computer Crime Unit for investigation of computer-related crimes throughout Australia. The AFP also maintains a Maritime Branch, for crimes on the waters around Australia, and the newly formed Mobile Strike Teams, to assist with high-risk narcotics operations. The AFP contributes officers to Australia's Joint Asian Crime Group, an organization designed to study and counter the crime syndicates coming out of Southeast Asia. The AFP also regularly works with INTERPOL.

The AFP's work at the community level involves assisting the Canberra police in execution of their duties, especially in providing protection of the diplomatic missions. They also maintain liaison offices throughout the country and external territories, from large offices to single-officer outposts, that regularly work with local police in the performance of their duties.

The AFP also contributes police for duties with the United Nations Civilian Police (UNCIVPOL). Officers from the AFP have seen duty in Cyprus, Cambodia, Haiti, and Mozambique. When carrying out these duties, the officers act only as observers and are unarmed and carry no power of arrest.

Training for the AFP takes over 20 weeks, covering all aspects of law-enforcement operations. The training takes place at the AFP College in Barton, which also provides advanced courses for experienced officers. It functions much like the FBI's academy. This training is followed by a twelve-month probationary period and on-the-job training before members are fully considered officers of the AFP.

Occupation Templates

AFP Officer: Drive Auto, Fast Talk, First Aid, Handgun, Law, Martial Arts, Psychology, Spot Hidden plus any three of the following: Accounting, Boating, Disguise, Electronics, Library Use, Listen, Locksmith, Other Language, SCUBA, Swim

Computer Crime Specialist: Use AFP profile but add Computer Use

Mobile Strike Team Operator: Use AFP profile but add Climb, Sneak, and Submachine Gun

Forensics Analyst: Biology, Chemistry, Computer Use, Demolitions (Bomb Data Centre personnel only), Law, Medicine, Pharmacy, Physics, Spot Hidden

Sample Character

Colin Wing, age 38

Race: Caucasian

STR 14 CON 13 SIZ 15 INT 15 POW 17

DEX 14 APP 16 EDU 17 SAN 85 HP 14

Damage Bonus: +1D4

Education: AFP College

Occupation: AFP Officer

Skills: Disguise 42%, Drive Auto 57%, Climb 45%, Computer Use 31%, Fast Talk 63%, First Aid 44%, Forensics 18%, Hide 51%, Law 47%, Library Use 60%, Listen 38%, Locksmith 39%, Martial Arts 41%, Psychology 53%, Sneak 49%, Spot Hidden 71%

Languages: English 75%, Japanese 21%

Attacks:

Fist/Punch 70%, 1D3+DB

Kick 48%, 1D6+DB

Grapple 60%, Special

Beretta 92 Pistol 61%, 1D10

Commonwealth of Australia

Australian Security and Intelligence

Organization (ASIO)

Date founded: March 16, 1949

Mission When Founded: To serve the basic counterintelligence needs for Australia.

Mission Today: Essentially unchanged, but with a substantial increase in jurisdiction and operational methods.

Jurisdiction: The ASIO is supposed to contain its activities to counterintelligence inside Australian domain, but many of their operations branch outside of Australia.

Headquarters: Canberra

of Personnel: 488

Annual Budget: \$68 million (Australian)

History/Profile: The ASIO first began as the Allied Intelligence Bureau, a joint U.S.-Australian intelligence venture operating in Gen. Douglas MacArthur's Pacific Theatre at the end of World War II. After the war, the Australian government decided it needed an independent intelligence agency; it employed the knowledge of several American and British intelligence officials while creating the ASIO.

In 1949, the ASIO officially went into business. It formed the "home front" of Australia's intelligence network along with its foreign-intelligence brother, the Australian Secret Intelligence Service. The ASIO's basic duties are to research, investigate, and act on the domestic counterintelligence needs of Australia. This broad spectrum of duties ranges from sniffing out moles, to monitoring open information sources, to hacking into computer systems that may contain information harmful to the Australian government.

The Australian Security and Intelligence Organization has always operated in close contact with the American and British intelligence agencies, under the UKUSA agreement. The ASIO (and the ASIS) has completed several successful joint operations with the CIA and the NSA. Unfortunately, due to its close connections with foreign intelligence agencies, the ASIO has been accused of being closer ideologically to the American and British governments than its own.

In the beginning of its existence, the ASIO was able to run operations with a minimal amount of approval from the Australian Government. After several botched operations (including a mock hostage rescue in which the local police were told nothing about the armed exercise), the ASIO was required to get clearance before taking on more complex tasks. This operational status has been in effect until very recently.

In 1999, the ASIO has been given a vast increase in its power. Its agents have been given full authority to plant tracking and monitoring bugs, and also the power to infiltrate (hack) into any computer system they are capable of compromising. They are also allowed to pass on any foreign intelligence to their brother organization, the ASIS. Perhaps one of the most important changes is the lack of warrant required for each special case, a practice that was commonplace until now. This vast increase of power has many people worried, since representatives from nearly every country on earth will be visiting Australia during the 2000 Olympic Games. No doubt the ASIO's presence will be heavily felt.

Occupation Template

ASIO Intelligence Analyst: Computer Use, Library Use, Persuade, Spot Hidden, + any three of the following skills: Accounting, Cryptography/Codes, Electronics, History, Listen, Other Language, Psychology, + one other skill as a personal specialty

ASIO Case Officer: Fast Talk, Handgun, Listen, Psychology, Spot Hidden, + any two of the following skills: Computer Use, Electronics, Hide, Other Language, Rifle, Submachine Gun, + any one other skill as a personal specialty

Sample Character

Quinn Douglas, age 35

Race: Caucasian

STR 13 CON 15 SIZ 16 INT 16 POW 15

DEX 13 APP 14 EDU 19 SAN 75 HP 15

Damage Bonus: +1D4

Education: A.B. Liberal Arts

Occupation: ASIO case officer

Skills: Computer Use 68%, Electronics 45%, Fast Talk 66%, Listen 54%, Psychology 67%, Spot Hidden 59%

Languages: English 95%, Chinese 60%

Attacks: Colt .45 61%, ID10+2

Commonwealth of Australia

Australian Security Intelligence Service (ASIS)

Date founded: March 16, 1949

Mission When Founded: To serve the foreign-intelligence gathering and analysis needs of Australia.

Mission Today: Unchanged.

Jurisdiction: The ASIS has run operations on a worldwide scale.

Headquarters: Canberra

Of Personnel: 750

Annual Budget: \$72 million (Australian)

History/Profile: The Australian Secret Intelligence Service first began as a part of the Allied Intelligence Service during World War II. At that point, Australia had no significant intelligence service. After the war, the government began a program to create and operate a foreign intelligence service. With the help of several American and British Intelligence officers, the Australian Secret Intelligence Service was created. The ASIS operates and shares information with Australia's domestic spy agency, the Australian Secret Intelligence Organization.

The ASIS organizes and operates Australia's foreign intelligence-gathering networks. Their main area of influence is the Pacific Rim. Currently, their activities are focused on Asian crimes and intelligence that could possibly be harmful to Australia. Other activities involve monitoring foreign embassies and diplomats. During the Cold War, the ASIS successfully influenced Soviet intelligence officer Vladimir Petrov to defect. This operation also resulted in the defection of Petrov's wife, and a break-off of Soviet-Australian diplomatic relations.

In 1990, the ASIS and the American NSA worked jointly on an operation to wire the Chinese Embassy in Canberra with fiber optics and listening devices. The signals from these devices traveled to several stations in Australia, England, and the United States. Eventually, this operation was uncovered by the Australian media, who were then ordered to keep it quiet. As the operation continued on, it was eventually reported on by *Time* magazine in the United States, and once revealed publicly, shut down.

Occupation Template

ASIS operative: Fast Talk, Handgun, Other Language, Psychology, Spot Hidden, + and two of the following skills: Credit Rating, Drive Auto, Martial Arts, Rifle, Persuade, + one skill as a personal specialty

ASIS technician: Computer Use, Cryptography/Codes, Electrical Repair, Electronics, Listen, Other Language, Spot Hidden, + one skill as a personal specialty

Sample Character:

Dylan Edwards, age 29

Race: Caucasian

STR 10 CON 14 SIZ 13 INT 17 POW 12

DEX 14 APP 11 EDU 19 SAN 60 HP 12

Education: B.A. Psychology

Occupation: ASIS operative

Skills: Credit Rating 48%, Fast Talk 51%, Hide 57%, Persuade 65%, Psychology 76%, Spot Hidden 60%,

Languages: English 95%, Japanese 35%

Attacks: Colt .45 52%, ID10+2

Commonwealth of Australia

Special Air Service

Date Founded: 1957

Mission When Founded: Provide the Australian military with Special Operations capability.

Mission Today: Same as above, with the addition of an anti-terrorist mission.

Jurisdiction: Worldwide in support of Australian geopolitical/military goals.

Headquarters: Campbell Barracks, Swanbourne

of Personnel: 500-700

Annual Budget: Unknown

History/Profile: The Australian Special Air Service (SAS) was born out of its parent organization, the United Kingdom's SAS. In 1957, the Australian military decided to form an independent SAS company to serve at the end of the Malaysian conflict. In 1964, after several reorganizations, the company grew to regimental status to augment the Commonwealth forces engaged in Borneo. It retained the SAS sand-colored beret and regimental crest and wings. The Regiment also saw extensive action in Vietnam, working alongside American units (especially the USMC Force Recon) and earning great respect with both sides. Other actions have taken the Regiment to Brunei, Thailand, and Papua, New Guinea.

The Regiment has an extremely tough selection course, lasting nineteen days. Those that survive the course go on for training and placement within the Regiment. Additional cross-training in other specialties regularly occurs. Training and exercises are continual to keep the professionalism of the unit high.

The Regiment is comprised of three Sabre squadrons, plus Headquarters and support personnel. They also maintain a base squadron for immediate action in the event of a terrorist threat. The Australian SAS operates much like its parent organization, but with one significant addition. Due to Australia's lack of a Marine Corps or SEAL-type unit, the SAS has assumed a large amount of naval-related special operations. The SAS has a near-complete monopoly on special operations within Australia.

In addition to other missions normal for special operations forces, the Australian SAS quietly prepares to be an instrument of Australia in support of its western allies, upon whom Australia depends. They also prepare in case an enemy should attempt to take the vast but underpopulated continent, training in mobile guerrilla tactics and training their own citizens if the need arises.

The unit is highly regarded both domestically and abroad. They have maintained the high standards of the Regiment and are a force to be reckoned with.

Occupation Template

SAS Operator: First Aid, Hide, Handgun, Martial Arts, Military Science, Navigation/Land, Parachuting, Pistol, Submachine Gun, Sneak, Spot Hidden plus one of the following: Boating, Demolitions, Other Language, SCUBA, Track

Sample Character

Ian Cole age 32

Race: Caucasian

STR 16 CON 17 SIZ 14 INT 15 POW 14

DEX 14 APP 15 EDU 17 SAN 70 HP 16

Damage Bonus: +1D4

Education: SAS Selection and Training

Occupation: SAS Team Sergeant

Skills: Climb 65%, Drive Auto 48%, Fast Talk 57%, First Aid 55%, Hide 71%, Listen 48%, Martial Arts 42%, Military Science 58%, Navigation/Land 60%, Parachuting 55%, Sneak 63%, Spot Hidden 59%, Track 42%, Throw 50%

Languages: English 75%

Attacks:

Fist/Punch 62%, 1D3+DB

Kick 58%, 1D6+DB

Head Butt 48%, 1D4+DB

Grapple 62%, Special

Steyr AUG Assault Rifle 67%, 2D6

MP-5 Submachine Gun 48%, 1D10

Beretta M92 Pistol 43%, 1D10

Commando Knife 56%, 1D4+2+DB

Canada

Gun Control in Canada

Gun control in Canada predates 1892. Over the years, gun control measures have evolved into the current Firearms Act that became law in 1995. The Firearms Act covers and regulates the licensing, registration, acquisition, possession, transfer, carrying, movement, storage, handling, display, importing, and exporting of all firearms within, to, or from Canada.

The primary difference between Canada and the United States regarding gun control is the fact that "the right to bear arms" is not part of the Canadian Constitution. Additionally, Canadians are typically less fascinated with the "arms culture." Statistical comparisons indicate that the occurrences of violent crimes involving firearms are significantly higher in the United States. The government and all Canadian LEOs would like to maintain or improve those statistics. Nevertheless, Canada has a large population of gun owners, estimated at 3 million, with 7 to 9 million registered firearms including approximately 1 million handguns.

The Firearms Act divides firearms into three classes. Most single-shot sporting or hunting rifles and shotguns are classed as *non-restricted firearms*. Crossbows are treated similarly and require licensing as well. To legally acquire a non-restricted firearm a person must attend and pass a Canadian Firearms Safety Course, cost \$50. Successful completion of the course allows a person to apply for a Firearms Acquisition Certificate (FAC), cost \$60. The issue of an FAC takes a minimum of 28 days, during which the applicant will be subjected to a background and criminal-record check. The holder of a valid FAC may buy any non-restricted weapons and ammunition. Weapons purchased from retailers are automatically registered. Weapons purchased through a private transaction must also be registered and the buyer must hold a valid FAC.

Most pistols, all folding- and telescoping-stock rifles, and short-barreled semi-automatic center-fire rifles are regarded as *restricted firearms*. A separate Restricted Firearms Safety Course, cost \$50, is required in addition to the previous course in order to obtain a license to acquire any restricted firearms.

Prohibited firearms include short-barrel .25 and .32 cal. handguns; any shotgun or rifle that has had its barrel and/or stock modified for ease of concealment, and all full-automatic "capable or convertible" firearms. Any parts that allow full-auto or burst capability, silencers, suppressors, large capacity magazines (>8 rds.), and replicas are *prohibited*. It is virtually impossible to acquire prohibited weapons, as they are very difficult to come by and may only be legally obtained if you already collect or own such weapons, and then only with justifiable reason.

The illegal acquisition of firearms within Canada is likely to be difficult unless a person has connections with criminal elements. The use of prohibited weapons or the attempt to acquire them will likely bring the full force of the law to bear. The mandatory "minimum" sentence for any violent crime committed using a firearm is four years. Penalties for possession-related offenses range from \$2000 and/or six months to TEN years imprisonment, depending on the magnitude of the crime.

Canada

Canadian Forces Intelligence Branch

Date Founded: October 1, 1982

Mission When Founded: To provide Defence Intelligence to Canadian Forces (CF) commanders and their troops regarding threats to CF missions or deployments. Defence Intelligence is also provided to other government departments.

Mission Today: Unchanged.

Jurisdiction: Intelligence gathering and analysis on any place in the world where CF troops may be deployed.

Headquarters: National Defence Headquarters, Ottawa, Ontario

of Personnel: 500

Annual Budget: The CF Intelligence (CF Int) budget is assumed as part of the larger National Defense budget.

History/Profile: CF Intelligence heritage can be traced all the way back to the Corps of Guides which were involved in many British military actions including the Boer War and WWI.

WWII brought about the birth of the Canadian Intelligence Corps (CIntC). This organization was based on British military-intelligence organizations but was manned by Canadians. The CIntC continued its mission throughout the Cold War years, primarily in the CI and IMINT roles.

In 1968, due to the unification of the Royal Canadian Army, Navy, and Air Force into a single defense organization, all intelligence functions were amalgamated with military policing and security. Due to the difference in skills, jobs, and training required between Military Police and Intelligence personnel it was determined that it would be in the best interest of the CF to split those functions. Thus the CF Intelligence Branch was born in 1982.

Members of CF Int are employed across Canada at various levels. At the national level, the Director General Intelligence (DG Int) or J2 and staff are directly responsible to the Deputy Chief of Defense Staff (DCDS) for strategic intelligence. J2 sub-units include the National Defence Intelligence Center (NDIC) which maintains a 24/7 watch of the world situation 365 days of the year; J2 Ops and Plans which supports CF deployments; J2 Imagery which provides imagery intelligence; and J2 Geo which creates and provides geomatic and mapping support to the CF (the personnel at J2 Geo are Geomatics Technicians and Terrain Analysts).

Additionally, CF Int personnel serve at the Command level in Army, Navy, Air, and Joint Task Force Headquarters. They also work in tactical units down to the army brigade and air squadron level. There are no tactical intelligence positions on ships within the CF. Some intelligence personnel serve in liaison positions with allied nations and at NATO.

CF Int personnel can generally be found wherever the CF deploys a headquarters. Int Officers tend to work at the national/strategic level and within their respective environments (Army, Navy, or Air) whereas Int NCMs work at the national level and across all environments regardless of their background. All CF Int personnel must re-muster into the trade from other military backgrounds, so specialties may be quite varied. It is possible for CF Int personnel to have two specialties, one of which is Tactical or Strategic Analyst.

Occupation Templates

Tactical/Strategic Analyst: Anthropology, Computer Use, Drive Auto, Handgun, History, Library Use, Military Science, Psychology, Rifle, + one other skill as a personal specialty.

Imagery Analyst: Architecture, Computer Use, History, Library Use, Military Science, Photography, Spot Hidden, + one other skill as a personal specialty.

Tactical EW Analyst: Computer Use, Drive Auto, Electronics, Handgun, Library Use, Listen, Military Science, Other Language, Rifle, + one other skill as a personal specialty.

Linguist: Anthropology, Computer Use, History, Library Use, Listen, Military Science, Other Language, + one other skill as a personal specialty.

Interrogator: Bargain, Computer Use, Fast Talk, Library Use, Listen, Military Science, Other Language, Persuade, Psychology, Psychoanalysis, + one other skill as a personal specialty.

Sample Character

Warrant Officer David Spears, age 39

Race: Caucasian

STR 11 CON 11 SIZ 14 INT 17 POW 17

DEX 9 APP 16 EDU 13 SAN 85 HP 12

Damage Bonus: +104

Education: College

Occupation: Watch Officer/Strategic Analyst

Skills: Anthropology 15%, Computer Use 20%, Drive Auto 30%, History 65%, Library Use 70%, Military Science 80%, Parachuting 40%

Languages: English 85%, Spanish 30%.

Attacks: Handgun 30%

Canada

Communications Security Establishment

Date Founded: April 13, 1946 (as Communications Branch of the National Research Council)

Mission When Founded: The interception and study of foreign communications and non-communications electromagnetic emissions.

Mission Today: The above, and protection of Canadian communications and information storage through cryptography and physical security (the actual mandate is a classified document).

Jurisdiction: Information-security operations are conducted anywhere the Canadian government has facilities with classified information. Intelligence gathering is, in theory, limited to foreign territories.

of Personnel: 890

Headquarters: Sir Leonard Tilley Building, Ottawa, Ontario

Annual Budget: \$110 million for CSE

History / Profile: The Communications Branch of the National Research Council (CBNRC) was established to continue wartime signals intelligence (SIGINT) performed in co-operation with the United Kingdom and United States. In 1947 the CBNRC assumed responsibility for communications security (COMSEC). The CBNRC was transferred to the Department of National Defence on April 1, 1975, and adopted its current name.

The CSE processes and analyses signals intelligence and distributes reports to Canadian and allied agencies. Actual interception of SIGINT is performed by the Supplementary Radio System (SRS), a part of the Canadian Armed Forces that operates under the direction of the CSE. The SRS was formed in 1966 with the unification of the Canadian Armed Forces. Prior to that, SIGINT was gathered by the three armed services.

The public face of the CSE is its role as lead agency in Canada on information technology security (INFOSEC), which combines communications security and computer security. In this role, it provides cryptography and computer security services to Canadian government departments and agencies. It is very likely that "tame" computer hackers are employed by CSE.

The CSE continues to work in close co-operation with the U.S.'s National Security Agency (NSA) and the U.K.'s General Communications Headquarters (GCHQ). Canada is a member of the UKUSA community, a series of agreements to co-ordinate intelligence gathering activities and share product. Through this agreement, CSE maintains permanent liaison officers at Fort Mead and Cheltenham, and liaisons are exchanged between CSE and other members of the community. Canada maintains a separate agreement with the United States Navy for the co-ordination of high-frequency direction finding (HF/DF) activities.

Under the UKUSA agreements, CSE is responsible for intelligence gathering from the northern Soviet Union and parts of Europe. To accomplish this mission and its HF/DF activities, CSE and SRS operate bases across Canada including both coasts and at Alert, in the high Arctic. CSE also operates intelligence-gathering stations at most embassies, particularly those which are better located to intercept line-of-sight and satellite communications than the American or British embassies.

The CSE is supposed to limit its activities to "foreign" electromagnetic emissions. Depending on how liberal an interpretation of "foreign" is used, CSE may intercept transmissions originating and/or ending within Canada. A former Minister of Defence acknowledged that CSE has this capability.

Occupation Templates

Intelligence Analyst: Computer Use, Library Use, Listen, Persuade, Spot Hidden, + any two of the following skills: Cryptography/Codes, Electronics, Other Language, Physics, + any one skill as a personal specialty

Information Technology Security Specialist: Accounting, Computer Use, Cryptography/Codes, Electrical Repair, Electronics, Library Use, Mechanical Repair, Spot Hidden + any one skill as a personal specialty

Communications Security Specialist: Computer Use, Cryptography/Codes, Electronics, Electrical Repair, Listen, Mechanical Repair, Physics, + one skill as a personal specialty

SRS Communications Research Technician: Computer Use, Electronics, Electrical Repair, Listen, Mechanical Repair, Other Language, + any one of the following skills: Astronomy, Navigation (Sea or Air), Physics, + any one skill as a personal specialty

Sample Character

Matthew Lewis, age 29

Race: Caucasian

STR 10 CON 9 SIZ 12 INT 14 POW 15

DEX 11 APP 12 EDU 18 SAN 75 HP 11

Damage Bonus: none

Education: M.Eng., Electrical Engineering

Occupation: Information Technology Security Specialist

Skills: Accounting 50%, Computer Use 77%, Cryptography 64%, Electrical Repair 65%, Electronics 50%, Library Use 65%, Mechanical Repair 70%, Photography 65%, Spot Hidden 45%

Language: English 90%

Attacks:

Fist/Punch 50%, 1D3 + db

Head Butt 10%, 1D4 + db

Kick 30%, 1D6 + db

Canada

Criminal Intelligence Service Canada

Date Founded: 1996

Mission When Founded: To unite the efforts of all Canadian LEO intelligence units in the fight against organized crime.

Mission Today: Unchanged.

Jurisdiction: The Central Bureau CISC is the national coordination center for criminal intelligence. There are 9 Provincial Bureaux across Canada, which coordinate the intelligence effort down to the municipal level.

Headquarters: Central Bureau is located within RCMP HQ in Ottawa, Ontario.

of Personnel: Approximately 20 at the Central Bureau. Numbers may vary at the Provincial level, but would include the criminal-intelligence personnel from that province or its regional and municipal police departments.

Annual Budget: The Central Bureau is funded and managed under the RCMP budget.

History/Profile: The CISC acts as a clearinghouse for intelligence to over eighty-five member agencies within Canada through their Automated Criminal Intelligence Information System (ACIIS II). The CISC also shares intelligence on organized crime with over 300 other law enforcement agencies worldwide as part of Project Focus, most likely through INTERPOL. Additionally, the CISC acts in an advisory role to the government on developing new legislation against organized crime and to law-enforcement agencies on strategies to defeat criminal operations.

Direction to the CISC is given by an executive consisting of police chiefs and RCMP commanders from across Canada, under the chair of the RCMP Commissioner. A civilian director and an RCMP Inspector, who acts as the assistant director, lead the CISC. The rest of the staff consists of civilian, police, and public-service personnel who work in some intelligence or administrative capacity. Some of the positions within the CISC are seconded from other police departments across Canada or from associated private sector or government agencies with law-enforcement interests.

Occupation Template

Criminal Intelligence Analyst: Accounting, Computer Use, Drive Auto, Handgun, Law, Library Use, Other Language, Persuade, Psychology, + two other skills as a personal specialties.

Criminal Intelligence Support: Accounting, Anthropology, Computer Use, Forensics, Law, Library Use, Other Language, Psychology, + one other skill as a personal specialty.

Sample Character

Inspector Raymond Bennett (RCMP), age 43

Race: Caucasian

STR 11 CON 14 SIZ 17 INT 16 POW 8

DEX 11 APP 17 EDU 13 SAN 40 HP 16

Damage Bonus: +1D4

Education: B.A. International Trade

Occupation: Assistant Director CISC

Skills: Accounting 45%, Computer Use 25%, Drive Auto 50%, Law 60%, Library Use 40%, Persuade 30%, Psychology 30%

Languages: English 80%, Japanese 45%

Attacks: S&W M469 Auto 50%, 1D10

Canada

Canadian Security Intelligence Service

Date Founded: July 16, 1984

Mission When Founded: To provide security intelligence services to the Government of Canada against activities that may be suspected of posing a threat to the security of Canada.

Mission Today: Unchanged.

Jurisdiction: All of Canada. CSIS does not perform covert operations outside of Canada. CSIS does have Intelligence Officers in liaison positions at a number of diplomatic missions abroad.

Headquarters: Ottawa, Ontario.

of Personnel: 2,100

Annual Budget: \$161,380,000 (Canadian)

History/Profile: CSIS was formed from a perceived requirement to separate the function of security intelligence services from Canada's national police service, the RCMP. The separation, and the formation of a new agency, CSIS, was not without its initial pains and difficulties. Even though the core of CSIS was formed by members of the RCMP's security service, there is still some rivalry between these two agencies. As an agency, CSIS is probably one of the youngest members of the Western security intelligence community.

CSIS collects, analyses, and reports intelligence on potential and real threats to the government of Canada and advises the government in regard to these threats. Threat assessments are also made available to other relevant government departments and agencies and to foreign intelligence agencies through reciprocal agreements. The range of threats monitored by CSIS include Terrorism, Trans-national Crime, Proliferation of Weapons of Mass Destruction (WMD), Espionage, Subversion, Sabotage, and other Foreign-Influenced Activities. Background checks for security clearances for all government departments (except the RCMP and the Department of National Defence) and citizenship applications within or immigration applications into Canada are performed by CSIS.

CSIS Intelligence officers must have a university degree. CSIS has wide sweeping powers to legally investigate or keep under surveillance any person(s) or group(s) that may be considered a threat to Canadian security; this is controlled through judicial and departmental measures. The RCMP or other policing agencies carry out all law-enforcement functions in response to CSIS investigations and CSIS members are not empowered to carry firearms or enforce the law.

Occupation Templates

Intelligence Analyst: Computer Use, History, Law, Library Use, Military Science, Other Language, Psychology, + two other skills as a personal specialties.

Intelligence Agent: Conceal, Computer Use, Drive Auto, Fast Talk, Law, Listen, Locksmith, Other Language, Persuade, Spot Hidden, + two other skill as a personal specialties.

Surveillance Specialist: Conceal, Computer Use, Electrical Repair, Electronics, Hide, Listen, Photography, Spot Hidden, + two other skill as a personal specialties.

Sample Character

Chantal Latour, age 27

Race: Caucasian

STR 16 CON 6 SIZ 14 INT 16 POW 12

DEX 18 APP 8 EDU 16 SAN 60 HP 10

Damage Bonus: +104

Education: B.A. Political Science

Occupation: Desk Analyst, International Terrorism

Skills: Chemistry 15%, Computer Use 40%, History 60%, Library Use 65%, Military Science 35%, Persuade 65%, Psychology 40%

Languages: French 80%, English 65%

Attacks: None.

Canada

Joint Task Force II

Date Founded: June 1992

Mission When Founded: Counter-terrorist operations, in a direct role or in support of police organizations.

Mission Today: Counter-terrorist (direct or supporting) and special operations.

Jurisdiction: Planning and support for domestic and worldwide military operations.

of Personnel: Unknown, estimated at 200.

Headquarters: Dwyer Hill, Ontario.

Annual Budget: Unknown (although a \$15 million capital budget existed in 1998)

History / Profile: Joint Task Force II is a highly secretive unit (there is no Joint Task Force I) within the Canadian Armed Forces that conducts counter-terrorist and special operations within Canada and worldwide. It was created in 1992 and went operational in 1993, replacing the RCMP's Special Emergency Response Team (SERT) in the domestic anti-terrorist role.

It was initially conceived as a "black ops" unit. Selection of the first personnel was patterned after the British Special Air Service (SAS), with training similar to other counter-terrorist units. In 1994, "dark green" special operations were added to JTF II's mission and it was expanded to its present size.

The internal structure of JTF II is unknown, save that its commanding officer reports directly to the Chief of Defence Staff. The small size suggests that it receives administrative support from another unit. It was believed that the Canadian Airborne Regiment, which supplied many of the original personnel, provided this support. Since the disbanding of the Airborne, this support may be provided by the office of the Chief of Defence Staff. Given the nature of the Canadian Armed Forces, the officers and many of the enlisted men would be bilingual, but the working language is probably English.

JTF II is known to have been deployed alongside regular Canadian forces on United Nations peacekeeping/peacemaking actions. They are reported to have conducted reconnaissance and counter-sniper missions in the former Yugoslavia and long-range reconnaissance patrols in Rwanda. JTF II has also provided security for visits by politicians and high-ranking officers to Canadian troops on peacekeeping actions. Recent reports indicate that JTF II is active inside Kosovo, providing intelligence, target designation, and possibly liaison with the Kosovo Liberation Army (KLA).

Occupation Template

JTF II: Climb, Conceal, Hide, Land Navigation, Listen, Martial Arts, Rifle, Sneak, Spot Hidden + 3 of the following skills: Commando Knife, Demolitions, First Aid, Handgun, Machine Gun, Other Language (French or English), Parachute, Shotgun, Submachine Gun, Swim, Throw

Sample Character

Corporal Clarence McWhirter, age 22

Race: Metis

STR 16 CON 15 SIZ 12 INT 14 POW 12

DEX 14 APP 8 EDU 11 SAN 80 HP 16

Damage Bonus: +104

Education: Canadian Forces Infantry School

Occupation: JTF II Trooper

Skills: Climb 45%, Conceal 30%, Dodge 40%, First Aid 36%, Hide 50%, Listen 35%, Martial Arts 30%, Navigation (Land) 40%, Parachuting 45%, Sneak 49%, Spot Hidden 35%, Swim 40%

Language: English 85%

Attacks:

M24 Sniper Rifle 65%, 2D6 + 4

Fist/Punch 50%, 1D3 + db

Head Butt 10%, 1D4 + db

Kick 30%, 1D6 + db

Canada

Ministry of the Solicitor General

Date Founded: 1966

Mission When Founded: To protect the Canadian public from threats to personal and national security and to ensure that Canada remains a safe and peaceful nation.

Mission Today: Same as when founded.

Jurisdiction: All of Canada.

Headquarters: Ottawa, Ontario.

of Personnel: 230 Secretariat and 25 Inspector General staff.

Annual Budget: \$24,200,000 (Canadian)

History/Profile: The Ministry is accountable to the Solicitor General, who is an elected member of Parliament and is appointed by Canada's Prime Minister. The Ministry is responsible for and directs the following agencies: the Royal Canadian Mounted Police (RCMP), the Canadian Security Intelligence Service (CSIS), Correctional Services Canada (CSC) and the National Parole Board (NPB).

The Secretariat, which forms the bulk of the staff, advises the Solicitor General on policy related to policing, national security, corrections, and conditional release. The Ministry also operates an inspection and review committee for each of the agencies to ensure that they are adhering to policy and procedure within the boundaries of Canadian law. It should be noted that the Ministry of Justice runs the courts and assists the government of Canada in the formation and maintenance of the law, while the Ministry of the Solicitor General enforces it.

Occupation Templates

Inspector: Accounting, Computer Use, Drive Auto, Fast Talk, Forgery, Handgun, Law, Persuade, Psychology, Spot Hidden, + two other skills as a personal specialties

Secretariat: Bargain, Computer Use, Credit Rating, Fast Talk, History, Law, Library Use, Persuade, Other Language, + one other skill as a personal specialty

Sample Character

William D. Facett, Q.C., age 46

Race: Caucasian

STR 9 CON 13 SIZ 11 INT 15 POW 14

DEX 12 APP 14 EDU 17 SAN 70 HP 12

Damage Bonus: None

Education: Ph.D. Law

Occupation: Senior Council (Lawyer/Advisor)

Skills: Computer Use 35%, Credit Rating 40%, Fast Talk 45%, History 55%, Law 75%, Library Use 60%, Sailing 60%.

Languages: English 75%

Attacks: None

Canada

Rangers

Date Founded: 1942 (as Pacific Coast Militia Rangers)

Mission When Founded: To counter the threat of possible Japanese incursions.

Mission Today: To establish a military presence in sparsely settled northern, coastal, and isolated areas of Canada.

Jurisdiction: Northern, coastal, and isolated communities and regions of Canada.

of Personnel: approx. 3250

Headquarters: National Defence Headquarters, Ottawa.

Annual Budget: Unknown

History / Profile: The Rangers were formed in 1942 as irregular forces to defend remote coastal communities from possible Japanese invasion until regular forces arrived, and then serve as guides for these forces. A total strength of 15,000 was reached in 1945. The concept was considered to remain valid after the end of the war, and the Rangers were expanded to protect northern, coastal, and isolated regions of Canada from Russian invasion. The Rangers officially became a separate sub-component of the Reserve Forces on May 23, 1947. Operational command was placed with either Northern Forces Command or Land Forces Command, which are both located in Ottawa.

As Cold War paranoia faded, interest in and support for the Rangers gradually declined. Renewed interest in the protection of Canadian sovereignty in the 1970s resulted in an expansion of the Rangers. Northern Forces Command continues to control forces north of the 60th parallel, while Land Forces Command has delegated command to the four areas (Atlantic, Quebec, Central, and Western).

The Rangers perform both unpaid and paid duties. Unpaid duties include reporting of unusual occurrences (including flying objects, ships, activities, or persons) and reconnaissance noted during their normal travels. Rangers are paid for activities such as search and rescue, survival and wilderness skills training for regular forces, support for civilian agencies, and surveillance and sovereignty patrols (usually to inspect radar stations for weather and bear damage). During wartime, Rangers could also assist military or civilian police in the apprehension of enemy agents and saboteurs.

Many, but not all, members of the Rangers are aboriginal. Rangers receive minimal military training beyond that required for co-ordination with regular forces and communication/reporting protocols. Some Rangers have been members of the regular forces or militia, and have received normal military training and may have served on peacekeeping missions. The only uniform currently worn by all Rangers is a baseball cap, although sweatshirts and t-shirts are being issued. Most Rangers use their hunting rifles, although some appear to have been issued WWII surplus Lee-Enfield's.

Occupation Template

Ranger: Boating, Climb, Conceal, Drive Snowmobile & ATV, Hide, Land Navigation, Natural History, Listen, Rifle, Spot Hidden, Track + 2 of the following skills: First Aid, Mechanical Repair, Sea/Air Navigation, Other Language (English), Shotgun, Swim

Sample Character

Corporal Tommy Nanasuvut, age 39

Race: Inuit

STR 13 CON 15 SIZ 13 INT 14 POW 17

DEX 9 APP 11 EDU 13 SAN 85 HP 14

Damage Bonus: +1D4

Education: Iqaluit High School

Occupation: Trapper/Ranger

Skills: Boating 20%, Climb 50%, Conceal 55%, Drive Snowmobile & ATV 56%, Hide 30%, Listen 35%, Mechanical Repair 50%, Natural History 60%, Navigation (Land) 50%, Sneak 49%, Spot Hidden 50%, Track 50%

Languages: English 50%, Inuktitut 65%

Attacks:

Lee Enfield MkIII 65%, 2D6 + 4

Fist/Punch 50%, 1D3 + db

Kick 25%, 1D6 + db

Canada

Royal Canadian Mounted Police (RCMP)

Date Founded: Sept. 25, 1873, as the North West Mounted Police (NWMP). Bestowed the "Royal" prefix (RNWMP) by King Edward VII in 1904 and reorganized as Royal Canadian Mounted Police (RCMP) on February 1, 1920.

Mission When Founded: To bring and maintain law and order to the North West Territories.

Mission Today: To enforce Canadian laws within the areas under the jurisdiction of the RCMP.

Jurisdiction: Canada-wide at a federal level, and as contract police in most provinces or territories and in many smaller municipalities, except Ontario and Quebec which have their own provincial forces.

Headquarters: Ottawa, Ontario.

of Personnel: 21,500 total, including 6,800 civilian staff.

Annual Budget: \$1,118,411,000 (Canadian)

History/Profile: The NWMP was formed as a para-military police force which would help to settle Canada's western frontier. As settlers moved west and the population grew, they kept the peace between the natives, homesteaders, traders, and prospectors.

In 1920, the RNWMP reorganized to form the RCMP. Afterward, as a result of the integration with eastern Canada's Dominion Police they had become Canada's national policing and security agency. The force continued their policing duties and took on those of many other governmental duties, including but not limited to customs and excise, environment and wildlife protection, immigration background checks, and internal security.

Before the advent of WWII the RCMP did security surveys of industries and infrastructure that would be critical to the war effort and put the security in place to protect them. They also headed the effort to investigate enemy aliens and detained any persons that were considered a threat to national security as enemy sympathizers. Some officers and equipment were seconded to the Canadian Army, Navy, and Air forces to assist the war effort, while others conducted the normal range of policing duties and other special security and intelligence assignments within Canada.

From the Cold War to the present the force has faced new challenges, including an increase in espionage activity by hostile foreign powers, drug smuggling, organized crime, radical political movements, as well as hi-tech and trans-national crime. In 1984 the security and intelligence functions of the RCMP were transferred to the newly formed Canadian Security Intelligence Service. Through the years the RCMP has adapted to the trends and technology and continues to lead the way as a world-renowned law-enforcement organization.

Specialized units within the force include: the Air Service, equipped with modern single- and twin-engine aircraft and helicopters; Marine services, with patrol vessels on the coasts and many smaller craft for inland waterways; Dog-handling units; Criminal Intelligence units; General Investigation sections, which offer specialized support to detachments during major criminal investigations; and Emergency Response Teams (ERTs)

strategically located across the nation to respond to hostage and terrorist situations. The force also has five forensic labs located across Canada, with the primary lab in Ottawa.

Centrally located in Ottawa are the Criminal Records and Information services which network all Canadian police forces; this network also shares information with its U.S. counterpart through mutual agreements. In addition, this department is responsible for all RCMP computer systems, consults on government information security, investigates all computer-related crimes within government offices, and does technical counter-intrusion surveys (bug tracing). The Explosives Disposal and Technology Section conducts investigations, R&D, training, and technical support related to explosives for police forces across Canada. International Liaison and Protective Services is charged with the protection of VIPs to and from Canada and abroad. They are also responsible for liaison with the police forces of other nations through INTERPOL and the training of RCMP officers for international peacekeeping operations.

There are approximately 650 detachments across Canada and 200 municipalities that are policed by the RCMP. The "Depot," which is located in Regina, Saskatchewan, is the RCMP's main training academy. The RCMP also runs the Canadian Police College (CPC) in Ottawa, Ontario, which offers specialized courses and qualifications, ranging from operations, management, administration, technical and special investigation techniques. These courses are available to all Canadian policing agencies and limited numbers of foreign police.

Occupation Templates

RCMP Officer: Climb, Drive Auto, First Aid, Handgun, Law, Martial Arts, Persuade, Psychology, Rifle, Spot Hidden, Swim, + two other skills as a personal specialties.

Transport Service: As per RCMP Officer but choose related specialties from: Boating, Electrical Repair, Mechanical Repair, Electronics, Navigation Land, Navigation Sea/Air, Pilot, Scuba.

Dog Handler: As per RCMP Officer but choose specialties from: Conceal, Dodge, Hide, Jump, Listen, Track, Zoology

Note: All other specialties may be drawn from other agencies listed within the DG sourcebook.

Sample Character

Staff Sergeant David Gill, age 38

Race: Indo-Canadian

STR 11 CON 11 SIZ 14 INT 17 POW 13

DEX 9 APP 16 EDU 17 SAN 65 HP 13

Damage Bonus: +1D4

Education: M.Sc. Psychology

Occupation: Criminal Behavior Analyst (Profiler)

Skills: Computer Use 40%, Drive Auto 55%, First Aid 55%, Forensics 20%, Law 57%, Persuade 10%, Psychology 70%, Spot Hidden 50%

Languages: English 85%, French 20%

Attacks:

Smith & Wesson .469 Pistol 68%, 1D10

Fist/Punch 50%, 1D3+1D6

People's Republic of China

The Ministry of State Security

(Guojia Anquan Bu or Guoanbu)

Date Founded: 1949; reorganized in 1983

Mission When Founded: Espionage activities against the Kuomintang (Nationalists) during the Civil War.

Mission Today: Foreign intelligence collection and analysis.

Jurisdiction: Worldwide.

Headquarters: Beijing.

Number of Personnel: Unknown; estimated at tens of thousands.

Annual Budget: Unknown.

History/Profile: The Ministry of State Security is China's most important foreign-intelligence agency. It traces its roots back to the Central Department of Social Affairs, the espionage arm of the Civil War-era Chinese Communist Party. Following the party's takeover of China in 1949, it was reorganized and renamed as the Central Investigation Department. During a party leadership shakeup in 1983, it was extensively overhauled once again, becoming the Ministry of State Security.

Throughout much of the Cold War, Communist China held an isolationist stance, separating itself from the international community. This had a negative effect on the country's intelligence community, which was often too insulated from the world it was charged with monitoring. After a number of failures which embarrassed the Chinese government, reforms were instituted to increase the effectiveness of the intelligence apparatus. Over time, the Ministry of State Security has evolved into a large and extremely capable organization, conducting extensive operations on a global scale.

The Ministry is divided into eleven bureaus, each with different areas of responsibility. The Second Bureau is responsible for overseas operations. Its agents generally operate in an undercover professional capacity such as engineers, business executives, students, reporters, or other such occupations. It also recruits foreign nationals as agents. The Ministry rarely uses diplomatic cover. The Third Bureau is focused on activities in Taiwan, Hong Kong, and Macao. The Fourth Bureau develops technologies relating to intelligence activities, including communications, photography, and wiretapping. The Sixth Bureau is responsible for counterintelligence. Much of this work is directed against pro-democracy dissident groups. Foreign companies active in China are also targeted, though this practice has declined in recent years as the government has become more receptive to foreign investment. The Sixth Bureau also works aggressively to identify and arrest foreign intelligence agents working in China. The Ninth Bureau is charged with preventing the defection of government

officials to foreign states. The Tenth Bureau works to gather scientific and technical intelligence. The Foreign Affairs Bureau develops cooperative relationships with intelligence agencies from other countries. Its closest ties are with Pakistan, North Korea, and Israel. At one time it was linked to the CIA as well, sharing information on the Soviet Union; the end of the Cold War and the cooling of Sino-U.S. relations have greatly reduced this contact.

The MSS maintains its own training academy, the Institute of Cadre Management, at Suzhou. It also operates a large academic think tank, the Institute of Contemporary International Relations, which studies foreign policy worldwide with a particular emphasis on trends and developments which will affect China.

Occupation Templates

Second Bureau Controller: Conceal, Credit Rating, Fast Talk, Listen, Other Language, Psychology, Spot Hidden, Sneak

Second Bureau Intelligence Analyst: Computer Use, Library Use, Other Language, Persuade, Spot Hidden, plus any two of the following: Accounting, Anthropology, Chemistry, Electronics, History, Law, Listen, Military Science, Physics, Psychology, plus any one additional skill as a personal specialty

Second Bureau Secret Agent: Take any other template and add Conceal, Locksmith, and Photography (as needed)

Sixth Bureau Counterintelligence Officer: Computer Use, Fast Talk, Handgun, Law, Other Language, Persuade, Psychology, Spot Hidden

Tenth Bureau Technological Analyst: Computer Use, Electrical Repair, Electronics, Library Use, Mechanical Repair, Military Science, Other Language, Physics, Spot Hidden

Sample Character

Lin Shaozong, age 41

Race: Chinese

STR 9 CON 11 SIZ 10 INT 16 POW 13

DEX 13 APP 12 EDU 15 SAN 65 HP 11

Education: M.A. International Affairs

Occupation: MSS Sixth Bureau Counterintelligence Officer

Skills: Computer Use 36%, Fast Talk 65%, History 32%, Law 41%, Library Use 47%, Listen 38%, Persuade 89%, Psychology 81%, Spot Hidden 46%

Languages: Chinese 88%, English 68%, Japanese 23%

Attacks: 9mm Makarov Pistol 40%, 1D10

People's Republic of China

The Ministry of Public Security

Date Founded: 1949

Mission When Founded: Internal security and law enforcement.

Mission Today: Unchanged.

Jurisdiction: Anywhere in China.

Headquarters: Eastern Changan Avenue adjacent to Tiananmen Square.

Number of Personnel: Unknown; estimated at hundreds of thousands.

Annual Budget: Unknown.

History/Profile: The Ministry of Public Security is China's national law-enforcement organization. It controls police forces at the national, regional, and local levels. Working closely with the courts of the Ministry of Justice, the Ministry of Public Security is the Communist Party's primary tool to maintain stability and suppress dissent. The Ministry scrutinizes all aspects of life in China. It has widespread powers of investigation, arrest, and detention, and the application of law is often arbitrary.

The local Public Security Station has far broader responsibilities than a typical western police station. A registry of all persons living in the area as well as records of all births, deaths, marriages, and divorces are kept at the Public Security Station. The registries of hotels are monitored and records are kept as to who possesses items such as fax machines, photocopies, computers, printing presses, and other items which could be used for "subversive activities."

In addition to the regular uniformed police, the Ministry maintains an extensive secret police organization. Plainclothes officers are stationed at rail and bus terminals, work amongst the population in offices and factories, and discretely tail visiting foreigners. The Ministry has its own training academies. Additionally, a paramilitary Special Rapid Reaction Force is available to deal with the most overt security threats.

Occupational Templates

Uniformed Policeman: Fast Talk, First Aid, Handgun, Listen, Martial Arts, Psychology, Spot Hidden, Submachine Gun

Secret Policeman: Drive Auto, Handgun, Law, Listen, Martial Arts, Persuade, Psychology, Spot Hidden, plus one of the following: Accounting, Computer Use, Forensics, Other Language, Pharmacy

Special Rapid Reaction Force: Climb, Hide, Jump, Listen, Martial Arts, Sneak, Spot Hidden, Throw, plus any one additional weapon skill

Sample Character

Liu Xiang, age 38

Race: Chinese

STR 12 CON 12 SIZ 12 INT 13 POW 11

DEX 13 APP 10 EDU 14 SAN 55 HP 12

Education: Degree in Criminology, Chinese People's University of Police Officers

Occupation: Ministry of Public Security Secret Policeman

Skills: Drive Auto 38%, Fast Talk 31%, Forensics 32%, Law 27%, Listen 36%, Persuade 58%, Psychology 65%, Sneak 31%, Spot Hidden 64%.

Languages: Chinese 65%, English 22%

Attacks:

Fist/Punch 72%, 1D3

Martial Arts 28%, special

9mm Makarov pistol 44%, 1D10

People's Republic of China

People's Liberation Army General Staff Headquarters

Date Founded: 1949

Mission When Founded: Military intelligence collection and analysis.

Mission Today: Unchanged.

Jurisdiction: Any intelligence operations relating to military matters.

Headquarters: Beijing. 2nd Department is located at No. 21 North Andeli Street, while the 3rd "Section" is located between the Summer Palace and Xiangshan.

Number of Personnel: Unknown.

Annual Budget: Unknown.

History/Profile: The Chinese People's Liberation Army (PLA) maintains its own intelligence-gathering capability, specializing in information of military value. These assets are concentrated within the Army General Staff Headquarters in Beijing.

The Headquarters' Second Department is responsible for most intelligence activities. It provides the military attachés for Chinese embassies abroad. Third "Section" conducts the analysis of the data Second Department collects. The Third Department specializes in signals and communications intelligence and security. In addition, because it oversees all military communications traffic, the Third Department can effectively monitor all Army units and maintain centralized control over them. The PLA conducts psychological and propaganda warfare through the International Liaison Department of the General Political Department, known publicly as the China Association for International Friendly Contacts.

Both departments contain extensive organic analysis capability in the form of various academic "institutes" which provide fully finished intelligence product to the PLA command. They also maintain their own training academies. The People's Liberation Army's Institute of International Relations in Nanjing is responsible for training military attachés and undercover agents who are to be posted abroad.

Occupational Templates:

Second Department Intelligence Analyst: Computer Use, Handgun, Library Use, Military Science, Persuade, Spot Hidden, plus any two of the following: Accounting, Biology, Chemistry, Electronics, History, Law, Listen, Other Language, Physics

Second Department Military Intelligence Officer: Accounting, Computer Use, Handgun, Library Use, Listen, Psychology, Spot Hidden

Embassy Defense Attaché: As Analyst or Intelligence Officer, above, but add Credit Rating, Other Language, and Persuade

Third Department Cryptography Specialist: Computer Use, Cryptography/Codes, Electrical Repair, Electronics, Listen, Other Language, Navigate, Spot Hidden

Sample Character:

PLA Major Jia Biao, age 37

Race: Chinese

STR 14 CON 12 SIZ 13 INT 12 POW 14

DEX 12 APP 11 EDU 15 SAN 70 HP 13

Damage Bonus: +1D4

Education: M.S. Military Science

Occupation: PLA GHQ Second Department Intelligence Officer

Skills: Accounting 26%, Computer Use 44%, History 45%, Library Use 61%, Listen 36%, Military Science 62%, Psychology 47%, Spot Hidden 66%

Languages: Chinese 71%, Russian 31%, English 17%

Attacks:

Fist/Punch 64%, 1D3+1D4

Martial Arts 21%, special

9mm Makarov pistol, 69%, 1D10

People's Republic of China

New China News Agency

(Xinhua)

Date Founded: 1968

Mission When Founded: To report the news and gather other information.

Mission Today: Unchanged.

Jurisdiction: Worldwide.

Headquarters: Beijing, with offices worldwide.

Number of Personnel: Unknown.

Annual Budget: Unknown.

History/Profile: Xinhua is the main news agency within China. In addition to its primary task of reporting the news in a manner consistent with the Communist Party viewpoint, it gathers all manner of information for the party and government leadership. While much of this is legitimate collection of open-source material, some Xinhua correspondents are actually undercover Ministry for State Security agents.

Occupational Template

Xinhua Foreign Correspondent: Computer Use, Fast Talk, Library Use, Other Language, Own Language, Persuade, Photography, Psychology, and one other skill as a personal specialty

Sample Character

Chuan Yun, age 37

Race: Chinese

STR 10 CON 13 SIZ 9 INT 14 POW 12

DEX 10 APP 14 EDU 15 SAN 60 HP 11

Education: M.A. Journalism

Occupation: Xinhua News Agency Foreign Correspondent

Skills: Computer Use 58%, Fast Talk 46%, Library Use 73%, Listen 47%, Military Science 22%, Persuade 54%, Photography 22%, Psychology 66%, Spot Hidden 65%

Languages: Chinese 84%, English 54%, Korean 18%

Attacks: Fist/Punch 61%, 1D3

Republic of Colombia

Special Forces (FE), Urban Special Forces Group (AFEU)

(Fuerzas Especiales, Agrupacion de Fuerzas Especiales Urbanas)

Date Founded:

FE: 1955

AFEU: 1985

Mission When Founded:

FE: To provide special operations capability for the Colombian military.

AFEU: to provide anti-terrorist capability to the Colombian military.

Mission Today: Unchanged.

Jurisdiction: Within Colombia and in support of Colombian regional goals.

Headquarters: Tolima.

of Personnel:

FE: several hundred troops

AFEU: 100 (estimated)

Annual Budget: Unknown.

History/Profile: Fuerzas Especiales is Colombia's main special operations force in its ongoing civil war against Marxist insurgents and the drug cartels. The FE is a direct outgrowth of the Escuela de Lanceros, the Colombian Ranger school. Lanceros graduates provide the Colombian military with a solid backbone of highly trained counter-insurgents that are deployed throughout the army in leadership roles. After completing the grueling Lanceros school and Paracadista (airborne) training, a small group of selected individuals from amongst the best of the trainees returns for advanced training to enter the group. Training and organization of the group resembles American Special Forces training, largely due to the influence of American advisors in the country.

After training, members join the unit and are deployed around the country. They have been engaged in various special operations throughout Colombia, stalking their enemies through the jungles and mountains. The unit is well-trained, professional, and combat-tested. Other nations, including America, have sent troops to work alongside them and members have trained abroad. The unit has long stood behind the motto of the Lancero school: Loyalty, Valor, Sacrifice—For Victory.

The AFEU is a further specialized unit for anti-terrorist missions. In 1985, the M-19 terrorist group captured the Colombian Palace of Justice along with 500 hostages. The building was stormed by regular army troops and scores of hostages, guerrillas, and troops died. In the aftermath, it was decided to organize a dedicated anti-terrorist force, the AFEU.

The AFEU draws its personnel from both the military and police forces. In addition to its anti-terrorist mission, the AFEU handles protection for members of the government and military. They operate in six fifteen-man teams, each consisting of two officers and thirteen troops. The organization operates under the direct command of the government.

Those who wish to join the AFEU must undergo a seven-day selection process. This is similar to that undertaken by other special operations forces around the globe. Those that make it attend the AFEU course, which lasts six months, in Facativita. After completion of the course, troops are considered part of the unit and deploy to it for operations. As long as an individual is attached to the AFEU, he will go through a continuing cycle of training and deployment, providing a highly trained trooper for the Colombian military.

Occupation Templates

Lancers Graduate: Climb, First Aid, Hide, Listen, Military Science, Martial Arts, Navigation/Land, Rifle, Sneak, Spot Hidden

FE Trooper: Use Lancers Template above and add Parachute and two of the following skills: Demolitions, Electrical Repair, Electronics, Handgun, Machine Gun, Mechanical Repair, Persuade, Psychology, Shotgun, Submachine Gun

AFEU Operator: Climb, Demolitions, Drive Auto, Handgun, Jump, Martial Arts, Military Science, Rifle, Sneak, Spot Hidden, Submachine Gun, Throw

Sample Character

Carlos Manuel age 29

Race: Hispanic

STR 16 CON 17 SIZ 15 INT 16 POW 13

DEX 16 APP 11 EDU 17 SAN 65 HP 16

Damage Bonus: +1D4

Education: Colombian Army basic training, AFEU Operator's Course

Occupation: AFEU Operator

Skills: Architecture 21%, Climb 70%, Demolitions 40%, Dodge 43%, Drive Auto 53%, Fast Talk 44%, First Aid 41%, Jump 54%, Martial Arts 48%, Military Science 45%, Sneak 60%, Spot Hidden 62%, Throw 57%

Languages: Spanish 85%, English 20%

Attacks:

Beretta 92 Pistol 53%, 1D10

M-16A2 Assault Rifle 71%, 2D6

MP-5 Submachine Gun 68%, 1D10

Fighting Knife 43%, 1D4+2+db

Fist/Punch 65%, 1D3+db

Kick 55%, 1D6+db

Grapple 62%, Special

Head Butt 48%, 1D4+db

Republic of Cuba

Cuban National Police

Date Founded: 1959

Mission When Founded: To provide law enforcement and internal security services for Cuba.

Mission Today: Unchanged.

Jurisdiction: Anywhere within Cuba's borders.

Headquarters: Havana.

of Personnel: 31,600 (estimated)

Annual Budget: Unknown

History/Profile: After Castro's revolution, "People's Courts" and the revolutionaries handled law enforcement in Cuba in a rather loose fashion. By the 1970s, this had changed into a much more formalized criminal justice system. In 1973, the Law of Judicial Organizations organized the system under new laws and hierarchies. Through the 1980s the process was refined further, bringing the Cuban criminal justice into line with modern systems from around the world.

The Cuban National Police, known internally as the National Revolutionary Police (PNR), are controlled by the Ministry of the Interior. The PNR handles all aspects of law enforcement, such as investigation and traffic control, through a system of municipal divisions. Each municipal division is headed by its own police chief. The police themselves are organized into both foot and motorized patrols. There are some 10,000 members of the force all over Cuba, with particular concentrations in Havana and other urban areas. These patrols are assisted by a civilian counterpart, the Committees for Defense of the Revolution. The CDRs operate as a combination of neighborhood watches and an informant network. Members of the CDR report on not only crimes, but on people who act contrary to the ideals of the Revolution.

In addition to the PNR, the Ministry of the Interior maintains a number of specialized police units. One of the most important components of these outfits is the State Security Division. The SSD handles criminal investigations of all crimes that are directed against Cuba, such as espionage, sabotage from internal or external sources, and a wide range of other offenses. Numbering over 15,000 members, the SSD is the largest police organization under Ministry control.

The Ministry also maintains the Border Guards. These paramilitary police operate all over Cuba to protect the national borders. They control the internal movement of Cuban nationals and attempt to prevent the penetration of the border by foreigners. The Border Guards maintain a small fleet of armed ships and also act much like the American Coast Guard. The Border Guards have over 4,000 members to carry out their mission.

There are two final groups, the Special Battalion of Police and the Special Troops. Little is known of these organizations, except that they carry out a number of specialized or paramilitary operations under orders from the Ministry. They often will work in concert with regular police units, supporting one another for operations.

Occupation Templates

PNR Officer: Baton/Club, Climb, Drive Auto, Fast Talk, Handgun, Law, Listen, Martial Arts, Psychology, Spot Hidden
 SSD Officer: Use PNR officer above and add Disguise, Other Language, and Persuade
 Border Guard: Boating or Drive Auto, Climb, First Aid, Handgun, Hide, Listen, Navigation/Land or Navigation/Sea, Air, Rifle, Sneak, Spot Hidden, Track

Sample Character

Hector Duran, age 24
 Race: Hispanic (Cuban)
 STR 13 CON 15 SIZ 12 INT 12 POW 14
 DEX 14 APP 10 EDU 14 SAN 70 HP 14
 Damage Bonus: +1D4
 Education: PNR Police Academy
 Occupation: PNR Officer
 Skills: Bargain 42%, Climb 62%, Dodge 44%, Drive Auto 38%, Fast Talk 60%, First Aid 49%, Jump 52%, Law 43%, Listen 65%, Martial Arts 45%, Psychology 51%, Spot Hidden 73%
 Languages: Spanish 83%
 Attacks:
 PM Makarov 49%, D10
 Baton/Club 52%, D6 +db
 Fist/Punch 60%, D3 +db
 Kick 58%, D6 +db
 Grapple 71%, Special

Republic of Cuba

Directorate General of Intelligence (DGI),

America Department (DA)

Date Founded: 1961

Mission When Founded: To provide intelligence, counter-intelligence, and covert operations capability to the Cuban government.

Mission Today: Unchanged.

Jurisdiction: Worldwide (especially active in Africa and the Western Hemisphere).

Headquarters: Havana.

of Personnel: Unknown.

Annual Budget: Unknown.

History/Profile: The DGI has been involved in a long running covert war against its American and Cuban-exile enemies almost since its creation. In several decades of existence, the DGI has traded blows with its enemies inside of Cuba and around the Western Hemisphere. A very successful and respected agency, the DGI has assisted Communist movements in their revolutions since it began, including the Sandinista revolution in the late 1970s, and various other groups throughout Central and South America. They have also been quite active in aiding their "Socialist brothers" throughout Africa, often acting as "former" members of the DGI turned freelance. In actuality, they still took their orders from Cuba and money was paid to Cuba for their services.

The DGI has always had close ties with the Soviet, and now Russian, intelligence agencies. For a period in the 1980s, the DGI had the distinction of being the only intelligence agency outside of the Soviet Union to be headed directly by a Soviet, a KGB general. These ties continue until today.

Another area of interest and a strange duality in the organization is in narcotics trafficking. The DGI has been very active in assisting the importation of narcotics into the United States. Cuba has become a safe haven for smugglers thanks to this aid. On the other hand, the DGI has assisted in carrying out harsh anti-drug policies within Cuba proper.

The DGI was one of the world's foremost intelligence agencies. A string of successes in the 1960s and 70s made the reputation of the agency. It was so successful, in fact, that their Soviet allies applied pressure to Cuba to reign them in and place them more directly under Soviet influence and control. Even into the 1980s, their reputation was secure, especially since it came to light that every CIA agent inside Cuba had been "turned" to the agency's control. Recently, however, a shake-up in the top leadership of the organization resulting from a drug scandal has tarnished that reputation. Military officials have taken the leadership role from the civilians. In the wake of this transfer of power, several operations have failed, including an attempted penetration of the U.S. Special Operations Command. The agency has been renamed the Intelligence Directorate, possibly to distance itself from this recent wave of problems. What this trend means for the future is uncertain.

The DGI consists of six departments, known as divisions. Three represent the operational wing of the DGI and three represent support functions for the organization.

Operational divisions consist of the Political/Economic Division, Military Intelligence Division, and Counter-Intelligence Division. The Political/Economic Division conducts operations to penetrate foreign governments and to conduct industrial espionage. There are two subsections to deal with Europe, one for Eastern and one for Western, another for North America, and a final one for dealing with third world nations.

The Information Division carries out intelligence analysis for the DGI. Intelligence reports are compiled by the Preparation Division. Equipment, communication systems, and forged documents are the realm of the Technical Support Division.

In 1974, an independent agency arose from the DGI, the America Department (DA). This agency is considered the elite of the Cuban intelligence agencies. Staffed with a force of between 200 and 300 agents of its own and able to call upon manpower and resources from other agencies, many consider it to be Cuba's most powerful organization. Organized into four sections corresponding to regions of the Western Hemisphere, the DA has operated around the world in support of intelligence operations and covert actions for the Cuban government.

Occupation Templates

DGI Officer: Disguise, Fast Talk, Handgun, Locksmith, Other Language, Persuade, Psychology, Spot Hidden plus two other skills as personal specialties.

DGI Analyst: Computer Use, Cryptography, Library Use, Listen, Other Language, Spot Hidden, plus three skills as personal specialties

DA Officer: Use the DGI Agent above and add Cryptography and Demolitions

Sample Character

Jesus Rameriz age 37

Race: Hispanic (Cuban)

STR 15 CON 14 SIZ 12 INT 16 POW 16

DEX 14 APP 17 EDU 19 SAN 80 HP 13

Damage Bonus: +1D4

Education: DGI and DA intelligence training

Occupation: DA Field Agent

Skills: Architecture 42%, Boating 56%, Cryptography 53%, Demolitions 38%, Disguise 71%, Electronics 36%, Fast Talk 68%, Forgery 65%, Hide 54%, Locksmith 47%, Persuade 44%, Psychology 63%, Sneak 41%, Spot Hidden 50%

Languages: Spanish 89%, English 64%

Attacks:

PM Makarov Pistol 52%, 1D10

Vz68 Skorpion Submachine Gun 47%, 1D10

Fist/Punch 63%, 1D3 +db

Kick 54%, 1D6 +db

Grapple 61%, Special

Republic of Cuba

Ministry of Revolutionary Armed Forces Intelligence

Date Founded: 1959

Mission When Founded: To provide various intelligence services to the Revolutionary Armed Forces of Cuba.

Mission Today: Unchanged.

Jurisdiction: Worldwide.

Headquarters: Havana.

of Personnel: Unknown.

Annual Budget: Unknown.

History/Profile: After Castro's successful revolution in Cuba, the Ministry of Revolutionary Armed Forces was formed to oversee the military forces of Cuba. Two departments were formed to provide intelligence support to Cuban forces.

The Intelligence Department has the responsibility of collecting intelligence for the armed forces. They additionally have the responsibility of carrying out offensive intelligence operations to support the Ministry and armed forces. One of the favorite targets of the Intelligence Department has been the United States, their traditional enemy. Particular attention is paid to the southern United States, as this is where any invasion of Cuba would originate from and because of the large number of Cuban exiles waging a covert war from there. Intelligence Department agents have been uncovered several times operating in this theater, especially Florida.

The Counter-Intelligence Department has the responsibility of protecting the Ministry and armed forces from hostile intelligence penetrations from abroad, especially the United States and the Cuban exile community, and domestic enemies. Considered by many experts to be one of the most effective counter-intelligence operations in the world. They have decades of experience to draw upon, dating back to the original CIA-sponsored covert actions of the 1960s and continuing to this day.

In recent years, SIGINT collection and other aspects of electronic warfare have been transferred from the Intelligence Department to the newly formed EW Battalion. The EW Battalion represents a centralized, specialized corps of electronic warriors that are constantly monitoring the United States and the Caribbean for electronic intelligence. In conjunction with the DGI and members of the Russian intelligence community, they operate the famous SIGINT installation at Lourdes. This installation has been gathering electronic information on the United States for several decades.

The military intelligence network of Cuba has always had very close ties with the intelligence agencies of the Soviet Union. In spite of the end of the Cold War and the collapse of the Soviet Union, the Russian successor agencies have maintained these ties. At least into the near future, these connections will continue, meaning close cooperation between the two countries.

With the end of the Cold War, the military of Cuba has suffered massive cutbacks. The intelligence arm of these forces appears to have been largely immune to these, retaining its budget and manpower. As such, they will remain one of the best intelligence agencies in the Western Hemisphere for some time to come.

Occupation Templates

MI Operative: Disguise, Fast Talk, Handgun, Hide, Military Science, Other Language, Persuade, Psychology, Sneak, Spot Hidden, plus one other skill as a personal specialty.

SIGINT Specialist: Computer Use, Cryptography, Electrical Repair, Electronics, Listen, Mechanical Repair, Military Science, Other Language, plus two other skills as personal specialties.

Sample Character

Juan Arguello age 34

Race: Hispanic (Cuban)

STR 13 CON 12 SIZ 11 INT 16 POW 11

DEX 14 APP 13 EDU 16 SAN 55 HP 12

Damage Bonus: None

Education: SIGINT Military training

Occupation: SIGINT Specialist

Skills: Bargain 44%, Computer use 52%, Cryptography 63%, Drive Auto 37%, Electrical Repair 46%, Electronics 51%, Listen 73%, Mechanical Repair 42%, Military Science 41%, Psychology 32%

Languages: Spanish 88%, English 63%

Attacks: None

Kingdom of Denmark

The Police Intelligence Agency (PET)

(*Politiets Efterretningstjeneste*)

Date Founded: 1939, reorganized in 1945, 1951, 1955, and finally in 1960.

Mission When Founded: A political department within the Copenhagen Police Department.

Mission Today: An internal security agency which identifies and counters threats against national security and the democratic society structure, including espionage, terrorism, and security of the Royal House. They also serve an advisory function for security in the civil administration.

Jurisdiction: Denmark, Greenland, and the Faroes Islands. Arrests must be performed by the regular police.

Headquarters: Copenhagen, with smaller departments in Ålborg, Århus, Haderslev, Odense, and Slagelse as well as on the island of Bornholm.

of Personnel: 380 members, drawn from the 12,965 members of the Danish Police Service.

Annual Budget: Classified.

History/Profile: An actual intelligence department was established for the first time in Denmark in the late 1920s, when a political department was established within the Copenhagen police's bureau of investigation. For the first few years the department was purely concerned with matters in Copenhagen, but after only a few years, the chiefs of police in other cities were ordered to make reports on certain matters to the department.

In 1939 a nationwide intelligence agency was established under the Commissioner of Police, which carried the name SIPO (*Sikkerhedspolitiet*, or the Security Police). After occupation by the Germans in WWII, SIPO was reestablished in 1945 under the name REA (*Rigspolitichefens Efterretningsafdeling*, or the Intelligence Department of the Commissioner of Police). In 1951 there was a general restructuring of the intelligence agency. At that point it was given the name PET. For a 3-year period from 1955-1958, PET was an independent organization, but in 1958 it was reincorporated into the office of the Assistant Commissioner of Police. Until 1960 the Copenhagen police, the Frederiksberg police, and South and North Birk were exempt from the PET's otherwise national authority. In the years 1960-1966 PET took over the intelligence work of these police districts as well, and has since been a nationwide agency.

According to the stipulation of the Minister of Justice, the chief purpose of PET is "to surveil, prevent, and counterwork undertakings and actions that are perceived to constitute a threat to the independence of the Danish Kingdom and to the safety and the legal structure of society, hereunder first and foremost the types of crimes dealt with in the penal code, chapters 12 and 13." These chapters refer in particular to crimes of espionage, terrorism, and actions aimed at undermining the structure of society, i.e., crimes so serious that a society must naturally highly prioritize their prevention.

Consequently, the investigations carried out by PET are primarily aimed at prevention of crimes before they occur. The information continuously collected by the PET must provide both a foundation for an analysis of the actual threat potential with relation to such crimes and simultaneously uncover possible plans which might exist for committing such crimes, in order that they can be prevented.

Aside from these more investigative missions, the PET has other missions in relation to preventive security, that being the personal security of the Royal Family and the members of Government. PET also acts in an advisory capacity in matters of security within the civil administration.

The PET is not concerned with military matters, such as the safety of national-defense installations or personnel. These duties belong to the Intelligence Agency of the Defence Department and are carried out on behalf of the Chief of Defence.

The PET is under the Commissioner of Police, but the chief of the PET answers directly to the Minister of Justice. The Minister of Justice is kept informed on the general state of matters as well as important individual cases. PET's personnel consists of lawyers, police officers, office personnel, and a few translators and technicians.

The personnel are a part of the same education system as the rest of the police. Because of the particular nature of the work a certain special education is necessary, for example concerning languages and research skills. Therefore, the PET itself is responsible for part of the internal education.

The chief of the PET is a Chief of Police, who has an Assistant Chief of Police as his deputy. In addition, there are two lawyers attached to the department. At the head of the police-educated portion of the personnel is a Chief Detective Inspector and his deputy, who is a Detective Inspector. The office personnel is led by a Head Clerk.

There are no special laws concerning the PET. Therefore the agency's activities are primarily covered by the same laws that govern the general Administration of Justice. In 1996 the Minister of Justice issued new directives within these rules pertaining to the work of the PET. The actual contents of these directives, which replaced a secret instruction from 1953, are classified.

PET is, like other Public Authorities, covered by the General Law of Administration and the law providing general access by the public to matters dealt with by the Public Authorities. Both laws contain special exceptions concerning information that is classified and excluded from the public domain for the sake of national security and relations with foreign countries. That means a large part of PET's information and correspondence is not available to the public. The laws limiting the right of Public Authorities to maintain dossiers on citizens specifically do not apply to the PET. Instead, a number of special registration controls exist, which compensate for the public's lack of insight into this part of the agency's work.

Unlike the local chiefs of police in their own districts, the PET doesn't have the authority to bring a criminal case against anyone. If the investigations carried out by PET create a foundation for bringing action, the case will immediately be turned over for prosecution, normally to the local chief of police. Criminal cases pertaining to chapters 12 and 13 of the penal code, which carry specific importance for the work of PET, are only brought to indictment on the decision of the Minister of Justice. This implies, among other things, that the case has already been evaluated by the Regional Public Prosecutor and the National Public Prosecutor before being brought to the attention of the Minister of Justice.

Occupation Template

PET agent: Computer Use, Handgun, Law, Library Use, Other Language, Psychology + two more as personal specialties (emphasis on social sciences; translators generally take German, French, Italian, English, Spanish, or Latin).

Sample Character

Kjeld Johansen, age 32
Race: Caucasian (Danish)
STR 12 CON 11 SIZ 13 INT 13 POW 13
DEX 7 APP 7 EDU 18 SAN 65 HP 18
Education: Candidat of Law (equivalent to U.S. Doctor of Jurisprudence)
Occupation: PET Barrister (attorney)
Skills: Computer Use 35%, Law 87%, Library Use 75%, Psychology 61%, Forgery 30%,
Persuade 35%, Photography 50%, Natural History 42%, Sailing 43%
Languages: Danish 95%, German 69%, English 56%
Attacks: Handgun 46%

Arab Republic of Egypt

General Directorate of State Security Service (GDSSI)

(Mukhabarat)

Date Founded: 1977 as a sub-division of the Central Security Force.

Mission When Founded: To provide intelligence on active terrorist organizations within the Middle East.

Mission Today: Monitoring suspected subversive and opposition groups and suppressing Islamic extremists.

Jurisdiction: the GDSSI exists to undertake investigations of matters pertaining to domestic and national security.

Headquarters: Cairo.

of Personnel: Approx. 4500 officers.

Annual Budget: While the exact budget is unknown, total officers' wages are estimated at £675,000 yearly.

History/Profile: The GDSSI, roughly analogous to the counter-terrorism unit of the FBI, is responsible for collecting intelligence about terrorism and related activities. It is the smaller of the two branches of Egypt's State Security Force, with approximately 4,500 officers, and does not directly participate in the apprehension of suspected terrorists. It does, however, conduct most of the interrogations of the suspects. In addition, they are responsible for liaising with the intelligence services of other countries in counter-terrorism matters, most notably the U.S. National Reconnaissance Office (NRO) and the Israeli Mossad. It reports directly to the president and briefs him on a daily basis. The GDSSI employs a number of methods in its attempt to root out and destroy terrorists operating in Egypt. Many of these activities are unconventional and are generally considered unethical. Among the more controversial methods that the GDSSI employs are interrogations, broad arrest sweeps, and Electronic Intelligence (ELINT).

The authorities have never revealed the exact personnel strength of the GDSSI, which plays an important role in government by influencing policy decisions and personnel matters. They engage routinely in surveillance of opposition politicians, journalists, political activists, foreign diplomats, and suspected subversives. The GDSSI focuses on monitoring underground networks of radical Islamists and has covert agents in those organizations. According to some sources, the GDSSI has informants in all government departments and public-sector companies, labor unions, political parties, and the news media. They are also believed to monitor telephone calls and correspondence by the political opposition and by suspected subversives.

In the past, Egypt's regime had given the GDSSI considerable leeway in maintaining political control and using emergency laws to intimidate people suspected of subversion. The GDSSI remains the primary organ for combating political subversion even after President Mubarak and the judiciary took steps to limit the organization's power.

Occupation Template

Anthropology, Computer Use, Fast Talk, Law, Other Language, Persuade, Psychology, Spot Hidden, +1 one other personal skill

Sample Character

Safwat al-Sharaz, age 34
Race: Egyptian
STR 12 CON 14 SIZ 13 INT 15 POW 16
DEX 10 APP 12 EDU 16 SAN 80 HP 14
Education: B.A. Psychology
Occupation: GDSSI officer
Skills: Acting 21%, Anthropology 32%, Bargain 41%, Conceal 39%, Computer Use 56%, Electronics 41%, Fast Talk 62%, Law 38%, Persuade 57%, Psychology 61%, Spot Hidden 34%
Languages: Egyptian 95%, English 13%, French 40%
Attacks:
Fist/Punch 50, 103
Kick 35%, 106
Grapple 50%, special

Republic of El Salvador

Special Operations Command

Date Founded: 1993

Mission When Founded: To organize and coordinate the special operations assets of El Salvador.

Mission Today: Unchanged.

Jurisdiction: El Salvador and regional areas of geopolitical/military significance.

Headquarters: Ilopango Air Force Base.

of Personnel: 1,100.

Annual Budget: Unknown.

History/Profile: Various special operations units grew out of El Salvador's long civil war. During the war, these units grew based on the needs of the government and their own successes. By the end of the war in 1992, there were several different units, each answering to a different portion of the government or military. The government formed the Special Operations Command to consolidate its principal units under one command that would be autonomous under the General Staff.

Formed around a headquarters staff and comprising a training cadre and base security company, the Command took over the old El Salvadoran special forces base at Ilopango AFB and organized its forces. In addition to the staff, the Special Operations Command is divided into two components, the Airborne Battalion and the Special Operations Group (known in Spanish as *Grupo de Operaciones Especiales* [GOE]).

Airborne Battalion: The Airborne Battalion was one of the premier combat units of El Salvador's civil war. Having fought in most of the major campaigns, the Battalion grew into an extremely combat-tested and professional force. Operating today with about 600 members (half its wartime peak strength), the Battalion still operates as El Salvador's rapid-reaction force.

SOG: The Special Operations Group (GOE) is a collection of the military's special operations forces, including the PRAL companies, Naval Commandos, and a rapid response "Hatchet" company. The PRAL teams consist of Ranger-style troops who engage in long-range reconnaissance and direct-action missions. The Naval Commandos are similar in both training and mission to the U.S. Navy SEALs (who helped organize and train the unit in the early 1980s). The "Hatchet" company is comprised of special-operations troops whose duty is to rapidly reinforce other units

who have become heavily engaged and need assistance or to quickly attack targets of opportunity.

The members of the SOG are almost all combat-tested veterans (80% of the unit), including many of their former enemies, the disbanded guerrilla forces. Many of the members who have been accused of war crimes have been swept away, allowing a new generation to shape the course of the unit. As El Salvador faces the prospects of rebuilding its nation and facing the predators that have emerged since the civil war, the SOG has been busy and likely will continue to be for the foreseeable future.

Occupation Templates

Airborne Battalion Trooper: Climb, Hide, Jump, Martial Arts, Military Science, Navigation/Land, Parachuting, Rifle, Sneak, Spot Hidden, Throw

SOG Operator: Climb, Demolitions, First Aid, Hide, Martial Arts, Military Science, Navigation/Land, Parachuting, Rifle, Sneak, Spot Hidden, Throw, Track

SOG Naval Commando: Boating, Climb, Demolitions, Martial Arts, Military Science, Navigation/Land, Navigation/Sea, Air, Rifle, SCUBA, Sneak, Spot Hidden, Swim, Throw

Sample Character

Manuel Ortiz, age 31

Race: Hispanic

STR 15 CON 17 SIZ 14 INT 15 POW 15

DEX 16 APP 10 EDU 17 SAN 75 HP 16

Damage Bonus: +1D4

Education: Naval Commando Training Course

Occupation: SOG Naval Commando

Skills: Boating 51%, Climb 40%, Demolitions 42%, First Aid 39%, Hide 37%, Martial Arts 44%, Military Science 47%, Navigation/Land 48%, Navigation/Sea, Air 51%, SCUBA 50%, Sneak 61%, Spot Hidden 65%, Swim 73%, Throw 40%

Languages: Spanish 79%, English 41%

Attacks:

Fist/Punch 72%, 1D3+DB

Kick 68%, 1D6+DB

Grapple 61%, Special

M-16A1 Assault Rifle 65%, 2D6

M1911A1 Pistol 56%, 1D10+2

Republic of Finland

Security Police

(*Suojelupoliisi*)

Date Founded: August 13, 1919, as *Etsivä keskuspoliisi*. Renamed *Valtiollinen poliisi* in 1937. Disbanded and reorganized as *Suojelupoliisi* from the beginning of 1949.

Mission When Founded: To prevent acts directed against the internal security of Finland, monitor foreign nationals in Finland, and perform passport checks at the border.

Mission Today: To prevent espionage and illegal intelligence activities directed against Finland, prevent activities endangering Finnish internal security and international relationships, combat terrorism, and carry out other preventive security measures. This includes monitoring organized crime (especially from the former Soviet Union and the Baltic Countries), monitoring hate crime and radical movements, investigating threats against Finnish politicians, organizing the protection of official visitors of the state, and performing background checks for persons who handle sensitive information in their work.

Jurisdiction: Anywhere in Finland.

Headquarters: Helsinki.

of Personnel: 170.

Annual Budget: Very small compared to comparable units in other nations.

History/Profile: In 1918, shortly after Finland gained its independence, responsibility for the nation's intelligence operations was given to the general staff. However, after a change of government in April 1919, all intelligence activities except military intelligence were transferred to the Ministry of the Interior. The new organization was called *Etsivä keskuspoliisi* (EK); it was renamed *Valtiollinen poliisi* (Valpo) in 1937.

After Finland's defeat by the Soviet Union in 1944, Valpo was forced to change. Soviet pressure led to the birth of the so-called Red Valpo, or Valpo II, which was mostly staffed by Communists. Widespread incompetence brought about a committee examination, which resulted in the disbanding of Valpo and creation of a new state police *Suojelupoliisi* (Supo) on December 17, 1948.

A considerably smaller organization than its predecessor, *Suojelupoliisi* grew slowly over time. It was reorganized several times, most recently in 1998 when it was divided into two sections, operative and developmental, which both have their own chiefs. In addition, the head of the organization has a separate staff serving directly under him.

Suojelupoliisi has a very low-key presence in the everyday life of Finns. It has no law-enforcement powers, working with regular police forces as necessary. In the late 1990s, its investigations into the activities of racist groups and environmental activists have received both positive and negative publicity. As no known terrorist groups operate in Finland or against Finnish interests abroad, *Suojelupoliisi* has to justify its funding by monitoring minor groups such as the above. However, not all of its work is immediately visible to the public. *Suojelupoliisi* has an active role in the use and development of information security concerning both state and business secrets. And there are occasional cases of conventional espionage as well. Finally, it is worth noting that the telecommunications surveillance capabilities of *Suojelupoliisi* inside Finland are likely as good as they get.

Occupation Template

Suojelupoliisi Officer: Computer Use, Fast Talk, Law, Listen, Persuade, Psychology, Spot Hidden, + one of the following skills: Accounting, Cryptography, Electronics, Forgery, Other Language, Photography

Sample Character

Kimmo Alanen, age 36

Sex: Male

Race: Caucasian (Finnish)

STR 11 **CON** 12 **SIZ** 11 **INT** 15 **POW** 12

DEX 10 **APP** 10 **EDU** 17 **SAN** 60 **HP** 12

Damage Bonus: none

Education: Master's degree in Law

Occupation: Suojelupoliisi Officer

Skills: Computer Use 42%, Fast Talk 43%, Law 80%, Listen 58%, Persuade 60%, Psychology 32%, Spot Hidden 57%

Languages: Finnish 85%, English 55%, Russian 34%

Attacks: none

French Republic

An Overview of French Intelligence and Law-Enforcement Agencies

The various French organizations with intelligence, espionage, state security, or law enforcement missions have overlapping authorities and jurisdictions. A first glance makes them look very confusing; closer study confirms that they are very confusing. This confusion arose as these bodies were created at different times during the evolution of the French State after the 1789 Revolution, as France passed through its numerous generations of republics.

The ambiguities in the operational objectives and responsibilities of these organizations have been created by politicians in order to create a system of checks and balances. French politicians have a very real fear that state organizations may be involved in conspiracies against them, as well as on their behalf; the Army and SDECE (DGSE's predecessor) plotted against de Gaulle while de Gaulle plotted against the Anglo-Saxon world, right-wing politicians used the DST and RG to spy on their socialist opposition, and so on.

The conflict in responsibilities between the DGSE, DST, and DPSD is intentional, as is the uncertainty over the jurisdiction of the National Police and National Gendarmerie. It stops any one group from acting without the knowledge of a competitor and thus the knowledge of their political masters.

In addition, the French have a propensity to involve themselves directly in their former colonies' political affairs. This interest, when coupled with a tendency to blur the line between surveillance and sabotage, means that the French intelligence community has an intentional reputation of direct, dirty action in support of national interest.

French Republic

Central Directorate of Judiciary Police (DCPJ)

(*Direction Centrale Police Judiciaire*)

Date Founded: March 6, 1907 as *Contrôle Général des Services de Recherches Judiciaires*. Replaced April 23, 1941 by *Service de Police Judiciaire* (SPJ). The Regional Judicial Police Services (SRPJ) created November 10, 1941. Refounded July 9, 1966 as part of the National Police.

Mission When Founded: Observe crimes occurring; investigate crimes committed; conduct criminal investigation for an examining magistrate; apprehend suspects; gather evidence and statements.

Mission Today: Unchanged.

Jurisdiction: Metropolitan France and French Guyana.

Headquarters: Paris.

of Personnel: 7,800.

Annual Budget: Unknown, but is part of the National Police's FFr 27.96 million budget.

History/Profile: The DCPJ is the Criminal Investigation Department of the National Police. It investigates over 24,000 serious crimes covered by the penal code every year.

PJ's ancestor, the *Recherches Judiciaires*, was founded to combat serious crime against people and property in the early 1900s. The unit was created on the advice of the *Sûreté Générale*, one of DST's ancestors. Today, the PJ is often used as the public face of DST.

The PJ has two functions. First, the PJ can search for and observe crimes being committed under its penal code remit. Alternately, under the direction of an examining magistrate, the PJ are assigned to gather evidence of a crime and identify and apprehend perpetrators for the magistrate. The Judicial in the PJ's title comes from its ancillary role to the examining magistrate.

Whilst investigating crimes, the PJ are able to search suspects, witnesses, or premises for evidence with agreement from the person being searched; or if they refuse, then under warrant from an examining magistrate. Independent witnesses should be present when a search takes place. Evidence gathering includes telephone taps if authorized by the examining magistrates for serious crimes, or if the crime is against national security.

The PJ is organized by sub-directorate and division. These are follows: 1st Division is Central Services for managing and administering the DCPJ.

The Organized Crime Sub-Directorate consists of Divisions 2 to 7. These are organized to analyze intelligence on organized crime; suppress banditry; combat vice and procurement; combat smuggling of artworks and high-value goods; combat terrorist and subversive attacks on the state; stop weapons and munitions smuggling (especially atomic, explosive, biological, or chemical weapons); and combat the narcotics trade.

The Economic and Financial Affairs Sub-Directorate consists of Divisions 8 to 10. These divisions are responsible for the fight against tax evasion, public corruption, money laundering, serious fraud, data and information crime, and counterfeiting.

The Technical and Scientific Police Sub-Directorate consists of five divisions. These are concerned with the central National Police records, wanted-suspects records, stolen-vehicle records, the centralized national criminal records service, the National Police scientific laboratories, and the National Centre for Research, Technique and Training.

The External Liaison Sub-Directorate is formed of four divisions. These are concerned with training and communication; control techniques; crime statistics and crime forecasts; co-operation with the Interpol, Europol and Schengen international police organizations, and foreign police services.

Paris and three surrounding regions have their own specialized PJ directorate, the DRPJ, which consists of 3,300 personnel whose structure is similar to the central directorate's organization. Nationally there are 19 regional PJ services, the SRPJ, who are based in France's administrative regions, and one in French Guyana. The SRPJ consist of 5,400 personnel, organized in technical sections, serious crimes sections, and economic and financial crimes sections in each service. The Lyon and Marseilles SRPJ work closely with the Central Office of Banditry Repression in DCPJ's 3rd Division. Additionally, there are five SRPJ branches in Ajaccio, Lille, Rouen, Strasbourg, and Versailles, operating as regional interview and coordination brigades (BREC).

CPJ's Technical and Scientific Police (PTS) was founded in 1985 to coordinate the five police scientific laboratories in Lille, Lyon, Marseilles, Paris, and Toulouse from its headquarters in Ecully. The PTS provides scene-of-crime evidence-gathering services, centralized criminal records, and scientific analysis of evidence. These services are available to the National Police, National Gendarmerie, and examining magistrates, as well as the PJ.

Occupation Templates

PJ "Flic" (Detective): Computer Use, Drive Auto, Fast Talk, Handgun, History, Law, Library Use, Persuade, Spot Hidden; + any 2 skills from the following to reflect the character's operational division: Accounting, Archaeology, Art, Chemistry, Cryptography, Forgery, Military Science, Natural History, Pharmacy, Physics.

PTS Scene of Crime Officer: Chemistry, Forensics, Law, Photography, Physics, Spot Hidden, Track; + ANY ONE other skill as a personal specialty

PTS Laboratory Technician: Computer Use, Law, Library Use, Spot Hidden; plus four skills from the following: Anthropology, Biology, Chemistry, Forensics, Forgery, Graphology, Medicine, Pharmacy, Photography, Physics, Psychology

Sample Character

Lieutenant Stéphane Bordas, age 39

Race: Caucasian (French)

STR 17 CON 13 SIZ 14 INT 16 POW 14

DEX 09 APP 07 EDU 18 SAN 70 HP 14

Damage Bonus: +1D4

Education: Baccalaureate +4

Occupation: Judicial Police Officer, 7th Division Narcotics

Skills: Boating 40%, Chemistry 33%, Computer Use 15%, Drive Auto 41%, Fast Talk 47%, History 43%, Law 66%, Library Use 38%, Persuade 67%, Pharmacy 43%, SCUBA 25%, Spot Hidden 50%, Swim 40%

Languages: French 90%, Corsican 23%, Turkish 19%

Attacks:

Smith & Wesson Model 686 Revolver 69%, 1D8+1D4

Fist/Punch 63%, 1D3

Kick 33%, 1D6

French Republic

Central Directorate of General Information [DCRG]

(*Direction Centrale Renseignements Généraux*)

Date Founded: The "RG" was founded by the Vichy regime in 1941 but prefers to claim ancestry from a secret police intelligence unit founded in 1893.

Mission When Founded: The RG's mission was the political surveillance of Jews, Communists, and resistance members, while the pre-war intelligence unit concentrated on anarchists and Russian émigrés.

Mission Today: To keep the government of the day informed of public opinion, terrorist threats, and the activities of potentially subversive groups such as political parties, trade unions, the media, immigrants, and religious groups.

Jurisdiction: Anywhere on French territory under the dual authority of the Police Prefecture and the National Police.

Headquarters: 11 rue Saussaies, Paris. Recruits are trained at Gif-Sur-Yvette.

of Personnel: Approximately 3,850.

Annual Budget: Unknown, but is part of the Central Directorate of National Police's budget of FFr 27.96 million

History/Profile: RG's teams produce daily intelligence reports on fascist, Communist, and French fundamentalist Muslim groups, drug smuggling, French religious sects, urban violence, race relations, money laundering, the black market, art trafficking, and environmental protest groups, amongst other topics. The Central Directorate reports a synthesis of this data to the President and Prime Minister's offices and the Cabinet of the Interior Ministry.

RG are the Watchmen of the French state and have only been subject to any form of accountability in the last few years. Their methods and influence are notorious: RG is rumored to be involved with SDECE in the disappearance and murder of Ben Barka in 1960s, was strangely silent about Markovic affair in the 1970s, and was involved in the murder of the militant gay priest, Doucé in 1990. Recently the DST has attempted to incorporate the RG into its organization, leading to hostility between the RG and DST.

RG have files on anyone that has been a part of one of their investigations. There are reputed to be 53,000 files alone on journalists, other files cover prime ministers, foreign leaders of state and literary figures. The files are created through surveillance, infiltration of groups, opening mail, tapping telephones or by opinion polls. These records allowed RG to threaten, blackmail, or deport people it feels are guilty of activities harmful to the State.

The Interior Ministry, Police Prefects, DST, the National Gendarmerie and the Atomic Energy Commission (CEA) can access the RG files, if the requested information falls within the organization's remit. Private individuals can request information from RG files by applying to the National Commission of Data Processing and Freedom (CNIL). However CNIL requests have to approved by a Police Prefect and a senior civil servant before information is released, and can be denied if national security is affected.

RG officers are stationed throughout France, and are organized by Department or specialist field. The minimum team size is seven or eight and regional teams are usually specialists in their assigned area. Paris is the most monitored area; 700 officers are assigned to the Prefecture of Paris. This RG department is the last vestige of the Sûreté, which was shut down when the DCPJ was split from the Parisian Police Prefecture.

Operationally the RG is split into four divisions. The Research Division organizes, tasks and supervises the regional teams. Analysis Division synthesizes and analyses the intelligence gathered by the departmental RG teams. It also make threat assessments and forecasts based on intelligence gathered. Races and Backlashes Division monitors racial organizations and racial unrest within France. This division has a specialized legal department to deal with legal infringements in this area. Resources and Methods Division manages personnel, logistics, documentation and training.

Another branch of interest is the Central Office of Statistics and Surveys (OCSS), which was created in 1964. Only the Interior Ministry can order this RG department to conduct a survey, which can be public opinion on any subject from elections, public bodies or the general public perceived insecurities. OCSS surveys have particularly broad samples - 2,000 to 4,000 people and are never conducted by telephone. This grasp of public opinion allows the RG to make the earliest and most accurate predictions of election results, giving its political masters an edge over the opposition.

Occupation Templates

OCSS Pollster: Anthropology, Computer Use, Library Use, Mathematics, Persuade, Psychology, + two skills as a personal specialty

RG Officer: Drive Auto, Fast Talk, Fist/Punch, Handgun, Hide, Law, Spot Hidden, + two of the following skills: Anthropology, Electronics, Forgery, Locksmith, Martial Arts, Other Language, Photography, Psychology

RG Lawyer: Art (Acting), French, History, Law, Library Use, Natural History, Persuade, Psychology

Sample Character

Brigadier [Sgt.] Henri Gossande, age 34

Race: Caucasian (French)

STR 17 CON 18 SIZ 14 INT 16 POW 16

DEX 09 APP 07 EDU 14 SAN 80 HP 16

Damage Bonus: +1d4

Education: Baccalaureate

Occupation: RG Officer

Skills: Anthropology 20%, Credit Rating 40%, Dodge 36%, Drive Auto 50%, Fast Talk 30%, Hide 50%, Law 50%, Listen 45%, Photography 70%, Psychology 30%, Sneak 20%, Spot Hidden 40%

Languages: French 70%, English 20%, Arabic 20%

Attacks:

PAMAS G1 62%, 1D10

Fist/Punch 55%, 1D3

Kick 45%, 1D6

French Republic

Directorate for Defense Protection and Security (DPSD)

(*Direction de la Protection et de la Sécurité de la Défense*)

Date Founded: SSM (Service du Sécurité Militaire) formed April 24, 1944. Became the DSM (Direction de la Sécurité Militaire) in April 5, 1961. Renamed DPSD November 20, 1981.

Mission When Founded: Counterintelligence for and political surveillance of the French armed forces.

Mission Today: Responsible for the protection and safety of military bases and installations, hardware and material, information and secrets, and staff.

Jurisdiction: Within the French armed forces and defense industry

Headquarters: 1 place Saint-Thomas d'Aquin, Paris

of Personnel: 1,620

Annual Budget: Unknown.

History/Profile: The DPSD is the heir of the Vichy Government's Bureau des Menées Anti-nationales, although it's immediate ancestry is Free French. It is supposed to be an agency 'without ideological nuance' in order to carry out its mission.

The DPDS is the Ministry of Defense's military security service. It's remit covers military counter-espionage and counter-intelligence. It must ensure the political reliability of the French armed forces. It counters terrorism aimed at the French military. It protects military secrets in the French defense industry, and monitors and combats arms trafficking.

The DPSD is organized into five divisions and operations. Counter-espionage and intelligence counters espionage and intelligence threats against the armed forces. Counter-Subversion ensures the political reliability of the armed forces by looking for subversives in the ranks. Surveys have been carried out to ascertain the political influence of the Far Right within the Armed forces. It was found that conservative Catholicism is more influential than the Far Right. Security protects the security of military bases, defense establishments and the associated IT infrastructure against sabotage and terrorism. Industrial Security safeguards French military secrets produced and manufactured by French industry for the armed forces. Many French industrial companies are state-owned or have close ties to the government. Arms Trade Monitoring covers the surveillance of arms sales and trafficking.

The DPSD liaises with the Direction du Renseignement Militaire and the General Delegation for Armament whilst carrying out its operations.

Occupation Templates

DPSD Officer: Computer Use, Conceal, Handgun, Law, Military Science, Psychology, Rifle, Spot Hidden; +1 skill from the following: Artillery, Cryptography, Electronics, Heavy Weapons

DPSD Soldier: Handgun, Law, Military Science, Rifle, Psychology, SMG, Spot Hidden; +1 skill from the following: Artillery, Computer Use, Cryptography, Electronics, Heavy Weapons

Sample Character

Captain Claude Rabenou

Race: Caucasian

STR 17 CON 09 SIZ 14 INT 13 POW 08

DEX 16 APP 14 EDU 15 SAN 40 HP 12

Damage Bonus: +1D4

Education: Titulaires d'une maîtrise (Bac + 4) [Higher Education Bachelor's degree]

Occupation: DPSD Officer

Skills: Astronomy 38%, Computer Use 30%, Conceal 25%, Electronics 60%, Law 65%, Listen 28%, Military Science 86%, Persuade 21%, Psychology 77%, Sneak 12%, Spot Hidden 30%

Languages: French 75%, English 36%

Attacks:

PAMAS G1 Auto 29%, 1D10

FAMAS rifle 29%, 2D6

Kick 60%, 1D6

Fist/Punch 60%, 1D3

French Republic

General Directorate for External Security (DGSE)

(Direction Generale de la Securite Extérieure)

Date Founded: The Free French in London formed BCRA (Central Bureau for Information and Military Action) in 1942, which was reorganized in 1943 in Tunisia as DGSS (Direction Générale des Services Spéciaux). This was renamed DGER (Direction Générale des Etudes et Recherches) in 1944, when it absorbed the wartime resistance networks. DGER was reorganized in 1946 as the Service de Documentation Extérieure et de Contre-Espionage (SDECE). This organization was refounded on April 4, 1982 as the DGSE.

Mission when Founded: General Directorate for External Security is responsible for military intelligence, counterespionage outside the national territory of France, as well as the gathering and analysis of strategic information and electronic intelligence.

Mission Today: Unchanged

Jurisdiction: Anywhere outside France's national territory (technically)

Headquarters: The DGSE is in the process of moving from the Caserne des Tourelles, Paris, to the fort of Noisy-Le-Sec, but it intends to retain the Caserne Mortier headquarters. Begun in 1992, the new headquarters complex, situated in the communes of Noisy-le-Sec and Romainville wa, reconfigured by DGSE in 1993, under the designation of "Fort 2000." By the time it is completed in 2001, Fort 2000 will have cost 2 billion Francs. **# of Personnel:** In 1996 the total staff was estimated at 2,500 and included 1,700 civilians.

Annual Budget: FFfr 1,350,000,000 annually, however approximately FFfr 200 million of special funds is available for covert operations per annum from the Prime Minister's Office.

History/Profile: The External Documentation and Counterespionage Service (SDECE), the DGSE's bureaucratic ancestor, earned an unsavory reputation between 1946 and 1982, and those stains continue to taint the DGSE. In 1950, the SDECE imposed secret controls over the illegal heroin traffic linking the Hmong poppy fields of Laos with the opium dens operating in Saigon. The SDECE skimmed profits from this trade which were used to fund covert operations during the French participation in the Vietnam war. Under the direction of Prime Ministers Charles De Gaulle and later Jacques Foccart, SDECE undertook covert operations in Quebec using nationalists to inspire a separatist movement. In 1968 Foccart used SDECE to attempt to wrest control of Nigerian oil from Britain and the US. The SDECE armed and supplied secessionists in Nigeria's oil-rich Biafra region. The Biafran War cost more than 500,000 lives.

Following a great deal of political pressure the SDECE was replaced by the Directorate of the External Security (DGSE) on April 4th, 1982. The new civilian director, Stone Marion, consolidated the structure and the cohesion of the service by the creation of a General Directorate. The General Directorate controls the other directorates. The DGSE was also "computerized" as part of an overall technological upgrade. Most importantly, the DGSE, unlike its predecessor, was not permitted to operate on French territory.

DGSE is divided into five divisions: Strategy, Administration, Intelligence, Operations and Technical. Strategy prepares reports on targets and are responsible for the efficacy of the intelligence gathered for its government clients. Administration is responsible for the general administration and co-ordination of the agency. The Intelligence Division collects intelligence. DGSE mainly relies on HUMINT but since the Gulf War has been working to improve its SIGINT and ELINT capabilities despite defense cutbacks. Traditionally militarily intelligence is gathered but economic, technological and political intelligence has been collected since the early 1980s. Cray supercomputers analyze the intelligence gathered.

The Operations Division plans and implements clandestine operations. For these Operations uses the Service Action (Action Division), supposedly disbanded after the Rainbow Warrior incident. Service Action has been the force behind French covert operations since WW2. Service Action is divided into three groups, Commandos, Naval operations, and Air support. DGSE has dedicated use of special forces troops based at Cercotte, Perpignan and Roscanvel. Until 1995 DGSE had a dedicated SF unit, the 11ème Choc, which was reduced after defense cutbacks and political embarrassments. The 11e Choc is famous enough that French rap-

pers write songs about the unit. The Combined Air Group 56 provides air support using AS35 Cougar helicopters.

One of the most infamous French covert action disasters in recent years was the 1985 "Operation SATANIC." The operation intended to disable the "Rainbow Warrior" a ship owned by Greenpeace which was intended to be used to disrupt upcoming French nuclear tests in the Pacific. On 10 July 1985 DGSE agents detonated a bomb on the ship while it was in port of Auckland, New Zealand, killing the photographer Fernando Peira. The New Zealand authorities quickly unraveled the plot and France suffered a serious diplomatic black eye.

The Technical Division was originally the Groupement des Contr'ees Radio Electriques (GCR) Radioelectronic Communications Group. This is France's NSA. TD maintains collection stations throughout the world, gathering strategic electronic intelligence. The DGSE listening station west of Paris even intercepts international telephone and fax traffic. With the closing of the Bouar base in the Central African Republic, the DGSE has lost one of its major SIGINT stations. The other major station, in Djibouti, is still operational and may be enlarged to handle the extra traffic.

DGSE recruits graduates and draws personnel from the French civil service and armed forces. Civilian operators are called 'honorable correspondents' after the practice of the pre-war Deuxieme Bureau. Military personnel are officially members of the 44eme Infantry Regiment based in Orleans.

DGSE is the best-connected western intelligence organization in Africa and the Middle East, particularly in former French colonies. DGSE is weaker in Asia and the Americas, but made significant contact with Chinese intelligence agencies when these were shunned by other Western agencies. DGSE has close connections with French industry including GIAT Industrie, Elf Aquitaine, Groupe Bull and Air France. It is not averse to using these organizations for intelligence gathering.

Occupation Templates

Action Division Cadre: Climb, Handgun, Hide, Knife, Martial Arts, Parachute, Rifle, SCUBA, SMG, Sneak, Throw; + 2 skills from the following: Boating, Demolitions, Heavy Weapons, Pilot Boat, Swim

DGSE Friendly: Choose suitable occupation, i.e. Air Steward, Foreign embassy employee, etc. Add the following skills: Conceal, Listen, Sneak, and Spot Hidden

Hon. Correspondent: Computer Use, Disguise, Fast Talk, Handgun, Military Science, Persuade, Psychology, Spot Hidden, + one other skill as a personal specialty

Intelligence Analyst: Cartography, Computer Use, History, Library Use, Military Science, Other Language, Psychology; + 1 other skill as personal specialty

Military Attaché: Accounting, Credit Rating, History, Military Science, Navigate, Other Language, Persuade, Psychology, Handgun or Rifle

Operations Officer: Accounting, Military Science, Navigate, Psychology; + 4 other skills from the following as personal mission specialties: Cartography, Demolitions, Boating, Drive Auto, Heavy Weapons, Operate Heavy Machinery, Pilot Aircraft, Pilot Boat, Pilot Helicopter, SCUBA

Technical Correspondent: Conceal, Computer Use, Library Use, Listen, Other Language, Sneak, + three of the following skills: Biology, Chemistry, Computer Programming, Cryptography, Electronics, Mathematics, Pharmacy, Physics

Sample Character

Raoul Gaspard, age 36

DGSE Honorable Correspondent

Race: Caucasian (French)

STR 11 CON 14 SIZ 11 INT 17 POW 13

DEX 18 APP 14 EDU 16 SAN 52 HP 13

Skills: Climb 40%, Computer use 20%, Demolitions 30%, Disguise 76%, Dodge 77%, Drive 30%, Fast Talk 50%, First Aid 55%, Hide 60%, Listen 58%, Lock-Pick 55%, Persuade 55%, Psychology 60%, Sneak 73%, Spot Hidden 60%, Swim 25%

Languages: English 68%, French 80%, German 58%, Spanish 40%

Attacks: Fist 55%ID3, 9mm Handgun 90%, 1010, Stiletto switchblade 90%, ID4+ID6

French Republic

Military Intelligence Directorate

(Direction du Renseignement Militaire)

Date Founded: June 16, 1992

Mission When Founded: To plan, gather, co-ordinate, analyze and distribute military intelligence for the French Army, Navy, Air Force and National Gendarmerie.

Mission Today: Unchanged

Jurisdiction: Anywhere in the world where French armed forces operate

Headquarters: Paris and Creil

of Personnel: 1,900

Annual Budget: FFr 1.523 billion

History/Profile: The Gulf War exposed the weakness of French military intelligence gathering efforts, and left the French task force sent to participate in the UN force dependent upon intelligence gathered by the USA and the UK, much to the chagrin of French politicians. Immediately after the end of the conflict, moves were made to co-ordinate and improve military intelligence gathering. The existing intelligence units were reorganized into one central directorate and a new intelligence warfare unit, the Intelligence and Electronic Warfare Brigade (BRGE), was created to serve it. The DRM reports directly to the Ministry of Defence rather than the Chiefs of Staff of the Armed Forces.

The creation of DRM absorbed existing military intelligence gathering and analysis units. These included CERM (Military Intelligence Exploitation Centre), CIREM (Centre for Electromagnetic Imagery Information), HELIOS (the Inter-Army Image Interpretation Centre), CIFR (Inter-Army Intelligence Center), and the Deuxieme Bureaux of the Army and Air Force. The Navy retained its G2 Intelligence unit.

The DRM is not a secret organization like the DGSE, and is dependent on the BRGE and other military units for the information that it analyses as well as satellite imagery. However it can field Unmanned Aerial Vehicle (UAV) systems for tactical intelligence gathering purposes. It does not conduct operations like the DGSE's Action Division.

DRM's employees are composed 50% Army, 23% Air Force, 12% Navy, 12% Civil Service, 2% DGA (General Delegation for Armament), and 1% Gendarmerie. DRM liaises with the National Gendarmerie, DPSD, DGA and the Armed Forces HQs.

DRM organization is divided into five divisions: Research, Exploitation, Arms Proliferation, Technical and Human Resources. The Research division is responsible for humint collection and SIGINT/ELINT collected by the BRGE. The Exploitation division is formed from CERM and HELIOS, and is responsible for the production and dissemination of intelligence gathered and analyzed. The Arms Proliferation Division is responsible for surveillance of the proliferation of weapons of mass destruction and associated technology. The Technical division provides technical support to other divisions of DRM. The Human Resources division recruits, manages and trains DRM personnel. This division also has contacts with the Inter-Army School of Information and Linguistics (EIRL) at Strasbourg.

Occupation Templates

Intelligence Analyst: Computer Use, Cryptography, Library Use, Military Science, Physics, Persuade, Spot Hidden; + one skill as a personal specialty

Intelligence Officer: Computer Use, Conceal, Fast Talk, Hide, Military Science, Navigate, Persuade, Psychology, Rifle; + one of the following skills: Artillery, Demolitions, Electronics, Heavy Weapons, Photography

Electronic Warfare Specialist: Drive Auto, Computer Use, Electronics, Military Science, Navigate, Rifle, Photography; + one skill from the following: Electrical Repair, Mechanical Repair, Operate Heavy Machinery, Pilot UAV

Language Specialist: Handgun, Navigate, Other Language(s), Persuade, Psychology, Rifle, Throw

Sample Character

Captain Stéphane Proust, age 28

Race: Caucasian (French)

STR 10 CON 09 SIZ 11 INT 12 POW 14

DEX 17 APP 08 EDU 18 SAN 70 HP 10

Education: Diplôme des grandes écoles [Master's Degree]

Occupation: Electronic Warfare Specialist

Skills: Computer Use 60%, Dodge 39%, Drive Auto 45%, Electronics 50%, Military Science 53%, Navigate 60%, Physics 50%, Pilot UAV 65%, Ride 25%, Swim 35%

Languages: French 90%

Attacks:

PAMAS G1 Auto 30%, 1D10

FAMAS rifle 45%, 2D6

Fist/Punch 60%, 1D3

Kick 40%, 1D6

French Republic

Directorate of Territorial Surveillance (DST)

(Direction de la Surveillance du Territoire)

Date Founded: October 1, 1944 but the DST's remit was expanded by a 1982 decree.

Mission When Founded: Combat foreign espionage and alien interference on French sovereign territory.

Mission Today: The DST seeks out, fights and prevents espionage and other activities of, or on behalf of, foreign powers, which could threaten the French Republic.

Jurisdiction: Anywhere in France or its territories.

Headquarters: 7 rue Nèlaton, Paris. DST has seven regional offices in Bordeaux, Lille, Marseilles, Lyon, Metz, Rennes, and Tours. The DST also has branches in the French territories of French Guyana, Reunion, French Polynesia and New Caledonia.

of Personnel: Approximately 2,000. Exact number classified as 'defense secret'

Annual Budget: Classified - classification 'defense secret'

History/Profile: The DST is the only official French counter-espionage service and is descended from the Free French ST organization. Until recently DST staff were better paid than their DGSE counterparts and they still enjoy a better public image. The DST is considered the most professional of France's secret services.

During the Cold War the DST earned a reputation as one of the finest Western counter-espionage agencies and handled one of the biggest counter-espionage coups of that period. In the late 1970s, the DST (rather than DGSE) recruited a Soviet mole, code-named Farewell, within the KGB. Farewell supplied high-grade intelligence on Soviet espionage within France. In 1981 President Mitterand informed President Reagan of Farewell's existence. Farewell's intelligence helped France expel 47 Soviet diplomats for spying and arrest the Chief Engineer of Messerschmidt for espionage in 1983.

With the end of the Cold War, DST's concern has moved to economic, scientific and technical espionage. American industrial espionage activity has been noted since 1992, leading to ugly tit-for-tat expulsions and public statements. Ironically DST established the Economic Security and National Assets Protection division in the 1970s.

The DST is now also addressing additional strategic threats such as NBC weapon proliferation or serious organized crime. The DST has been accused of consorting with international terrorists by dealing with states like Syria that sponsor terrorism in order to reduce the threat posed to France by international terrorism.

As an internal security agency the DST reports to the Prime Minister via the Directorate General of the National Police and the Interior Ministry. DST is currently organized into five divisions. Counter-Espionage conducts counter-espionage, counter-intelligence, and embassy surveillance. Economic Security and National Assets Protection operates on behalf of French industry protecting technology and trade secrets. This division has units in France's 22 regions. There is a International Terrorism division. The Technical Services encompasses the Police des Communications Radioélectriques (PCR), a radio listening service that has stations across France. And then there is the General Administration division, dedicated to the internal administration of the DST.

Currently the DST recruits male or female graduates as officers; staff with particular technical skills are recruited through fake job advertisements or approached directly if working for a foreign company.

Occupation Templates

Counter-Espionage Officer: Computer Use, Fast Talk, Handgun, Law, Persuade, Psychology, Spot Hidden, + one other skill as a personal specialty

Technical Correspondent: Conceal, Computer Use, Library Use, Listen, Sneak, + three of the following skills: Biology, Chemistry, Computer Programming, Cryptography, Electronics, Mathematics, Pharmacy, Physics

Sample Character

Lieutenant Jean-Paul McCleod, age 31

Race: Caucasian (French)

STR 09 CON 17 SIZ 08 INT 16 POW 11

DEX 18 APP 12 EDU 15 SAN 55 HP 18

Education: Titulaires d'une maîtrise (Bac + 4) [Higher Education Bachelor's degree]

Occupation: Counter-Espionage Officer

Skills: Computer Use 40%, Credit Rating 55%, Dodge 50%, Fast Talk 30%, Jump 60%, Law 45%, Martial Arts 11%, Persuade 70%, Philosophy 40%, Psychology 40%, Spot Hidden 45%, Throw 40%

Languages: French 90%, English 20%

Attacks:

H&K P7M8 Auto 80%, 1010

Fist/Punch 50%, 103

Kick 30%, 106

French Republic National Gendarmerie

(La Gendarmerie National)

Date Founded: Formed from the Royal Constabulary on February 16, 1791. Laws governing the modern National Gendarmerie were passed in April 17, 1798. There were later reforms in 1820, 1834, 1903, 1958 and 1970.

Mission When Founded: To ensure the maintenance of law and order, and the execution of laws within the French Republic.

Mission Today: Defence of internal security and public security now included, otherwise unchanged.

Jurisdiction: Metropolitan France and overseas territories

Headquarters: 35 rue St. Didier, Paris. Criminal Research Institute is at Rosny-sous-Bois

of Personnel: 99,183

Annual Budget: FFr 22,656 million (1999)

History/Profile: Gendarmes are members of the armed forces, under the control of the Ministry for Defence. The Gendarmerie is a general-purpose institution and covers 95% of French territory. Its jurisdiction is the countryside and small towns. Cities and larger towns are the National Police's jurisdiction, but the Gendarmerie can operate in these areas if necessary.

The Gendarmerie has two major subdivisions: the regional Gendarmerie and the mobile Gendarmerie. The first, which is found in towns and districts, deals with public security and legal investigations. The second are principally involved in the maintenance and re-establishment of law and order, and can act as anti-riot police. They also have specially trained snatch teams (ELI) to apprehend dangerous criminals during risky police operations.

Forty percent of gendarmes' duties are judicial enquiries. The specialized Judicial Police or Criminal Investigation Department units carry out the most complex of these investigations under the control of an examining magistrate.

The Gendarmerie is supported by specialized divisions such as search teams, criminal identification technicians, divers, mountaineers, and maritime units. Other specialized units include the elite GIGN (Group of Intervention of the National Gendarmerie), the Juvenile Delinquency Prevention Brigades (BPDJ), the Institute of Criminal Research (IRCGN), the Air Transport Security and Investigation Units (GTA), the Motorway police, the Coastguard and the Republican Guard. This unit guards state buildings, mounts honor guards for state occasions and patrols the borders of France.

Gendarmes have served overseas as French embassy security, provided military and police assistance in Africa and the Far East, served on UN and NATO missions in former Yugoslavia, Lebanon and Haiti, and participated in officer exchanges with police and national guard forces in Europe and North America.

Service in the Gendarmes is open to men and women. Whilst on active service gendarmes are armed with the PAMAS G1, a licensed Beretta 92. French citizens can opt to join the Gendarmes when doing their compulsory military service, where they are known as Assistant Gendarmes.

Occupation Templates

All Gendarmes must meet these requirements:

- Are French nationals
- 18 years of age or older
- CON ~ 11
- SIZ = 11 male/10 female. Republican Guards ** 12 SIZ
- EDU = 12 for gendarmes; = 15 for officers
- Occupations marked * are for officers or NCOs only

Air Section Helicopter Pilot *: Electrical Repair, Electronics, Law, Mechanical Repair, Military Science, Navigate Sea/Air, Pilot Helicopter, Spot Hidden

Assistant Gendarme: Handgun, Law, Military Science, Rifle; + 4 skills representing student skills

Cave Intervention Group *: Archaeology, Climb, First Aid, Geology, Listen, Mechanical Repair, Swim, SCUBA

CID Judicial Gendarme: Computer Use, Drive Auto, Fast Talk, Handgun, History, Law, Library Use, Military Science, Persuade, Spot Hidden. Note Law must be ~ 45%

Coastguard *: Biology, Boating, First Aid, Handgun, Law, Navigate Sea/Air, Pilot Boat, SCUBA, Spot Hidden

Criminal Identification Technician *: Ballistics, Fingerprinting, Forensics, Law, Photography, Spot Hidden, Track; + 1 other skill as a personal specialty

ELI/Anti-Riot Police *: Club, Fist/Punch, Grapple, Handgun, Heavy Weapons, Kick, Law, Military Science

EPIGN Parachutist *: Demolitions, Handgun, Law, Martial Arts, Military Science, Rifle, Parachute, Spot Hidden

Gendarme: Drive Auto, Grapple, Handgun, Martial Arts, Military Science, Law, Persuade, Track

GIGN Operator *: Boating, Climb, Drive Auto, Handgun, Law, Machine-gun, Martial Arts, Parachute, Rifle, Shotgun, SCUBA, SMG

GTA Air Crash Investigator: Computer Use, Law, Library Use, Military Science, Psychology, Spot Hidden; plus 2 skills from the following: Electrical Repair, Electronics, Forensics, Mechanical Repair, Operate Heavy Machinery, Photography, Physics, Pilot Aircraft

IRCGN Technician: Computer Use, Law, Library Use, Spot Hidden; + 4 skills from the following: Anthropology, Ballistics, Biology, Chemistry, Fingerprinting, Forensics, Forgery, Genetics, Graphology, Medicine, Pharmacy, Photography, Physics, Psychology

Motorway Patrol *: Computer Use, Drive M/C or Drive Auto, First Aid, Handgun, Law, Military Science, Spot Hidden

Mountain Gendarme *: Climb, Drive Snowmobile, First Aid, Handgun, Law, Listen, Spot Hidden, Ski, Track

Republican Guard/Cavalry: Credit Rating, Art (Parade Drill), Handgun, Law, Military Science, Rifle, Track. Cavalry skills also include: Ride, Sword

Sample Character

Brigadier [Sgt.] Fabian Delesalle, age 28

Race: Caucasian (French)

STR 16 CON 13 SIZ 13 INT 14 POW 16

DEX 10 APP 11 EDU 16 SAN 80 HP 13

Damage Bonus: +1D4

Education: Baccalaureate +2

Occupation: GIGN Operator

Skills: Bargain 36%, Boating 24%, Climb 51%, Dodge 48%, Drive Auto 40%, Fast Talk 27%, Law 36%, Listen 35%, Machine-gun 25%, Martial Arts 48%, Parachute 25%, SCUBA 40%, Sneak 25%, Swim 40%, Throw 39%

Languages: French 80%

Attacks: Manuthin MR73 Revolver 62%, 1D8+1D4

HK MP5A5/SD/K SMG 39%, 1D10

HK G3 rifle 76%, 2D6+4

FAMAS rifle 76%, 2D6

Remington 870 shotgun 61%, 4D6/2D6/1D6

French Republic

The National Police

(La Police Nationale)

Date Founded: July 9, 1966. Restructured January 21, 1995

Mission When Founded: Help safeguard personal freedoms and defend institutions of the French Republic throughout France. Help maintain peace and public order. Help protect citizens and property.

Mission Today: Unchanged.

Jurisdiction: Metropolitan France (Mainland France and Corsica)

Headquarters: Paris

of Personnel: 126,229 (113,766 operations personnel, 12,463 administrative personnel)

Annual Budget: FFfr 27.96 million (1997)

History/Profile: French internal security is maintained by two major forces: the National Police force, whose members are civilians, operating under the authority of Interior Ministry and the National Gendarmerie, who are paramilitary police, operating under the authority of the Defence Ministry. Jurisdiction between the two forces depends on the size of community. The National Police are only found in cities and towns.

The National Police operates under the authority of its Director General who is appointed by the Council of Ministers. Operationally, the National Police is divided into 22 Police Prefectures which correspond to France's administrative regions. The National Police is organized as follows:

- Δ The Administrative Department, the DAPN.
- Δ Criminal Investigation Department, DCPJ [see separate agency template for information].
- Δ Central Directorate for Public Safety, DCSP. The National Police Intervention Group (GIPN) is subordinate to this directorate.
- Δ Directorate of Territorial Surveillance, DST [see separate agency template for information].
- Δ Border Police Central Directorate, DCPAF.
- Δ Central Directorate of Immigration Control, DICCILEC.
- Δ Special Branch, DCRG [see separate agency template for information].
- Δ Active services consisting of the Republican Security Companies (CRS), International Police Technical Co-operation Service (SCTIP), and the VIP Protection Service (SHP).
- Δ The Police Disciplinary Body, IGPN.
- Δ Services and units reporting directly to the Director General: the Anti-Drugs Mission (MILAD); the Anti-Terrorist Co-ordination Unit (UCLAT); the RAID unit; the Anti-Mafia Unit (UCRAM), the Interior Ministry Security Service (SSMI), the Central Automobile Service (SCA)

Some National Police units of note are:

National Police Intervention Group (GIPN): Founded in 1972 in response to the Munich Olympics terrorist attacks, GIPN has nine regional units. The seven man teams' duties include anti-terrorist, hostage release, dangerous fugitive capture or prison mutiny operations.

Republican Security Companies (CRS): Founded in 1944, and today form the general reserve of the National Police. Their principle role is that of anti-riot police and restoration of public order. The CRS also contribute to airport and port security, anti-immigration operations, and escort and protection duties. The CRS have a public image that is only surpassed by the mobile units of the National Gendarmerie for brutality, racism, and strict enforcement of minor regulations.

VIP Protection Service (SHCP): Founded in 1935, the SHCP offers protection to French and foreign VIPs. The service consists of 500 personnel, and is based in Strasbourg. Members must have had served five years with the National Police and pass the rigorous entrance requirements before joining the service.

RAID: is a special unit specializing in search, assistance intervention and dissuasion techniques. It was formed to combat terrorism, violent criminals or deal with serious events requiring highly trained personnel. RAID operate nation-wide on it's own initiative or at the request of municipal or police prefects.

Occupation Templates

CRS Riot Police: Club, Dodge, Fist/Punch, Grapple, Handgun, Kick, Law, Rifle; + 2 skills from the following Climb, Drive Auto, Pilot Boat, Ski
 GIPN Team Member: Club, Fist/Punch, Handgun, Heavy Weapons, Kick, Martial Arts, Law, Rifle, SMG, Throw
 Police Guard/Officer: Accounting (officers only), Drive Automobile, Grapple, Handgun, Martial Arts, Law, Persuade, Track; + 1 skill as a personal specialty
 RAID Team Member: Climb, Fast Talk, Handgun, Jump, Persuade, Psychology, Rifle, SMG, Sneak, Scuba, Swim
 SHCP Bodyguard: Dodge, Drive Auto, Grapple, Handgun or SMG, Jump, Law, Listen, Martial Arts, Psychology, Spot Hidden

Sample Character

Brigadier [Sgt.] Emil Mouffetard, age 36
 Race: Caucasian (French)
 STR 16 CON 11 SIZ 11 INT 12 POW 12
 DEX 14 APP 14 EDU 14 SAN 60 HP 11
 Damage Bonus: +104
 Education: Baccalaureate + 2
 Occupation: National Police Guard
 Skills: Anthropology 41%, Credit Rating 20%, Dodge 48%, Drive Automobile 61%, Drive M/C 24%, First Aid 40%, Law 51%, Martial Arts 30%, Persuade 56%, Swim 45%, Track 46%
 Languages: French 80%, Spanish 30%, English 15%
 Attacks:
 Manurhin MR73 Revolver 56%, 108+104
 Grapple 41%, special
 Fist/Punch 52%, 103
 Kick 26%, 106

Federal Republic of Germany

Federal Intelligence Service (BND)

(Bundesnachrichtendienst)

Date founded: April 1956

Mission When Founded: Surveillance of Soviet and Eastern European nations

Mission Today: Surveillance of communications and intelligence world-wide

Jurisdiction: Global, with agents operating in over 100 countries

Headquarters: Munich-Pullach

of Personnel: 6000

Annual Budget: Unknown

History/Profile: As the Second World War came to a close, Major General Reinhard Gehlen of the Foreign Armies East division in Germany surrendered to the United States army. After his surrender, he directed the Americans to several dozen steel drums buried in the Alps. The drums contained microfilmed copies of German Intelligence on the Soviet Union. The Americans realized that they had no intelligence programs focused on the Soviet Union, since it was a wartime ally. The United States soon recognized the possible need to create such an organization, and Gehlen was there to lead just that kind of outfit. Gehlen carefully negotiated a program that would allow his intelligence gathering operations on the Soviets to continue, despite the de-Nazification of Germany. This program became the Gehlen Organization. Structured under U.S. control, it quietly became the U.S. intelligence's tool against the Soviet Union and other communist European states. The program was quickly inflated with thousands of released German military and SS officers.

For the first decade after the war, the Gehlen organization was an effective program used by the CIA against the Soviet Union. But during the 1950's, it became painfully obvious that hundreds, perhaps thousands, of Gehlen's agents had turned on Germany, betraying their secrets to the Soviet Union, many at the cost of their own lives.

In April of 1956 the Federal Intelligence Service, or Bundesnachrichtendienst (BND), was created to serve newly sovereign West Germany. Still under the control of Major General Gehlen, the BND cleaned out the rank-and-file, reorganizing the program for a more loyal structure. The BND still had close connections to the CIA, and kept its primary focus on Soviet activities.

Today, after the collapse of the Soviet Union, the BND has rapidly expanded its focus to a world-wide view. It keeps operatives active in over 100 countries, most of them cleverly disguised as "embassy staffers." It also maintains a constant "cruising monitor" service, which continually scans telephone lines, radio signals, fax lines, and telex traffic. This operation is most often used to discover smugglers of illegal weapons, plutonium, or threats to trading routes. The BND retains the power to tap nearly any line of communication, whenever they have access to it, which may be essential to its intelligence gathering operations. Thus, the gathering and assessing of information remains the BND's primary operational focus.

While not able to directly enforce the law, it is authorized to pass on any knowledge of smuggling or drug trafficking it comes across while monitoring lines of communication. The BND is continuously opposing cryptography laws in Europe, professing the laws would make its surveillance techniques much more difficult to carry out.

Although reorganized, the BND still carries with it the specter of corruption. In 1996, three smugglers were arrested in Munich after arriving from Moscow. Among their belongings, they were discovered to be carrying 363 grams of Plutonium. It was soon learned that two BND agents encouraged the smuggling during a meeting in Madrid, under the Operational name of HADES.

Occupation Templates

Intelligence analyst: Computer Use, Library Use, Listen, Persuade, Spot Hidden, + any two of the following skills: Cryptography/Codes, Electronics, Other Language, Chemistry

Technical Surveillance Specialist: Computer Use, Cryptography/Codes, Electrical Repair, Electronics, Listen, Mechanical Repair, Physics, + one other skill as personal specialty

Sample Character

Urnst Udel, age 35

Race: Caucasian (German)

STR 10 CON 12 SIZ 13 INT 16 POW 16

DEX 14 APP 15 EDU 17 SAN 80 HP 11

Education: B.S. Military History

Occupation: BND Technical Surveillance Specialist

Skills: Computer Use 63%, Cryptography/Codes 75%, Electrical Repair 34%, Electronics 49%, Library Use 44%, Listen 51%, Mechanical Repair 57%, Physics 45%,

Attacks: Walther P38 9mm 45%, ID10

Federal Republic of Germany

Federal Office for the Protection of the Constitution (BfV)

(Bundesamt für Verfassungsschutz)

Date founded: November 7, 1950

Mission When Founded: Perform counter-intelligence duties in West Germany

Mission Today: Unchanged, except now BfV performs its duties in the unified Germany

Jurisdiction: Anywhere within the borders of the Federal German Republic

Headquarters: Cologne, Germany

of Personnel: 2,360, with an additional 2,700 staff assigned to the State Authorities for the Protection of the Constitution, which work with the BfV, but are not subordinate to it.

Annual Budget: Unknown

History/Profile: The Federal Office for the Protection of the Constitution was set up with the help of British and American Intelligence officers who modeled the agency after Britain's MI-5. Consequently, unlike the American FBI, the BfV is not concerned with criminal matters and has no police powers, such as the power of arrest or interrogation. The BfV cannot conduct searches or seize property. Most of the information the BfV gathers on extremist groups comes from open, or public, sources, particularly from the publications and manifestos of the various extremist organizations. While BfV agents cannot conduct interrogations, they can conduct surveillance, electronic eavesdropping, and infiltrate organizations with informants for information gathering.

During the Cold War, the BfV was on the front lines of the East-West conflict and was a prime target of East Germany intelligence service, the notorious *Stasi*. The BfV suffered a number of very serious defeats at the hands of the *Stasi* during the Cold War. In July 1954, Dr. Otto John, the director of the BfV, disappeared into East Germany and did not reappear until December of 1955. He claimed he had been kidnapped, but in fact he had gone voluntarily and actually joined the *Stasi* before ultimately trying to return to the west. Not as bizarre, but at least as damaging were the defections of two longtime moles in the West German government; Parliament member Alfred Frenzel in 1960, and, in 1974, Gunther Guillaume, a personal assistant of Chancellor Willy Brandt. The BfV seemed to have recovered and regained its effectiveness by the early 1980s, but then Han Joachim Tiedge, who had directed counterintelligence against East Germany, defected to the East. This led to yet another internal shake-up and reorganization.

With the collapse of East Germany, the offices of the *Stasi* were seized and its files laid open to the public, revealing that the *Stasi*'s penetration of agents into West Germany was far worse than anyone suspected. A dozen espionage cases were brought, including one against Klaus Kuron, a BfV officer who had been in charge of tracking down and "turning" *Stasi* agents in West Germany. For eight years Kuron had made sure the *Stasi* knew which agents were turned and which were still reliable.

With its Cold War nemesis obliterated by the fall of communism, the BfV set about cleaning house. This may be the biggest operation in the agency's history: eliminating *Stasi* agents in the former West German government and citizenry, as well as tracking down former members of the *Stasi* who have tried to hide their identities. Among the other priorities for the BfV are counterintelligence, surveillance of domestic right and left wing extremist groups, keeping abreast of the political agendas of foreign populations living in Germany, and Scientology.

Occupation Template

Counter-Intelligence Officer: Bargain, Fast Talk, Law, Library Use, Listen, Persuade, Psychology, Spot Hidden & any two of the following: Accounting, Computer Use, Electronics, Other Language, Forensics

Sample Character

Gerd Holtkamp, age 36
 Race: Caucasian (German)
 STR 14 CON 14 SIZ 13 INT 16 POW 18
 DEX 16 APP 8 EDU 19 SAN 90 HP 14
 Education: B.S. Psychology
 Occupation: BfV Counter Intelligence Officer
 Skills: Accounting 42%, Bargain 44%, Computer Use 32%, Electronics 30%, Fast Talk 45%, Forensics 32%, Law 37%, Library Use 55%, Listen 54%, Lockpick 58%, Persuade 56%, Psychology 75%, Spot Hidden 56%
 Languages: German 90%, Russian 49%
 Attacks: None

Federal Republic of Germany

Federal Border Police (BGS)

(*Bundesgrenzschutz*)

Date Founded: 1949

Mission When Founded: Control of West Germany's borders

Mission Today: Additional responsibilities for rail and aircraft policing and international policing requirements with the UN

Jurisdiction: Within the German border.

Headquarters: Bonn

of Personnel: 34,000 (including trainees) and an additional 6,250 civilian support staff

Annual Budget: Unknown

History/Profile: The Bundesgrenzschutz (BGS) is Germany's Federal Border Police Agency. Tasked with controlling the borders and preventing criminals and contraband from crossing into Germany, the BGS has been at the forefront of German policing since 1949. Originally tied with the German armed forces, the BGS grew into an agency in its own right in the 1950s. The organization was mainly there as a measure against West Germany's other half in the east and their Soviet allies, preventing hostile penetrations to the west. In addition to these Cold War duties, the BGS regularly dealt with illegal immigrants, smugglers, drug traffickers and organized crime elements.

The agency grew and changed with the times. In the late 1980s, the first women were admitted to the BGS. When the Iron Curtain collapsed and reunification occurred, the BGS was again at the front, assisting in all manner of ways to help the two countries become one again. These new times also brought additional responsibilities. In 1989, elements of the BGS assisted the United Nations policing actions in Namibia. They have since deployed elsewhere in around the globe to continue to assist the UN. In 1992, the BGS took over policing for the nation's rail system and air transportation net. Operating on both plainclothes and uniform, the BGS tackles everything from graffiti to terrorism and sabotage. Now with the new, stringent border controls imposed by EU treaty in 1995, the BGS has had its border-patrolling role expanded again.

The duties of the group do not stop there. They also assist the Federal Criminal Police Office (BKA) in the protection of government buildings and VIPs. They also help to supplement other police forces when large or dangerous situations arise, such as mass demonstrations or riots or foreign state visits. They serve Germany during times of natural disasters and large accidents.

The most recent scandal to surface regarding the BGS is the accusation from both within Germany and abroad that the German police are racist. There have been several incidents involving BGS members and foreign nationals, mostly those from Turkey. The German government is examining the problem more closely.

Grenschutzgruppe 9 (GSG-9): GSG-9 was formed in the aftermath of the 1972 Munich Olympic Massacre that cost eight Israeli athletes their lives. The ill-prepared police response showed the Germans the need for an elite anti-terrorist team. GSG-9 officially began its existence in April 1973.

All members of GSG-9 come from the BGS. Those that are selected undergo 22 weeks of training in all manner of manner of urban and rural combat. Those that make it through the training join one GSG-9's three groups: GSG-9/1 (Counter-Terrorist), GSG-9/2 (Maritime CT) or GSG-9/3 (Airborne). There is also a Headquarters Detachment and a Hostage Negotiation Cell. There are about 250 members of the group. The unit is headquartered at Hangelar, sharing space with a regular BGS unit. They have a large, classified budget that has provided some of the finest quality equipment and training around for the unit. They also regularly cross-train with most of the western world's anti-terrorist forces.

GSG-9's most famous moment came in 1977, when it successfully rescued a Lufthansa aircraft from terrorists in Mogadishu. The assault is considered one of the textbook studies in successful anti-terrorist operations. More recent scandals have called unwanted attention to the unit. There has even been talk of disbanding it, in favor of regional police SWAT teams. What becomes of this famous unit remains to be seen.

Occupation Templates

BGS Officer: Drive Auto, Fast Talk, First Aid, Handgun, Law, Other Language, Spot Hidden, Submachine Gun, Track, plus one other as a personal specialty

GSG-9 Operator: Climb, Disguise, Fast Talk, First Aid, Handgun, Law, Martial Arts, Navigation/Land, Other Language, Parachuting, Rifle, SCUBA, Submachine Gun

Sample Character

Ulrich Schmidt age 30

Race: Caucasian

STR 16 CON 15 SIZ 16 INT 17 POW 14

DEX 15 APP 13 EDU 18 SAN 70 HP 16

Damage Bonus: +1D4

Education: BGS Police Training, GSG-9 Operator's Course

Occupation: GSG-9 Team Leader

Skills: Climb 60%, Demolitions 30%, Disguise 31%, Drive Auto 50%, Fast Talk 46%, First Aid 51%, Law 31%, Martial Arts 57%, Mechanical Repair 29%, Navigation/Land 63%, Parachuting 40%, Psychology 40%, SCUBA 25%, Spot Hidden 56%

Languages: German 85%, English 47%, French 22%

Attacks:

Fist/Punch 65%, 1D3+DB

Kick 61%, 1D6+DB

Grapple 70%, Special

SIG-Sauer P226 Pistol 66%, 1D10

MP-5 Submachine Gun 73%, 1D10

PSG-1 Sniper Rifle 53%, 2D6+4

INTERPOL

(Originally the International Criminal Police Commission)

Date Founded: Though Albert I of Monaco called the first conference to discuss an international police organization in 1914, World War I intervened, and the International Criminal Police Commission was born on the 7th of September 1923.

Mission When Founded: (1) to develop methods for the rapid exchange of information about international criminals; and (2) to improve procedures for locating fugitives for extradition and prosecution.

Mission Today: From Interpol's constitution: (a) To ensure and promote mutual assistance between criminal police authorities within the limits of the their laws in the spirit of the 'Universal Declaration of Human Rights'; (b) To establish and develop all institutions contributing to the prevention and suppression of crimes." Interpol currently has 177 member nations.

Jurisdiction: Interpol is not an investigative and enforcement agency, it was intended merely to pass information. However, members of the TE (Anti-terrorist) sub-division can join local operations if all countries involved request it, and Liaison officers of the anti-drugs sub-division often travel, and can be involved with arrests by local forces.

Headquarters: The General Secretariat is based in Lyons, France, in a modern building. It was based in Paris until the 1980s. Each of the 177 members of INTERPOL has a National Central Bureau (NCBs).

of Personnel: Interpol HQ has approximately 300 full-time staff, but agents within its NCB's are members of that nation's Law Enforcement authorities, seconded to Interpol, they keep their normal powers and jurisdiction.

Annual Budget: 20 million dollars (1990)

History/Profile: Interpol has a long and not always distinguished history. In 1938, Austria (then HQ of interpol) was annexed by Germany, and Reinhard Heydrich, the man who authored Hitler's Final solution, was placed at the head of the organization. The HQ was moved to Berlin, and though no direct evidence exists, it seems likely that Interpol's records were used to find more victims of the holocaust. In 1946, Interpol was reformed under a constitution providing elected officers and safeguards against such a thing happening again. It was renamed the "International Criminal Police Organization", and eventually became known by its radio call-sign; Interpol.

The US only joined Interpol in 1947, when the FBI was designated the official Liaison. However FBI director J. Edgar Hoover had a rocky relationship with Interpol and withdrew the FBI's co-operation in 1950, after INTERPOL defied him over a group of kidnappers/refugees from communism. The Treasury department took control until the 1980's, when responsibility was once again shared between the Treasury and Justice Departments.

Information is passed by Diffusions and requested in Notices, written in each of Interpol's four official languages; Arabic, English, French, and Spanish. The following color notices are used: Red is an arrest warrant; Blue are requests for information; Yellow is for unidentified persons; Black is for unidentified corpses; Green is a warning of an international criminal's movements; Purple notices contain MO's; Grey notices cover organized crime; FOPAC bulletins cover money laundering and finally there are Stolen Property notices.

The communications structure of Interpol has been modernized rapidly in the last decade, replacing telex and radio with email. The United Nations, as part of their International Drug Control Program has in part funded this work. The UN has also awarded Interpol official observer status in its work to set up an international criminal tribunal to try war criminals.

The current Secretary General is Raymond E. Kendall, a respected police officer from the United Kingdom. He is the organization's first non-French Secretary General and has served since 1980.

Interpol is split into four main divisions, Administration, Police, Research and Support, beneath those are several other sub-divisions: Drugs, TE (Anti-terrorist), Economic and Financial crime (FOPAC), the General Crime Group, Counterfeit Currency, and Organized Crime.

The Automated Search Facility, created in 1993, allows for rapid searching of Interpol's databases. Access is very carefully controlled, as Interpol is wary of information being misused. The system currently only allows access to names and (wanted) notices but this is soon to be extended to stolen vehicles; arts and antiques; counterfeit currency; stolen passports and identity-documents; images or fingerprints. All NCB's are connected to the ASF, and there is to link to the US National Crime Information Center's database, and the UK's National Criminal Intelligence Unit's systems.

The Interpol Weapons and Explosives Tracking System holds data on stolen and recovered guns, and firearms traffickers. It also provides up-to-date indices of firearms and explosives manufacturers, models, caliber's and other vital information to assist in the identification of arms.

Beyond merely passing information, Interpol holds conferences on a wide range of topics of interest to law enforcement officials, and attempts to design legislation that can be adopted by member countries, for example FOPAC has provided model laws on financial crimes like money-laundering that have been adopted by member countries.

Occupation Template

Interpol NCB staff come from most federal law enforcement agencies, particularly the Treasury Department and Secret Service. Take a standard template, add one of Interpol's languages as a primary skill, and place some pick-up points in Computer Use/bureaucracy, and perhaps another language (inc. German, Russian, Chinese)

Sample Character

Maryland State Trooper Sergeant Arthur Gruber, age 45

Race: Caucasian

STR 13 CON 13 SIZ 14 INT 16 POW 13

DEX 10 APP 10 EDU 15 SAN 60 HP 14

Damage bonus: +1D4

Education: BA Police Administration

Occupation: Interpol Liaison

Skills: Accounting 30%, Computer Use 50%, Drive Auto 50%, Law 65%,

Library Use 60%, Spot Hidden 40%

Languages: English 75%, French 70%, Spanish 25%

Attacks:

Berretta M-92S 50%, 1D10

Fist/Punch: 50 %, 1D3+db

Islamic Republic of Iran

Iranian National Police and Gendarmerie

Date Founded: 1979 (Reorganization)

Mission When Founded: Internal law enforcement and security duties

Mission Today: Unchanged

Jurisdiction: Within Iranian borders

Headquarters: Tehran

of Personnel: National Police: 200,00 (estimated) Gendarmerie: 70,000 (estimated)

Annual Budget: Unknown

History/Profile: Prior to the 1979 Islamic revolution in Iran, the National Police and the Gendarmerie were a corrupt tool of the Shah's regime. With the Shah's secret police, SAVAK, they were used primarily as a tool of repression. Following the Revolution, the National Police and Gendarmerie were purged and reorganized by the ruling clerics.

The National Police and Gendarmerie now handle mostly the law enforcement and administrative duties of the Islamic Revolution. The National Police are responsible for policing duties throughout Iran's urban centers, having a force in every city with a population of 5,000 or more. The Gendarmerie is the rural police force of Iran, maintaining a police presence in the villages and deserts. Both organizations are organized along paramilitary lines and under the control of the Ministry of the Interior. They work hand in hand with the Pasdaran in the maintaining of internal control and Islamic purity. Their workings with the other Islamic organizations are considered very good, but these other groups have also kept the National Police and Gendarmerie from growing too powerful.

In addition to normal policing duties, the National Police share responsibility with the Pasdaran for handling routine administrative duties for the state. They handle such things as issuing identification papers and drivers licenses. They also maintain the Customs Service which handles passports and immigrations matters. Railroad and airline security also falls under their jurisdiction. Finally, they oversee the Highway Police, motorized police units maintaining security on the roads of Iran.

Since the Revolution, both services have seen a considerable amount of reshuffling of their leadership and transferring about of various powers. Due to this, the Pasdaran instead handles most arrests based on purely political or theological grounds. In recent years, this trend of shifting seems to be diminishing, and both the National Police and Gendarmerie seem to have been strengthened. A large degree of professionalism has been achieved by Iran's policing forces.

Occupation Template

National Police/Gendarmerie Officer: Climb, Dodge, Handgun, Law, Persuade, Psychology, Rifle, Spot Hidden plus three of the following skills as personal specialties: Accounting, Disguise, Drive Auto, First Aid, Forensics, Martial Arts, Navigation/Land, Other Language, Photography, Ride, Track

Sample Character

Ali Rezai, age 29

Race: Caucasian (Persian)

STR 15 CON 16 SIZ 12 INT 14 POW 13

DEX 16 APP 10 EDU 15 SAN 65 HP 14

Damage Bonus: +1D4

Education: Gendarmerie police training

Occupation: Gendarmerie Patrol Officer

Skills: Climb 56%, Dodge 52%, Drive Auto 43%, First Aid 66%, Law 41%, Navigation/Land 54%, Persuade 50%, Psychology 62%, Spot Hidden 65%, Track 60%

Languages: Farsi 85%, Kurdish 66%, Arabic 32%

Attacks:

PM Makarov Pistol 43%, 1D10

AKM Assault Rifle 55%, 2D6

Fist/Punch 70%, 1D3 +db

Kick 62%, 1D6 +db

Grapple 78%, Special

Islamic Republic of Iran

Joint Committee for Special Operations

Date Founded: 1979

Mission When Founded: Coordination of espionage and covert operations outside of Iran in support of Iran's revolutionary ideals

Mission Today: Unchanged

Jurisdiction: Intelligence and covert operations analysis and coordination for Iran

Headquarters: Tehran

of Personnel: Unknown

Annual Budget: Unknown

History/Profile: The Joint Committee for Special Operations is in many ways Iran's answer to the American National Security Council. It acts first as a consumer of intelligence gathered by the other organizations in Iran. It then coordinates intelligence activities and covert operations between them. In addition to these actions, acquiring technology to assist in Iran's various weapons of mass destruction programs is an important priority.

Much of Iran's national leadership makes up the heads of the Joint Committee for Special Operations, including the President and the top religious leaders of Iran. The various intelligence agencies and ministries, such as Pasdaran and the Ministry of Intelligence and Security, have representatives assigned to the Joint Committee. In turn, the Joint Committee assigns various liaison agents to the intelligence agencies to oversee and coordinate them on their operations.

Behind almost every action undertaken by Iran's intelligence community lurks the hand of the Joint Committee. Every operation, from assassinations and terrorist attacks to foreign training missions and espionage actions, must pass through the Joint Committee and be cleared by them. That makes it the single most powerful and persuasive member of Iran's intelligence community, while at the same time remaining possibly its most hidden and subtle.

Due to the government and religious leaders direct involvement in the planning and execution of various activities carried out by its intelligence community through the Joint Committee for Special Operations, Iran has gained notoriety as the world's foremost sponsor of terrorism. All intelligence points towards a continuation of these programs, with the Joint Committee for Special Operations as their guiding hand.

Occupation Template

Analyst/Coordinator: Accounting, Computer Use, Credit Rating, Fast Talk, History, Law, Library Use, Persuade, Psychology, plus two other skills as personal specialties.

Sample Character

Ahmad Sohrabi, age 26

Race: Caucasian (Persian)

STR 10 CON 13 SIZ 11 INT 17 POW 15

DEX 13 APP 14 EDU 18 SAN 75 HP 12

Damage Bonus: None

Education: Masters degree, political science

Occupation: Analyst

Skills: Accounting 30%, Anthropology 24%, Cartography 18%, Computer Use 41%, Credit Rating 45%, Fast Talk 38%, History 65%, Law 58%, Library Use 57%, Military Science 32%, Persuade 43%, Psychology 55%

Languages: Farsi 96%, Arabic 41%, French 36%, English 11%

Attacks: None

Islamic Republic of Iran

Ministry of Intelligence and Security

Date Founded: 1984

Mission When Founded: Domestic security operations, foreign intelligence gathering, covert operations, and sponsorship of Islamic terrorist groups

Mission Today: Unchanged

Jurisdiction: Worldwide

Headquarters: Tehran

of Personnel: 20,000+ (Estimated)

Annual Budget: Unknown

History/Profile: The Ministry of Intelligence and Security, known as Vezarate Ettela'at va Amniat-e Keshvar, or VEVAK, is the successor agency to Iran's SAVAMA intelligence agency. In 1984, the Iranian intelligence organizations were reorganized and restructured, leading to the creation of MOIS/VEVAK. The organization assumed operational control of domestic security, intelligence and covert operations and the exporting of Islamic "revolution" to other countries. The Shah's secret police organization, disbanded with the Islamic revolution in 1979, was even tapped for former personnel. These agents brought knowledge of Iranian dissident groups and their experience to the organization.

Little has come to the West concerning MOIS/VEVAK. It is known that they have a huge budget to carry out their work, but exact figures have not surfaced. The agents of the organization function as secret police within Iran. When operating outside of the Iranian border, they use either diplomatic covers through the embassy or non-official covers such as employees of Iran Air, students, workers and shop owners, and even members of Iranian dissident or underground groups. Agent infiltration and financial sponsoring of various groups is greatly eased by the use of state-owned branches of banks in foreign countries. The Bank Melli, for instance, in Germany, has offices in Hamburg, Frankfurt, and Dusseldorf. These serve as an entry point and clearinghouse for operations throughout Europe.

MOIS/VEVAK carries out Iran's policies of Islamic "revolution," in other words, terrorism. Iran is the number one sponsor of terrorism in the world and MOIS/VEVAK is its primary instrument. MOIS/VEVAK carries out intelligence collection and support for a number of pro-Iranian groups around the world. When covert support is not enough, the agency will act directly. Most of these operations are directed at either Iranian dissidents abroad or American interests. They have also been active in the former Yugoslavian Republic of Bosnia, training various Moslem guerrilla groups and army units there, possibly for use elsewhere in the world as well as the former Yugoslavia. It is estimated that over 2500 members of MOIS/VEVAK or organizations sponsored by them were present in Bosnia.

Internally, MOIS/VEVAK has been used as an instrument of repression by the government. Infiltration of anti-government groups and ensuring religious purity of Iran's citizens has been its top priority. As SAVAK before it, MOIS/VEVAK has a reputation for torture and abuse of power. The agency has a large network of contacts and informants, both inside and out of the Iranian border. This has greatly assisted the organization's effectiveness. It is a powerful tool throughout the world for Iran's brand of religious war.

Occupation Templates

Internal Security Agent: Art-Torture, Fast Talk, Handgun, Hide, Law, Listen, Other Language, Persuade, Psychology, Spot Hidden, Sneak
Intelligence Agent: Conceal, Cryptography, Disguise, Fast Talk, Handgun, Listen, Other Language, Psychology, Sneak, Spot Hidden plus one other skill as a personal specialty.
Covert Operative: Demolitions, Disguise, Fast Talk, Handgun, Hide, Knife, Martial Arts, Other Language, Rifle, Sneak, Spot Hidden, Submachine Gun

Sample Character

Hassan Lahuti, age 31
 Race: Caucasian (Persian)
 STR 16 CON 15 SIZ 15 INT 13 POW 16
 DEX 17 APP 10 EDU 15 SAN 80 HP 15
 Damage Bonus: +1D4
 Education: MOIS Covert operations training
 Occupation: MOIS Covert Operative/Assassin
 Skills: Demolitions 42%, Disguise 57%, Fast Talk 43%, Hide 67%, Martial Arts 56%, Sneak 56%, Spot Hidden 73%
 Languages: Farsi 83%, French 43%, English 27%
 Attacks:
 PM Makarov Pistol 68%, 1D10
 Dragunov SVD Sniper Rifle 81%, 2D6+4
 Uzi Submachine gun 54%, 1D10
 Fighting Knife 74%, 1D4+2+db
 Fist/Punch 68%, 1D3+db
 Kick 62%, 1D6+db
 Grapple 70%, Special
 Headbutt 52%, 1D4+db

Islamic Republic of Iran Revolutionary Guards Corps

Date Founded: May 5, 1979
Mission When Founded: Protection of Iran's Islamic Revolution through internal and external intelligence, security and covert operations
Mission Today: Unchanged
Jurisdiction: Worldwide
Headquarters: Tehran
of Personnel: 350,000 (estimated)
Annual Budget: Unknown
History/Profile: Established by decree in 1979 by Khomeini, the Revolutionary Guard Corps, the Pasdaran-e Inqilab, or simply Pasdaran, has grown immensely in power and stature. Originally envisioned as a force to ensure the enforcement of the Islamic Revolution's new code of laws under the command of the ruling clerics, the Pasdaran has become a power unto itself.

The Pasdaran now has established its own military wing, numbering well over 100,000 troops, consisting of ground, naval and air components. This force organized "people's militia" groups for the war against Iraq in the 1980s. The Pasdaran also carried out sea-borne assaults throughout the Persian Gulf and land operations in conjunction with the army. Several hundred pilots also trained with the East Germans during this time.

The Pasdaran developed its own intelligence network for the purposes of internal security operations and covert actions abroad. Acting internally as a secret police of the ruling religious leaders, the Pasdaran has been involved in internal security against members of Iran's communist party and other left-wing groups, Kurdish separatists and "counter-revolutionary" elements. Among the elements of the Pasdaran internal security apparatus are the Baseej (volunteers), who form an informant and social control network, and the Ashura Brigades, who serve as anti-riot police.

Foreign intelligence and covert operations are handled by one of several Pasdaran organizations. The Qods, or Jerusalem Force undertakes most foreign actions. The Qods force carries out intelligence gathering abroad, especially for the purposes of monitoring dissident groups and targeting terrorist attacks. Qods Force is also heavily involved in the training of terrorist groups around the world, most recently in Bosnia, and has been the long time backer of the Hizballah organization. The organization also undertakes operations to undermine western powers, such as counterfeiting of currency, propaganda, and agent provocateurs to stir up anti-western unrest.

The Committee on Foreign Intelligence Abroad and Committee on Implementation of Actions Abroad carry out other intelligence operations. These departments operate in conjunction with the Ministry of Intelligence and Security to perform espionage activities throughout the world. Operating through diplomatic covers and front organizations, the Committees gather intelligence from around the world, especially in the West and other Gulf States, while exporting Iran's brand of revolution to the world.

In spite of recent overtures towards moderation from Iran, the Pasdaran still remains a force to be reckoned with. Intelligence implicates the organization as still actively supporting terrorism around the globe. The Pasdaran is also still heavily involved in both intelligence gathering and subversion in many countries. This trend will probably continue for the foreseeable future.

Occupation Templates

Military Wing: Climb, First Aid, Listen, Military Science, Navigation/Land, Rifle, Sneak, Spot Hidden, Throw plus two from the following list: Boating, Demolitions, Drive Auto, Hide, Martial Arts, Navigation/Sea, Air, Operate Heavy Machinery, Other Language, Parachuting, Pilot, SCUBA, Sneak

Internal Security Agent: Disguise, Fast Talk, Handgun, Hide, Listen, Locksmith, Other Language, Persuade, Psychology, Sneak, Spot Hidden

Intelligence Agent/Covert Operative: Cryptography, Demolitions, Disguise, Fast Talk, Hide, Locksmith, Military Science, Navigation/Land, Other Language, Persuade, Psychology, Sneak, Spot Hidden

Sample Character

Ghosn Samimi, age 34

Race: Caucasian (Persian)

STR 15 CON 16 SIZ 12 INT 16 POW 13

DEX 14 APP 16 EDU 16 SAN 65 HP 14

Damage Bonus: +104

Education: Pasdaran covert operations training

Occupation: Pasdaran Foreign Advisor/Covert Operative

Skills: Cryptography 30%, Demolitions 62%, Disguise 43%, Fast Talk 57%, Hide 58%, Locksmith 26%, Military Science 55%, Navigation/Land 63%, Persuade 54%, Psychology 52%, Sneak 67%, Spot Hidden 43%

Languages: Farsi 86%, Serbo-Croatian 53%, Slovenian 41%

Attacks:

PM Makarov Pistol 67%, 1D10

M70 Assault Rifle 70%, 2D6

Fighting Knife 48%, 1D4+2+db

Fist/Punch 71%, 1D3+db

Kick 63%, 1D6+db

Grapple 60%, Special

Republic of Iraq

The Iraqi Ba'athist party exercises absolute rule over the Republic of Iraq. All governmental power is concentrated in party hands, and President Saddam Hussein has absolute rule over the party. In order to protect and maintain this power, an intricate system of intelligence and security agencies has been set up to guard against all forms of domestic or foreign opposition. These agencies operate without any form of oversight or judicial review. In order to prevent any of them from posing a threat to the Ba'athist regime, redundant agencies with overlapping areas of responsibility have been created. This puts them in competition with one another, effectively allowing each to keep the others in check. Particular emphasis has been placed on the personal security of Saddam Hussein, with several mutually controlling agencies (including brigade-sized special military formations) tasked with safeguarding him against assassination or coup d'état.

From the point of view of the average Iraqi citizen, the security agencies wield absolute power in an extremely ruthless fashion. Summary arrests, torture, and executions are commonplace. A vast network of agents and informers is maintained throughout the entire country to listen for any signs of dissent. Suspected opposition to the government is quickly and brutally suppressed. All aspects of life are tightly controlled by the government. Iraq provides a textbook example of extreme totalitarian rule.

Outside of Iraq, the intelligence agencies conduct operations to further the government's strategic goals. Generally seasoned and experienced, the Iraqi intelligence community is periodically ravaged by purges as "disloyal" elements are rooted out (often on the flimsiest suspicion, or as part of the ongoing power struggles between agencies). Foreign operations include extensive networks tasked with obtaining armaments and other embargoed materiel, particularly items needed for ongoing weapons of mass destruction research.

All security and intelligence operations are coordinated by the National Security Council (the Maktab al-Anin al-Qawmi), which meets regularly under the personal direction of Saddam Hussein.

Republic of Iraq

The Special Security Committee

Date Founded: 1991

Mission When Founded: To protect Iraqi weapons of mass destruction development programs against the efforts of United Nations weapons inspectors.

Mission Today: Unchanged

Jurisdiction: Anywhere in Iraq

Headquarters: Baghdad

of Personnel: 2,000

Annual Budget: Unknown

History/Profile: The Special Security Committee was founded to frustrate the efforts of UN weapons inspectors working in Iraq, in order to permit the continued development of nuclear, biological, and chemical weapons. Most of its personnel are drawn from the ranks of the Mukhabarat and the Republican Guard. The SSC is divided into two components of roughly equal size. The first coordinated the daily activities of inspectors in Iraq, and provided the "minders" who escorted the teams to the various facilities. The second operated behind the scenes, concealing or moving sensitive material away from the prying eyes of the inspectors.

The SSC's operations have been greatly reduced since late 1998, when the last inspectors left the country. Today, they largely assist the other agencies in a traditional counterintelligence capacity, but the organization is maintained in case future agreements bring about the return of the inspection teams.

Occupation Template:

SSC Inspection Team "Minder" Computer Use, Conceal, English, Fast Talk, Persuade, Psychology, plus any two of the following: Accounting, Biology, Chemistry, Medicine, Pharmacy, Physics, Law

Sample Character:

Dr Nouri Amr Al Rawi, age 34

Race: Arabic

STR 11 CON 12 SIZ 10 INT 17 POW 12

DEX 14 APP 13 EDU 17 SAN 60 HP 11

Education: Ph.D. Virology

Occupation: SSC/INSCOM Inspection Team Escort

Skills: Biology 68%, Chemistry 36%, Computer Use 55%, Conceal 53%, Credit Rating 45%, Fast Talk 77%, Library Use 45%, Listen 47%, Persuade 55%, Psychology 57%, Sneak 42%.

Languages: Arabic 85%, English 65%

Attacks: None, though he is accompanied everywhere by a pair of hulking, discreetly armed Republican Guard sergeants in plain clothes.

Republic of Iraq

The Special Security Service (SSS)

(Al Amn al-Khas)

Date Founded: 1988

Mission When Founded: To protect the Ba'ath party leadership against assassination or coup d'état

Mission Today: Unchanged

Jurisdiction: Anywhere in Iraq; some foreign operations are also conducted (see below)

Headquarters: Baghdad; offices in Basara and Mosul

of Personnel: 5,000

Annual Budget: Unknown

History/Profile: The SSS is the internal security organization of the ruling Iraqi Ba'ath Party. Founded at the end of the Iran-Iraq War, it has grown to become one of the regime's most important internal security organizations, superseding the older al-Amni General Security Service. It is one of the most secretive organizations in Iraq, and one of the most widely feared. It is staffed by only the most loyal and trustworthy personnel, who are recruited from the military or from other security organizations.

The SSS Security Branch provides personal bodyguards for the party leadership. It also maintains a brigade-sized mechanized infantry force, which is based in Baghdad to protect against a coup d'état by the military. Within this unit is a highly-trained Quick Reaction Platoon, which conducts special operations and counter-terrorist missions.

The SSS Political Branch is responsible for collecting and analyzing intelligence on potential enemies to the party. It maintains extensive files on any Iraqi citizen who might be considered a threat, and it exercises its authority through its own secret police force. It also has a propaganda office which works to promote the party. The SSS Special Branch works as the internal security organization of the SSS itself. This is the most secret and powerful arm of the Ba'ath party. The SSS also maintains its own training institute, and a number of prisons.

In the late 1980's the SSS, under the leadership of Saddam Hussein's son-in-law Hussein Kamil, took control of one of Iraq's extensive most extensive overseas networks. This large, well-funded organization was made up of vast numbers of agents and front companies, and was tasked with procuring equipment, technology, personnel, and other resources for Iraq's weapons of mass destruction and ballistic missile development programs. Following Hussein Kamil's defection to Jordan in 1995 (and his subsequent assassination in 1996), the SSS has continued these operations under its new leadership.

Occupation Templates

SSS Security Branch Bodyguard: Dodge (may be used to intercept an attack against someone else), First Aid, Handgun, Listen, Psychology, Spot Hidden, Submachine Gun, Rifle.

SSS Quick Reaction Platoon: Climb, Hide, Listen, Sneak, Spot Hidden, Submachine Gun, Rifle, plus any two of the following: Demolitions, First Aid, Handgun, Machine Gun, Navigate, Throw.

SSS Political Branch Loyalty Investigator: Fast Talk, Handgun, Law, Listen, Fist/Punch, Persuade, Psychology, Spot Hidden.

SSS Foreign Resource Procurement Officer: Accounting, Bargain, Credit Rating, Law, Library Use, Other Language, Persuade, Psychology.

Sample Character

Mohammad Khalifa Al Dulaimi, age 37

Race: Arabic

STR 13 CON 11 SIZ 16 INT 11 POW 10

DEX 10 APP 11 EDU 14 SAN 50 HP 14

Damage Bonus +104

Education: B.S. Criminology, SSS Institute

Occupation: SSS Political Branch Police Investigator

Skills: Accounting 22%, Fast Talk 47%, Forgery 21%, Law 35%, Listen 37%, Locksmith 21%, Persuade 57%, Psychology 69%, Spot Hidden 71%, Sneak 42%.

Languages: Arabic 55%, French 15%

Attacks:

9mm Makarov Pistol: 57%, 1D10

Fist/ Punch 67%, 1D3+db

Republic of Iraq

General Intelligence Directorate (GID)

(*Jihaz al-Mukhabarat al-Amma*)

Date Founded: 1973; reorganized in 1982

Mission When Founded: Intelligence collection and analysis, both within Iraq and abroad

Mission Today: Unchanged

Jurisdiction: Worldwide

Headquarters: Mansour District, Baghdad

of Personnel: 4,000

Annual Budget: Unknown

History/Profile: The Mukhabarat is the primary intelligence agency in Iraq, and is responsible for both foreign and domestic intelligence operations.

Prior to the Ba'athist takeover of Iraq, Saddam Hussein led the party's clandestine intelligence and security agency, the Special Apparatus (*Jihaz al-Khas*), known by the codename Instrument of Yearning (*Jihaz al-Haneen*). When the Ba'athists seized power in 1968, the Special Apparatus was greatly expanded. In 1973 it was expanded again and was renamed the General Intelligence Directorate (or *Da'irat al-Mukhabarat al-Amah*). After several perceived failures of the agency, it was extensively reorganized in 1982 and many members were purged.

The Mukhabarat is divided into a number of Bureaus, which are in turn divided into Directorates. These work closely together, and coordinate their operations. The most important Directorates are as follows:

Directorate 1: The Private Office, The office of the Director of the Mukhabarat.

Directorate 4: The Secret Service, The primary intelligence-gathering branch, which carries out most foreign operations.

Directorate 5: Counter-Intelligence, Responsible for tracking down and arresting foreign agents within Iraq.

Directorate 7: Al-Hakimiya Prison, This extensive facility, located in central Baghdad, contains the Mukhabarat's main interrogation center. It has ten floors, five of which are below ground.

Directorate 8: Technical Affairs, Maintains extensive laboratory facilities for forensic work, as well as the development of advanced weapons and other equipment.

Directorate 9: Secret Operations, One of the most important directorates, this branch works primarily outside of Iraq to carry out assassinations and sabotage.

Directorate 14: Special Operations, Similar in function to Directorate 9, this branch carries out the most sensitive and important operations abroad. Their most well-known mission was the failed assassination attempt against President George Bush in Kuwait in 1991.

Directorate 17: The National Security Institute, The training academy for all Mukhabarat agents.

Directorate 18: Iran, This directorate works to overthrow the Iranian Shiite government. To this end, it directs and supports the operations of the Mujahadeen Khalq Organization, a terrorist group made up primarily of Iranian nationals.

The Mukhabarat Brigade: This is a rapid-deployment light infantry force based near Baghdad, which gives the service its own organic military capability.

Occupation Templates

Fourth Directorate Case Officer: Conceal, Credit Rating, Fast Talk, Listen, Other Language, Psychology, Spot Hidden, Sneak.

Fourth Directorate Illegal Agent: Take any other template and add Conceal, Locksmith, and Photography

Fifth Directorate Counterintelligence Agent: Computer Use, Fast Talk, Handgun, Law, Other Language, Persuade, Psychology, Spot Hidden.

Fourteenth Directorate Special Operations Agent: Conceal, Disguise, Listen, Rifle, Sneak, Spot Hidden, plus any two of the following skills: Climb, Demolitions, Forgery, Handgun, Martial Arts, Other Language.

Sample Character

Lieutenant Thamer Khalaf Al Bayati, age 31

Race: Arabic

STR 12 CON 15 SIZ 13 INT 13 POW 14

DEX 15 APP 13 EDU 14 SAN 70 HP 14

Damage Bonus: +1D4

Education: Special Warfare Training, Mukhabarat National Security Institute

Occupation: Fourteenth Directorate Special Operations Officer

Skills: Climb 61%, Conceal 39%, Demolitions 22%, Disguise 56%, Fast Talk 68%, Listen 44%, Sneak 49%, Spot Hidden 74%.

Languages: Arabic 65%, Egyptian 46%, English 21%.

Attacks:

Fist/Punch 62%, 1D3+1D4

9mm Makarov Pistol 42%, 1D10

Dragunov SVD Rifle 71%, 2D6+4

Republic of Iraq

Project 858 [Al Hadi Project]

Date Founded: 1982

Mission When Founded: Collecting signals and electronic intelligence

Mission Today: Unchanged

Jurisdiction: The interception of signals from within Iraq or abroad

Headquarters: Al Rahedia, 20 km north of Baghdad.

of Personnel: 800

Annual Budget: Unknown

History/Profile: The Al Hadi Project is the primary signals intelligence agency within Iraq. It maintains extensive facilities to eavesdrop on foreign radio and communications traffic, especially from UN military units operating out of Turkey or the Persian Gulf states. It monitors all international telephone traffic from Iraq. It also has facilities allowing it to monitor and quickly locate any secret radio transmitters operating within Iraq itself.

Occupation Template

Al-Hadi Project Cryptography Officer: Computer Use, Cryptography/Codes, Electrical Repair, Electronics, Listen, Other Language, Navigate, Spot Hidden.

Sample Character

Nadim Habib Al Tahsriya, Age 29

Race: Arabic

STR 11 CON 9 SIZ 13 INT 15 POW 13

DEX 10 APP 11 EDU 15 SAN 65 HP 11

Education: M.S. Electrical Engineering

Occupation: Al-Hadi Project Cryptography Officer

Skills: Computer Use 46%, Cryptography 61%, Electrical Repair 53%, Electronics 75%, History 41%, Listen 57%, Mechanical Repair 41%, Spot Hidden 44%.

Languages: Arabic 75%, English 65%, Turkish 41%.

Attacks: None

Republic of Iraq

Iraqi Military Intelligence

(*Al-Istikhbarat al-Askariyya*)

Date Founded: 1949; reorganized extensively in 1983

Mission When Founded: To provide strategic and operational military intelligence to Iraq's leadership and armed forces and police the loyalty and political reliability of the Iraqi armed forces.

Mission Today: Unchanged

Jurisdiction: In support of Iraqi military forces wherever they deploy.

Headquarters: Aladhamia District, Baghdad; regional headquarters in Kirkuk, Mosul, and Basara.

of Personnel: 5,500

Annual Budget: Unknown

History/Profile: The Iraqi Military Intelligence arm is known as the Al-Istikhbarat. Besides its intelligence and counterintelligence operations, it maintains a brigade-sized force of its own troops in the Baghdad area for anti-coup operations. It also controls the Air Force's photographic reconnaissance assets (specialized variants of MiG-25 and Jaguar fighters).

Al-Istikhbarat maintains a Political Branch, which gathers information from defense attachés in Iraqi embassies worldwide, and a Special Branch, which conducts more clandestine missions. The Special Branch includes the highly secretive Unit 999, an 1800-man deep-penetration unit broken into six specialized battalions to carry out operations abroad. The six battalions, each aimed at a specific theatre, are the Persian, the Saudi Arabian, the Palestinian, the Turkish, the Marine, and the "Opposition" Battalion, for countering domestic opposition. Unit 999 has been particularly active in suppressing the Kurdish insurgency in Northern Iraq.

Occupation Templates

Military Intelligence Officer: Accounting, Computer Use, Handgun, Library Use, Listen, Psychology, Spot Hidden.

Embassy Defense Attaché: As above, but add Credit Rating, Other Language, and Persuade.

Unit 999 Commando: Climb, Listen, Other Language, Rifle, Sneak, Spot Hidden, plus any two of the following skills: Demolitions, Disguise, Electronics, First Aid, Handgun, Navigate, Martial Arts.

Sample Character

Lieutenant Colonel Said Hussein Abd Al Tikriti, age 44

Race: Arabic

STR 12 CON 11 SIZ 13 INT 14 POW 11

DEX 10 APP 14 EDU 14 SAN 55 HP 12

Damage Bonus: +1D4

Education: Iraqi Army Command and Staff College

Occupation: Defense Attaché, Iraqi Embassy, New Delhi, India

Skills: Computer Use 26%, Conceal 32%, Credit Rating 54%, Fast Talk 27%, History 37%, Library Use 41%, Listen 38%, Persuade 64%, Psychology 43%, Rifle 35%, Spot Hidden 35%, Throw 38%.

Languages: Arabic 70%, English 55%, Hindi 42%

Attacks:

Fist/Punch: 67%, Damage 1D3+1D4

9mm Makarov Pistol: 46%, 1D10

Republic of Iraq

The Military Security Service

(*Al Amn al-Askariyya*)

Date Founded: 1992

Mission When Founded: Detecting and countering dissent within the Iraqi armed forces

Mission Today: Unchanged

Jurisdiction: Anywhere within the Iraqi military

Headquarters: Aladhamia District, Baghdad

of Personnel: 5,000

Annual Budget: Unknown

History/Profile: Originally a branch of Iraqi military intelligence, the MSS was split off into an independent agency in 1992. Its duties include insuring the loyalty of all military units. Since military service is compulsory for all adult Iraqi males, this gives it wide-ranging internal security authority.

The MSS monitors every unit of the Iraqi military. They seek to prevent not only potential dissent or opposition, but more mundane crimes such as corruption and embezzlement as well.

Occupation Template

MSS Investigative Officer: Accounting, Fast Talk, Handgun, Law, Listen, Persuade, Psychology, Spot Hidden.

Sample Character

Captain Jabbar Hameed al Juhaishi, age 36

Race: Arabic

STR 14 CON 13 SIZ 11 INT 13 POW 15

DEX 15 APP 15 EDU 14 SAN 75 HP 12

Damage Bonus: +1D4

Education: Iraqi Army Command and Staff College

Occupation: MSS Investigative Officer

Skills: Accounting 26%, Fast Talk 55%, Law 66%, Library Use 44%, Listen 57%, Locksmith 13%, Persuade 36%, Psychology 76%, Spot Hidden 80%.

Languages: Arabic 65%

Attacks:

Fist/Punch 71%, 1D3 + 1D4

9mm Makarov Pistol 64%, 1D10

Republic of Iraq

The General Security Service

(Mudiriyat al-Amn al-Anmma)

Date Founded: 1979

Mission When Founded: Internal security and law enforcement

Mission Today: Unchanged

Jurisdiction: Anywhere within Iraq

Headquarters: Al Baladiat district, Baghdad

of Personnel: 8,000

Annual Budget: Unknown

History/Profile: The GSS, commonly known as *Amn*, is the most important Secret Police force in Iraq. Originally part of the Interior Ministry, it was split off in 1978 into an independent agency. Its jurisdiction covers both traditional criminal activities, such as smuggling or robbery, as well as the elimination of any opposition or political dissent. To this end, it maintains an extensive network of informants throughout the country. It has a presence in every town or village in Iraq, often sharing a building with the civilian police agency the most common arrangement is with the ordinary police on the ground floor, and the secret police upstairs. The GSS also has its own brigade-sized paramilitary force based in Baghdad.

Occupation Templates

Amn Secret Police Investigator: Drive Auto, Fast Talk, Forensics, Handgun, Law, Listen, Psychology, Spot Hidden.

Amn Military Brigade Officer: Climb, Handgun, Listen, Rifle, Sneak, Spot Hidden, Submachine Gun, Throw.

Sample Character

Ahmed Yasin Kamel Al-Jenabi, age 39

Race: Arabic

STR 11 CON 15 SIZ 12 INT 12 POW 16

DEX 13 APP 9 EDU 13 SAN 80 HP 14

Education: B.S. Criminology

Occupation: Amn Secret Policeman

Skills: Computer Use 18%, Drive Auto 44%, Fast Talk 57%, Forensics 36%, Law 46%, Listen 43%, Psychology 65%, Spot Hidden 47%.

Languages: Arabic 70%, English 21%.

Attacks:

Fist/Punch 72%, ID3 + 1D4

Grapple 73%, special

9mm Stechkin Pistol 44%, ID10

Republic of Iraq

The Republican Guard Forces Command (RGFC)

Date Founded: 1968; extensively reorganized in 1980 and 1987

Mission When Founded: To protect the Ba'athist regime against a coup d'état by the Iraqi military

Mission Today: The Republican Guards now act as an elite body of shock troops in time of war.

Jurisdiction: Wherever Iraqi military forces are deployed.

Headquarters: Baghdad

of Personnel: Exact strength unknown, but at least 250,000 troops

Annual Budget: Unknown

History/Profile: The Republican Guard was originally formed as a small, politically reliable force to protect the government against the military in the event of a coup d'état. During the Iran-Iraq war of the 1980's, it proved to be a highly valuable unit for countering enemy breakthroughs. In the wake of its success, it was greatly expanded, and grew to corps strength, incorporating armored, mechanized, and commando units. Its role changed as well, to form a body of elite shock troops within the Iraqi armed forces.

The RGFC spearheaded the 1990 conquest of Kuwait. During Operation Desert Storm in 1991, the Republican Guard was encircled and decimated by forces of the Allied Coalition. It was quickly rebuilt following the war, and immediately put into action to counter uprisings of Kurdish and Shiite minorities within Iraq.

Today, the Republican Guard consists of some seven divisions. This includes the Special Republican Guard Brigade, which serves as a personal bodyguard formation for Saddam Hussein. With the military suffering under the effects of the international embargoes, the Republican Guard receives priority in receiving equipment, weapons, and spare parts. This will certainly give it an even more important role in any future Iraqi military operations.

Occupation Template

RGFC Commando: Climb, Hide, Listen, Rifle, Sneak, Spot Hidden, Submachine Gun, plus any two of the following skills: Demolitions, First Aid, Handgun, Navigate, Martial Arts.

Sample Character

Sergeant Ali Izz Al-Mansour, age 28

Race: Arabic

STR 16 CON 15 SIZ 14 INT 10 POW 14

DEX 11 APP 12 EDU 14 SAN 70 HP 15

Damage Bonus: +1D4

Education: RGFC Advanced Training

Occupation: RGFC Commando Sergeant

Skills: Climb 62%, Demolitions 52%, First Aid 41%, Hide 34%, Listen 41%, Navigate (Land) 38%, Sneak 64%, Spot Hidden 67%.

Languages: Arabic 54%

Attacks:

Fist/Punch: 68%, ID3 + 1D4

Grapple 57%, special

Commando Knife: 53%, ID6+1D3+2

AKR Assault Carbine: 74%, 2D6

State of Israel

National Police

Date Founded: May 1948

Mission When Founded: Keeping law and order, crime prevention and detection, apprehension of suspects and bringing them to trial.

Mission Today: In 1974, internal security, especially in the areas of border infiltration and terrorism, was added to their mission.

Jurisdiction: Israel and occupied territories

Headquarters: Jerusalem, Israel

Of Personnel: 20,874

Annual Budget: Not disclosed

History/Profile: In 1948, law enforcement in Israel was placed in the hands of a single force, the National Police. This allowed the organization to both function on a local level, through a variety of regional designations, and at the national level, performing functions similar to the US FBI. In 1974, after the Yom Kippur War and growing terrorism concerns, various additional internal security duties were added. Initially, the force was headed by a Minister of Police, but in 1977, this was abolished and the National Police fell under the Ministry of Public Security.

The Israeli National Police are divided into six major departments: Investigations, Logistics, Planning and Organization, Operations and Patrol, the Border Guard and the Civil Guard. The Logistics Department handles the various administrative duties along with the Planning and Organization Department, while the various law enforcement operations are handled by the other four.

The Investigations Department has about 2500 investigators who handle over 300,000 cases a year. Several specialist departments back up the investigators, such as Criminal Identification Division that handles evidence analysis and the Intelligence Division which handles drug investigations, coordinates detective and police intelligence work, and international cooperation. Finally, there are two National Investigation Units. The first is tasked with serious crimes, such as the drug trade and car theft rings. The second unit deals with white-collar crime.

Operations and Patrol Department handles all of the daily operational duties of the National Police. These duties include Patrols (including vehicle-based, horse, marine and airborne), traffic duties, crime prevention, civil order maintenance and antiterrorist activities and building licensing. It has at its disposal two specialized divisions, the National Operations Units and Bomb Disposal Division. The National operations units are comprised of the National Helicopter Unit, the National Traffic Unit who carry out traffic enforcement duties on the national highways and the National Negotiations Team which deals with hostage negotiations. The Bomb Disposal Division was established in 1975 to deal with both criminal and terrorist explosive threats. The unit handles over 80,000

calls a year and has duties that extend beyond bomb disposal, such as crowd surveillance and education programs.

The Civil Guard came out of a series of terrorist actions in 1974, a volunteer force to operate under the control of the National Police. The Civil Guard acts much like a neighborhood watch program, operating foot and motorized patrols, education programs and aid to special groups (elderly, juveniles, immigrants, etc.). Some directly aid the police, with full police powers and are armed. These volunteers must undergo police training programs.

The Border Guard is really a military unit within the police. It is ethnically diverse in composition, containing members of all of Israel's various groups. New conscripts can do their tour with the Border Guard in place of service with the Israeli Defense Force. The Border Guard is there to maintain internal security and public order, lending assistance to the regular police if the need arises. They also handle anti-terrorist duties. They are deployed throughout Israel and the occupied territories.

Occupation Templates

Investigation: Accounting, Computer Use, Disguise, Fast Talk, Forensics, Handgun, Law, Library Use, Listen, Psychology, Spot Hidden

Operations and Patrol: Climb, Demolitions, Drive Auto, Fast Talk, First Aid, Handgun, Grapple, Nightstick, Pilot: Helicopter, Psychology, Ride, Spot Hidden

Civil Guard: Use any Template to represent their regular occupation and add Handgun, Law, Spot Hidden

Border Guard: Climb, Fast Talk, First Aid, Handgun, Military Science, Nightstick, Other Language, Rifle, Sneak, Spot Hidden, Track

Sample Character

Eugene Erb, age 33

Race: Caucasian (Israeli)

STR 14 CON 12 SIZ 10 INT 14 POW 15

DEX 15 APP 12 EDU 14 SAN 75 HP 11

Damage Bonus: +1D4

Education: National Police training

Occupation: Police Officer, Investigations Department

Skills: Accounting 17%, Computer Use: 33%, Drive Auto 45%, Fast Talk 51%, Forensics 43%, Law 48%, Library Use 38%, Listen 50%, Psychology 48%, Spot Hidden 64%

Languages: English 75%, Hebrew 70%

Attacks:

Beretta 92 9mm Pistol 42%, 1D10

Fist/Punch 65%, 1D3 +db

Kick 58%, 1D6 + db

Grapple 64%, Special

State of Israel

Institute For Intelligence and Special Tasks

(*Mossad-ha-Mossad le-Modiin ule-Tafkidim Meyubadim*)

Date Founded: or April 1951

Mission When Founded: Human Intelligence Collection, Covert Action, Counter-terrorism and the clandestine movement of Jewish refugees from hostile countries.

Mission Today: Unchanged

Jurisdiction: Anywhere in the world in support of Israeli intelligence goals.

Headquarters: Tel Aviv, Israel

Of Personnel: 1200 (estimated)

Annual Budget: Unknown

History/Profile: Prime Minister David Ben Gurion established Mossad. Known formerly as both the Central Institute for Coordination and the Central Institute for Intelligence and Security, Mossad has served since its inception as Israel's premier intelligence organization. Mossad has both an impressive record of successes and some spectacular failures spread out over its checkered past. Some of its more notable operations of the past include the spies Eli Cohen, who infiltrated high into the Syrian government before being caught and hung, and Wolfgang Lotz in Egypt, who uncovered information on rocket programs and German scientists there. Other operations have included the capture of Adolph Eichman from Argentina in 1960, several assassinations of Black September terrorists in the 1970s as part of the "Dirty War" reprisals for the Munich Olympics attack and the assassination of Gerald Bull, the Canadian scientist working for Iraq on the "Supergun" project. Blemishes staining Mossad have included the murder of Ahmad Boushiki, an Algerian waiter mistaken for PLO security chief, Ali Ahmad Saleme, and the controversy concerning the security failure that led to the assassination of Prime Minister Yitzak Rabin in 1995.

Mossad is comprised of eight departments. The Collections Department named Meluckha, which is the largest, handles espionage operations. The department is comprised of a series of desks that deal with specific geographical areas. These desks manage case officers around the world and their agents. Political Action and Liaison Department, known as Kaisarut, handles political activities and liaisons with other intelligence agencies and nations. Komemiute, the Special Operations Division, conducts actions such as paramilitary and psychological operations, assassinations and sabotage. Their operational arm is known as Kidon. Handling responsibility for propaganda, psychological operations and strategic deception is the LAP (Lohamah Psiklogit) Department. The 15 desks of the Research Department are organized to handle specific geographical regions and prepare daily, weekly and monthly reports. There is also a "Nuclear" desk that focuses its attention on weapons of mass destruction. The last three departments are Shicklut, which handles electronic surveillance and ELINT/SIGINT, Tayeser is responsible for training and Keshet deals with physical surveillance and break-ins.

Until recently, the Director General of Mossad was a state secret. He was referred to only by an initial, the last to go by this was known simply as "S." In 1996, the first public announcement of a new Director General taking the post was made, with the appointment of Major General Danny Yatom. Yatom was later brought down by a series of scandals that rocked Mossad. Ephraim Levy replaced him until a suitable replacement was groomed for the spot. Possible reorganization and increased scrutiny has been following in the wake of the resignation.

In Mossad, case officers (those who handle foreign agents) are known as Katsas. Mossad only has around 35 operating at any time, compared with thousands in other intelligence services. Actual spies infiltrated into other nations are known as combatants.

One of the reasons that Mossad can remain so small and still be effective is the use of Sayanim, Jewish volunteers from around the world that aid operations in a variety of ways. There are several thousand Sayanim around the world, helping with such tasks as car rentals without paperwork, medical aid, money, accommodations and so on. This pool of people is very valuable to Mossad operations around the world and frees resources for uses elsewhere.

Occupation Templates

Analyst (Research Department/LAP/Shicklut): Computer Use, Library Use, Listen, Other Language, Psychology, Spot Hidden plus any three of the following: Accounting, Anthropology, Cartography, Chemistry, Cryptography, Electronics, History, Law, Persuade, Physics

Katsa/Case Officer: Bargain, Conceal, Computer Use, Credit Rating, Disguise, Fast Talk, Handgun, Listen, Other Language, Persuade, Psychology, Spot Hidden

Combatant/Espionage Agent or Keshet Operative: Conceal, Cryptography, Fast Talk, Forgery, Handgun, Locksmith, Other Language, Photography, Psychology, Sneak, Spot Hidden plus one other as a personal specialty

Komemiute/Kidon: Chemistry, Demolitions, Disguise, Fast Talk, Handgun, Hide, Locksmith, Other Language, Sneak, Spot Hidden, plus one other combat skill

Sample Character

Yigal Shacham, age 31

Race: Caucasian (Israeli)

STR 13 CON 14 SIZ 12 INT 16 POW 14

DEX 11 APP 12 EDU 16 SAN 70 HP 13

Damage Bonus: +10.4

Education: Mossad intelligence training

Occupation: Katsa/Case Officer

Skills: Bargain 40%, Conceal 35%, Computer Use 47%, Credit Rating 54%, Disguise 48%, Drive Auto 54%, Fast Talk 65%, Law 30%, Library Use 51%, Listen 55%, Persuade 58%, Photography 46%, Psychology 71%, Spot Hidden 53%

Languages: Arabic 48%, English 86%, German 21%, Hebrew 62%

Attacks: Beretta .22 (silenced) 63%, 106+1

State of Israel

General Security Service

(Shin Bet-Sherutha-Beitachon ha Klali)

Date Founded: 01 April 1950

Mission When Founded: Internal security of Israel concerning foreign and domestic threats, counter-intelligence, intelligence gathering and protective services

Mission Today: Unchanged

Jurisdiction: Within the borders of Israel and occupied territories

Headquarters: Tel Aviv, Israel

Of Personnel: 1000 (Estimated)

Annual Budget: Unknown

History/Profile: Shin Bet is Israel's internal security agency, roughly the equivalent of the United States' FBI. It pays particular attention to the activities of domestic right and left wing extremist groups, Arab nationals and foreign intelligence operatives. It employs a vast network of informants and undercover units to carry out its tasks. It also has responsibility for the protection of various government buildings both within Israel and abroad.

Shin Bet has three component operational departments, the Arab Affairs Department, the Non-Arab Affairs Department and Protective Security Department. Arab Affairs handles antiterrorist measures and political subversion stemming from Arab sources. It also maintains a comprehensive index of known Arab terrorists. Detachments from this department, known as HENZA, worked with military intelligence in countering threats during the Palestinian Uprising.

The Non-Arab Affairs Department was formerly divided into two wings, one for dealing with communist countries and another for dealing with all other countries. Their duties included the penetration of foreign embassies and intelligence agencies that were operating in Israel. They were also responsible for the interrogation of immigrants coming to Israel from behind the Iron Curtain, both for intelligence and to uncover agents attempting to penetrate into Israel.

The third department is the Protective Security Department. This department is tasked with the job of providing security for government buildings, embassies, research and industrial centers and El Al airlines.

Shin Bet is highly regarded as an internal security agency, but that history has not been without controversy. Formed at the same time as Mossad, Shin Bet was to coordinate with Mossad and Military Intelligence to provide intelligence services to the Prime Minister. Over the years, Shin Bet has managed to uncover a number of foreign intelligence agents, including Kurt Sitte, the nuclear physicist working for Czech Intel-

ligence, Aharon Cohen, an analyst and politician working for the KGB, and Israel Beer, a Defense Ministry intelligence liaison to the Minister and KGB agent.

These successes have been somewhat overshadowed by the brutality that has been reported to come from Shin Bet's Arab Affairs Department when dealing with internal Arab threats. In spite of public pressures and legislation, repeated allegations of torture by Shin Bet have come to light. Most of these have been directed against the Arab population, but there have been occasional reports of these tactics being used against Israelis themselves.

Scandal rocked Shin Bet in 1995 after the assassination of Prime Minister Yitzhak Rabin. Like Mossad, the organization was held accountable for intelligence and security failures. This led to the resignation of Karmi Gillon, then head of Shin Bet. In the wake of this and other scandals, there is increased scrutiny of the organization and possible reorganizations taking place.

Occupation Templates

Intelligence Analyst (Any Department): Computer Use, Law, Library Use, Other Language, Psychology, Spot Hidden, Any three from the following list: Accounting, Anthropology, Architecture, Chemistry, Cryptography, Forensics, History, Military Science, Physics and one skill as a personal specialty.

Intelligence Operative (Arab Affairs or Non-Arab Affairs): Art-Interrogation/Torture, Disguise, Fast Talk, Handgun, Other Language, Persuade, Psychology, Sneak, Spot Hidden plus one skill as a personal specialty

Protective Security Agent: Architecture, Cartography, Demolitions, Handgun, Listen, Locksmith, Electrical Repair, Electronics, Mechanical Repair, Spot Hidden, Submachine Gun

Sample Character

Daniel Gazit, age 32

Race: Caucasian (Israeli)

STR 11 CON 9 SIZ 11 INT 16 POW 10

DEX 17 APP 14 EDU 17 SAN 30 HP 10

Damage Bonus: +0

Education: Military Academy, Shin Bet Counterintelligence Training

Occupation: Intelligence Operative

Skills: Fast Talk 58%, First Aid 61%, Interrogation/Torture 43%, Medicine 36%, Persuade 68%, Pharmacy 42%, Psychology 78%, Spot Hidden 69%

Languages: Arabic 69%, English 42%, Hebrew 85%

Attacks: IMI 9mm Automatic 41%, 1010

Italian Republic

Democratic Informations and Security Service (SISDE),

Military Informations and Security Service (SISMI),

Interministerial Committee for Informations
and Security (CESIS)

(Servizio per le Informazioni e la Sicurezza Democratica, Servizio per le Informazioni e la Sicurezza Militare, Comitato Interministeriale per le Informazioni e la Sicurezza)

Date Founded: 1977, to substitute SIFAR and SID (founded 1948 and compromised by political scandals in the early and mid-'70s)

Mission When Founded:

SISDE: Offensive Intelligence and Counter Intelligence in the national territory, HUMINT gathering and processing, Personnel Security Screening, Counter Terrorism, coordination of joint operations with DIA

SISMI: Offensive Intelligence and Counter Intelligence in foreign territory, SIGINT gathering and processing, Counter Terrorism (First Division), SIOS coordination (Second Division)

CESIS: Grant political coordination and control over SISDE and SISMI operations

Mission Today: unchanged, but powers reduced in 1994

Headquarters:

SISDE & CESIS: Rome, Ministry of the Interior

SISMI: Rome, Ministry of Defense

of Personnel: unknown, but estimated over 3000 individuals

Annual Budget: not divulged, but estimated at over 150.000 million lire (about 85 million US\$).

History/Profile: Founded to sanitize the Italian secret service structure in 1977, SISDE (civilian intelligence) and SISMI (military intelligence), supervised by the "political watchdog" CESIS, failed in their mission. Instead, the previous dubious practices were carried on undisturbed, proving once and for all that the chief, 40-years-long problem within the Italian intelligence community was not one of "deviated services", but one of crooked masters. This made necessary a second clean-up in the '90s.

The so called "Deviated Services" - in fact the services proper, acting on false orders from corrupted politicians - were held responsible for a quantity of anti-constitutional activities between 1950 and 1990, including terrorism against Italian objectives, political assassination, money laundering and information gathering for non-governmental groups

From their disgraced parents SID and SIFAR, SISMI and SISDE also inherited the "Gladio" outfit, a "black" paramilitary group dating from the late '40s and supposedly counting up to 15,000 men (more likely only a few hundreds, the head-count having been inflated to justify excess expenses). Built with American funds as part of the "Stay Behind" program for Communist Counteraction, Gladio was liberally employed in the above mentioned anti-constitutional activities, and finally disbanded in 1992.

The definitive clean-up of the Services began around 1992. Through modification of the original 1977 act which created SISMI and SISDE their previously unchecked powers have been limited. In particular, the heads of SISDE and SISMI have now to report regularly to the Head of State, now the highest authority on matters of classification and dissemination. A reformed CESIS acts to double-check this system. A limiting factor has also been introduced on matters of personal privacy, thus countering the past attitude of opening secret files at the least provocation. During the mid 1980s this practice led to 25% of the Italian population being in the SISDE files.

While the recruiting of intelligence-gathering operatives is still not subject to any particular regulation, employment by either SISDE or SISMI is no longer an attenuating factor for criminals, thus effectively disabling the function of the services as providers of an "escape route" for major criminals when arrested. On matters involving organized crime, SISDE agents are expected to give full support to DIA (Direzione Investigazioni Antimafia, the Investigative Directorate coordinating all Mafia-related operations).

The Second Division of SISMI is known as SIOS (Servizio Informazioni, Operazioni, Situazione), and is divided into three branches, one each for Air Force, Navy and Army. SIOS has an office in each major Italian army base, port and airport, and employs both corps officers and Carabinieri. Counter-intelligence operatives are strictly selected among the ranks of the Carabinieri corps (see separate entry).

SISDE and SISMI operatives have the power to call upon the Special Operation Groups of the Carabinieri Corps on short notice if need be, subject to CESIS clearance and pending government investigation after the fact.

Occupation Templates

SISDE/SISMI Intelligence Operative: Credit Rating, Fast Talk, Law, Persuade, Pistol, Sneak and three others of the following: Computer Use, Cryptography/Codes, Disguise, Electronics, Library Use, Listen, Locksmith, Martial Arts, Other Language, Photography

SISMI SIGINT Technician: Computer Use, Cryptography/Codes, Electrical Repair, Electronics, Listen, Library Use, Mathematics

CESIS Inspector: Accounting, Credit Rating, Law, Persuade, R/W Latin.

For Counter-Intelligence operatives, refer to the Carabinieri templates.

Sample Character

Lorenzo Picone, age 42

Occupation: SISDE Operative, Eastern Mediterranean Sector

Race: Caucasian (Italian)

STR 12 CON 11 SIZ 14 INT 12 POW 10

DEX 14 APP 10 EDU 14 SAN 50 HP 12

Education: Political Sciences Degree

Skills: Credit Rating 30%, Fast Talk 35%, Law 55%, Locksmith 30%, Persuade 40%, Photography 35%, Sneak 25%

Languages: Italian 70%, Turkish 35%

Attacks: Beretta M1951A, 20%, 1D10

Italian Republic

Carabinieri Corps, Special Organization

(Arma dei Carabinieri—Organizzazione Speciale)

Date Founded: 1969-70, through a series of separate Acts supplementing the original foundation by Royal Decree, 13 June 1814

Mission When Founded: Assist the Carabinieri Territorial Organization in its law enforcing functions, by providing specialist services and support.

Mission Today: unchanged

Jurisdiction: law enforcement within the national boundaries in time of peace. Training of law-enforcement officers through a network of academies ("Scuole dell'Arma"). Counter-intelligence duty.

Headquarters: "Comando Generale dell'Arma dei Carabinieri", Rome.

of personnel: 29,000

Annual budget: unknown

History/Profile: The "Carabinieri Reali" were created as a high-profile elite Army corps by hand-picking the "best and truest elements" in the Savoia army (1814). After the Italian unification (1861), the Carabinieri became the main law-enforcing entity in Italy - a function they maintain today. Since 1946, the Carabinieri Reali have become "Arma dei Carabinieri" (Carabinieri Corps).

In time of peace, the Carabinieri act as general law-enforcement, as Military Police and as Border Watch; these functions are carried out by the "Territorial Organization (TO)," currently counting 86,000 men in 516 Companies distributed through 7000 local bases. The TO structure maintains all of the original military features of the Carabinieri, including the presence of a paratrooper unit (Battaglione Toscana) and an armored unit on the force.

The "Special Organization" collects under a single organization a series of independent Commands and groups, created to expand the basic jurisdiction of the force; applicants are usually required to complete specialist training before assignment to the SO. The SO units can either directly carry out investigations or support other Italian Government agencies (TO, SISMI, SISDE), supplying data, advisors, technicians. Commands and "Directions" act as central coordination entities, while "Nuclei" and Groups are smaller units, either detached to local administrations or acting independently.

Direzione Centrale per i Servizi Antidroga: Drug Enforcement Central Direction, coordinates anti-narcotics operations and national/international inter-force activities.

Comando Carabinieri Antisofisticazioni e Sanità: the Health and Sophistication Command, through the NAS (Nuclei Anti-Sofisticazioni, 32 independent local task-forces) covers crimes against the public health, including medical malpractice.

Nucleo Operativo Ecologico dei Carabinieri (NOE): Environmental Operational Team, enforcing environmental protection laws; covers infraction to pollution regulations, workplace safety, mining and building standards.

Comando Carabinieri Ministero Affari Esteri: a Command detached to the Ministry of Foreign Affairs, handles law enforcement in Italian embassies, grants support service for Italian citizens abroad.

Comando Carabinieri Tutela Patrimonio Artistico: Italy features about 50% of the world artistic patrimony (UNESCO data); the CCTPA - articulated in eight regional sections - covers art and antiques thefts, forgeries,

contraband and reclamation, and verifies auctions and exhibitions in Italy and abroad.

Centro Carabinieri Investigazioni Scientifiche (CCIS): covers anything from advanced forensics (including psychological profiling) to enforcement of computer laws. It is organized into two branches, covering Northern Italy (CCIS Parma) and Southern Italy (CCIS Messina).

Comando Carabinieri Banca d'Italia: detached to the Bank of Italy for security and forgery laws enforcement.

Comando Carabinieri Ministero per il Coordinamento delle Politiche Agricole, Alimentari e Forestali: food, agriculture and wildlife branch.

Raggruppamento Operativo Speciale (ROS): special investigation unit for terrorism, organized crime and kidnappings.

Gruppo Intervento Speciale (GIS): round-the-clock "Special Intervention" unit, for ultra-fast reaction in non-orthodox situations that fail to fall under the ROS bailiwick.

Both ROS and GIS are covered by a high-degree secrecy act.

Centro Elicotteri Carabinieri: takes care of aerial surveillance and support; includes 13 local units, with over 100 helicopters.

Servizio Navale: 162 naval units for the patrolling of the Italian shores and territorial waters

Servizio Cinofili: trained dogs service, maintaining training schools.

Under the OS control also fall the three chief "p.r. assets" of the Carabinieri: the Reggimento Carabinieri a Cavallo (a cavalry unit, recently reassigned to recon ops in wild areas), the Sports Teams Coordination and the Carabinieri Corps Band.

Occupation Templates

As part of their basic training, all Carabinieri are assumed to have the following: Credit Rating, Handgun, Law, Drive Auto, Martial Arts
NAS/NOE Officer: Chemistry, Library Use, Spot Hidden, and three of the following: Architecture, Biology, Botany, Cartography, Computer Use, Forensics, Geology, Natural History, Medicine, Pharmacy, Photography, Zoology.

CCTPA Officer: Archaeology, Art, Forgery, History, Library Use Photography, R/W Latin, Spot Hidden.

GIS Officer: Climb, Dodge, Hide, Jump, Parachuting, Rifle, Sneak, Swim, Throw, plus two of the following: Command Knife, Demolition, Military Sciences, Parachuting, Pilot Helicopter, SCUBA, Submachine Gun.

Sample Character

Ten. Felice Gavassi, age 30

Occupation: CCTPA Team Commander

Race: Caucasian

STR 14 CON 13 SIZ 12 INT 14 POW 11

DEX 16 APP 12 EDU 13 SAN 55 HP 12

Education: Scuola dell'Arma, Torino

Skills: Archaeology 20%, Art 20%, Credit Rating 40%, Law 35%, Drive Auto 30%, Forgery 30%, History 40%, Library Use 35%, Photography 30%, Spot Hidden 50%

Languages: Italian 65%, English 45%, Latin 15%

Attacks:

Martial Arts 35%

Beretta M92 40%, 1010

Japan

Public Security Investigation Agency (PSIA)

(*Kouan Chousa Chou*)

Date Founded: July 21, 1952

Mission When Founded: Monitor and collect information on subversive organizations, engage in counterespionage work, and maintain public security

Mission Today: Same

Jurisdiction: Investigation and surveillance of any organization that threatens to disrupt the democratic system guaranteed in the Japanese Constitution, and taking action against said organizations in the most extreme cases

Headquarters: Tokyo (Central Government Office Complex No. 6-A, home of the Ministry of Justice). In addition, there are eight regional Public Security Investigation Bureaus and forty-three prefectural Public Security Investigation Offices throughout the country as field offices.

of Personnel: 2,000

Annual Budget: Unknown

History/Profile: Sometimes referred to as the Public Security Investigation Organization, the PSIA is little known even to the people of Japan. Even so, this is the primary agency for coordinating national security matters, foreign and domestic. The PSIA is part of the Ministry of Justice, and replaced the Special Investigation Bureau on the same day the Subversive Activities Prevention Law came into effect. Under this law, the PSIA is empowered to defend and preserve Japan's democratic system against subversive elements. These subversive elements have usually taken the form of communist, socialist, and labor groups; extreme left-wing terrorist organizations such as the Red Army; and, more recently, new religious groups. The PSIA's main job is to monitor and collect information, sharing this information with whatever agency (e.g., the National Police Agency, military intelligence, etc.) can put it to best use. However, the PSIA is also empowered to take action against organizations in the form of taking partial control of the organization, which can include anything from restricting the group from participating in particular activities to total dissolution of the entity. These powers require a request to the Public Security Examination Commission, and such powers have rarely been granted. The agency has no official compulsory powers such as the right to seize evidence or to search houses, and thus often operates in conjunction with the National Police Agency.

Agents are chosen by exam scores. Desirable skills also play a major part; knowledge of foreign languages is particularly advantageous. The agency provides considerable in-house training, including languages, statistical analysis, accounting, and other investigative skills. There are three

major divisions: investigations, data analysis, and management. Promising agents may be sent on six-month exchanges to the UK or USA for inter-agency training and experience. Some agents work abroad through the Foreign Ministry, usually attached to embassies. The vast majority of agents have no need of, and do not receive, any sort of combat training.

The agency's origins lie in the anticommunist maneuverings of the 1950s. Worried that Japan would fall victim to communism, the USA assisted Japan with forming "organization" that would infiltrate and disrupt left-leaning groups. The PSIA is the senior, and most official, of these, and has considerable contact and pull with less official, even criminal, right-wing and ultra-nationalist "organizations". While it cannot officially take action against subversive groups without the (almost-never granted) permission of the PSEC, it has considerable room to maneuver in engaging in unofficial disruption.

With the Japanese government moving away from its heavy reliance on the USA for intelligence, it is likely that the PSIA and other intelligence services will be expanded in the near future.

Occupation Templates

PSIA Intelligence Analyst: Computer Use, Library Use, Mathematics, Other Language, Persuade, Spot Hidden, +3 of the following: Accounting, Anthropology, Chemistry, Cryptography, Electronics, History, Law, Psychology, +1 other skill as a personal specialty.

PSIA Investigator: Fast Talk, Law, Listen, Other Language, Psychology, Spot Hidden, +3 of the following: Accounting, Acting, Computer Use, Disguise, Electronics, Handgun, Martial Arts, +1 other skill as a personal specialty.

Sample Character:

Shigeno Mayumi, age 27

Race: Japanese

STR 10 **CON** 12 **SIZ** 10 **INT** 16 **POW** 14

DEX 11 **APP** 16 **EDU** 19 **SAN** 70 **HP** 11

Education: MS Psychology, Kyushu University

Occupation: PSIA Investigator (undercover, specialty in infiltrating new religions)

Skills: Acting 23%, Fast Talk 41%, Law 35%, Listen 38%, Martial Arts 23% (judo), Occult 29%, Psychoanalysis 18%, Psychology 63%, Spot Hidden 37%

Languages: Japanese 95%, English 50%, Russian 11%

Attacks:

Fist/Punch 54%, 1D3

Kick 38%, 1D6

Grapple 69%, special

Japan

Special Assault Team of the National Police Agency (SAT)

Date Founded: Tokyo and Osaka teams established late 1977. Others established April 1, 1996. Existence officially admitted May 8, 1996.

Mission When Founded: To deal with terrorist incidents and emergency rescue situations. As the SATs are part of the Riot Police sections, they may be called upon to assist in riot situations. They also coordinate and provide support for the Security Police in protection of foreign and domestic dignitaries.

Mission Today: Same

Jurisdiction: Normal police powers within their prefecture or metropolitan area; empowered to engage in activities nationwide if help is requested

Headquarters: Separate teams exist in the Tokyo and Osaka Metropolitan Police Departments, and in the prefectural police departments of Hokkaido, Chiba, Kanagawa, Aichi, and Fukuoka Prefectures. Teams may coordinate and cooperate as necessary.

of Personnel: About 200 total throughout the country

Annual Budget: Not available

History/Profile: The Special Assault Teams were established following the hijacking of a Japan Airlines flight by members of Japan's Red Army terrorist group in 1977. At that time, Japan had no specially-trained police for terrorist or hostage situations. The many Red Army actions and other incidents of the period underlined the need for a specialized force. The SATs were first formed in the Tokyo Metropolitan Area, then expanded to Osaka, and then, recently, to other major areas of the country. Today, there is a SAT within fast-response range anywhere in Japan, with the exception of Okinawa and other outlying islands. They have been a poorly kept secret for nearly twenty years, but their existence has recently been officially confirmed. Still, SAT members will generally only admit to being members of the Riot Police, to which they are officially attached.

Members are highly trained and disciplined. They can be considered similar to the FBI's Hostage Rescue Team, but with broader training in riot control, Secret Service-style security, and emergency-rescue situations (such as earthquakes and poison-gas attacks). They also have some HAZMAT training. They are mainly drawn from the Riot Police, who are famed for their high level of discipline. Police officers must be 25 years old or younger when they join the SAT, and must be accomplished at judo and kendo. Considering the political leanings of the National Police Agency, the more conservative, even right-wing candidates will be more likely to be chosen as members of this most elite force. Following the seizure of the Japanese Embassy in Lima, Peru, the NPA has implied that the SAT may be deployed overseas in similar situations where Japanese citizens are threatened.

Occupation Template

Special Assault Team Officer: Climb, Handgun, Hide, Jump, Listen, Martial Arts, Rifle, Sneak, Spot Hidden, +1 of the following: First Aid, Shotgun, Submachine Gun, Throw.

Sample Character

Lieutenant Yasunori Nishiyama, age 30

Race: Japanese

STR 16 CON 17 SIZ 14 INT 13 POW 14

DEX 16 APP 15 EDU 14 SAN 70 HP 16

Education: National Police Academy

Occupation: SAT Officer

Skills: Climb 51%, Hide 45%, Jump 62%, Listen 43%, Martial Arts 60%, Sneak 65%, Spot Hidden 49%

Languages: Japanese 70%, English 25%

Attacks:

HK MP-5 Submachine Gun 58%, 1D10

SIG-Sauer Model P228 Pistol 62%, 1D10

Grapple 74%, damage: special

Club 51%, 1D6+db

Hashemite Kingdom of Jordan

General Intelligence Department

(*Dairat al Mukhabarat*)

Date Founded: 1958

Mission When Founded: Internal security and intelligence collection and analysis

Mission Today: Unchanged

Jurisdiction: Anywhere in Jordan, plus foreign operations

Headquarters: Amman

of Personnel: Unknown; estimated at 5,000

Annual Budget: Unknown

History/Profile: The General Intelligence Department (also known as GID or by its Arabic name, Mukhabarat) is one of the most important security arms of the Jordanian government. A civilian agency, it is tasked with both foreign and domestic intelligence gathering, with widespread internal security responsibilities as well. Since attaining independence from Great Britain at the end of World War 2, Jordan's history has been turbulent. The bitter conflicts of the Middle East have often hit the nation head on, causing widespread security problems, and leading to occasional periods of martial law. In this volatile environment, maintaining an effective intelligence capability is essential.

The GID has a number of areas of responsibility. It must closely watch neighboring states for any potentially threatening developments. It must perform effective counterintelligence against foreign agents. Lastly, it must monitor the population itself for subversive activity which poses a security threat. Much of this effort is directed against the large Palestinian minority population. In 1970, the PLO attempted to overthrow the kingdom and touched off a bloody internal struggle for power; memories of that time remain fresh. Islamic fundamentalist movements are also closely watched.

Though Jordan's record with regard to abuses by the security agencies is better than many of its neighbors, the GID still exercises considerable power when compared to western countries. Those who are deemed threats to national security are dealt with swiftly and harshly. In time of crisis, or if martial law is declared, the GID's powers and activities will be considerably stepped up.

Occupation Templates:

GID Intelligence Analyst: Computer Use, Library Use, Other Language, Persuade, Spot Hidden, plus any two of the following: Accounting, Anthropology, Chemistry, Electronics, History, Law, Listen, Military Science, Physics, Psychology, plus any one additional skill as a personal specialty

GID Counterintelligence Officer: Computer Use, Fast Talk, Handgun, Law, Other Language, Persuade, Psychology, Spot Hidden

GID Secret Policeman: Drive Auto, Fist/Punch, Handgun, Law, Listen, Persuade, Psychology, Spot Hidden, plus one of the following: Computer Use, Forensics, Other Language, Pharmacy

Sample Character:

Hassan al Hejaz, age 35

Race: Arabic

STR 12 CON 13 SIZ 11 INT 14 POW 15

DEX 14 APP 10 EDU 13 SAN 75 HP 12

Education: M.A. International Affairs

Occupation: GID Intelligence Analyst

Skills: Computer Use 40%, History 52%, Law 56%, Library Use 68%, Occult 47%, Persuade 52%, Psychology 72%, Spot Hidden 39%

Languages: Arabic 78%, English 58%, French 19%

Attacks: Fist/Punch 62%, 1D3

9mm Beretta pistol: 48%, 1D10

Hashemite Kingdom of Jordan

The Public Security Force

Date Founded: 1956

Mission When Founded: To enforce the law and maintain order

Mission Today: Unchanged

Jurisdiction: Anywhere in Jordan

Headquarters: Amman

of Personnel: 4,000

Annual Budget: Unknown

History/Profile: The Public Security Force is the domestic police agency within Jordan. It operates on the national, regional, and local levels.

After gaining independence from Britain following World War 2, Jordan's security was placed in the hands of the Arab Legion, which served as both a military and police force. In 1956 the Legion was divided into constituent parts. The law enforcement arm was split off to form the Public Security Force. Though still subject to military control in time of crisis or martial law, the PSF quickly established itself as an independent agency. It has gained a reputation for efficiency and professionalism. The PSF is divided into three contingents. The Metropolitan Police are responsible for the capital city of Amman, while the Rural Police guard the smaller towns and villages. These two divisions function much like any European police force.

The third division is the Desert Police, who guard the vast, trackless expanses of Jordan's deserts. Their ranks are drawn from the Bedouin tribes, and they dress in traditional Arab garb instead of modern uniforms. They also still employ camel-mounted patrols to cover the most remote areas, though these are supplemented by modern communications gear, GPS navigation systems, four-wheel-drive vehicles, and helicopters. While few people live in these desolate regions, the Desert Police is kept busy countering gun-runners and drug smugglers.

Occupation Templates:

Metropolitan Police/Criminal Investigation Department Detective:

Drive Auto, Handgun, Law, Listen, Persuade, Psychology, Spot Hidden, plus one of the following: Accounting, Computer Use, Forensics, Other Language, Pharmacy

Desert Police: First Aid, Hide, Natural History, Navigation/Land, Ride, Rifle, Sneak, Spot Hidden, Track

Sample Character:

Azzam Kalil al Fahd, age 37

Race: Arabic

STR 14 CON 12 SIZ 15 INT 13 POW 13

DEX 10 APP 11 EDU 13 SAN 65 HP 14

Damage Bonus: +1D4

Education: B.S. Criminology

Occupation: Detective, Metropolitan Police CID

Skills: Drive Auto 34%, Forensics 43%, Law 44%, Listen 73%, Persuade 76%, Pharmacy 26%, Psychology 67%, Spot Hidden 56%

Languages: Arabic 65%, English 22%

Attacks:

Fist/Punch 73%, 1D5+1D6

9mm Beretta pistol 41%, 1D10

Hashemite Kingdom of Jordan

The Special Police Force

Date Founded: 1971

Mission When Founded: To protect against terrorist activity

Mission Today: Unchanged

Jurisdiction: Anywhere in Jordan

Headquarters: Amman

of Personnel: 850

Annual Budget: Unknown

History/Profile: The surge in terrorist activity in the Middle East following the 1967 Arab-Israeli War posed a serious security threat to the nations of the region. As a result of these concerns, Jordan's Special Police Force was founded as a specialized anti-terrorist agency, operating as a sister unit to the PSF within the Public Security Directorate.

The SPF maintains close ties to other counter-terrorist agencies worldwide, sharing intelligence information and operational techniques. It keeps a close tab on those organizations most active in Jordan and the surrounding nations. It also has an Emergency Response Squad, which is a elite paramilitary special operations unit.

Occupation Templates

SPF Police Investigator: Computer Use, Forensics, Handgun, Law, Other Language, Persuade, Psychology, Spot Hidden

SPF Emergency Response Squad: Climb, Hide, Jump, Listen, Sneak, Spot Hidden, Throw, plus any two additional weapon skills

Sample Character

Abdullah Munir al Fasil, age 29

Race: Arabic

STR 12 CON 10 SIZ 14 INT 15 POW 14

DEX 15 APP 13 EDU 13 SAN 70 HP 12

Damage Bonus: +1D4

Education: M.A. Law Enforcement

Occupation: SPF Police Investigator

Skills: Computer Use 21%, Fast Talk 42%, Forensics 35%, History 38%, Law 41%, Occult 19%, Persuade 51%, Psychology 56%, Spot Hidden 55%

Languages: Arabic 75%, English 44%, French 26%, Farsi 18%

Attacks: 9mm Sig-Sauer pistol 64%, 1D10

Democratic People's Republic of Korea (N.)

Cabinet General Intelligence Bureau

Date Founded: 1948

Mission When Founded: The conduct of intelligence and covert operations in support of North Korean policy and analysis of incoming intelligence

Mission Today: Unchanged

Jurisdiction: Worldwide

Headquarters: P'yongyang

of Personnel: Unknown (estimates put its number at between 50,000 and 100,000)

Annual Budget: Unknown

History/Profile: The Cabinet General Intelligence Bureau is an umbrella organization of North Korean intelligence agencies. Most external espionage operations outside of military control originate from the orders of this organization or its overseers, the Korean Worker's Party Central Committee.

The Cabinet itself serves as a consumer of the intelligence produced by its subsections and other intelligence agencies in North Korea. It also serves as the administrative overseer of North Korean intelligence operations. While it is known that several smaller organizations make up the Bureau, information on only a few have managed to surface in the west.

The Liaison Bureau conducts intelligence operations throughout South Korea and other Asian areas, including Japan. Some estimates claim this agency to have as many as 50,000 agents itself, but most put more modest estimates to it. The Liaison Bureau has spread a network of agents and guerrillas across South Korea, most of them native South Korean communists. They are believed to be behind many of the annual student demonstrations in South Korea, acting as either organizers or agent provocateurs. Analysts from both sides have questioned the department's effectiveness. To some, they represent one of the gravest threats to the South's existence, while others feel that they are riddled with informants and agents, almost eliminating their usefulness. The truth is probably somewhere in between.

Another relatively well known department is the Research Department for External Intelligence (RDEI). RDEI serves as one of the foremost North Korean agencies for foreign intelligence collection and sabotage operations. The RDEI has four sections comprising it, each relating to different geographic locales, including one targeting North America. One of the most infamous actions undertaken by RDEI was the 1988

bombing of Korean Airlines Flight 858. Two RDEI agents planted a bomb aboard the aircraft while it refueled in Baghdad. The aircraft later exploded, killing 115 passengers. The two agents were responsible were captured while trying to escape through Bahrain. Both took cyanide capsules but only one died. The other was imprisoned until later renouncing her ties to North Korea and defecting.

There are a number of other, smaller departments of which little is known. They assist the Bureau and Party in various aspects of intelligence operations and internal control. The Bureau also helps to maintain the network of secret informers throughout North Korea and assists with various other "secret police" tasks. They have also been active in securing technical secrets to assist North Korea's programs for the development of weapons of mass destruction.

In addition to its own agents, the Cabinet can call upon the resources and troops of the Korean People's Army in many circumstances. These troops would be used for their specialized knowledge in a given field or if no other qualified agents were available for a given mission.

Occupation Templates

Liaison Bureau Agent: Conceal, Credit Rating, Cryptography, Disguise, Fast Talk, Forgery, Hide, Other Language, Persuade, Photography, Psychology, Sneak

RDEI Operative: Conceal, Disguise, Fast Talk, Other Language, Persuade, Psychology, Sneak, Spot Hidden, plus any two of the following skills: Architecture, Bargain, Chemistry, Computer Use, Cryptography, Demolitions, Forgery, Handgun, Locksmith, Martial Arts, Mechanical Repair, Photography

Sample Character

Tae Sok Jo, age 35

Race: Asian (Korean)

STR 10 CON 12 SIZ 10 INT 16 POW 14

DEX 13 APP 13 EDU 15 SAN 70 HP 11

Damage Bonus: None

Education: North Korean intelligence training

Occupation: Liaison Bureau agent

Skills: Bargain 52%, Conceal 34%, Credit Rating 56%, Cryptography 48%, Disguise 62%, Fast Talk 58%, Forgery 33%, Hide 43%, Listen 63%, Mechanical Repair 36%, Persuade 45%, Photography 24%, Psychology 61%, Sneak 46%, Spot Hidden 60%

Languages: Korean 91%, English 53%

Attacks: PM Makarov Pistol 40%, 1D10

Democratic People's Republic of Korea (N.)

KPA Security Command

Date Founded: 1948

Mission When Founded: provides counter-intelligence, security for high ranking officials, security for nuclear, chemical and biological facilities and criminal investigation services for the North Korean People's Army

Mission Today: Unchanged

Jurisdiction: Anywhere the KPA is stationed and/or serving.

Headquarters: P'yongyang

of Personnel: Unknown (open sources quote the number close to 20,000)

Annual Budget: Unknown

History/Profile: The Security Command is the Korean People's Army's internal security organ. It is tasked with a number of duties, including normal criminal investigations of soldiers, counter-intelligence against foreign and domestic enemies, security at North Korea's various weapons sites and production areas for weapons of mass destruction. They also work with the Ministry of Public Security in the areas of protection services for key members of the Party, army and government, and in the training of the border guards.

The Security Command grew out of a core of veterans who had served in various communist groups against the Japanese in World War II. During the Korean War, the Security Command carried on the task of seeking out and destroying agents and guerrillas operating in North Korea. In Operation Spitfire, American intelligence agents were led to believe that contact had been made with trapped guerrilla units in North Korea. It was a Security Command ruse that resulted in the capture or death of several hundred US and South Korean agents attempting to infiltrate. Many other successful operations were conducted during the war.

Throughout the next several decades, the Security Command was instrumental in countering various coup attempts and agent penetrations in North Korea. Several "moles" were rooted out of the government during this time. The agency then suffered massive cutbacks that are being reversed now in the wake of a large number of leaks and defections. The Security Command, once considered one of the best counter-intelligence agencies in the world, is again regaining its status and power.

The Command is divided into several departments and sections. There are departments for administration, counter-espionage, criminal in-

vestigation, SIGINT and electronic eavesdropping, and Interrogation. Smaller sections are tasked with the duties of security for high-ranking personnel and defense of North Korea's weapons of mass destruction programs. There is also a political Section, which acts as an internal affairs group for the agency and runs training programs for both the agency and the border guards. The Political Section also manages foreign "assets" under the control of the agency and runs the network of secret informers throughout the army.

Agents are assigned to various units and headquarters throughout the KPA. Officer-ranked agents are assigned to all regiments and divisions in the KPA and all officers of the KPA are constantly supervised by the agency. They form a network that ensures the loyalty of the officers and men of North Korea's army.

Occupation Template

Security Command Agent: Handgun, Listen, Martial Arts, Military Science, Rifle, Spot Hidden, Persuade, Psychology and any two of the following: Cryptography, Disguise, Electronics, Forensics, Law, Navigation/Land, Other Language, Photography

Sample Character

Chyong Sang-Du age 32

Race: Asian (Korean)

STR 14 CON 13 SIZ 11 INT 15 POW 16

DEX 12 APP 14 EDU 16 SAN 80 HP 12

Damage Bonus: +1D4

Education: Korean people's Army Counter-Intelligence training

Occupation: Security Command Criminal Investigation Agent

Skills: Accounting 23%, Disguise 37%, Drive Auto 42%, Fast Talk 36%, Forensics 42%, Law 50%, Listen 51%, Martial Arts 42%, Military Science 38%, Persuade 47%, Psychology 59%, Spot Hidden 55%

Languages: Korean 85%, Japanese 21%, English 13%

Attacks:

PM Makarov Pistol 49%, 1D10

AKM Assault Rifle 51%, 2D6

Fist/Punch 67%, 1D3 + db

Kick 54%, 1D6 + db

Grapple 70%, Special

Democratic People's Republic of Korea (N.)

North Korean Ministry of Public Security

Date Founded: 1948

Mission When Founded: All aspects of internal security and domestic intelligence gathering

Mission Today: Political security responsibilities were transferred to State Security Department in 1973

Jurisdiction: Throughout North Korea and abroad

Headquarters: P'yongyang

of Personnel: 144,000 in the Ministry plus another 115,000 in the Border Guards (Estimated)

Annual Budget: Unknown

History/Profile: The Ministry of Public Security serves as North Korea's apparatus for maintaining internal security and social control. It also has the task of normal policing functions throughout the country. Among its many duties are the maintenance of law and order, responsibility for the prison system, observing citizen's political beliefs and conducting background investigations on them, governmental administrative duties, such as census collection and registrations, and protection of party and government officials, documents and buildings. It also handles much of the domestic counter-intelligence operations for the Party and government.

Studies indicate that there are an estimated twenty-seven bureaus that comprise the Ministry, but only a few are known outside of North Korea. Ordinary policing duties fall under the responsibility of the Security Bureau. The Investigation Bureau handles economic crimes against the state and criminal investigations. Public records and documents are handled and maintained by the Registration Bureau. The areas of fire protection, customs, public health and traffic control are the responsibility of the Protection Bureau. In addition to the various bureaus, there are a number of vice ministers who handle responsibilities within the Ministry. These vice ministers handle legal counseling, internal affairs, rear services support, political affairs, personnel, surveillance and engineering for the Ministry.

Each province and city houses public security bureaus for its own administration. Headed by either a Senior Colonel or Lieutenant Colonel of Police and staffed by about one hundred personnel, these departments are organized into various departments that mirror the overall Ministry structure. These smaller department substations are tasked with carrying out locally the same functions that the Ministry carries out nationally. Every locale, down to the village level, has some kind of police force assigned to it.

The paramilitary arm of the Ministry is the North Korean Border Guards. They monitor the border against both external threats and domestic unrest. They are responsible for controlling the movements of the North Korean citizens. They also monitor international points of entry. They also assist in the protection of government buildings against sabotage and espionage. If war were to break out on the Korean peninsula, they would assist the army with rear area security support.

In 1973, the responsibility for political crimes was transferred to a newly created department, the State Security Department. While nomi-

nally under the Ministry's administration, it is really an autonomous agency that reports directly to the North Korean President. This department has undertaken a wide range of internal security responsibilities, including counter-intelligence, uncovering antigovernment dissidents and management of the nation's "reeducation" camps. It carries out intelligence and counter-intelligence operations abroad, also.

The Korean Worker's Party (KWP), the North Korean Communist Party, exerts considerable control at all levels of the Ministry. This control comes both in the form of the KWP's Justice and Security Commission and through the large-scale network of informants hidden throughout North Korean society. Physical and electronic surveillance of citizen's is also commonplace, both within the Ministry and by the Ministry on the country as a whole.

Both the Ministry of Public Security and the State Security Department are renown for carrying out the draconian laws of the North Korean regime. They are an effective state security apparatus and "secret police" for both the government and Party. The Ministry has pervaded almost every aspect of North Korea's society and has maintained control for over fifty years.

Occupation Templates

Ministry Police Officer: Handgun, Law, Listen, Martial Arts, Nightstick, Persuade, Psychology, Rifle, Spot Hidden, plus one other as a personal specialty.

Ministry Investigator: Accounting, Disguise, Handgun, Forensics, Law, Library Use, Listen, Martial Arts, Nightstick, Rifle, Persuade, Psychology, Spot Hidden

Border Guard: Climb, First Aid, Handgun, Hide, Jump, Listen, Martial Arts, Military Science, Rifle, Sneak, Spot Hidden, Track

State Security Department Agent: Disguise, Fast Talk, Hide, Law, Martial Arts, Other Language, Psychology, Sneak, Spot Hidden plus two other skills as personal specialties.

Sample Character

Chun Jae-Kyu age 29

Race: Asian (Korean)

STR 14 **CON** 14 **SIZ** 10 **INT** 14 **POW** 17

DEX 18 **APP** 15 **EDU** 13 **SAN** 85 **HP** 12

Damage Bonus: +1D4

Education: Security and counter-intelligence training, Department of State Security

Occupation: Agent of the Department of State Security

Skills: Accounting 44%, Cryptography 39%, Disguise 52%, Fast Talk 62%, Hide 45%, History 38%, Law 52%, Martial Arts 44%, Psychology 61%, Sneak 54%, Spot Hidden 47%

Languages: Korean 76%, Japanese 31%

Attacks:

PM Makarov Pistol 55%, 1D10

Fist/Punch 55%, 1D3+db

Kick 46%, 1D6+db

Grapple 52%, Special

Head Butt 35%, 1D4+db

Democratic People's Republic of Korea (N.)

North Korean Reconnaissance Bureau

of the General Staff Department

Date Founded: 1948

Mission When Founded: Special operations, agent infiltration and battle-field/operational/strategic intelligence operations

Mission Today: Additional duties relating to countering opposing forces and internal security have been added

Jurisdiction: North Korea and any potential theater of war or strategic military site

Headquarters: P'yongyang

of Personnel: 60,000-100,000

Annual Budget: Unknown

History/Profile:

North Korea has operated special operations forces since before the Korean War. During that conflict they continued to conduct successful commando operations against various United Nations and South Korean targets. Learning from those successes, North Korea has expanded their special operations forces to be the largest in the world. Today, these forces are known collectively as the Special Purpose Forces, and fall under the control and direction of the Reconnaissance Bureau.

The Reconnaissance Bureau was instrumental in the tunneling operations that North Korea undertook throughout the Seventies, and continuing until today. The Bureau has also been involved in the infiltration of commandos by land and sea into South Korea for the purposes of sabotage, intelligence gathering and assassinations. One of their most famous actions, the 1968 infiltration of a 31-man unit into South Korea to assassinate Park Jung Hee was a dismal failure, resulting in the deaths of twenty-eight members of the unit and the capture of another one. Recent minisub sinkings by South Korea have been attributed to possible infiltration actions by the agency.

The Reconnaissance Bureau is subordinate to the Ministry of the People's Armed Forces. The Bureau, in addition to overseeing special operations, also has the responsibility of maintaining operational control of intelligence agents engaged in military intelligence collection and the training of the unconventional warfare units.

The special operations forces under the Bureau are broken down by category. They are agent operations, reconnaissance, and light infantry/sniper. The agent operations concern all aspects of infiltrating, operating and exfiltrating agents conducting military intelligence operations.

The reconnaissance category is made up of reconnaissance brigades of between 3600 and 4200 troops. This is further divided into the headquarters and support units and ten reconnaissance battalions. These battalions are made up of teams that operate with between two and ten men.

The sniper/light infantry category includes a wide variety of troops, divided into brigades of about 5000 troops each, broken down further into ten battalions each. The battalions contain headquarters and support units and teams of troops organized based upon their perceived missions. These are the forces that will conduct raids, amphibious assaults, and a number of other special operation tasks.

The main task of these units is to create disruption in the rear areas of the forces in South Korea. Already many troops have been infiltrated south. Many of these commandos have been captured or killed in firefights, but an unknown number are probably already in place. Many of these forces are trained to use disguises, either that of South Korean military personnel or as civilians. Other targets include nuclear and chemical stockpiles and the assassination of military and civilian leaders in the South. Targets beyond the Korean peninsula are also included in their target list, such as US airfields in Japan.

The additional tasking to internal security duties allows the force to hone its abilities and serve the Party and government in a direct way now. Used to help monitor borders and other points of entry, they assist other units in preventing enemy agents from entering and citizens from leaving. They also can be called upon to assist police units in the performance of special duties.

While not considered to be individually the equivalent of many other special operations forces, such as the U.S. Navy SEALs or British SAS, their sheer numbers help tip the scale in their favor. They are a highly trained force to be reckoned with, both within and outside the borders of North Korea.

Occupation Templates

Bureau Agent: Demolitions, Disguise, Fast Talk, Forgery, Handgun, Hide, Listen, Martial Arts, Military Science, Other Language, Rifle, Sneak, Spot Hidden

Reconnaissance Operator: Climb, Disguise, Demolitions, Handgun, Hide, Listen, Martial Arts, Military Science, Navigation/Land, Rifle, Sneak, Spot Hidden, Swim, Throw

Sniper/Light Infantry Trooper: Climb, Demolitions, Hide, Jump, Military Science, Martial Arts, Navigation/Land, Rifle, Sneak, Spot Hidden, Submachine Gun, Swim, Throw

Sample Character

Kang Ku-Ho age 30

Race: Asian (Korean)

STR 15 CON 16 SIJ 11 INT 14 POW 14

DEX 15 APP 13 EDU 14 SAN 70 HP 14

Damage Bonus: +1D4

Education: North Korean military basic training, special operations training

Occupation: Reconnaissance Senior captain

Skills: Climb 62%, Disguise 42%, Demolitions 39%, First Aid 40%, Hide 70%, Listen 55%, Martial Arts 48%, Military Science 51%, Navigation/Land 62%, Sneak 60%, Spot Hidden 58%, Swim 55%, Throw 48%

Languages: Korean 70%

Attacks:

PM Makarov Pistol 55%, 1D10

AKM Assault Rifle 62%, 2D6

Commando Knife 60%, 1D4+2+db

Fist/Punch 65%, 1D3+db

Kick 58%, 1D6+db

Grapple 57%, Special

Headbutt 38%, 1D4+db

Republic of Korea (S.)

707th Special Missions Battalion

Date Founded: April 1958, expanded into counter-terrorist force 1988

Mission When Founded: Special forces counterinsurgency

Mission Today: Counter-terrorism

Jurisdiction: Preventing and resolving terrorist incidents throughout the nation

Headquarters: Songham (southeast of Seoul)

of Personnel: 200

Annual Budget: Classified

History/Profile: The 707th Special Missions Battalion is part of the Korean Army Special Forces. It was expanded and reorganized to ensure the security of the 1988 Seoul Olympics. At present, it consists of two companies of four 14-man operations teams, with additional demolitions and support teams to round out the companies. There are also reports of a group of combat-qualified female operators, who can enter a terrorist situation disguised, for instance, as nurse bringing in food and medicine.

Members of the 707th are the best of the best. Operatives are drawn from soldiers who have served a minimum of one year in the Special Forces. All members are SCUBA and parachute qualified, and reportedly engage in grueling daily workouts, frequently in sub-freezing weather, even swimming in icy lakes without thermal protection. Training exercises with American Special Forces units reveal that the 707th can easily hold their own with any combat forces.

Occupation Templates

707th Special Missions Btm. Combat Soldier: Climb, Listen, Martial Arts, Parachuting, SCUBA, Sneak, Spot Hidden, +4 of the following: Hide, Conceal, Demolitions, First Aid, Handgun, Machine Gun, Rifle, Submachine Gun, Throw

707th Special Missions Btm. Female Special Operative: Conceal, Fast Talk, Handgun, Listen, Martial Arts, Other Language, Sneak, Spot Hidden, +3 of the following: Disguise, First Aid, Hide, Parachuting, Persuade, Rifle, SCUBA, Submachine Gun, Throw

Sample Character

Corporal Park Jung-Ran

Race: Korean

STR 13 CON 17 SIZ 10 INT 14 POW 13

DEX 16 APP 15 EDU 14 SAN 65 HP 14

Education: Korean Army Special Forces School

Occupation: 707th Special Missions Btm. Female Special Operative

Skills: Conceal 45%, Fast Talk 51%, First Aid 49%, Listen 39%, Martial Arts (Hapkido) 48%, SCUBA 37%, Sneak 41%, Spot Hidden 52%

Languages: Korean 70%, Japanese 54%, Russian 23%, English 17%

Attacks:

Ruger SP-101 (KSP-321XL) 62%, 108+104 (5-shot, .357 magnum DA-only snub-nosed revolver)

H&K MP5-A1 49%, 1010 (shortest MP5 variant)

Republic of Korea (S.)

Agency for National Security Planning (ANSP)

Date Founded: Originally founded 1948 as KCIC (Korean Counter-Intelligence Corps), reorganized June 19, 1961 as KCIA, renamed ANSP July 1980

Mission When Founded: Supervise and coordinate international and domestic intelligence activities and criminal investigation by all government intelligence agencies, and conduct intelligence activities and criminal investigations of its own

Mission Today: Essentially unchanged, although recent governments have attempted to impose certain limits on the agency's powers

Jurisdiction: Anywhere inside or outside the borders of the ROK, with powers to arrest, detain, question, investigate, and even prosecute any person accused of anti-state behavior within the ROK. The ANSP has conducted investigations, espionage, and assassinations outside the ROK.

Headquarters: Seoul, Republic of Korea

of Personnel: Approximately 7000 employees

Annual Budget: 7-8 billion ROK won [\$5,831,875-6,665,000 at April 1999 exchange rate]

History/Profile: Despite setbacks and reversals over the years, the ANSP is still the ROK's most powerful intelligence agency. It is still commonly known as the KCIA, although observers have been known to suggest that "KKGB" would be more appropriate. Its very broad, poorly defined powers have made it an agency to be feared by anyone it defines as "enemies of the state," including politicians. In fact, in 1979 the KCIA Director was involved in the assassination of President Park Chung Hee. Following this, the KCIA was purged and lost much of its power. Under Acting Director Chun Doo Hwan, it was reorganized into the ANSP and soon regained most of its former power. The ANSP's official mission is to act as a central organizing body for all intelligence agencies in the ROK. However, it also conducts its own intelligence-gathering and counter-espionage activities. While it has a reputation for excellence in the area of counter-espionage, it is also infamous for involving itself in politics, acting as a "dirty tricks" organization to keep the politicians it favors in power. The ANSP Director reports directly to the President and is, in the end, responsible only to him. The new administration has attempted to curtail the ANSP's powers, and has been somewhat successful in reducing the amount of political manipulation.

The agency is divided into 27 departments at headquarters and 12 regional departments. These are under three deputy directors: the first is responsible for the local branches, planning and judgment, counter-communist intelligence and investigation, foreign affairs security, and science security; the second for overseas strategy, operations, and investigations, and science intelligence; the third for North Korean strategy and intelligence, and psychological intelligence. However, the ANSP changes department names all the time, and the names are purposefully misleading to make it more difficult for outsiders (including politicians) to understand their actual duties. In 1997, the ANSP hired 100 new employees (95 men and 5 women) through open competition. The agency discriminates against hiring citizens from certain regions of the country which support opposition parties. Agents are divided into "black" (concealed identity) and "white" (open identity) agents. All agents will have served in the ROK military.

There are calls to divide the agency's investigative areas into overseas (like the CIA) and domestic (like the FBI) areas, but this is unlikely to succeed anytime soon.

Occupation Templates

ANSP Domestic Agent: Drive Auto, Fast Talk, Handgun, Rifle, Listen, Psychology, Spot Hidden, + 2 of the following: Computer Use, Martial Arts, Other Language (usually English, Chinese, or Japanese), Persuade, Submachine Gun.

ANSP Overseas Agent: Conceal, Fast Talk, Handgun, Listen, Lockpick, Martial Arts, Photography, Other Language, Spot Hidden, +2 more "cover" skills.

Sample Character

Pak Chae Suh, age 31

Race: Korean

STR 15 CON 16 SIZ 11 INT 13 POW 12

DEX 14 APP 11 EDU 16 SAN 60 HP 14

Education: BA in Military History

Occupation: ANSP Domestic Agent, Counter-Communist Investigation Division

Skills: Drive Auto 38%, Fast Talk 53%, Listen 48%, Martial Arts 57%, Persuade 77%, Psychology 71%, Spot Hidden 49%

Languages: Korean 80%, English 45%, Japanese 21%

Attacks:

Daewoo DP51C 69%, 1010 (compact 10-round 9mm pistol)

Fist/Punch 72%, 103+db

Kick 65%, 106+db

Republic of Korea (S.)

Defense Security Command (DSC)

Date Founded: October 1977

Mission When Founded: Monitor military services and personnel for subversion or disloyalty, counter North Korean espionage and infiltration, maintain military and industrial security, safeguard military information, monitor domestic activities (military, civilian, political) which might endanger military operations or national unity, carry out special investigations under orders of the president

Mission Today: The same, but with some restrictions on interference and manipulation of the political process and investigations of civilians

Jurisdiction: All of the ROK. While technically restricted to military matters, the broad powers allow the DSC to define its own jurisdiction rather easily (see above).

Headquarters: Seoul, Republic of Korea

of Personnel: Between 6000 and 7000 (classified)

Annual Budget: Classified

History/Profile: The DSC was formed out of the Army Security Command, the Naval Security Unit, and the Air Force Office of Special Investigations to create an integrated service under the command of the Minister of National Defense. However, the DSC commander has often operated semi-autonomously, and answers directly to the president. Former personnel of the Army Security Command made up the bulk of the DSC at the time of formation. The primary mission of the DSC is to monitor loyalty in the ranks of the military, and DSC "political officers" are part of all major military units in the ROK. These DSC representatives are outside the chain of command and normally do not vie for power with the unit commanders, as sometimes happened in communist military forces. However, they do play an important role in promotions and assignments due to their input into officer evaluations, giving DSC officers great influence beyond their rank. This has resulted in considerable friction between the DSC and the regular military, and has also led to many cases of corruption, misappropriation of funds, political manipulation, etc. The DSC's poorly delineated powers also allows it to involve itself in almost any area of ROK life; defining student protests or labor strikes as a danger to national unity is very easy.

Following the assassination of President Park in 1979, DSC Commander Major General Chun Doo Hwan engineered a coup and took over as president. Under his regime, the DSC's influence was greatly expanded, even eclipsing that of its disgraced rival the ANSP. During this time, the DSC became heavily involved in politics, and many former members played important roles in Chun's government and in the ruling party. Under the present government, the DSC has been under great pressure to reform and reduce its political activities. In October 1988, the Minister of National Defense vowed that the DSC would concentrate on counterespionage, anti-communism, and major restructuring. The DSC has recently been downsizing its personnel, and has eliminated the Office of Information, which collected information on civilians who were active in local government offices. However, it is highly unlikely, given the DSC's history, that it will fully disengage from political maneuvering.

Occupation Templates

DSC Political Officer: Accounting, Handgun, Listen, Persuade, Psychology, Spot Hidden, +3 of the following: Conceal, Credit Rating, Martial Arts, Navigate, Other Language (usually English, for liaison purposes), Photography, Rifle, Submachine Gun

DSC Counterespionage Agent: Conceal, Fast Talk, Handgun, Listen, Psychology, Sneak, Spot Hidden, +3 of the following: Bargain, Martial Arts, Other Language, Photography, Rifle, Submachine Gun

Sample Character

Captain Kim Yong-hae, age 29

Race: Korean

STR 14 CON 17 SIZ 15 INT 14 POW 10

DEX 11 APP 13 EDU 18 SAN 50 HP 16

Education: MBA, University of Texas; B.Sc. Psychology, Seoul University

Occupation: DSC Political Officer, American Military Liaison

Skills: Accounting 75%, Credit Rating 62%, Listen 43%, Persuade 63%, Psychology 72%, Spot Hidden 60%

Languages: Korean 90%, English 50%, Spanish 11%

Attacks:

Daewoo MP45 66%, 1D10+2 (12-shot .45 auto)

HK MP5 Submachine Gun 57%, 1D10

Socialist People's Libyan Arab Jamahiriya Libyan Intelligence Service

(*Jamahirya el Mukhabarat*)

Date Founded: 11 December 1969

Mission when Founded: To allow the Libyan government to continue in its fight for revolutionary freedom and to ensure that these freedoms are not threatened.

Mission Today: To provide material, moral and political support to every liberation revolution in the world while ensuring the security of the Jamahiriya (state of the masses).

Jurisdiction: World-wide.

Headquarters: The Abu Saleem building, Tripoli.

of Personnel: There are estimated to be around 45,000 active agents world-wide but a more realistic figure is thought to be around 6000.

Annual Budget: Estimated to be \$175 million.

History/Profile: The *Jamahirya el Mukhabarat* was created within months of the British trained revolutionary leader Colonel Muammar Abu Minyar al-Qadhafi gaining power. Today the *Jamahirya el Mukhabarat* is one of the most high profile of security agencies in the world since it has publicly spent considerable sums of money encouraging revolutions in other countries and supporting revolutionary movements, such as the PLO and IRA and the Red Brigade. In addition to these groups the *Jamahirya el Mukhabarat* has aided the Basque group ETA, Muslim secessionists in the Philippines, terrorist groups in Cuba, Venezuela and other Latin American countries as well as the freedom movement in the Canary islands.

Unfortunately such high profile behavior has often lead to the *Jamahirya el Mukhabarat* becoming the scapegoat for terrorist actions perpetrated against Western nations such as America and the UK. There is compelling evidence that links Mossad with certain 'Libyan' operations such as the bombing of PAN-AM Flight 103 and destruction of the La Belle discotheque in West Berlin that killed two US service men in 1986. In both cases a covert transmission station established in Tripoli by Mossad was used to send 'mission accomplished' messages that pointed a smoking gun at Libya when Iran was a more likely culprit.

Initially the *Jamahirya el Mukhabarat* was modeled on the British SIS model since this was the agency that Colonel Muammar Abu Minyar al-Qadhafi was most familiar with, but with the appointment of Captain Abdullah al-Hijaazi as head of the *Jamahirya el Mukhabarat* in 1973, it underwent a period of review that saw the service taking advice from such diverse sources as the CIA, the Iranian SAVAK, the KGB, several other Arab states, and the East German *Ministerium für Staatssicherheit* (MfS), or Stasi.

In the end, the model that Captain Abdullah al-Hijaazi chose was that of the Stasi, and a large number of Stasi agents were posted to Tripoli to act as advisors while the *Jamahirya el Mukhabarat* was remodeled. The new model has the controllers of foreign agents working not in the target countries but from their base in Libya.

All through the 1970s both the KGB and the GRU seemed happy with their relationship with the *Jamahirya el Mukhabarat* but towards the end of the 1970s the KGB started to grow uneasy about some of the operations the *Jamahirya el Mukhabarat* was becoming involved with and began a gradual withdrawal of funding and services. This was followed by the GRU who stopped supplying information and material in 1983. It is thought the reason for this cooling of relations was the alliance that the *Jamahirya el Mukhabarat* formed with the Syrian secret service in 1977.

It would seem that today most of the *Jamahirya el Mukhabarat's* efforts go not into intelligence gathering, at which it has been woefully inept, but into making sure the citizens of Libya tow the line. What intelligence missions have been organized have normally been compromised by security services such as the CIA, Mossad or the SIS. The most successful Libyan security operation to date was the spy chain that was set up to watch the Egyptian armed forces in the 1980s and handled by Amer Abu-Zeid from a carpet shop in Cairo.

Certainly the *Jamahirya el Mukhabarat* is notorious for its work at rounding up and putting down of "stray dogs" (Libyan dissidents) both at home and in other countries. In the last 20 years it has been responsible for the disappearance, extra-judicial killings and forced repatriations of over 650 Libyans in countries such as the USA, UK, Italy, Germany, South Africa, Spain and France. For these reasons the *Jamahirya el Mukhabarat* is treated as a Praia by the more established and traditional security services around the world. This in turn has led to a devil may care attitude among many of the *Jamahirya el Mukhabarat* members.

Occupation Templates

Jamahirya el Mukhabarat Case Officer: Bargain, Computer Use, Fast Talk, Handgun, Hide, Listen, Knife, Persuade, Photography, Psychology, Spot Hidden, Speak Arabic, Speak Other Language + any three other skills.

Jamahirya el Mukhabarat 'Dog Catcher': Fast Talk, Handgun, Hide, Listen, Knife, Martial Arts, Persuade, Psychology, Sneak, Speak Arabic, Speak Other Language, Spot Hidden, Submachine Gun + any two other skills.

Sample Character

Ziyad al-Ghawi, age 28

Race: Berber Libyan.

STR 12 CON 10 SIZ 11 INT 16 POW 15

DEX 12 APP 10 EDU 20 SAN 75 HP 11

Education: Language student at the al-Qadhafi University, Misratah.

Occupation: Dog Catcher

Skills: Fast Talk 40%, Hide 40%, Listen 45%, Martial Arts 43%, Persuade 36%, Pharmacy 42%, Psychology 36%, Scuba 47%, Sneak 43%, Spot Hidden 48%

Languages: Arabic 85%, Berber 85%, Italian 51%

Attacks:

PM Makarov 9mm Pistol, 65%, 1D10 Damage

Trench Knife, 50%, 1D4 Damage

Uzi 9mm SMG, 68%, 1D10 Damage.

New Zealand

The New Zealand External Assessments Bureau (EAB)

Date founded: 1949 as the Joint Intelligence Office (JIO). Reorganised into the EAB in 1988.

Mission when founded: Researching and assessing overseas developments, situations, or issues likely to affect New Zealand's interests. Intelligence analysis and advice

Mission Today: Unchanged

Jurisdiction: Any and all international issues likely to affect New Zealand's political or economic interests.

Headquarters: Levels 4 and 5, Stafford House, Wellington.

of Personnel: 35

Annual Budget: SNZ2.5 million

History/Profile: The EAB is New Zealand's external intelligence analysis organization. It produces reports to keep the New Zealand government informed on all international issues. The EAB sources for intelligence are the open media, the New Zealand Security Intelligence Service, the Government Communications Security Bureau and New Zealand's intelligence allies under the UKUSA intelligence sharing agreement. In effect EAB staff have access to all New Zealand's locally gathered intelligence and reports on areas of interest from New Zealand's intelligence allies.

EAB reports are politically neutral. They are intended to provide factual analysis without recommending policy. In practice most EAB reports come from a conservative perspective. EAB intelligence reports are developed for both the New Zealand Government and its intelligence allies.

EAB staff are divided into two core groups. The first provides intelligence analysis on the European Union, the Middle East and Asia. The second group is dedicated to environmental issues, economic intelligence, scientific intelligence and strategic issues in the South Pacific. Specialists are often contracted by the service from other agencies to provide analysis on specific issues such as the recent Bougainvillea conflict or the movement of nuclear materials in New Zealand's sphere of influence.

The EAB annually produces approximately 600 intelligence reports. These are divided evenly between reports on countries and areas of interest and biographical reports on prominent people in countries of interest. The reports are classified documents, however the EAB operates relatively openly. It's mission statement, staff numbers, structures, overseas postings etc are all assessable to the general public under New Zealand's Official Information Act

Occupation Template

Expert Intelligence Analyst: Computer Use, History, Library Use, Military Science Spot Hidden, Other language x2.

Sample Character

Susan Armstrong, age 39

Race: Caucasian

STR 12 CON 7 SIZ 16 INT 18 POW 10

DEX 12 APP 10 EDU 22 SAN 50 HP 12

Damage Bonus: +1D4

Education: MA (Chinese & Korean)

Occupation: Intelligence Analyst

Skills: Anthropology 21%, Cartography 11%, Computer Use 81%, Cryptography 31%, History 40%, Law 15%, Listen 50%, Library Use 87%, Military Science 54%, Occult 25%, Psychology 20%, Spot Hidden 76%

Languages: English 99%, Arabic 63%, Chinese 83%, Korean 71%,

Attacks:

Fist/Punch 50%, 1D3+db

Grapple 25%, special

Headbutt 10%, 1D4+db

Kick 25%, 1D6+db

New Zealand

The Government Communications

Security Bureau (GCSB)

Date founded: 1977.

Mission when founded: Responsible for communications and signals intelligence and advising the New Zealand government on the security of New Zealand's official communications and information technology systems.

Mission Today: Unchanged

Jurisdiction: Any communications outside of New Zealand.

Headquarters: Fryberg House, Wellington

of Personnel: 200

Annual Budget: \$20 million.

History/Profile: The GCSB is New Zealand's largest intelligence service. It was established in 1977 to incorporate all of New Zealand's signals intelligence and government communication security functions. The GCSB reports solely to the Prime Minister.

The GCSB has four divisions: operations, technology, corporate services, and information systems. The operations division is responsible for all communications intelligence gathering activities including the operation of New Zealand's two communications interception stations. Technology and corporate services are responsible for all computer, communications and technical support for the organization as well as financial and personnel administration. Information systems security is responsible for the security of the New Zealand governments communications and IT systems. The GCSB also hosts staff from other intelligence agencies for training and sends its staff for training at other organizations such as the NSA and the GCHQ.

Until 1996 the GCSB operated in complete secrecy. In 1996 Nicky Hager, a well known New Zealand peace activist, published an account of the GCSB and its activities. Hager's book also outlined the international communications intelligence network ECHELON for the first time in public.

A significant part of the GCSB's activities are concerned with New Zealand's contribution to the ECHELON network. ECHELON is a worldwide series of computers which automatically search through intercepted messages for any which contain preprogrammed words or phrases. Under ECHELON system each communications receiving stations all over the world capture all satellite, microwave, cellular and fiber-optic traffic in their region. The intercepted communications are then processed by computers supplied by the NSA. These computers search for words, phrases or addresses of interest to each of the agencies involved in the system. If a message is found containing attributes which the system is searching for it is automatically forwarded to the agency which requested it. In effect each agency within the network gathers intelligence for the others.

The ECHELON network developed from the 1948 UKUSA agreement. Under this agreement the USA and the UK agreed to share signal and communications intelligence. Canada, Australia, and New Zealand joined this agreement through their SIGINT agreements with the United Kingdom. Several other countries signal intelligence agencies also participate in the UKUSA agreement to a greater or lesser degree.

The member agencies of the UKUSA community include the United States' National Security Agency (NSA), the United Kingdom's Government Communications Headquarters (GCHQ), Canada's Communications Security Establishment (CSE), Australia's Defense Signals Directorate (DSD), and the New Zealand GCSB. Other US allies are also allowed restricted access to the system.

The ECHELON network was established by the NSA in 1980s to automate communications intelligence activities with its allies. In New Zealand the NSA had contributed to the establishment and operation of the GCSB. The NSA has provided much the hardware involved in New Zealand's ECHELON operations and actively assists in the training of GCSB staff.

The intelligence gathering capabilities of the ECHELON system consist of:

- Radio interception stations in New Zealand, Australia, British Columbia, Hawaii, Alaska, California, Japan, Guam, and the Philippines.
- Satellite communication interception stations targeting the commercial Intelsat satellites which carry most of the world communications and other regional civilian communication satellites.
- Spy satellites operated by the USA designed to intercept various types of communications from orbit including microwave main trunk lines and short-wave communications such as military radios.
- Land based communication interception stations which intercept the major undersea cable and overland microwave communications routes.

These facilities provide near complete coverage of the global communications networks.

The GCSB operates two stations in the ECHELON network: a radio communications interception station at Tugaymona in the North Island of New Zealand and a satellite communications interception station at Waihopai in the South Island of New Zealand.

Occupation Templates

Communications Technician: Computer Use, Cryptography/Codes, Electrical Repair, Electronics, Physics, Mechanical Repair, Spot hidden.

Intelligence Analyst: Computer Use, Cryptography/Codes, Library Use, Spot Hidden, Other language.

Sample Character

Dale Elvy, age 32

Race: Caucasian

STR 7 CON 8 SIZ 13 INT 18 POW 11

DEX 6 APP 13 EDU 18 SAN 35 HP 11

Damage Bonus: none

Education: MA, History

Occupation: Intelligence Analyst

Skills: Computer Use 71%, Cryptography/Codes 60%, History 60%, Library Use 80%, Spot Hidden 80%

Languages: English 90%, Maori 81%, Russian 51%, Japanese 61%.

Attacks:

Fist/Punch 30%, 1Dd3+db

Grapple 25%, special

Headbutt 10%, 1D4+db

Kick 25%, 1D6+db

New Zealand

Security Intelligence Service

Date founded: 1956

Mission when founded: Responsible for New Zealand's domestic security.

Mission Today: Unchanged.

Jurisdiction: Any intelligence in relation to New Zealand's international and economic security. Includes any activity which may constitute a threat of espionage, sabotage, subversion, or terrorism.

Headquarters: Defense House, Wellington.

of Personnel: 120

Annual Budget: Approx. \$10 million

History/Profile: The SIS is New Zealand's internal security and intelligence gathering agency. Under the New Zealand Security Intelligence Service Act (1969) and its amendments it is responsible for gathering intelligence on acts of espionage, terrorism, sabotage, or subversion committed, or intended to be committed, within New Zealand or its allies. The service also provides advice to all government agencies (including the New Zealand Police and the New Zealand Defense Force) on physical and personnel security. This includes all security checks on individuals who need a security clearance to access any classified material.

The SIS was founded in 1956. Prior to this national security had been managed by the New Zealand Police. When founded the agencies mandate was to gather intelligence relating to threats of espionage, sabotage and subversion. In 1969 the New Zealand Security Intelligence Service Act was passed which provided legislation to govern the agency, provide oversight, and clarify its role. In 1977 the agencies jurisdiction was expanded to include acts of terrorism which may be committed within New Zealand, or planned within New Zealand and committed in another country. Since then the service's mandate has been expanded to include threats against New Zealand's national and international economic interests (under the SIS Amendment Act 1996). In effect this provides the agency with a mandate to gather intelligence on almost any party within New Zealand. Individuals involved in lawful protest or dissent are explicitly excluded from surveillance by the SIS unless they are suspected of planning to commit an act of subversion, terrorism or espionage.

The SIS has no executive powers. It cannot arrest detain or prosecute. If a threat to the international, national, or economic security of New Zealand is detected the service advises the New Zealand Police who then take appropriate action. SIS officers do not carry weapons as a matter of course.

The service operates in complete secrecy. It is a criminal offense to publish any details of an SIS investigation or the name, address, or any identifying information relating to any member of the SIS. Oversight is provided by the minister in charge of the service (always the Prime Minister), a parliamentary committee and the Inspector-General of Intelligence and Security.

The SIS gathers intelligence from the open media, its own undercover agents, communications surveillance and through information sharing with overseas agencies. The service requires no authorization to gather information by surveillance or using undercover agents, except in situations which are specifically detailed in legislation. To intercept communications (such as telephone calls or postal mail) the SIS requires a warrant authorized by the Minister in charge of the service. The SIS has also recently been given the explicit right to enter and search the private homes of individuals under its surveillance. Typically the SIS operates only five to eight wiretapping operations each year.

The SIS is organized into six operating divisions which all report to the Deputy Director and upwards to the directory of Security. The divisions are: Analysis (Pacific Rim), Analysis (the rest of the world), Information Collection, Protective Security, Information Management/Communications, and Administration. The service also has a small executive branch which co-ordinates legal services and liaisons with other organizations.

Occupation Templates

SIS Undercover Officer: Climb, Computer Use, Conceal, Dodge, Drive Auto, Fast Talk, Hide, Jump, Law, Listen, Locksmith, Other Language, Persuade, Psychology, Sneak, Spot Hidden.

SIS Communications Interception Officer: Climb, Computer Use, Drive Auto, Electrical Repair, Electronics, Law, Mechanical Repair, Photography, Physics, Spot Hidden.

Sample Character

Chris Gilman, age 28

Race: Caucasian

STR 12 **CON** 13 **SIZ** 15 **INT** 16 **POW** 16

DEX 12 **APP** 14 **EDU** 22 **SAN** 80 **HP** 14

Damage Bonus: +10.4

Education: BA, Psychology

Occupation: SIS undercover agent

Skills: Climb 45%, Computer Use 51%, Conceal 42%, Dodge 45%, Drive Auto 52%, Fast Talk 77%, Hide 60%, Jump 38%, Law 27%, Listen 78%, Locksmith 30%, Persuade 34%, Psychology 79%, Sneak 39%, Spot Hidden 76%

Languages: English 99%, Russian 54%

Attacks:

Glock 9mm Parabellum 68%, 1D10

Fist/Punch 50%, 1D13+db

Grapple 55%, special

Headbutt 35%, 1D4+db

Kick 40%, 1D6+db

Islamic Republic of Pakistan

Intelligence Bureau

Date Founded: 1948

Mission When Founded: Intelligence and counter-intelligence against internal threats to Pakistani national security.

Mission Today: censorship of foreign and domestic mail duties was added in 1996.

Jurisdiction: Within Pakistani borders.

Headquarters: Islamabad

of Personnel: Unknown

Annual Budget: Unknown

History/Profile: The Intelligence Bureau is one of Pakistan's main intelligence agencies and the one tasked with internal security duties. The IB has traditionally been at odds with Pakistan's most powerful agency, the ISI, in a situation not unlike the rivalry between the CIA and FBI or the Soviet KGB and GRU. As much of Pakistan's intelligence activity will overlap and the race for each agency to prove its worth to the government, the two groups have waged frequent battles as they jockey for position.

The IB serves as a tool of the government for controlling various domestic groups, everything from terrorists to opposition political parties. The IB engages in wire-tapping operations on a massive scale, keeping literally tons of information on the citizens of Pakistan. The IB also manages a large informant network and has placed agents throughout various groups in the country. Harassment of any potential political party that the government considers a threat, which are most opposition groups, is a number one priority of the agency.

The IB also runs counter-intelligence operations. Any suspected foreign intelligence agents are placed under careful scrutiny, followed and monitored. While most foreigners are considered suspect, Indian operatives are a prime concern for the agency.

From the late 1970s until recently, the IB was a primary tool of former Prime Minister Bhutto's war against the military establishment that really runs Pakistan. The IB was used as a lever against the influence of the ISI and the military. After Bhutto's government fell in the late 1990s, a fall brought about by scandal and the influence of the military, the IB leadership was purged. In spite of this, the IB retained much of its power. In fact, the new government expanded its powers by officially adding mail censorship duties to the organization's charter of duties.

Occupation Template

IB Agent: Electronics, Fast Talk, Handgun, Hide, Law, Listen, Photography, Psychology, Spot Hidden, Sneak, plus one other skill as a personal specialty.

Sample Character

Ramzi Malik, age 32

Race: Caucasian (Pakistani)

STR 12 CON 12 SIZ 10 INT 15 POW 13

DEX 14 APP 10 EDU 16 SAN 65 HP 11

Damage Bonus: None

Education: IB intelligence training

Occupation: IB Agent

Skills: Accounting 21%, Architecture 27%, Bargain 43%, Drive Auto 41%, Electronics 38%, Fast Talk 44%, Hide 51%, Law 36%, Listen 56%, Mechanical Repair 31%, Photography 42%, Psychology 59%, Spot Hidden 64%, Sneak 58%

Languages: Urdu 82%, English 65%, Hindi 68%

Attacks: Colt M1911A1 pistol 47%, ID10+2

Islamic Republic of Pakistan

Directorate for Inter-Service Intelligence (ISI)

Date Founded: 1948

Mission When Founded: The safeguarding of Pakistan's intelligence interests, both domestically and abroad, domestic and international surveillance, SIGINT monitoring, covert operations, and intelligence co-ordination within the Pakistani intelligence network.

Mission Today: Expansion to include monitoring of political groups and maintaining the military rule of Pakistan.

Jurisdiction: Worldwide

Headquarters: Islamabad

of Personnel: 10,000 (estimated)

Annual Budget: Unknown

History/Profile: Formed in by a British officer, Major General Cawthorne, the ISI has risen from being an intelligence agency to being a power unto itself. The ISI no longer answers to the country's leadership and there is no supervision of their activities. The organization's budget is secret even from Pakistan's highest civilian leadership, with only the ISI knowing how much it costs to run itself. The ISI has financial ties to the Bank of Credit and Commerce International (BCCI).

ISI draws its middle and top level officers almost exclusively from amongst the military. The Director General of the ISI is almost always drawn from the serving lieutenant generals of Pakistan's military establishment. The organization is divided into several divisions, each with a particular field of operation. Joint Intelligence X (JIX) serves as the administration of the organization, organizing and coordinating the activities of the divisions. It is also tasked with the preparation of the ISI's intelligence reports, threat assessments and estimates.

The Joint Counter-Intelligence Bureau (JCIB) carries out counter-intelligence and surveillance operations abroad. Pakistani diplomats abroad are often the targets of these operations. Other duties include the carrying out of intelligence operations throughout the Middle East and South East Asia. Within recent years, the JCIB has expanded operations into China and the Islamic states of the former Soviet Union.

The Joint Intelligence Bureau (JIB) carries out political intelligence gathering and operations. At one point, this was the most powerful intelligence organization within Pakistan. A battle with a Prime Minister in the late 1980s had the effect of transferring much of this division's files and responsibilities to the Interior Ministry. The JIB used its influence and power to regain all documents and its powers were quietly returned to it. India, Pakistan's long time enemy, is the target of one of the three subsections of this division.

Operations in Jammu and Kashmir are the responsibility of Joint Intelligence/ North (JIN). Covert and clandestine operations carried out there include the infiltration and exfiltration of agents and subversives, propaganda. This division is primarily made up of military analysts who oversee operational cells throughout the dispute lands.

Espionage operations carried out in other parts of the world are the responsibility of Joint Intelligence/ Miscellaneous. The JIM carries out various intelligence gathering and offensive intelligence operations for Pakistan in any country deemed necessary to Pakistan's national security, including the United States.

SIGINT is the focus of the Joint Signal Intelligence Bureau (JSIB), a highly successful component of the ISI. This division not only conducts normal SIGINT duties for Pakistan, but also maintains communication support for agents and subversives throughout the area. It also broadcasts television and radio propaganda into Kashmir and Jammu, while blocking Indian propaganda coming into Pakistan. There are an estimated 200 radio stations operating clandestinely within India's borders.

The final division is the little known Joint Intelligence/ Technical. It handles scientific espionage and with the current arms race with India, will probably be a very busy division.

The ISI has become regionally known as runaway agency, having questionable dealings with the narcotics underworld and terrorist organizations. Allegedly, drug money helps in large part to finance the working of the ISI. Various Islamic terrorist groups throughout the region are either financed by the ISI or have been directly created by the agency, especially groups in Afghanistan, India, and Bangladesh. They have also been accused of running various Islamic groups throughout Europe and America to provide disinformation and propaganda against Indian Interests. Domestically, they have been accused of being a tool of repression, often meddling in the affairs of political parties and dissident groups. Its importance grew during the Soviet invasion of Afghanistan, as it became a primary supplier of arms and training to the Afghan Mujahideen. It has received considerable aid and training from the CIA. Much of this aid and the groups that it supported or spawned have been turned away from their original targets and turned towards Pakistan's enemies.

Occupation Templates

ISI Intelligence Analyst: Computer Use, Library Use, Listen, Military Science, Persuade, Spot Hidden, + any three of the following: Accounting, Anthropology, Architecture, Chemistry, Cryptography, Electronics, History, Law, Other Language, Physics, Psychology, + one other Skill as a personal specialty.

ISI Intelligence Agent: Conceal, Disguise, Cryptography, Fast Talk, Forgery, Hide, Locksmith, Military Science, Other Language, Photography, Psychology, Sneak, Spot Hidden

ISI Covert Agent: Conceal, Demolitions, Disguise, Fast Talk, Handgun, Hide, Martial Arts, Locksmith, Military Science, Other Language, Rifle, Sneak, Spot Hidden, Submachine Gun

Sample Character

Bhutto Khan, age 31

Race: Caucasian (Punjabi)

STR 11 CON 13 SIZ 10 INT 16 POW 13

DEX 12 APP 12 EDU 15 SAN 65 HP 12

Damage Bonus: None

Education: Pakistani officer's training and intelligence training, CIA training program

Occupation: ISI Intelligence Agent

Skills: Bargain 47%, Conceal 55%, Disguise 72%, Fast Talk 68%, Forgery 31%, Hide 44%, Law 24%, Locksmith 37%, Military Science 52%, Photography 40%, Psychology 62%, Sneak 56%, Spot Hidden 53%

Languages: Urdu 87%, English 81%, Hindi 61%

Attacks: M64 9mm Pistol 43%, 1D10

Islamic Republic of Pakistan

Police Service of Pakistan

Date Founded: 1948

Mission When Founded: Provide centralized recruiting, training and administration to the law enforcement agencies of Pakistan and liaison between various agencies concerning law enforcement operations.

Mission Today: Unchanged

Jurisdiction: Within Pakistani borders

Headquarters: Islamabad

of Personnel: Unknown (over 100,000)

Annual Budget: Unknown

History/Profile: The Police Service of Pakistan is less of an agency by itself than a career service. The PSP handles the recruiting and training of the police for Pakistan and various administrative tasks and liaison with the Ministry of the Interior. In spite of its limitations, the PSP is a powerful organization in Pakistan.

Little of Pakistan's legal structure and policing hierarchy has changed since the days of British occupation. The structure still follows the British Imperial style from before 1948, and many laws remain unchanged. This model has proved very useful to law enforcement in Pakistan.

The PSP recruits police annually through a nationally run series of tests. Successful applicants then attend two years of training at the Police Training College. After training, police officers are assigned to a provisional force or one of the specialized agencies within the Ministry of the Interior.

Pakistan's police force faces a nation that is riddled with violence, narcotics trafficking and corruption. Walking their beats, the police are generally unarmed. Their primary weapon is a five-foot staff, called a lathi, which can be used for crowd control or as a club. Heavier weaponry can be called upon if needed.

The PSP tries to recruit the highest quality personnel for its organization. The higher ranks of the service, from the provisional Inspector generals on down are dominated by college educated men, usually with ties to the government. On the other end, the average constable on the force is under-educated and ill paid. This has only added to problems of corruption, graft and abuse of power that plagues the force. Many stories of human rights violations and torture have surfaced against the organization.

Within the hierarchy of the Ministry of the Interior are several other law enforcement agencies that the PSP supplies the manpower for. They are:

The Federal Investigative Agency: The FIA has responsibility for internal investigations of political corruption and graft.

Rangers and Frontier Constabulary Corps: These two organizations are paramilitary police forces that maintain order in Karachi and the frontier areas.

Narcotics Control Division: A police agency under the control of the Ministry of Narcotics Control. Divided into an administrative wing, the Pakistan Narcotics Control Board, and an investigative wing, the Anti-Narcotics Task Force. These represent Pakistan's front-line assets against their huge narcotics problems.

In addition to providing the above services, the PSP also has responsibility for protecting the air and rail networks of Pakistan. Specially trained police officers serve in this capacity.

Occupation Template

PSP Officer: Accounting, Bargain, Dodge, Fast Talk, Handgun, Large Club, Law, Martial Arts, Pharmacy, Psychology, Spot Hidden plus one skill as a personal specialty.

Sample Character

Zafar Sadiq, age 29

Race: Caucasian (Pakistani)

STR 16 CON 17 SIZ 13 INT 14 POW 14

DEX 15 APP 13 EDU 16 SAN 70 HP 15

Damage Bonus: +1D4

Education: PSP Academy

Occupation: PSP Officer

Skills: Accounting 28%, Bargain 43%, Climb 71%, Dodge 62%, Drive Auto 40%, Fast Talk 43%, Law 45%, Martial Arts 53%, Pharmacy 39%, Psychology 49%, Spot Hidden 52%, Swim 33%

Languages: Urdu 80%

Attacks:

Colt M1911A1 34%, 1D10+2

Large Club (Lathi) 70%, 1D8 +db

Fist/Punch 74%, 1D3 +db

Kick 63%, 1D6 +db

Grapple 70%, Special

Headbutt 44%, 1D4 +db

Republic of Poland

Mobile Operational Reaction Group (GROM)

(Grupa Reagowania Operacyjno Mobilnego)

Date Founded: 1991

Mission When Founded: provide anti-terrorist and VIP protection missions for the Polish military and government

Mission Today: Unchanged

Jurisdiction: Within Poland and overseas in support of Polish geopolitical goals

Headquarters: Warsaw

of Personnel: 270 (estimated)

Annual Budget: Unknown

History/Profile: Poland's Grupa Reagowania Operacyjno Mobilnego, or GROM, is a relatively new anti-terrorist force, having been formed after the Gulf War with US assistance. GROM draws its members from amongst Poland's special warfare units, allowing it to grow to be highly respected force within a very short period of time. Every member of the unit is trained as a combat assault operator.

Several things make GROM stand out a bit from other, similar units. GROM is one of the few units in the world to allow women within its ranks. These women are fully trained, the equal of their male counterparts, and operate in intelligence operations to support the unit's assaults.

GROM also has a large number of combat medical personnel within its ranks to handle casualties during assaults. Over 75% of the unit are certified as either paramedics or nurses. Several doctors are also present within the unit. These doctors also are trained for assaults, carrying medical supplies as well as weapons in operations.

When a member of the team becomes inactive due to age or wounds, they can join one of several support teams for GROM. These teams provide intelligence services, explosive disposal, technical support and so on to assist in GROM missions.

GROM training is done over a wide variety of terrain. They also handle sea-borne missions. The unit trains heavily in firearms skills and each operator must know two foreign languages.

For a new unit, GROM has already been heavily involved in a variety of operations. They trained with members of the 3rd U.S. Special Forces group for deployment to Haiti in Operation Restore Democracy. In Haiti, they provided VIP protection services for several individuals, including the UN General Secretary and U.S. Secretary of Defense. They also assaulted a building to free a young boy that had been captured by an armed group. In light of their services in Haiti, GROM's commander became the first foreign national to receive the U.S. Army's Commendation Medal.

More recently, operators from GROM have seen service in the former Yugoslavian Republics. The unit has supported operations from Polish units there and performed covert operations of its own. They also have conducted operations with the UN observers in Iraq.

Occupation Template

GROM Operator: Demolitions, First Aid, Handgun, Martial Arts, Military Science, Navigation/Land, Other Language, Rifle, SCUBA, Sneak, Submachine Gun, Swim

Sample Character

Slawomir Malanowski age 34

Race: Caucasian (Polish)

STR 16 CON 17 SIZ 14 INT 16 POW 15

DEX 18 APP 13 EDU 18 SAN 75 HP 16

Damage Bonus: +104

Education: Polish Officer's Academy, GROM Operator's Course

Occupation: GROM Officer (Major)

Skills: Architecture 18%, Bargain 31%, Climb 33%, Demolitions 42%, First Aid 56%, Listen 42%, Martial Arts 68%, Military Science 61%, Navigation/Land 57%, Psychology 34%, SCUBA 56%, Sneak 64%, Swim 71%, Throw 66%

Languages: Polish 84%, English 31%, German 24%, Russian 7%

Attacks:

Tantal 5.45mm Assault Rifle 71%, 2D6

Beretta 92 Pistol 62%, 1D10

Fighting Knife 56%, 1D4+2+db

Fist/Punch 80%, 1D3+db

Kick 46%, 1D6+db

Grapple 72%, Special

Head Butt 48%, 1D4+db

Romania

Romanian Intelligence Service (SRI)

Intelligence Directorate of the Internal Affairs Ministry (UM-0215)
Date Founded:

SRI: March 26, 1990,

UM-0215: January 27, 1990

Mission When Founded:

SRI: Assume the law enforcement duties of the Securitate (Communist-era secret police) and establish order after the overthrow of the Ceausescu regime.

UM-0215's mission was to take over the counter-intelligence duties of the Securitate's Directorate IV.

Mission Today:

SRI: Intelligence/Counter intelligence. Charged with protecting state secrets, the national wealth, and the constitutional order.

UM-0215: Counter intelligence. Charged with combating hooliganism (organized crime), economic crimes, and parasitism (Communist era euphemism for political dissent.)

Jurisdiction: Both groups conduct operations in the state's interests throughout Romania. The SRI has been known to conduct foreign operations, including investigations of Romanian citizens living abroad, and joint operations with Russian agencies against multi-national organized crime groups.

Headquarters: Bucharest, Romania.

of Personnel:

SRI: 40,000, the majority of which are assigned to cadre units stationed on military bases throughout Romania.

UM-0215: 1,800, with approximately 20 agents assigned to each of Romania's 40 counties.

Annual Budget:

SRI: Unknown. They are funded directly from the Office of the Prime Minister with no oversight by the Romanian Parliament.

UM-0215: \$10-\$12 million (estimated)

History/Profile: The SRI and UM-0215 (Military Unit 0215) were formed in the turbulent days following the overthrow of the Ceausescu regime, as successors to the much hated Securitate (Ceausescu's secret police force.) The SRI absorbed much of the Securitate's structure, including approximately one-third of its personnel, primarily its leadership, while UM-0215's members were all drawn directly from the Securitate's Directorate IV. Both groups have conducted Securitate-like operations against Romanian citizens, including surveillance, harassment and blackmailing of political parties, trade unions and journalists. UM-0215 performed such duties on behalf of former Prime Minister Petre Roman of the National Salvation Front, until he was forced out of office by Ion Iliescu of the PDSR party in 1991, with the help of the SRI. Anonymous documents leaked from within the SRI to the Romanian media in December 1991 claimed that UM-0215 remained true to Roman even after he had ceased to be prime minister. Iliescu used this as an excuse to purge UM-0215 of pro-Roman/NSF officers and make it a subordinate unit of the SRI in 1993.

Operationally the two groups have little in common. The SRI is a military organization that answers directly, and only, to the PM of Romania. The SRI has three major divisions: Division A is responsible for protecting the constitutional order with the help of SRI military units. Division C is responsible for protecting the national wealth, primarily by fighting against organized crime. And Division E is charged with gathering intelligence/counter intelligence, protecting state secrets and monitoring other SRI cadres. The broad scope of these duties, combined with a lack of civilian oversight, has allowed the SRI to outgrow the original Securitate.

UM-0215, despite its name, has no military power and acts through agents stationed in each of Romania's 40 counties who conduct undercover operations to combat organized crime syndicates, economic crimes and political dissident groups. Both agencies continue to battle for their respective factions, primarily by revealing the details of the other's operations to the press. UM-0215 appears to be on the losing end of this battle, as they have had to fend off three attempts to dissolve the agency since 1997.

Occupation Templates

SRI Officer: Conceal, Credit Rating, Handgun, Interrogation, Other Language Romany (spoken by the Gypsy population), Rifle, Spot Hidden, + three of the following: Cryptography, Mechanical Repair, Military Science, Other Language Russian, Persuade, Sneak, Psychology.

UM-0215 Agent: Conceal, Fast Talk, Forgery, Handgun, Interrogation, Other Language Romany (spoken by the Gypsy population), Spot Hidden, + three of the following: Locksmith, Persuade, Rifle, Sneak, Psychology.

Sample Character

Capt. Gheorghe Iancu, age 37

Race: Romanian

STR 12 CON 12 SIZ 13 INT 14 POW 11

DEX 15 APP 11 EDU 16 SAN 55 HP 13

Damage Bonus: +1D4

Education: B.A. Military Science

Occupation: Special Investigator, Division E (e.g. Internal Affairs)

Skills: Bargain 49%, Conceal 42%, Credit Rating 51%, History 37%, Interrogation 66%, Military Science 65%, Persuade 54%, Psychology 47%, Spot Hidden 63%

Languages: Romanian 95%, Romany 52%, Russian 75%

Attacks:

Czech CZ75 Auto 60%, 1D10

Kalashnikov AK47 Assault Rifle 63%, 2D6+4

Fist/Punch 55%, 1D3 + db

Russian Federation

Classification of State Secrets

in the Russian Federation

Secret documents in the Russian Federation are classified by the State Secret Law of July 1993. It defines three levels of document classification and which kinds of information may be classified. The law establishes procedures for classification and specifically prohibits classifying documents that do not fall under the kinds of documents authorized to be considered state secrets. In practice, Boris Yeltsin's bar tab could not be classified as a state secret and those who discover it and publish it would not be subject to criminal prosecution. The List of Information Considered to Among State Secrets (presidential decree no. 1203) has been made available to the public and press.

Documents and information are classified into three levels of sensitivity.

Secret is the classification for information which, if released, would damage an operation, institution or particular organization.

Completely Secret is the classification for information which would, if released, cause damage to a particular ministry or branch of the Federal government.

Of Special Importance is the highest level of classification and covers information would damage the whole of the Russian Federation.

This is very different from the American system. The American classifications of Confidential, Secret, and Top Secret are used to show the degree of damage the release of the information could do to the United States as a whole, not individual departments, agencies or operations.

Russian Federation

The Office of the President

Federal Agency for Government Communications and Information (FAPSI)

(*Federal'naya Agenstvo Pravitel'svennoy Svyazi i Informatsii*)

Date Founded: February 19, 1994

Mission When Founded: To take over all the communications and computer security and COMINT, ELINT, SIGINT and COMPINT functions of the disbanded KGB

Mission Today: Unchanged

Jurisdiction: Both foreign and domestic operations

Headquarters: Moscow

of Personnel: Tens of Thousands, but allegedly to be reduced by 40% after 2001

Annual Budget: 10-11 trillion Rubles

History/Profile: The Federal Agency for Government Communications and Information (FAPSI) was created from the assets and personnel of the Seventh and Eighth Chief Directorates of the KGB. Between the end of 1991 and the beginning of 1994, these assets were controlled by the Administration of Information Resources, which FAPSI replaced.

FAPSI's jurisdiction covers maintaining the security of all governmental communications both electronic or physical, the development of cryptographic and technical security for government communications, domestic and foreign intelligence gathering in the field of "special communications," and providing this intelligence to the office of the President. Special Communications covers all non-voice traffic. However, FAPSI does monitor all electronic financial and securities transactions as well as other electronic communications including private Internet access. To that end all non-FAPSI approved data encryption software and hardware has been banned in the Russian Federation. It has also been alleged that FAPSI has had successes collecting information on foreign businesses and tracking confidential bank transactions.

Its mandate to collect COMINT, COMPINT, ELINT, and SIGINT covers any information pertaining to political, economic, military, or scientific matters which could be of benefit to the Russian Federation. FAPSI had the authority and ability to penetrate the communications and information systems of all government and private institutions in Russia. FAPSI maintains a high-frequency satellite network for collecting SIGINT and transmission of government and intelligence traffic. FAPSI works very closely with the GRU, which is also heavily invested in electronic intelligence gathering. They share many SIGINT facilities around the world, such as the facilities at Cam Rahn Bay in Viet Nam and Lourdes, Cuba.

Unlike the American NSA, FAPSI is legally authorized to operate within the Russian Federation and it directly controls the other branches of government's communications systems where the NSA merely provides the hardware and technical support. Not only that but FAPSI is legally authorized to engage in commercial enterprises. It leases radio frequency bands and government communications lines to both domestic and foreign corporations. Russian companies like Simaco and Roskomtekh were founded with the direct financial participation of FAPSI and run by serving FAPSI officers. FAPSI is a major investor in the Relkom company, which controls Russia's largest email network, which serves Russia's Central Bank, the Finance Ministry and the Ministry of Defense.

FAPSI is organized into eight directorates. The Main Directorate acts as its headquarters and analysis division. The Operations Directorate gathers electronic intelligence. The Main Government Communications Directorate maintains the communications lines for all branches of the government. The Scientific-Technical Center develops software and hardware products for data protection and computer security. The Atlas Scientific-technical Center oversees document management, archives and related information systems. The Russian Academy of Cryptography is not a training facility, but rather FAPSI center for code breaking and encryption. The Financial-Economic Administration handles FAPSI's economic endeavors. The Security Service is FAPSI's counter-intelligence and its 4th Department handles physical security of FAPSI facilities.

FAPSI has had a very rocky history. Almost as soon as it was formed the Federal Security Service (FSB) and the Presidential Security Service (PSB), and their politically allied chiefs Alexander Korzhakov and Mikhail Barsukov, began a campaign to take control of FAPSI. During this struggle the FSB instigated criminal cases against high ranking members of FAPSI, most of which involved financial scandals. No less than half a dozen high ranking official were forced to leave FAPSI, including a Deputy General Director who went on leave and never returned. Audits of FAPSI revealed huge financial shortfalls and numerous examples of FAPSI officials living opulent lifestyles. Despite all this, by 1996 it was Korzhakov and Barsukov was dismissed by Yeltsin. FAPSI reacquired its lost standing and held off the bureaucratic assault and even recaptured its lost communications systems from the FSB and PSB.

Occupation Templates

Intelligence Analyst: Computer Use, Library Use, Listen, Persuade, Spot Hidden, + any two of the following Skills: Cryptography/Codes, Electronics, Mathematics, Other language, Physics, + one other skill as personal specialty.

Computer Security Specialist: Accounting, Computer Use, Computer Programming, Cryptography/Codes, Electronics, Electrical Repair, Spot Hidden.

Communications Security Specialist: Computer Use, Cryptography/Codes, Electronics, Electrical Repair, Listen, Mathematics, Physics + choose one skill as personal specialty.

Sample Character

Anatoli Mikhailin, age 31

Race: Caucasian/Russian

STR 11 CON 10 SIZ 13 INT 15 POW 15

DEX 7 APP 6 EDU 16 SAN 75 HP 12

Education: MA Mathematics/Electrical Engineering Bauman Technology & Economics Institute

Occupation: FAPSI COMSEC Specialist & Cryptographer

Skills: Accounting 43%, Bargain 27%, Computer Use 49%, Cryptography/Codes 83%, Electronics 73%, Electrical Repair 67%, Listen 62%, Mathematics 81%, Physics 33%, Spot Hidden 62%

Languages: Russian 81%

Attacks: None

Russian Federation

The Office of the President

Federal Border Service (FPS)

(*Federal'naya Pogranichnaya Sluzhba*)

Date Founded: December 30, 1993, and made fully independent on December 30, 1994

Mission When Founded: Enforcement of Russian customs, immigration, import and export regulations.

Mission Today: Unchanged

Jurisdiction: The borders of the Russian Federation and those of participating members of the Commonwealth of Independent States.

Headquarters: FPS uses the same buildings in Luyanka Square as the SVR
of Personnel: 200,000, with some 2,000 assigned to the FPS Intelligence Directorate

Annual Budget: Unknown

History/Profile: The Federal Border Service is the reorganized Ninth Chief Directorate of the KGB, the KGB Border Guards. The FPS acts as a combination INS, Border Patrol, Coast Guard and Customs Service for the Russian Federation and participating members of the Commonwealth of Independent States. The FPS has border troops serving in Tajikistan, Kyrgyzia, Georgia, Armenia and Turkmenia. Although CIS members, neither the Ukraine nor Azerbaijan allow the FPS to operate in their territory.

The FPS is organized into six border districts within the Russian Federation. Within these six border districts operate 63 border detachments, four independent border commands, seventeen naval formations, a Amur river flotilla (on the Sino-Siberian border), ten aviation regiments, an independent border monitoring detachment, thirty independent entry control points as well as communications, rear area services, technical support and a Border Troops Academy.

Unlike the US Customs Service or US Border Patrol, the FPS is permitted to conduct operational-investigative and intelligence activity as well as counter-intelligence in the execution of its duties. These operations are carried out by the FPS Intelligence Directorate. Also unlike the US counterparts, border guard detachments are equipped with integrated air and artillery support and organized along conventional military lines.

The FPS is heavily invested in trying to restrain the drug smuggling into Russia from the heroin producing areas of Afghanistan, Iran and Pakistan. The Russians are also highly concerned by the export of Islamic fundamentalism to the newly independent republics of the south.

In 1995, the FPS and the US Coast Guard signed a "memorandum of understanding" which included an agreement to interdict drugs on the high seas. These kind of cooperative agreements have not diffused Russian xenophobia and the FPS sees the expansion east of NATO as cause for strengthening the FPS's forces on its European borders.

Occupation Templates

FPS Border Trooper: Bayonet, Fist/Punch, Grapple, Kick, Listen, Rifle, Spot Hidden, Throw, + 2 of the following: Dog Handling, Drive Automobile, First Aid, Navigate, Ride, Track

FPS Maritime Officer: Electrical Repair, Electronics, Handgun, Law, Mechanical Repair, Navigate, Pilot Boat, Psychology, Spot Hidden, Swim.

FPS Maritime Seaman: Climb, Fist/Punch, Head Butt, Grapple, Jump, Kick, Rifle, Spot Hidden, Swim + one of the following: Artillery, Machine Gun, Mechanical Repair, Navigate Operate Heavy Machinery, Pilot Boat

FPS Pilot: Electrical Repair, Electronics, Listen, Mechanical Repair, Navigate, Parachute, Pilot Aircraft, Spot Hidden + one skill as personal specialty.

FPS Entry Control Officer: Fast Talk, Handgun, Law, Listen, Psychology, Spot Hidden + two other skills as personal specialties.

FPS Intelligence Directorate Officer: Drive Automobile, Fast Talk, Handgun, Law, Listen, Other Language, Persuade, Psychology, Spot Hidden, + any two of the following skills: Accounting, Computer Use, Electronics, Rifle

Sample Character

Starshiy serzhant (senior sergeant) Konstantin Kapitonov, age 26

Race: Caucasian/Russian

STR 16 CON 15 SIZ 11 INT 12 POW 10

DEX 13 APP 13 EDU 13 SAN 50 HP 13

Damage Bonus: +1D4

Education: FPS Border Troops Academy

Occupation: FPS Border Guard

Skills: Listen 68%, Navigate 43%, Ride 68%, Spot Hidden 63%, Throw 54%, Track 61%

Languages: Russian 68%

Attacks:

Bayonet 44%, 1D4+2+db

Fist/Punch 58%, 1D3+db

Grapple 48%, Special

Kick 42%, 1D6+db

Marakov 9mmM 41%, 1D10

AK-74 66%, 2D6

Russian Federation The Office of the President Federal Security Service (FSB)

(*Federal'naya Sluzhba Bezopasnosti*)

Date Founded: April 3, 1995 as Federal Security Service

Mission When Founded: To take over all military and civilian counterintelligence activities of the disbanded KGB.

Mission Today: The FSB has been granted wider duties investigate and prosecute criminal activities.

Jurisdiction: Anywhere within the Russian Republic, with limited authority to pursue investigations outside the national borders.

Headquarters: Lubyanka, Moscow

of Personnel: 75,000; 45,000 operative and 30,000 support staff

Annual Budget: Unknown

History/Profile: The Federal Security Service (FSB), like most of the services created by the breakup of the KGB, has been through several incarnations, each with its own "alphabet soup" title. The FSB was initially formed from the Second, Third, Fifth and Seventh Chief Directorates of the KGB, but at that time the new agency was known as the Security Ministry of Russian (MBR). The MBR was briefly merged with the MVD into a Ministry of Security and Internal Affairs, but the merger was deemed unconstitutional and so, in December of 1993, the MVD was cut loose and the MBR redesignated the Federal Counterintelligence Service. Then in April of 1995, it was finally redesignated the Federal Security Service.

The FSB is divided up into five main departments. The first is the Deputy Director's Office, which oversees the Investigations Directorate, the Directorate of Economic Counterintelligence and the Operational Reconnaissance Directorate. The Investigations Directorate is charged with combating government corruption, illegal trafficking in weapons and drugs, crimes impacting the national economy and organized crime. The Directorate for Economic Counterintelligence protects the former state-run commercial enterprise from espionage aimed at gaining economic advantage over Russian businesses and guards against important Russian scientists emigrating to foreign countries. The Operational Reconnaissance Directorate is the surveillance arm of the FSB and is made up of elements of the former 7th Chief Directorate of the KGB, which used to field as many as 3,000 operatives. Unlike the Soviet era, the FSB must actually seek the permission of a Russian judge before any wiretapping, electronic surveillance, clandestine burglary or mail interception can be initiated.

The FSB's Military Counterintelligence Directorate, which fields about 6,000 officers, descends directly from the KGB's 3rd Chief Directorate. The 3rd Chief Directorate filled the ranks of the Red Army with political officers, or *Zampolits*, to ensure "political reliability" and root out spies. While there are no longer political officers in the Russian military, the military is still not allowed to conduct its own counterintelligence. It's ranks are policed for spies by the FSB's Military Counterintelligence Directorate. While adherence to communist doctrine is no longer required, the Military Counterintelligence Directorate does monitor the political activities of the officer and men in the Russian military, in order to guard against any possible coup or mutiny. This directorate also works to ensure the security of Russia's nuclear stockpiles, combats corruption in the armed forces, and the illegal trafficking in arms. During the war in Chechnya, Military Counterintelligence secured the release of military personnel captured or taken hostage by the Chechen rebels.

Directorate "T," the Anti-terrorism Directorate, is the organ that encompasses the FSB's combat and operational counter-terrorist units. The premiere unit of this directorate is Spetsgruppa Alpha. Created in 1974 for counter-terrorist duties, Alpha's first deployment was during the Soviet invasion of Afghanistan where Alpha saw to the assassination of Afghanistan's president. However, during the 1991 coup against Gorbachev, Alpha helped tip the tide against the coup conspirators by refusing to storm the Russian parliament house and arrest Boris Yeltsin. In 1993, however, Alpha obeyed Yeltsin's order to storm the parliament house and arrest his political enemies. Alpha has been involved with the successful resolutions of several hostage situation, but it is most famous for the 1995 hostage rescue operation against Chechen rebels holding the Budennovsk hospital, which ended in an unmitigated disaster.

The Directorate of Records and Archives maintains the FSB's records. It not only keeps the FSB's personnel files, but also records of operations, data collected on Russian citizens, foreign intelligence services and other counter-intelligence targets.

And finally there is the Oblast Administration. The FSB maintains a tight vertical structure of federal control. The Oblasts are a former Soviet institution, a kind of independent region within the various republics. With the fall of communism these areas have exerted their rights to limited independence. The FSB Oblast administration ensures that the local organs of the FSB do not become subordinated to local interests.

The FSB has received the lions share of the Russian intelligence budget in recent years, presumably because the Russian leadership recognizes that the gravest threats to Russia will be internal threats to order and government authority. Critics of the security services, the military, and the government have found themselves under the scrutiny of the FSB. Russian and international environmental activists and researcher have become targets as well. The authority granted the FSB by President Yeltsin could backfire. Under the directorship of Mikhail Barsukov, the FSB became the instrument of its director's political ambitions, but this ended with his dismissal by President Yeltsin in June of 1996. Since that time, the leadership of the FSB has appeared relatively stable and politically reliable.

Occupation Templates

FSB Counter-Intelligence Agent: Drive Automobile, Fast Talk, Handgun, Law, Listen, Psychology, Spot Hidden, + any two of the following skills: Accounting, Computer Use, Electronics, Martial Arts, Other Language, Rifle

FSB Criminal Investigator: Accounting, Bargain, Fast Talk, Forensics, Handgun, Law, Listen, Persuade, Psychology, Spot Hidden, + one other skill as personal specialty.

FSB Alpha Group: Climb, Hide, Jump, Listen, Martial Arts, Rifle, Sneak, Spot Hidden, Throw + one of the following: First Aid, Handgun, Demolitions

Sample Character

Podpolkovnik (Lt. Col.) Grigori Rostovsky, age 42

Race: Caucasian/Russian

STR 12 CON 12 SIZ 12 INT 15 POW 12

DEX 13 APP 8 EDU 18 SAN 60 HP 12

Education: Leningrad State University, Ryazan Higher Airborne Command School

Occupation: Commanding Officer *Spetsgruppa Alfa*

Skills: Climb 83%, First Aide 62%, Hide 62%, Jump 47%, Listen 46%, Martial Arts 63%, Parachute 43%, Sneak 58%, Spot Hidden 74%,

Languages: Russian 90%

Attacks:

Fist/Punch 62%, 1D3

Grapple 48%, Special

Kick 51%, 1D6

Marakov 9mmM 61%, 1D10

AK-74 76%, 2D6

Russian Federation

The Office of the President

Federal Protective Service (FSO)

(*Federal'naya Sluzhba Okhrani*)

Date Founded: December 1991 and reorganized June 19, 1996

Mission When Founded: The protection of top Russian officials and the operation of the government's nuclear survival bunker system.

Mission Today: After two reorganizations, FSO's mandate has returned to its original mission.

Jurisdiction: Anywhere within the Russian Federation.

Headquarters: Block 14, The Kremlin, Moscow

of Personnel: 20,000

Annual Budget: Unknown

History/Profile: Along with the Presidential Security Service, the Federal Protective Service (FSO) assumed the duties of the KGB's Ninth Chief Directorate. Its duties are the protection of high ranking Russian officials, the Kremlin, and the Strategic Command, Control, Communications and Intelligence (C3I) system; the Russian's "Doomsday Government."

These bunkers are designed to preserve "continuity of leadership" in the event of a nuclear war, as well as preserve sufficient communications and intelligence capabilities to fight a protracted nuclear conflict. These bunkers were begun almost fifty years ago and construction and upgrades continue on them to this day. The General Staff's bunker is allegedly located near the town of Chekhov, just south of Moscow, while the President's Defense Council would be set up in a bunker under the nearby town of Sharapovo. Other survival bunkers include ones under Chaadayevka, 650 kilometers southeast of Moscow, Voronovo, 70 kilometers south of Moscow, and Lipetsk, several hundred kilometers south of Moscow.

The FSO maintains and operates the secret underground train system that connects key government facilities in the Moscow area. The secret train system also connects these facilities with the Strategic C3I bunkers outside Moscow. The FSO maintains and operates the redundant communications systems to link these bunker and the rest of the Russian defense and security forces. The FSO is also responsible for the Russian President's executive aircraft, known during the Soviet era as the 235th Air Squadron.

Some bunker complexes are the jurisdiction of the Ministry of Defense; such as the Strategic Missile Troop (RSVN) Command Post just outside Moscow and the RSVN Alternate Command Post built under Kosvinsky Mountain in the Urals. The status of the largest of these bunker complexes is in dispute. Yamantau Mountain in the Urals is an underground bunker complex the size of Washington D.C. inside the Beltway. It has variously been claimed to be a mining and ore-processing complex, a subterranean arms factory, an underground strategic stockpile, a leadership survival bunker, and a command center for waging nuclear war, linked to the "Dead Hand" automatic nuclear retaliatory system. It is unknown whether Yamantau Mountain is run by the Ministry of Defense, the FSO or as a joint facility.

In 1996, the FSO and the Presidential Protective Service (PSB) were briefly merged into a new "super-agency," the Main Administration for the Protection of the Russian Federation, or GUO (Glavnoye Upravleniye Okhrani), due to the political maneuvering of PSB chief Major General Alexander Korzhakov (See PSB template for details). Despite the separation of the GUO into the FSO and PSB diluted some of these agencies' powers, but certainly not all. The FSO still has no fewer rights and capabilities than the Federal Security Service and the Ministry of Internal Affairs. The FSO is still permitted to conduct warrantless surveillance and searches, as well as monitoring telegraph, telephone and other communications. It also conducts intelligence and counter-intelligence activities related to the protection of high ranking Russian officials and the Russian Strategic C3I Facilities.

Occupation Templates

FSO Operative: Drive Automobile, Handgun, Fast Talk, First Aid, Listen, Psychology, Spot Hidden + any two of the following skills: Dodge (may be used to block), Martial Arts, Rifle, Submachine Gun.

FSO Kremlin Guard: Bayonet, Fist/Punch, Grapple, Kick, First Aid, Listen, Psychology, Rifle, Spot Hidden, Throw.

235th Air Squadron Crew member: Electrical Repair, Electronics, Listen, Mechanical Repair, Navigate, Parachute, Pilot Aircraft, Spot Hidden + one skill as personal specialty.

Sample Character

Armevets (Private) Georgi Gouzenko, age 19

Race: Caucasian/Cossack

STR 14 CON 17 SIZ 17 INT 11 POW 12

DEX 13 APP 13 EDU 13 SAN 60 HP 13

Damage Bonus: +104

Education: Royal Cossack Cadet Academy, Novocheerkassk

Occupation: Kremlin Honor Guard

Skills: First Aid 33%, Listen 51%, Military Science 29%, Psychology 26%,

Ride 76%, Spot Hidden 68%, Throw 45%

Languages: Russian 68%

Attacks:

Bayonet 43%, 104+2+db

Cavalry Saber 57%, 108+1+db

Fist/Punch 54%, 103+db

Grapple 52%, Special,

Kick 54%, 106+db

AK-74 53%, 2D6

Russian Federation The Office of the President Presidential Security Service (PSB)

(*Prezidentskaya Sluzhba Bezopasnosti*)

Date Founded: December 17, 1993

Mission When Founded: The physical protection of the President of the Russian Federation

Mission Today: After some serious reorganization, its mission is unchanged

Jurisdiction: The physical security of the Russian Federation President, wherever he may be. The PSB works in conjunction with foreign security services when the Russian President travels abroad.

Headquarters: Kremlin, Moscow

of Personnel: 850 (some accounts place the number at 1500)

Annual Budget: Unknown

History/Profile: The Presidential Security Service (PSB) was formerly an element of the Ninth Chief Directorate of the KGB. Its original duties were the physical protection of the Russian Federation President

The PSB has had an extremely tumultuous history, having been the pawn of political maneuverings inside the Kremlin of its one-time chief Major General Alexander Korzhakov. Korzhakov was a long time friend and bodyguard of Russian President Boris Yeltsin, and was placed in charge of the PSB because of Yeltsin's desire to have a politically reliable intelligence service at his disposal.

The PSB was initially created by an unpublished Presidential decree. In May of 1996, the Duma, the Russian parliament reorganized both the PSB and the Federal Protective Service (FSO) into a new "super-agency," the Main Administration for the Protection of the Russian Federation, or GUO (Glavnoye Upravlenie Okhrani). The Duma granted the GUO nearly unlimited authority including the right to collect files Russian citizens, conduct counter-intelligence, powers of arrest, the power to conduct warrantless searches and surveillance, fight crime, and, oddly, design weapon systems. The GUO assumed the duties of the FSO, and thus the duties of protecting the president and the system of leadership survival bunkers. GUO also took over some of FAPSI's duties, particularly the control of all communications systems linking the Russian President to the rest of the government. The one power the GUO didn't have was the authority to engage in economic activity.

Korzhakov used the PSB and later the GUO to harass, spy on and arrest political enemies. Korzhakov was also extremely interested in absorbing FAPSI into his GUO. On June 20, 1996 Korzhakov and his brother-in-law Mikhail Barsukov (the chief of the FSB) were dismissed following their attempts to suspend the upcoming presidential elections, overturn the Yeltsin government's attempts at market reforms and the withdrawal of troops from Chechnya. The GUO was dissolved and the PSB was absorbed into the FSO and then returned to independent status, although subordinate to the FSO.

The PSB is no longer directly subordinate to the Office of the President. It no longer has the authority to gather information for the purpose of ensuring the security of the President or, as was more often the case, collect compromising information on the President's political rivals. It no longer has the right to use the data bases of the presidential staff or other government agencies. It is no longer a separate legal entity with its own bank accounts, stamps and logo and it cannot own real estate on the territory of the Russian Federation.

Occupation Templates

PSB Officer: Drive Automobile, Handgun, Fast Talk, First Aid, Listen, Psychology, Spot Hidden + any two of the following skills: Dodge (may be used to block), Martial Arts, Rifle, Submachine Gun.

Sample Character

Starshina (Sergeant) Igor Bibikov, age 33

Race: Caucasian/Russian

STR 15 CON 15 SIZ 15 INT 16 POW 9

DEX 16 APP 12 EDU 18 SAN 45 HP 15

Damage Bonus: +1D4

Education: Rostov State University, PSB Training Academy

Occupation: Member of Presidential Security Staff, Kremlin

Skills: Climb 67%, Drive Automobile 57%, Fast Talk 27%, First Aid 51%, Jump 46%, Listen 52%, Pilot Boat 38%, Psychology 23%, Spot Hidden 77%, Dodge (may be used to block) 62%, Martial Arts 49%, Throw 59%

Languages: Russian 90%

Attacks:

Fist/Punch 56%, 1D3+db

Grapple 47%, Special

Kick 42%, 1D6+db

Stetchkin Machine Pistol 64%, 1D10

AK-74 47%, 2D6

AKSU-74 Submachinegun 49%, 2D6

Russian Federation

The Office of the President

Foreign Intelligence Service (SVR)

(*Sluzhba Vneshney Razvedki*)

Date Founded: December 1991

Mission When Founded: To take over all foreign intelligence collection activities of the disbanded KGB

Mission Today: Collection of political, economic, scientific/technical and ecological intelligence. SVR also conducts covert operations abroad.

Jurisdiction: Intelligence operations outside the Russian Republic

Headquarters: No. 2 Dzerzhinsky Square, Moscow, Russia

of Personnel: Unknown (see below)

Annual Budget: Unknown

History/Profile: The Foreign Intelligence Service was created after a reorganizing of the *Centralnaya Sluzhba Razvedki*, or Central Intelligence Service, which in turn had taken over from the Committee for State Security (KGB) in October 1991. The SVR basically incorporates all the previous functions of the KGB's First Chief Directorate. Its collects intelligence around the world and produces intelligence reports and assessments for the Russian Federation President, the Federal Assembly and the government. It also is tasked with promoting Russian policy in the sphere of security and provide support for Russia's economic, scientific, and technical progress. To fulfill that mission the SVR engages in economic intelligence, stealing business and technical intelligence to aid Russian business firms.

The SVR has been severely downsized from the time it was the First Chief Directorate. According to Russian sources, their staff was cut by 40% between 1991 and 1994, and 30 overseas stations were closed. However, the Russians have not provided any hard numbers. It does suggest that a great many former personnel have been dumped on the job market.

The First Chief Directorate was divided into three Directorates and three Services. It is quite likely that the SVR has maintained this internal organization.

Directorate S oversees the networks of illegal agents, that is, Russian intelligence officers who are operating overseas without the benefit of diplomatic cover or diplomatic immunity. This kind of work is considered extremely dangerous and Directorate S is considered an elite service. Directorate T is responsible for the collection of scientific and technical intelligence. They often compete with the GRU which has also specialized in scientific and technical espionage. Directorate K is the "Mole Department." It carries out the infiltration of foreign intelligence and security services. During the Soviet era, this directorate also conducted surveillance on Soviet citizens living abroad, including defectors. Service I is the intelligence analysis division. Service A is responsible for planning and implementing the SVR's "Active Measures." Active Measures is the Russian euphemism for covert operations. Service R evaluates the SVR's operations. The SVR is further subdivided into eleven geographic areas for overseeing operations around the world. SVR candidates attend the Foreign Intelligence Academy, their main training facility for intelligence officers.

The SVR's primary organizational shortcoming is that it is still constricted by Soviet-era compartmentalization. There is very limited lateral intelligence sharing with other agencies. This often results in important intelligence having to travel all the way up the chain of command to the executive office before filtering back down to the other ministries and departments that need it.

Despite the end of the Cold War and the thaw in US-Russian relations, the SVR still sees the security threat to Russia as coming from the West. The expansion of NATO into Eastern Europe is seen as an encroaching US world hegemony. Therefore, the West remains the primary intelligence target. Despite this, there has been an unprecedented level of cooperation and intelligence sharing between the SVR and intelligence services in the West. This cooperation primarily deals with counter-terrorism, organized crime, drug trafficking, money laundering and the proliferation of weapons of mass destruction. The SVR has even been party to an intelligence cooperation agreement with the People's Republic of China, which restores a link that had been cut since 1959.

Occupation Templates

Foreign Intelligence Officer: Conceal, Credit Rating, Fast Talk, Handgun, Locksmith, Other Language, Psychology, Spot Hidden + any three of the following skills: Bargain, Hide, Listen, Martial Arts, Persuade, Photography, Sneak.

SVR "Illegal": Conceal, Credit Rating, Fast Talk, Handgun, Locksmith, Other Language, Psychology, Spot Hidden + any four of the following skills: Bargain, Hide, Listen, Martial Arts, Persuade, Photography, Sneak.

Intelligence Analyst: Computer Use, Library Use, Persuade, Spot Hidden, + any three of the following: Accounting, Anthropology, Architecture, Chemistry, Electronics, History, Law, Listen, Other language, Physics, Psychology, + one other skill as personal specialty.

Sample Character

Major Sergei Yegrov, age 45

Race: Russian/Caucasian

STR 11 CON 12 SIZ 15 INT 16 POW 17

DEX 13 APP 15 EDU 19 SAN 85 HP 14

Damage Bonus: +1D4

Education: Moscow State University, MA Political Theory

Occupation: SVR "Illegal," cover identity "Victor Mizin", Ukrainian dissident and political refugee

Skills: Bargain 46%, Conceal 50%, Drive Auto 31%, Fast Talk 47%, Hide 46%, Listen 30%, Locksmith 54%, Martial Arts 44%, Persuade 56%, Photography 41%, Psychology 78%, Sneak, 41%, Spot Hidden 67%

Languages: Russian 90%, English 60%, Ukrainian 60%

Attacks: Handgun 25% (does not carry a pistol as part of cover)

Russian Federation Ministry of Defense

Chief Intelligence Directorate of the General Staff (GRU)

(*Glavnoye Razvedyvatelnoye Upravlenie*)

Date Founded: October 21, 1918

Mission When Founded: To act as a central collection, collation and analysis point for all the tactical and operational intelligence collected by the front-line Red Army intelligence organs.

Mission Today: The GRU gathers intelligence related to military capabilities, policy and technology of foreign countries.

Jurisdiction: The GRU operates directly outside the Russian Federation. Special Presidential decrees permitted the GRU to operate within Chechnya. The GRU also conducts "territorial intelligence" within the Russian Federation by using the military intelligence organs of the military districts and fleets.

Headquarters: Khodinka Airfield, near Moscow; known as "The Aquarium"

of Personnel: Prior to the breakup of the USSR, more than 100,000

Annual Budget: Unknown

History/Profile: (For history prior to the collapse of the USSR, see p. 60)

The GRU acts as the central organ of military intelligence within the Russian General Staff as well as the Ministry of Defense's foreign intelligence agency. The GRU gathers HUMINT through military attaches and foreign intelligence officer, operating under diplomatic cover and as illegals. It also collects SIGINT in conjunction with FAPSI and satellite and aircraft reconnaissance.

The GRU is organized into Directorates, Directions and Sections each of which is responsible for various aspects of procuring and processing intelligence, as well as support activities. The First Directorate is responsible for intelligence collection in European countries using its networks of intelligence officers and foreign agents. The Second Directorate is responsible for operational intelligence in the Western Hemisphere. The Third Directorate oversees operations in Asia, while the Fourth Directorate is responsible for Africa and the Middle East. The Fifth Directorate manages the military intelligence assets of the fleets and fronts within Russia's Military Districts. Through this loop-hole, the GRU actually conducts intelligence activities within the borders of the Russian Federation.

The Sixth Directorate is responsible for electronic intelligence collection. It operates listening posts from Russian embassies, SIGINT and ELINT collection regiments of the Russian military, spy ships and listening posts in friendly host countries. Two of its largest facilities are at Cam Ranh Bay in Vietnam and Lourdes, Cuba. The GRU conducts much of this activity in cooperation with FAPSI.

Analysis is conducted by the Seventh through Twelfth Directorates. The Seventh Directorate covers analysis of NATO members. The Eighth Directorate conducts studies of other countries. The Ninth Directorate specializes in analysis of foreign military technology. The Tenth Directorate covers military economics, including foreign military production and arms sales. The Eleventh Directorate is concerned with strategic nuclear issues, such as assessments of foreign capabilities, preparedness and intentions. The Twelfth Directorate is a bit of a mystery. The scope of its duties remains largely obscure.

The Space Intelligence Directorate is responsible for the development, manufacture, launch, and operation of space-based intelligence collection systems. Its headquarters is at a facility in Votutinki, 50 Kilometers south-west of Moscow, but the directorate also operates its own launch facilities, several research institutes and supporting ground mission stations.

Fleet Intelligence is divided into directorates covering the four Russian Fleets (Northern, Pacific, Black Sea, and Baltic) as well as the Fleet Space Intelligence Directorate which is responsible for space-based ocean surveillance operations and works with the Space Intelligence Directorate.

Other important departments include the Operational Technical Directorate, which designs new intelligence collection systems; the First GRU Department which is responsible for forging foreign documents in support of intelligence operations; the Eighth GRU Department which ensures internal GRU COMSEC; and the Archives Department, which maintains the GRU's records on its own activities and its targets.

The GRU also has jurisdiction over the *Chasti Spetsial'nogo Naznacheniya*, or Spetsnaz units, of the Russian Army. These units are akin to American special forces, but with a focus on sabotage and disruption.

Their primary mission is to operate behind enemy lines during wartime and cause as much damage as possible to the enemies command, control and communications structure. This means assassinating officers, sabotaging communications and destroying logistical links. These days, the Spetsnaz forces are more likely to find themselves assigned to peacekeeping duties in the areas of Russia currently rife with ethnic conflict. The 16th Spetsnaz Brigade serves as the guard force at GRU headquarters.

Immediately following the dissolution of the USSR, the GRU became the principal intelligence agency of first the Commonwealth of Independent States and later the Russian Federation. Despite manpower reductions, the GRU reportedly has greater foreign collections resources than the SVR. Generally speaking, the GRU has managed to stay apolitical, keeping itself from becoming the political weapon of one faction or another, unlike agencies like FAPSI, the FSB, and the PSB. Institutionally speaking, the GRU is quite pleased to see the breakup of the KGB. After nearly eighty years of conflict with the "Chekists," the GRU now finds itself in the superior position. Conflicts do occur. For example the GRU and the FSB ended up supporting conflicting factions in the civil war in Abkhazia. Despite the budgetary and organizational problems facing the rest of the military, the GRU has remained the most cohesive, efficient, and professional intelligence service in the Russian Federation.

Occupation Templates

GRU "Illegal": Conceal, Fast Talk, Handgun, Other Language, Listen, Spot Hidden + any three of the following skills: Bargain, Hide, Locksmith, Martial Arts, Persuade, Photography, Psychology, Sneak.

GRU Case Officer: Fast Talk, Handgun, Listen, Other Language, Psychology, Spot Hidden + any three of the following skills: Bargain, Conceal, Hide, Locksmith, Martial Arts, Persuade, Photography, Sneak.

GRU Interrogation Specialist: Anthropology, Credit Rating, Fast Talk, First Aid, Medicine, Other Language, Persuade, Pharmacy, Psychology, Psychoanalysis.

GRU Intelligence Analyst: Computer Use, Library Use, Persuade, Spot Hidden, + any three of the following skills: Accounting, Anthropology, Architecture, Chemistry, Electronics, History, Listen, Other language, Physics, Psychology, + one other skill as personal specialty.

GRU Military Attaché: Accounting, Credit Rating, History, Navigate, Other Language, Persuade, Psychology, Handgun or Rifle.

GRU Space Intelligence Systems Operator: Computer Use, Electrical Repair, Electronics, Listen, Mechanical Repair, Physics, Spot Hidden + one other skills as personal specialties.

GRU Space Intelligence Staff Officer: Astronomy, Computer Use, Electronics, History, Persuade, Physics, Psychology, Spot Hidden.

Spetsnaz Anti VIP Platoon: Hide, Listen, Martial Arts, Navigate, Parachute, Sneak, Spot Hidden, Swim + any three of the following skills: Commando Knife, Conceal, Demolitions, First Aid, Handgun, Rifle, Scuba Dive, Submachine Gun, Throw.

Naval Spetsnaz: Demolitions, Listen, Navigate, Pilo Mini-Sub, Parachute, Rifle, Scuba Dive, Spot Hidden, Swim + any two of the following skills: Commando Knife, Electrical Repair, Electronics, First Aid, Martial Arts, Mechanical Repair.

Army Spetsnaz: Climb, Hide, Listen, Martial Arts, Navigate, Other Language, Parachute, Rifle, Sneak, Spot Hidden, Throw + two of the following skills: Commando Knife, Conceal, Demolitions, First Aid, Handgun, Machine-gun, Submachine gun

Sample Character

Polkovnik (Colonel) Petr Golovanov, age 54

Race: Caucasian/Russian

STR 10 CON 11 SIZ 13 INT 18 POW 14

DEX 9 APP 8 EDU 21 SAN 70 HP 12

Education: Ryazan Higher Airborne Command School, Moscow State Univ.

Occupation: Russian Military Attaché and GRU Officer

Skills: Accounting 57%, Bargain 66%, Credit Rating 43%, Drive Automobile 29%, History 38%, Listen 51%, Military Science 49%, Navigate 34%, Persuade 67%, Psychology 31%, Spot Hidden 52%

Languages: Russian 99%, English 62%, German 57%, French 57%

Attacks:

Marakov 9mmM 42%, 1D10

AK-74 58%, 2D6

Russian Federation Ministry of Defense

12th Main Directorate of the Ministry of Defense (12th GUMO)

(*Glavnoye Upravleniye Ministerstvo Oborony*)

Date Founded: 1949

Mission When Founded: To provide central direction for testing, stockpiling and operating nuclear weapons.

Mission Today: The added responsibility of dismantling nuclear weapons

Jurisdiction: Anywhere the Russian Federation has nuclear weapons deployed

Headquarters: Ministry of Defense, Moscow

of Personnel: Unknown

Annual Budget: Unknown

History/Profile: The 12th Main Directorate of the Ministry of Defense (12th GUMO) is the agency responsible for the Russian military's nuclear munitions. It is similar to the US Defense Nuclear Agency. Military research and scientific organizations engaged in nuclear testing are subordinate to the 12th GUMO. It has exclusive control over the operations of military units engaged in the deployment and operation of nuclear weapons. The 12th GUMO operates and maintains the security of large nuclear munitions depots holding tactical, theater and strategic nuclear weapons. The 12th GUMO transports nuclear munitions to the services which will deploy them. Special transportation units and special security troops are deployed to ensure the security of these munitions in transit.

Following the breakup of the USSR, the 12th GUMO withdrew the former USSR's nuclear arsenal from the non-Russian areas of the former Soviet Union. Most of these weapons were dismantled and once again this duty fell to the men of the 12th GUMO. They then guard the fissionable materials and transport them to the Ministry for Atomic Energy (Minatom) where they are put to civilian purposes.

Minatom took over the duties of the Soviet-era Ministry of Atomic Power and Industry in January of 1992. It is the civilian counterpart of 12th GUMO. Minatom oversees nuclear research and design facilities, including those run by the Ministry of Defense, and is in charge of converting military facilities to civilian use. Through the *Gosatomnadzor* (GAN), or State Committee for Nuclear and Radiation Safety, Minatom is responsible for regulatory oversight of Russia's civilian nuclear power plants. Minatom's biggest problem at the moment is finding storage facilities for all the fissionable materials being freed up by 12th GUMO's dismantling of nuclear munitions.

During the Soviet era the system for the protection of nuclear munitions was generally considered extremely reliable. Since the fall of the USSR, disturbing information has surfaced concerning the security of Russia's nuclear munitions. General Alexander Lebed, one-time security advisor to the Yeltsin government, has made it known that before he was dismissed his personal audit of the supply of brief-case-sized man-portable nuclear weapons was only able to account for 30% of these weapons. Other revelations indicate that the 12th GUMO's system of accounting for the larger tactical, theater and strategic weapons is wholly inadequate.

Occupation Templates

Nuclear Safety/Security Specialist: Accounting, Computer Use, Electrical Repair, Fast Talk, Medicine, Mechanical Repair, Persuade, Physics, Psychology, Spot Hidden.

Special Transport Unit: Club, Fist/Punch, Grapple, Kick, Handgun, Hide, Listen, Rifle, Sneak, Spot Hidden, Throw and two of the following skills: Air/Sea Navigation, Drive Truck, Electrical Repair, Mechanical Repair, Navigate, Pilot Boat, Pilot Aircraft

Sample Character

Starshiy Leytenant (1st Lt.) Alexandra Fincko, age 30

Race: Caucasian/Russian

STR 11 CON 18 SIZ 11 INT 17 POW 14

DEX 14 APP 15 EDU 15 SAN 70 HP 15

Education: Moscow Physics and Engineering Institute

Occupation: 12th GUMO Nuclear Safety/Security Inspector

Skills: Accounting 71%, Computer Use 33%, Drive Auto 42%, Electrical Repair 47%, Fast Talk 57%, Medicine 38%, Mechanical Repair 48%, Persuade 57%, Physics 31%, Psychology 73%, Spot Hidden 78%, Swim 47%

Languages: Russian 75%

Attacks: None

Russian Federation Ministry of Defense

The System (formerly Biopreparat)

Date Founded: 1973 as State Concern Biopreparat, under the Ministry of Health

Mission When Founded: Conduct biological weapons research and production under cover of operating a civilian pharmaceutical and vaccine company

Mission Today: Biopreparat no longer conducts bioweapons research, although it still conducts research on vaccines and other therapies. "The System" has been taken over by the Ministry of Defense and continues its bioweapons research and production

Jurisdiction: The System has no executive power, but has sent expeditions around the world to gather new pathogens for analysis and testing. **Headquarters:** Moscow, with facilities scattered across 47 research, production and test sites across the former USSR. Since 1992, many sites have been decommissioned.

of Personnel: 40,000 estimated, including 9,000 scientists, 2,000 of whom were experts on deadly pathogens. More than half have left government service following the break-up of the USSR.

Annual Budget: Unknown

History/Profile: Almost immediately following the USSR's signing of the Biological and Toxin Weapons Convention in 1972, the treaty that banned research and development of biological weapons, the USSR launched the world's largest biological weapons program. Known to those who worked for it as "The System," its linchpin was the "civilian" pharmaceutical company Biopreparat, which served as cover for tens of thousands of workers engaged at dozens of facilities across the USSR. About half the staff worked on finding cures for these pathogens while the other half labored to "weaponize" existing pathogens. To weaponize means to make the pathogens more lethal, more resistant to treatment or vaccination, and better able to survive delivery to a target. The scientists who worked for The System have more experience in the field of bioweapons than any other group on the planet.

Among the facilities used by The System were the Omutninsk Bioweapons production plant outside Kirov, Vector, a huge research and production facility specializing in genetic engineering, located in the forests outside of Novosibirsk, and the State Research Center for Applied Microbiology at Obolensk. There was also an island in the Aral Sea used for open air weapons testing on animals and, so it is rumored, humans. This bioweapons testing ground bears the horrific name "Rebirth Island."

The bioweapons in the Soviet arsenal included weaponized versions of Anthrax, Smallpox and the Pneumonic Plague, the infamous "Black Death." Other pathogens were developed, but never fully entered the Soviet arsenal. Among these were the incredibly lethal Marburg Variant U. Only five microscopic particles of Variant U are required to cause a monkey to bleed out and die, whereas it takes eight thousand spores lodged in the victim's lungs to ensure a fatality using weapons-grade anthrax. It is rumored that these scientists perfected gene splicing techniques to link smallpox, one of the most communicable virus known, with the lethality of strains like Ebola and Venezuelan Equine Encephalitis. The System also developed delivery systems for its bioweapons, ranging from bio-toxin warheads for ICBMs to small virus-bombs designed to be covertly detonated in airports, thus allowing the pathogens to be spread to hundreds of destinations in a relatively short period of time. Far less is known about Biopreparat's successes with vaccines and various forms of bio-warfare defense.

The program was not without risks. In April of 1979, sixty eight people and hundreds of animals died when a sample of weaponized anthrax leaked from a bio-weapons production facility in the city of Sverdlovsk, known today by its pre-Revolutionary name, Ekaterinburg. Also, Marburg Variant U is named for Dr. Nikolai Ustinov, a bio-weapons scientist accidentally infected and killed by the virus in 1988. Dr. Ustinov is alleged to have spent his last days writing down and later recording every symptom as he slowly hemorrhaged to death.

On January 29, 1992, Russian President Boris Yeltsin reaffirmed its commitment to the Biological and Toxin Weapons Convention and issued decrees banning further biological weapons development. Biopreparat was privatized and now operates as pharmaceutical company, making everything from facial cream to vodka. However, "the System," which Biopreparat was only a part of, still survives. The Russian bioweapons program continues to function, hidden away inside the Ministry of Defense. One of the largest military bioweapons facilities is located in Sergiyev Posad, an old town about thirty miles northeast of Moscow. Other facilities exist, including in the city of Kirov. The Vector facility near Novosibirsk is supposed to be in the process of being converted to civilian use, but there are some areas of the facility which inspectors are not allowed to see. And, of course, Rebirth Island in the Republic of Kazakhstan is off limits, still brimming with deadly pathogens.

Hundreds, if not thousands, of former Soviet scientists have been unemployed since the end of Russia's bioweapons program. Many have sought employment in the secret and highly illegal bioweapons programs of other nations. India, Pakistan, the People's Republic of China, Israel, and Iraq are widely believed to be conducting research using former Biopreparat scientists.

Occupation Templates

BioWeapons Researcher: Biology, Chemistry, Computer Use, Credit Rating, First Aid, Library Use, Medicine, Natural History, Pharmacy.

Bio-Weapons Field Investigator: Biology, Climb, Dodge, First Aid, Jump, Medicine, Navigate, Natural History, Other Language, Persuade, Photography, Psychology, Ride, Swim, Track.

Sample Character

Kapitan (Captain) Doctor Eugenia Vartanyan, age 36

Race: Tartar

STR 12 CON 11 SIZ 13 INT 16 POW 14

DEX 16 APP 13 EDU 21 SAN 70 HP

Education: PHD Epidemiology, Military Medical College, Tomsk

Occupation: New Pathogen Acquisition for Sergiyev Posad bioweapons research facility

Skills: Biology 73%, Climb 62%, Dodge 43%, First Aid 59%, Jump 46%, Medicine 74%, Navigate 62%, Natural History 71%, Persuade 33%, Photography 42%, Psychology 31%, Ride 31%, Swim 47%, Track 29%

Languages: Russian 99%, Tartar 99%, Spanish 43%, Swahili 39%

Attacks: None

Russian Federation

Ministry of Internal Affairs

Ministry of Internal Affairs (MVD)

(Ministertvo Vnutrennikh Del)

Date Founded: March 1954

Mission When Founded: Maintain the Internal Security of the USSR

Mission Today: Maintain the Internal Security of the Russian Federation

Jurisdiction: Anywhere within the Russian Federation

Headquarters: Moscow

of Personnel: officially 240,000. Some estimates place the number at more than twice that.

Annual Budget: Unknown, but see below

History/Profile: Although a Ministry of Internal Affairs existed as early as March 16, 1946, the MVD did not assume its current incarnation until March of 1954 when the monolithic state security apparatus of the Stalinist era was broken in two sections, the KGB and the MVD. The MVD was only to be concerned with the internal security of the USSR. Its duties covered such wide-ranging activities as investigating certain types of crimes, apprehension of criminals, maintaining public order, managing the prisons and the labor camps, supervising paroled prisoners, fire fighting, and traffic control. As of 1988, the MVD no longer supervises the now defunct internal passport system and does not administer the special psychiatric hospitals used to treat "mentally-disturbed" dissidents and other opponents of the government.

Today, the MVD still acts as the national police for the Russian Federation. Its Criminal Investigation Directorate investigates crimes, while its Maintenance of Public Order Directorate puts uniformed police (or militia) on the streets to maintain public order. Often this amounts to removing drunks and vagrants from public view. Since the upsurge in organized crime violence in Russia, the MVD has been often unable and sometimes unwilling to bring the guilty parties to justice. The law enforcement situation in Russia is quite comparable to that of Chicago in the 1920s, except on a national scale. The MVD is often economically linked to Organziatia operations and in some cases, they are the Organziatia.

The largest commitment of MVD resources is the Internal Security Troops. Their numbers are estimated at over 100,000. These are MVD formations organized along military lines with their own armor, air support and artillery. They do not have a sufficient infrastructure to fight the Russian Federation. Their mission is the suppression of internal unrest. It was these troops which have fought in places like Chechnya and Northern Ossetia. The Internal Security Troops also protect important state facilities, most notably railroads, ports facilities and airports, and guard the prisons and forced labor institutions. These troops guard and administer 743 correctional labor institutions, 168 pretrial detention centers, 13 federal prisons and 60 educational labor colonies for juveniles.

The MVD fields Detachments of Special Designation, or OMON, but more commonly recognized as the "Black Berets." In 1991, their numbers were estimated at 9,000, while a year later that estimate had dropped to 5,500. They are equipped as SWAT teams or light infantry. These are the MVDs elites and they developed a lasting reputation for brutality during the uprisings in the Baltics prior to the break-up of the USSR. OMON units are supposed to deal with terrorist incidents, drug eradication, and even riot control. Former and serving members have been implicated in Organziatia-related assassinations.

The MVD also has at its disposal the Special Purpose Company, or RSN. The RSN was originally developed for counter-terrorist and hostage-rescue activities. The RSN adopted a maroon beret to distinguish themselves from other MVD formations. The Special Purpose "Company" grew to battalion size during the Gorbachev era and expanded its duties to include riot control and internal peacekeeping. It has seen action in Chechnya, Georgia and Azerbaijan.

Finally there are the *Fakel*, or "Torch," Detachments. These MVD units were created in 1991 to be subordinate to the MVD's gulag and prison administration. They are responsible for the suppression of prison riots and uprisings, rescuing hostages taken by prisoners, and the transportation of high risk or high visibility prisoners. Some 82 of these *Fakel* Detachments have been created.

Since the fall of the USSR, the MVD has been strengthened in certain respects. Internal Security Troop formations have been strengthened, perhaps in anticipation of civil unrest in the face of economic disaster. However, other areas, such as the MVD's vast system of prisons are grossly underfunded. In 1994, the MVD only received 87% of its budget. By its own estimates it could only provide prisoners with 60-70 of their daily food rations and only 15-20% of their medical care. Consequently prisoners have to rely on family and outside connections for their basic nutritional and health care needs. During 1996, 3,000 prisoners died while held in solitary confinement while another 9,000 died in the general population.

Occupation Templates

Criminal Investigator: Bargain, Drive Automobile, Fast Talk, Forensics, Handgun, Law, Listen, Persuade, Psychology, Spot Hidden, Track

Militia Officer: Bargain, Club, Drive Automobile, Handgun, Fist/Punch, Grapple, Kick, Law, Rifle, Spot Hidden

Prison Guard: Bargain, Club, Fast Talk, Fist/Punch, Grapple, Kick, Psychology, Rifle, Spot Hidden + 1 specialty skill such as Dog Handling, Drive Auto, Machine gun, Ride, Track

Internal Security Trooper: Bayonet, Club, Fist/Punch, Grapple, Kick, Knife, Rifle, Throw + 1 military specialty such as Artillery, Drive Armored Vehicle, Electrical Repair, Mechanical Repair, First Aid, etc.)

OMON Trooper: Climb, Club, Fist/Punch, Grapple, Kick, Handgun, Hide, Jump, Law, Listen, Rifle, Sneak, Spot Hidden, Throw

RSN Trooper: Climb, Demolitions, Fist/Punch, Grapple, Kick, Hide, Jump, Listen, Martial Arts, Rifle, Sneak, Spot Hidden, Throw

Fakel Trooper: Climb, Club, Fist/Punch, Grapple, Kick, Hide, Jump, Listen, Martial Arts, Rifle, Sneak, Spot Hidden, Throw

Sample Character

Podpolkovnik (Lt. Colonel) Yuri Chetveriov, age 52

Race: Caucasian/Russian

STR 15 CON 13 SIZ 17 INT 13 POW 16

DEX 12 APP 11 EDU 19 SAN 80 HP 15

Damage Bonus: +1D6

Education: State University Rostov-on-Don

Occupation: Warden, Correctional Camp #93, South of Omsk

Skills: Accounting 52%, Bargain 46%, Fast Talk 47%, Navigate 31%, Psychology 57%, Ride 37%, Spot Hidden 73%, Track 43%

Languages: Russian 95%

Attacks:

Club 78%, 106+ db

Fist/Punch 78%, 103+db

Grapple 52%, Special

Kick 58%, 106+db

AK-74 54%, 2106

Republic of South Africa

National Intelligence Agency

Date Founded: 1 January 1995

Mission When Founded: To replace the National Intelligence Service and the "homeland" services of Transkei, Bophuthatswana, and Venda and the services of the African National Congress and Pan African Congress as the single domestic intelligence service for "security intelligence within the borders of the Republic of South Africa in order to protect the Constitution".

Mission Today: Counter-intelligence and counter-terrorism operations domestically, acting alongside the South African Police Service to detect, deter and prevent terrorism, counter-insurgency, foreign espionage, and other activities which could undermine the state.

Jurisdiction: Anywhere within the borders of the Republic of South Africa.

Headquarters: Pretoria, South Africa

of Personnel: Estimated at 4,000

Annual Budget: 1995 budget, initially reported as R283 million (approximately US\$70 million), was increased by parliament in 1995 to R400 million (US\$100 million) for the NIA.

History/Profile: The intelligence services of South Africa have long been at the forefront of both politics and change in the country. Military and police intelligence had been very influential on government policy and in the implementation of such in the worst days of the apartheid regime, while the civilian National Intelligence Service (NIS) was used in the late 1980s as the instrument for the first tentative contacts between the government and the ANC. The NIS had been marginalised under State President Botha during the 1970s and '80s while military intelligence was raised to the level of policy-maker. The civilian service rose to prominence under de Klerk, who reigned in both military intelligence and the police security branch, allowing the NIS to carry out its mandate to be the sole provider of national intelligence estimates to the government. This was especially true after the un-banning of the ANC/MK, the SA Communist Party (SACP), and the PAC/APLA in 1990.

All the Security services in South Africa were reorganized during the process of change to a fully democratic society. The concept of national intelligence was laid out as being information gathered, collated, disseminated and evaluated pertaining to the security of the state. To fulfill this requirement, "the intelligence services are required to act in the interests of the country as a whole. In this respect, intelligence should enhance national security, and protect and promote the interests of the state and the well-being of its citizens."

The National Intelligence Service was disbanded on 1 January 1995; in its place was established, under section 3(1) of the Intelligence Services Act, the National Intelligence Agency (NIA). It comprises those former members of the NIS, ANC-DIS, the Pan-Africanist Security Service, the Transkei Intelligence Service, the Bophuthatswana Internal Intelligence Service, the Venda National Intelligence Service, and any other members of any intelligence service either attached to a political organization or operating in the independent homelands or self-governing territories. Although the new agency includes members from all of these services, a percentage of these former members also become members of the new South African Police Service.

While many would have thought that the NIS should have been disbanded due to its links with the old order, many in the ANC argued for its retention due to a number of factors, the most important being the NIS' contribution to the compromises which led to the settlement between the government and the ANC, which evidenced a considered change in attitude within this, one of the most entrenched agencies of the apartheid era. The NIS possessed assets and capabilities that the ANC would not want to lose, including sources, information on both the white right wing and extremists in black parties such as Inkatha, technological capabilities, and greater professional training than those in the ANC. Also, while it was not stated openly, the NIS also possessed information of great interest to the ANC: information on the ANC itself, its leaders and cadres, which it accrued through the placement of 'moles' and other penetration exercises into the ANC and PAC ranks.

The NIA is composed of seven chief directorates: domestic collection, research, counter-espionage, security, corporate resources, technology, and the intelligence academy. The structure was left intact through a mutual agreement reached between the NIS and ANC prior to the elections so that the "constant flow of intelligence should not be disrupted" in order to ensure "a balance between continuity and change". Similarly, the principle of 'effective management' was established to ensure that those serving at the upper management positions would be competent and not simply political appointees; this would also prevent the disruption of the intelligence process by affirmative action programs.

The NIA does not have powers of arrest, but will rather "supply (where necessary) intelligence relating to any such threat to the South Africa Police Service for the purposes of investigating any offense or alleged offense", thereby maintaining its previous role as investigator rather than the enforcer of laws in South Africa. However, the NIA is authorized to carry out search-and-seizure operations under judicial authorization where, "information which has or could probably have a bearing on national strategic intelligence", could be obtained from an individual or premises.

Occupation Templates

National Intelligence Agency Operative: Drive Auto, Fast Talk, Handgun, Law, Listen, Psychology, Spot Hidden, + any two of the following skills: Accounting, Computer Use, Electronics, Martial Arts, Other Language (11 official languages, including Afrikaans, English, Ndebele, Pedi, Sotho, Swazi, Tsonga, Tswana, Venda, Xhosa, Zulu), Rifle / Shotgun / Sub Machine Gun.

National Intelligence Training Academy Instructor: Anthropology, Computer Use, Credit Rating, Fast Talk, History, Library Use, Persuade, Psychology, Spot Hidden, plus one specialty as a teaching subject e.g. Surveillance / Communication Interception etc.

Sample Character

Hendrik Dolincheck, age 35

Race: Caucasian (Afrikaans)

STR 15 **CON** 13 **SIZ** 13 **INT** 14 **POW** 12

DEX 15 **APP** 10 **EDU** 20 **SAN** 60 **HP** 13

Damage Bonus: +1D4

Education: National Intelligence Academy

Occupation: National Intelligence Agency Operative

Skills: Drive Auto 51%, Fast Talk 48%, Law 27%, Listen 56%, Psychology 54%, Spot Hidden 54%

Languages: Afrikaans 71%, English 99%, Ndebele 41%, Pedi 38%, Sotho 39%, Swazi 42%, Tsonga 42%, Tswana 41%, Zulu 39%

Attacks: H&K P7 M8 9mm 51%, 1010

Republic of South Africa

South African Secret Service

Date Founded: 1 January 1995

Mission When Founded: To assume the foreign intelligence collection duties of the National Intelligence Service.

Mission Today: Unchanged

Jurisdiction: Foreign Intelligence operations and counter-intelligence within their service

Headquarters: Pretoria, South Africa

of Personnel: Unknown

Annual Budget: SASS operates out of the military budget; \$2.9 billion for 1995/1996 financial year.

History/Profile: The South African Secret Service is the republic's foreign intelligence service. The SASS has a complimentary role to the NIA in that it will "conduct intelligence in relation to external threats, opportunities, and other issues that may affect the Republic of South Africa, with the aim of promoting the national security and the interests of the country and its citizens". SASS, in addition to the traditional intelligence-gathering role regionally and internationally, will be the principle conduit for co-operation with the intelligence services of allied nations. Finally, SASS will be the ultimate mechanism for collecting and disseminating strategic intelligence, in co-operation with elements of the other agencies, for the National Intelligence Co-ordinator.

Occupation Template

South Africa Secret Service Agent: Conceal, Credit Rating, Fast Talk, Handgun, Locksmith, Other Language (foreign older agents could have internal languages), Psychology, Spot hidden, + any three of the following: Bargain, Hide, Martial Arts, Persuade, Photography, Sneak.

Sample Character

Andrew van der Veast-Haven, age 38

Race: Caucasian

STR 12 CON 13 SIZ 15 INT 14 POW 17

DEX 17 APP 14 EDU 18 SAN 73 HP 14

Damage Bonus: +1D4

Education: BA German Literature, State University, Pretoria

Occupation: SASS Agent based in Germany.

Skills: Conceal 35%, Credit Rating 40%, Fast Talk 60%, Locksmith 38%, Persuade 56%, Photography 43%, Psychology 55%, Sneak 36%, Spot Hidden 68%.

Languages: English 92%, German 78%

Attacks:

Walther P9 60%, 1D10

Punch 66%, 1D3+db

Grapple 38%, Special

Head Butt 16%, 1D4+db

Kick 33%, 1D6+db

Republic of South Africa

South African Police Service

Date Founded: 1994

Mission When Founded: to provide policing services for both the national and provincial level

Mission Today: Unchanged

Jurisdiction: South Africa

Headquarters: Pretoria, South Africa

of Personnel: 146,000

Annual Budget: Unknown

History/Profile: In 1994, when full democracy came to South Africa, the police were reorganized to put the former regime's history behind the country. The South African Police Service (SAPS) became a multi-racial force meant to serve all of South Africa.

The SAPS is composed of a wide variety of divisions that give it a broad range of specialties. There is the Crime Prevention and Response Services. In addition to normal policing functions, the CPRS has both dog and equestrian units. The Special Task Force, a 200-man team which specializes in high risk assaults, and the Special Guard Unit, which handles VIP protection, also fall under its command.

The Detective Service handles the investigative needs of South Africa. They maintain a top quality forensics laboratory, which has branches dealing with biology, chemistry, electronics, ballistics and questioned documents. There are departments dealing with child protection, commercial crimes and regular investigative duties. They are very active in attempting to counter South Africa's more than 700 organized crime syndicates. They also maintain a 40-man strong Endangered Animal Protection Unit that investigates poaching crimes throughout the South African wilderness.

A unit of particular interest in the Detective Service Division is the Occult related Crime Unit. This unit deals with combating the crimes that arise from occult practices in South Africa. They investigate witchcraft-related crimes, satanic crimes, witchcraft purging and crimes committed by cults. They act in both a proactive and reactive capacity. The unit also conducts public awareness seminars and SAPS training programs. The current leader of the unit and several members within the unit claim to have witnessed real occult events occurring.

The SAPS also controls the National Investigative Service. The NIS works in conjunction with South Africa's National Intelligence Agency, handling various counter-intelligence activities. The NIS also gathers and correlates intelligence to support SAPS operations, especially in regards to organized crime and drug trafficking.

SAPS appears to be handling its new role in South Africa. The SAPS has developed very quickly into a professional instrument of the new government. They also play a role in INTERPOL.

Occupation Templates

SAPS Officer/Detective: Climb, Drive Auto, Fast Talk, Handgun, Law, Martial Arts, Psychology, Spot Hidden, plus two of the following: Computer Use, Forensics, Library Use, Natural History, Occult, Ride, Rifle, Shotgun, Zoology

Forensics Officer: Biology, Botany, Chemistry, Computer Use, Electrical Repair, Electronics, Forensics, Forgery, Library Use, Mechanical Repair, Medicine, Natural History, Pharmacy, Zoology

STS/SGU Operator: Climb, Drive Auto, Handgun, Jump, Law, Psychology, Shotgun, Sneak, Spot Hidden, Submachine Gun, Throw

NIS Agent: Disguise, Fast Talk, Handgun, Law, Library Use, Other Language, Persuade, Psychology, Spot Hidden, plus one other skill as a personal specialty.

Sample Character

Hans Jonker, age 35
 Race: Caucasian
 STR 14 CON 15 SIZ 15 INT 18 POW 16
 DEX 13 APP 12 EDU 17 SAN 80 HP 15
 Damage Bonus: +1D4
 Education: SAPS Detective Academy
 Occupation: SAPS Detective, Occult Related Crimes Unit
 Skills: Climb 52%, Drive Auto 63%, Fast Talk 55%, First Aid 41%, History 40%, Law 52%, Listen 57%, Library Use 64%, Martial Arts 58%, Occult 71%, Psychology 67%, Spot Hidden 63%
 Languages: English 90%, Latin 18%
 Attacks:
 Beretta 92 Pistol 63%, 1D10
 Punch/Kick 82%, 1D3+db
 Kick 65%, 1D6+db
 Grapple 75%, Special

Kingdom of Spain

Higher Center of Defense Information (CESID)

(Centro Superior de Informacion de la Defensa)

Date founded: July, 1977

Mission When Founded: To become the sole Federal Intelligence agency operating in Spain

Mission Today: Researching and informing the government about what may affect the security, stability, and defense of the nation, both inside and outside its borders; to assist the nation's policy makers in important decisions.

Jurisdiction: Intelligence gathering inside and outside the Borders of Spain and its territories.

Headquarters: Madrid, Spain

of Personnel: 2,200

Annual Budget: \$200 million

History/Profile: CESID was created shortly after the crowning of King Juan Carlos in 1975. The Intelligence communities in Spain at that point operated almost completely independent of each other, having almost zero interaction or involvement with one another. At one time, there were eight intelligence agencies operating in Spain, each under a different ruling authority.

After Spanish Dictator Franco's death, the agencies (which mostly dealt with surveillance and intimidation) were disbanded, and CESID was created to become the premier intelligence community in Spain. CESID was created under the Director General's control, and further organized under the Secretary General. It is mostly serviced by military staff, having a substantial backing of 500 Civil Guard members at its disposal. 30% of its members are civilians, although most of these are close relatives to the military staff.

CESID's powers are rather broad. The principal divisions are domestic intelligence, foreign intelligence, economics and technology (for the prevention of industrial espionage), and operational support (eavesdropping). They maintain relationships with other intelligence agencies such as Israel's Mossad and several North African nations. Domestic activities are focused on internal plots against the government, while external operations are strongly focused on surveillance for information gathering. CESID is still struggling to establish itself as the coordinating body over the Civil Guard and military intelligence organs.

Occupation Template

CESID Intelligence Unit: Computer Use, Cryptography/Codes, Electronics, Fast Talk, Handgun, Listen, Psychology, + any one skill as a personal specialty

CESID Security Agent: Fast Talk, Handgun, Hide, Listen, Sneak, Spot Hidden + any two of the following skills: Conceal, Drive Auto, Martial Arts, Rifle.

Sample Character

Joaquin Cortez, age 37

Race: Caucasian (Spanish)

STR 12 CON 15 SIZ 14 INT 14 POW 10

DEX 11 APP 12 EDU 19 SAN 50 HP 15

Education: B.S. Military History

Occupation: CESID Intelligence Unit Agent

Skills: Computer Use 68%, Cryptography/Codes, Electronics 45%, Fast Talk 51%, Handgun 35%, Listen 67%, Psychology 70%,

Languages: Spanish 95%, French 65%

Attacks: Star M28 9mm 52%

Kingdom of Sweden

Coast Artillery, Amphibian Battalions

(Kustjägarna)

Date founded: 1959

Mission when founded: Defend marine installations against airborne assaults retake lost islands and assault invading enemy forces.

Mission today: Basically the same but was reformed during the eighties to better cope with the threat from foreign units.

Jurisdiction: Defend Sweden against foreign military aggressors.

Headquarters: KÅr regiment in Vaxholm, north of Stockholm, Sweden.

of Personnel: 838

Annual budget: Unknown

History/Profile: The Coast artillery was founded in 1902 to defend Sweden's harbors and marine bases. World War II saw the birth of many stationary coast artillery units in Sweden. However experience from the war pointed at the need for a mobile force. Looking at foreign units, foremost the English "Royal Marines", a test unit was constructed in 1957. The test went off well and in 1959 the "Kustjägarskolan" was founded.

At the end of the seventies and in the beginning of the eighties the units was reformed so that they gained greater firepower and mobility. Re-equipped with new night vision equipment, fast assault boats, missiles and mortars the Amphibian battalion was prepared for battle anywhere in the Swedish archipelago.

An Amphibian battalion consists of 838 men. These are divided under one staff into five units: one Staff unit, with staff platoon, baggage platoon, antiaircraft platoon and recon platoon. One Amphibian unit, with staff platoon, baggage platoon, robot platoon and mine laying platoon. One mortar unit, with staff platoon and two mortar platoons. Two "Kustjäger" (commando) platoons, with staff platoon and three assault platoons. Though they are conscripts as most of Sweden's armed forces, the requirements for becoming a "kustjäger" is exceptional and being voluntary, these soldiers are highly motivated.

During the 1980s the Kustjägarskolan fought a quiet and undeclared "war" against what was believed to be "submarines of unknown origin" (read: Soviet). No hard evidence was ever brought forward to explain what's behind the "strange noises" heard by sonar surveillance posts. Nor was any wreckage or bodies officially recovered after any of the submarine hunts. Some rumors attributed the strange sonar contacts to a vile alien creature known as a "mink." This was, of course, pure nonsense.

Occupation Template

Kustjägare: Boating, Climb, Demolitions, First Aid, Hide, Jump, Listen, Martial Arts, Navigate, Rifle, Spot Hidden, Swim, Throw, + Two of the following skills: Machine-gun, Operate Heavy machinery, Pilot Boat, Scuba and Commando Knife.

Sample Character:

2nd Lieutenant Sten Hård, age 27

Race: Scandinavian

STR 16 DEX 12 CON 16 SIZ 18 INT 12
APP 12 POW 15 EDU 19 SAN 75 HP 17

Damage Bonus: +106

Education: Kustjägarskolan

Occupation: Kustjägare

Skills: Boating 40%, Climb 30%, Demolitions 40%, First Aid 40%, Hide 50%, Jump 35%, Listen 40%, Martial Arts 53%, Navigate 42%, Spot Hidden 57%, Swim 47%, Throw 34%

Languages: Swedish 95%, English 56%, and German 32%

Attacks:

AK 5, Assault rifle 62%, 2D6 (With Aimpoint sight)

Commando Knife 53%, 1D6+ db

Fist/Punch 57%, 1D3+ db

Head Butt (Dansk skalle) 19%, 1D4+ db

Kick 55%, 1D6+ db

Kingdom of Sweden

The Swedish Security Police (SÄPO)

(Säkerhetspolisen)

Date founded: 1914

Mission when founded: Prevent and investigate crimes against Sweden's national security.

Mission today: Still the same. SÄPO's mission also includes combating terrorism and protecting government officials, visiting heads of state and other persons that might be in need of protection.

Jurisdiction: Gathering of information concerning Swedish national security, controlling and advising companies and authorities in matters of national security, terrorist threat assessment and counter-espionage. Protecting the royal family, the prime minister etc. and other persons that are in need of personal protection.

Headquarters: Main office is in Stockholm, but you can contact SÄPO through the ordinary police.

of Personnel: 300 (estimated)

Annual budget: \$ 60 million (480 million SKR)

History/Profile: SÄPO was unfortunately on quite good terms with the Gestapo during W.W.II (registration of Jews and political dissidents etc.). This changed when the tides of war went against the Nazis. During the cold war the ruling socialist Democratic Party to used SÄPO to keep tabs on communists and suspected communists. This has lately been much criticized since the definition of what made you a suspected communist was quite wide (from being a member of the communist party to taking part in a demonstration against the Vietnam War). Today, the biggest threat to Sweden's national security mostly comes from radical neo-nazi groups, militant vegetarians and (mostly Muslim) terrorist groups.

SÄPO mostly recruits its personnel from the ordinary police and rarely employs persons with a background outside the police.

Occupation Templates

SÄPO Counterintelligence Agent: Drive Auto, Fast Talk, Handgun, Law, Listen, Martial Arts, Psychology, Spot Hidden, + any two of the following skills: Accounting, computer use, Electronics, Other Language.
SÄPO VIP Bodyguard: Dodge, Drive Auto, Fast Talk, Handgun, Law, Listen, Martial Arts, Psychology, Spot hidden.

Sample Character

Tore Modén, age 34

Race: Scandinavian

STR 11 DEX 12 CON 14 SIZ 14 INT 15
APP 13 POW 16 EDU 18 SAN 80 HP 14

Damage Bonus: +104

Education: Polishögskolan (police education)

Occupation: SÄPO Counterintelligence Agent

Skills: Computer Use 48%, Drive Auto 43%, Fast Talk 51%, Law 57%, Listen 57%, Martial Arts 42%, Psychology 63%, Spot Hidden 69%

Languages: English 54%, Swedish 96%

Attacks:

SIG-Sauer Model P226 pistol Auto 39%, 1D10

Fist/Punch 40%, 1D3+db

Kick 30%, 1D6+ db

Grapple 35%, special

Swiss Confederation

Federal Police (Bupo)

(Bundespolizei)

Date founded: June 5, 1849, reformed November 29, 1935

Mission when founded: Founded 1849 as the Federal Bar. In 1935, an executive arm was attached to the Bupo, consisting of 5 officers.

Mission today: The Bupo now enforces around 200 federal laws. It has full police powers of arrest and jurisdiction over domestic counterintelligence.

Jurisdiction: Anywhere within the borders of Switzerland

Headquarters: Bern, Kanton Bern

of Personnel: 141

Annual Budget: \$14 million

History/Profile: The Bupo has jurisdiction over investigations dealing with domestic counterintelligence, organized crime, money-laundering, terrorism, violent extremist groups, unauthorized trade with nuclear materials, weapons, explosives and special military goods. The Bupo works in close cooperation with the CIA, NSA, DEA, MI5, MI6, SAS, also with the French DGSE and the German BND.

Since their beginning until 1989, the Bupo has been a political police, observing for the most part left and communist parties, especially during the 60s and 70s. In 1989 it was revealed that the Bupo has been observing and filing sensitive data on 900,000 individuals (about 12% of the total swiss population) for decades, two thirds of which were foreign nationals. The fact that many of these people were listed as suspects without sufficient reasons, or because of their political motivations, further damaged the Bupo's reputation. Since 1989, the Bupo has collected another 50'000 files, this time primarily on foreign nationals. Their work in that area has often been described as "amateurish." Only recently have there been attempts to professionalize their image. It is important to note that these days many of those Bupo files are being directly passed on to the foreign agencies mentioned above.

On the other hand, the Bupo had some success against violent extremist groups, especially those of the right-wing, as well as the illegal weapons trade. e.g. the Iraqi super-cannon case, where the Bupo intercepted the export of vital cannon parts.

Bupo officers do not wear uniforms.

Occupation Templates

Forensics Expert: Biology, Chemistry, Computer Use, Forensics, Law, Medicine, Pharmacy, Physics, Spot Hidden

Data Analyst: Computer Use, Library Use, Persuade, Spot Hidden, + any three of the following skills: Accounting, Anthropology, Architecture, Chemistry, Cryptography, Electronics, History, Listen, Other Language, Physics, Psychology + one other skill as personal specialty.

Bupo Officer: Bargain, Fast Talk, Law, Library Use, Listen, Persuade, Psychology, Spot Hidden & any two of the following: Accounting, Computer Use, Electronics, Other Language, Forensics

Sample Character

Hanspeter Mörgeli, age 43

Race: Caucasian (Swiss/German)

STR 13 CON 12 SIZ 8 INT 14 POW 10

DEX 10 APP 11 EDU 14 SAN 45 HP 10

Education: M.A. Economy

Occupation: Data Analyst, swiss army officer (lieutenant)

Skills: Accounting 23%, Computer Use 63%, Drive Auto 55%, Fast Talk 89%, Hide 45%, Law 67%, Listen 39%, Persuade 33%, Psychology 49%, Spot Hidden 30%

Languages: (swiss) German 76%, French 34%, English 61%

Attacks:

SIG SG541 Assault Rifle 37%, 2D6 (stowed away at home)

SIG-Sauer P-226 Pistol 45%, 1D10 (stowed away at home)

Swiss Confederation

Secret Service (ND)

(Nachrichtendienst)

Date founded: 1936, although various ad hoc services existed previously

Mission when founded: Observing the political, tactical situation around Switzerland, identify threats or developments that could lead to offensive action against Switzerland, provide counter-espionage

Mission today: The Identifying and observing economical and political development and analyzing their significance for Switzerland has also been added.

Jurisdiction: Worldwide intelligence analysis outside the borders of Switzerland

Headquarters: Bern, Kanton Bern

of Personnel: 175 (estimated), not including paid agents

Annual Budget: \$31 million (estimated)

History/Profile: The ND started out as a very small organization, with very limited resources. In 1936 it only had 10 people and a budget of \$7500 at its disposal. During the course of the Second World War, these numbers increased quickly up to 120 persons working full-time and \$180,000. The neutral status of Switzerland and its geographical position in the middle of Europe made it suitable for foreign secret services to establish stations there. Thus, the focus of operations of the ND was domestic counterintelligence, in addition to foreign operations set mainly in Germany, occupied France and Italy. The main concern during the war was whether Germany intended to invade Switzerland. With an operative right in the Führer's HQ, several well-established connections to high SS officers (which themselves operated in the SS ND) as well as the British secret service, the Swiss Army was well-informed about any impending invasion plans. During the cold war, of course, the Swiss ND's interest shifted towards the Eastern Bloc.

Today, the ND's job consists of collecting, analyzing and providing information about foreign countries to diplomatic officials, the federal council and the military. The information is collected about 80% through open, public channels, 20% through agents (mostly foreign nationals) stationed outside the borders of Switzerland.

Because of its high concentration of international organizations/banks, and its suitable position for international meetings on neutral grounds, Geneva seems to have become a major playground for agents of foreign intelligence. For example, the CIA has been systematically listening to American-Japanese car industry meetings there.

Occupation Templates

Intelligence Analyst: Computer Use, Library Use, Persuade, Spot Hidden, + any three of the following skills: Accounting, Anthropology, Architecture, Chemistry, Cryptography, Electronics, History, Listen, Other Language, Physics, Psychology + one other skill as personal specialty.

Defense Attaché: Accounting, History, Military Science, Navigate, Other Language, Persuade, Psychology and Handgun or Rifle

Agent: Start with any template and add Conceal, Lockpick, Photography

Sample Character

Jörg Rüeggsegger, age 43

Race: Caucasian

STR 10 CON 12 SIZ 16 INT 14 POW 14

DEX 8 APP 9 EDU 17 SAN 67 HP 14

Education: Ph. D. European Studies

Occupation: Intelligence Analyst

Skills: Computer Use 45%, Credit Rating 52%, Cryptography 32%, History 69%, Law 63%, Library Use 76%, Military Science 46%, Persuade 34%, European Politics 87%, Spot Hidden 59%

Languages: (Swiss) German 92%, French 67%, Italian 26%, English 55%

Attacks: None

Republic of Turkey

National Intelligence Organization (MIT)

(Milli Istihbarat Teskilati)

Date Founded: July 22, 1965

Mission when Founded: The MIT produces "State-wide national security intelligence" relevant to the internal and external activities, actual or potential, detrimental to the sovereignty, independence, national and territorial integrity, elements of national power, constitutional regime and security of the Republic of Turkey.

Mission Today: Unchanged

Jurisdiction: Worldwide

Headquarters: Ankara, capital city of Turkey

of Personnel: Unknown

Annual Budget: Unknown

History: Turkey has long maintained an extensive espionage service to ensure the security of their empire and nation. "The Special Service Organization" was the first Turkish secret service. It was established during the final years of the Ottoman Empire to maintain the political integrity of the Empire, to combat secessionist activities, and to frustrate foreign sponsored espionage and insurgency in the Middle East, which was then part of the Ottoman Empire. The Special Service Organization collapsed under the devastating results of the First World War. On February 5, 1919 another Turkish secret service called the Sentry Organization was constituted to replace the Special Service Organization. The Sentry Organization ceased to operate with the occupation of Istanbul by the Allied Forces. It was replaced by a secret service called the "MM Group" which was an operational wing of the "National Defence Group" and had been formally endorsed by the Grand National Assembly of Turkey on May 3, 1921. The extraordinary accomplishments of the MM group included capturing of important documents by infiltrating into the Allied Occupation Forces Command Head Quarters in Istanbul.

Immediately after the return home of a contingent of Turkish intelligence officers trained in a number of European countries, including those trained in Germany by General Oberst Walter Nikolai, chief of German intelligence during the First World War, the "National Security Service" was set up. This organ operated until the National Intelligence Organization (MIT) came into being on July 22, 1965. The MIT was created when a centralized management of intelligence was deemed necessary in formulating the State policies relevant to national security, as commensurate with the multi-party democracy enunciated by the 1961 Constitution. According to the statutes defining the MIT, the agency is directed by an Undersecretary, answerable to the Prime Minister. Pursuant to the same legislation a new institution, "the National Intelligence Co-ordination Board", was set up. It is a consultative organ responsible to advise on the management and co-ordination of state-wide intelligence efforts.

Because of MIT's lack of accumulated knowledge and experience, the organization is cautious and therefore slow. When left alone, because of its inexperience, the probability of mission failure is high. Most of the time, MIT is supported by CIA and MOSSAD. These three agencies have formed a strong alliance for dealing with events in the extremely chaotic Middle East.

Occupation Templates

MIT Intelligence Analyst : Computer Use, Library Use, Persuade, Spot Hidden + 3 of the following skills; Accounting, Cryptography, History, Law, Psychology, Listen, Electronics

MIT Case Officer : Credit Rating, Conceal, Fast Talk, Handgun, Locksmith, Other Language, Psychology, Spot Hidden + 3 of the following skills; Bargain, Hide, Listen, Persuade, Sneak, Martial Arts, Handgun

Sample Character

Ozgur Kahraman, age 52

Race : Turkish

STR 10 CON 11 SIZ 13 INT 18 POW 12

DEX 13 APP 14 EDU 20 SAN 60 HP 12

Education : Ph.D. in Politics

Occupation : MIT Intelligence Analyst and Consultant

Skills : Accounting 67%, Computer Use 20%, Cryptography 30%, History 78%, Law 73%, Library Use 86%, Persuade 77%

Languages : Turkish 82%, English 60%, French 53%, German 35%, Kurdish 20%, Arabic 15%, Russian 15%

Attacks : None

Republic of Turkey

Gendarme for Intelligence and Anti Terrorism (JITEM)

(*Jandarma Istihbarat ve Terorle Mucadele*)

Date Founded : estimated as 1982, This organization was top secret and wasn't publicly revealed until the late 90s.

Mission when founded : To gather intelligence against the PKK (Kurdish Terrorists), infiltrate their ranks and cut their economic resources which consist of drugs and arms smuggling.

Mission Today : The operation theatre is expanded to all other Turk originated countries after the fall of Russia even to Mongolia. The failed coup attempt in Azerbaijan was a covert operation of JITEM.

Jurisdiction: Technically, inside Turkish national territory, but operations have occurred throughout the Caucasus and the Middle East.

Headquarters: Istanbul, Turkey

of Personnel: Unknown

Annual Budget: Unknown

History / Profile : During the 1980s the authority of the Turkish Government in Southeast Turkey was very weak and the MIT was still inexperienced and unprofessional. So, the PKK, a Kurdish separatist group which has traditionally received assistance from the USSR, easily planted its feet. With Turkey a long-favored route for drug smugglers, the PKK profited greatly from sending narcotics from Asia and Arab countries to Europe. Reestablishing governmental authority and reforming MIT was deemed to time consuming in the face of the rising PKK threat, so officials of the MIT and the Turkish Army determined to create the Gendarme for Intelligence and Anti-Terrorism, or JITEM. The organization gathered its agents from Kurds who had long before migrated to western Turkey. These agents were fluent in Kurdish and practiced in Kurdish culture. JITEM agents infiltrated PKK ranks and were able to reveal the PKK's network of support and assistance. The PKK was not universally supported by the Kurdish populace and some villages were forced to support PKK. JITEM and the Army have been extremely successful against the PKK. After the decline of PKK and collapse of the USSR, JITEM took advantage of the opportunity to expand its operations into the former Soviet republics of the Caucasus.

Unfortunately, the JITEM's unchecked authority and the scale of drug and arms smuggling in eastern Turkey proved to be too much of a temptation. Some corrupt elements in JITEM have taken the drug and arms markets into their own hands. JITEM agents can smuggle the any material desired in their official vehicles; these cars can not be searched in any checkpoint or custom office. In order to hold onto their position in the drug and arms market, these corrupt JITEM elements have conducted many assassinations, kidnapping and tortures under the guise of fighting Kurdish PKK terrorists. These accusations caused the JITEM to be publicly revealed for the first time by some left wing newspapers. These reports were quickly hushed up.

JITEM considers southeast Turkey, Syria, Iran, Iraq, Azerbaijan, Kazakhstan, Kyrgyzstan and other countries in that region to be part of its jurisdiction. In these areas JITEM wears two faces. On the one hand, its agents are working for the national security of Turkey. On the other hand there is the JITEM which hungers for more gains from the drug and arms traffic in the region and won't hesitate to do whatever is expedient to protect its place in the market.

Occupation Templates

JITEM Intelligence Analyst : Computer Use, Library Use, Accounting, Persuade, Law + any three of the following ; Other Language, Listen, Spot Hidden, Psychology, History, Chemistry

JITEM Black Operative : Other Language, Disguise, Fast Talk, Persuade, Psychology, Handgun, Sneak + any three of the following ; Climb, Hide, Demolitions, Spot Hidden, Navigate, Martial Arts, SMG, Rifle, Throw

JITEM Field Interrogation Specialist : Fast Talk, First Aid, Other Lang., Persuade, Psychology, Psychoanalysis, Pharmacy, Handgun or Rifle + 1 other skill.

Sample Character

Faruk Celal, JITEM Field Interrogation Specialist, age 36

Race : Kurdish

STR 12 CON 15 SIZ 13 INT 16 POW 15

DEX 17 APP 10 EDU 17 SAN 75 HP 14

Education : B.S.Psychology

Occupation : JITEM Field Interrogation Specialist

Skills : Fast Talk 50%, First Aid 65%, Persuade 60%, Psychology 65%, Pharmacy 40%, Martial Arts 55%

Languages : Turkish 75%, Kurdish 70%, Arabic 63%, English 47%, Russian 20%

Attacks: Handgun 60% (not usually carried)

The United Kingdom

Special Note: The Current U.K. Gun Laws

On the morning of Wednesday 13th March 1996, Thomas Hamilton walked into the gymnasium of the Dunblane primary school in Scotland. Within three minutes 16 children and their teacher were dead and 13 other children were injured. In the aftermath of the shooting, which happened in the run up to a general election, public opinion was such that the government was encouraged to tighten up the already stringent UK gunlaws. After a flurry of debate the Fire Arms (Amendment) Act 1997 became law on the 1 July 1997 and from that moment on it became illegal for citizens of Britain to own any handgun except for:

Pistols of .22 or smaller calibre

.38 calibre paintguns

.22 calibre air pistols

Muzzle loading black powder pistols

Flare pistols and other emergency signaling equipment.

Any firearm that is regarded as an antique provided that they are held as a curiosity or an ornament.

In addition, the Act prohibited the sale and use of self loading or pump action rifles unless they are chambered for .22 ammunition. The act did however make special provision to allow veterinarian surgeons and animal slaughterers to own high calibre pistols to help in the humane destruction of animals.

Owners of large calibre handguns were given until 1 October 1997 to hand over their weapons, ammunition and related equipment to the police for destruction, in return for which the owners would be compensated for their loss. The upshot of this process was that many law abiding gun owners felt deeply penalized by this Act, and a number either sold their weapons to third parties before the October deadline or conveniently lost them.

According to National Crime Intelligence Service (NCIS) the number of handgun related shootings has decreased by about 5% while the number of guns available on the black market have increased by about 40%.

The effect of the Dunblane shooting on the British psyche has meant that people are now less tolerant of guns and gun related activities. The UK police now seem to have a zero tolerance for guns and have over-reacted in a number of cases where handguns have thought to be involved, leading to a number of deaths.

In game terms it is a brave (or foolish) Investigator who openly brandish any sort of handgun in the UK, with or without official sanction, for the local police may well see this as a case for shooting first and asking questions latter. If Investigators wish to purchase handguns illegally, Keepers need to be aware that such guns that are available are generally old, ill maintained and only available through expensive criminal connections. A general rule of thumb is that a handgun will cost anything between 150% to 200% more than its normal list price.

The United Kingdom Cabinet Offices

The Cabinet Intelligence Committees

Date Founded: 1994 with the Intelligence Services Act

Mission when Founded: Oversight of the intelligence and security services.

Mission Today: Unchanged

Jurisdiction: All U.K. Agency operations relating to intelligence and security functions.

Headquarters: Whitehall, London

of Personnel: see individual committee descriptions

Annual Budget: Unknown

History/Profile: The Cabinet Intelligence Committees are not a single agency or organization. They are, instead, the central mechanism, based in the Cabinet Office, for tasking, coordination, oversight and resourcing of the U.K.'s intelligence and security agencies. These committees scrutinize the performance and report on the intelligence they produce. In terms of American agencies, these various committee are like an amalgamation of the National Security Council and the Senate and House Committees on Intelligence.

1994 was an especially important year for Great Britain's intelligence and security services. That year the Intelligence Services Act created a statutory authorization for the Secret Intelligence Service (MI-6) and the Government Communications Headquarters (GCHQ) for the first time in these agencies' histories. Prior to this, no such statutory foundation existed since the agencies did not officially exist either. A combined "Single Intelligence Vote" is now published annually and the most secret committees who conduct oversight of the intelligence and security services have come to light. The four most important, in descending order from the top of the chain of command, the Ministerial Committee on Intelligence Services, the Permanent Secretaries' Committee on the Intelligence Services, the Cabinet Official Committee on Security and the Joint Intelligence Committee (see next template for full JIC details)

The Ministerial Committee on the Intelligence Services is made up of the Prime Minister (who acts as its chairman), the Deputy Prime Minister, the Home Secretary, the Defence Secretary, the Foreign and Commonwealth Secretary and the Chancellor of the Exchequer, the UK's Treasury and Mint. This committee's brief is "To keep under review policy on the security and intelligence services."

The Permanent Secretaries' Committee on the Intelligence Services (PSIS) assists the Ministerial Committee on the Intelligence Services. The PSIS reviews the Agencies' annual expenditure forecasts, management plans and intelligence requirements as part of the Public Expenditure Survey. These plans, along with the recommendations of the PSIS are then submitted to the Ministers who make up the Ministerial Committee on the Intelligence Services, who then agree on the funding through the Single Intelligence Vote. The PSIS is chaired by the Secretary of the Cabinet and its members are the Permanent Under Secretaries for the Foreign & Commonwealth Office, Ministry of Defence, Home Office and Treasury. Since the PSIS prepares the materials that the Ministers vote on, it has a great deal of influence.

The Cabinet Official Committee on Security is also known as the Sub-Committee on Security Service Priorities and Performance (SO(SSPP)). Its responsibility is the Security Service (MI-5). The SO(SSPP) reviews MI-5's performance in light of its plans and objectives, examine future MI-5 priorities and advises the Cabinet Secretary and the PSIS as appropriate. The membership of the SO(SSPP) is made up of senior officials from the Treasury, Foreign & Commonwealth Office, Home Office, Ireland Office, GCHQ, MI-5, MI-6, Office of Public Service and the Cabinet Office. The Home Office provides the committee its chairman and the secretariat functions are provided from the central intelligence machinery within the Cabinet Office.

Occupation Template

Permanent Under Secretary: Accounting, Bargain, Computer Use, Fast Talk, History, Law, Persuade, Psychology + one skill as personal specialty

Sample Character

William Humphries, age 53

Race: Caucasian

STR 8 CON 11 SIZ 18 INT 15 POW 11

DEX 11 APP 13 EDU 20 SAN 55 HP 15

Education: Eton, PHD Political Science/History

Occupation: Permanent Under Secretary for the Ministry of Defence

Skills: Accounting 60%, Bargain 65%, Computer Use 40%, Fast Talk 75%,

History 70%, Law 55%, Persuade 75%, Psychology 55%

Languages: English 99%, French 60%, German 60%

Attacks: none

The United Kingdom Cabinet Offices

Joint Intelligence Committee [JIC]

Date Founded: Mid 1909

Mission when Founded: To make assessments for Ministers & Officials on a wide range of national security situations and developments

Mission Today: Unchanged

Jurisdiction: Any situation that can directly impact the national security or economic well-being of HM's government.

Headquarters: Whitehall, London.

of Personnel: 210

Annual Budget: £1.1 million

History/Profile: The JIC is based in the Cabinet Office. It is this committee that stands at the very top of the Intelligence gathering service within the UK, filtering and collating the influx of data from agencies like MI-6 and GCHQ for consumption by policy making organs of government. The JIC is also tasked to monitor specifically assigned threats and warn the appropriate Ministries in the event of developing threats to British interests.

The JIC draws its assessments on any given situation from diplomatic reports, electronic communications, the views of Government departments, publicly available information and, of course, reports from the intelligence community. Rather than releasing raw intelligence, the JIC analyzes these assessments before they are released to the government. Joint Intelligence Committee assessments are prepared by Current Intelligence Groups (CIGs) which are serviced by the assessments staff, who are civil servants and serving officers seconded to the Cabinet Office from their own departments - usually the Foreign Office & the MoD. CIGs are organized on a regional basis; Middle East, Europe, Northern Ireland, UK etc. Each CIG is made up of staff from the relevant departments with special knowledge of that area and the issues involved.

The Joint Intelligence Committee is composed of:

- Δ Chief of the Secret Intelligence Service (MI6)
- Δ Director General of the Security Service (MI5)
- Δ Director of the Government Communications Headquarters (GCHQ)
- Δ The Director General of Intelligence at the MoD
- Δ The Deputy Chief of Defence Intelligence Staff
- Δ The co-ordinator of Intelligence & Security
- Δ And Foreign Office officials responsible for various 'friendly' countries are also represented.

The JIC Chairman, who is appointed by the Prime Minister from the Cabinet Office, is charged with ensuring that the JIC's monitoring and warning role is effectively discharged. JIC also has a role co-ordinating the work of the security and intelligence agencies. To that end, it maintains and supervises the liaisons with Commonwealth and foreign intelligence agencies as needed. In many ways the JIC functions as the CIA was originally supposed to, as a central Co-ordinator of the national intelligence community.

Occupation Template

CIG Team Member: Computer Use, History, Law, Library Use, Other Language, Psychology & 2 of the following Bargain, Intimidate, Other Language, Psychoanalysis

Sample Character

Mrs. Laura Rowland, age 43

Race: Caucasian

STR 8 CON 8 SIZ 11 INT 16 POW 13

DEX 12 APP 9 EDU 21 SAN 65 HP 10

Education: PhD Oriental Studies, Edinburgh University

Occupation: Chinese CIG Team Leader

Skills: Computer Use 65%, History 60%, Law 70%, Library Use 70%, Psychology 50%, Psychoanalysis 55%

Languages: English 95%, Mandarin 80%, Cantonese 80%

Attacks: None

The United Kingdom Home Secretary

Crown Prosecution Service (CPS)

Date Founded: 1st October 1986

Mission when Founded: To prosecute people in England and Wales who have been charged by the police with a criminal offense.

Mission Today: Unchanged.

Jurisdiction: England & Wales.

Headquarters: Luddgate Hill, London.

of Personnel: 5900

Annual Budget: £303 Million.

History/Profile: Before the Prosecution of Offences Act 1879, there was no public prosecutor to take criminal cases to court. People had to find their own lawyers or present the prosecution case themselves. Police forces weren't begun to be set up until after 1829. In 1880, the Home Secretary appointed Sir John Maule as the first Director of Public Prosecutions (DPP) as part of the Home Office. He dealt only with a small number of important or difficult cases. Once the decision to prosecute had been taken the handling of the prosecution was taken over by the Treasury Solicitor. The police continued to have responsibility for presenting most prosecutions in court until 1986.

In 1985 the Prosecution of Offences Act created the Crown Prosecution Service (CPS). It established the Director of Public Prosecutions (DPP) as the head of a Department that incorporated the Department of the DPP and existing Police Prosecuting Solicitor's Departments. The DPP is superintended by the Attorney General who is the Minister responsible to Parliament for the conduct of most criminal prosecutions.

The CPS operates through a number a network of Branch offices throughout England and Wales with each office responsible for prosecutions within an area closely related to police operational divisions and local court boundaries. The Branches are the primary operating units of the CPS and are each headed by a Branch Crown Prosecutor. A number of Branches are grouped into an Area, headed by a Chief Crown Prosecutor, who works closely with local Chief Constables and their Police forces.

The CPS becomes involved in legal cases after the police have investigated a crime and passed the case to the CPS. The case is then passed to a CPS lawyer - called a Crown Prosecutor- who carefully reviews it to decide whether or not to go ahead with the prosecution. The prosecutor's decision is based on the tests set out in the Code for Crown Prosecutors, is there is enough evidence and is it in the 'public interest' to prosecute?

A case has to pass both these tests before the CPS can start or continue a prosecution. To examine a case, the prosecutor reviews it to see if there is enough evidence to provide a 'realistic prospect of conviction'. If there is not and the police say that there is no more evidence or any real prospect of more becoming available, the case will be put aside or dropped completely. The CPS can, and do, still ask the police to present the case again if more evidence should become available.

If a prosecutor thinks that there is enough evidence to start or continue a prosecution, he or she will then consider whether a prosecution is needed 'in the public interest'. This means that the prosecutor must think carefully about all the factors for and against a prosecution, and assess in each case whether a prosecution should go ahead.

Crown Prosecution Service will advise the police on possible prosecutions, review cases started by the police to ensure that the right defendants are prosecuted on the right charges, prepare cases for court, prosecute cases in the magistrates' courts and instruct counsel to prosecute in the Crown Court and higher courts.

Occupation Templates

CPS Solicitor: Bargain, Computer Use, Credit Rating, Fast Talk, Law, Library Use, Persuade, Psychology, & any one of the following skills - History, Art, Other Language

Sample Character

Alexandra Moore, age 29

Race: Caucasian

STR 13 **CON** 14 **SIZ** 12 **INT** 14 **POW** 13

DEX 14 **APP** 17 **EDU** 17 **SAN** 65 **HP** 12

Education: LLB University of Mid-Glamorgan, Wales; Legal Practice Course, Bristol

Occupation: CPS Solicitor

Skills: Bargain 54%, Computer Use %, Credit Rating 55%, Fast Talk 43%, Law 65%, Library Use 55%, Persuade 57%, Psychology 62%

Languages: English 90%, Welsh 63%

Attacks: None

The United Kingdom Home Secretary

Communicable Disease Surveillance Centre (CDSC)

Date Founded: 1 April 1977

Mission when Founded: To undertake national surveillance of communicable disease and to provide epidemiological assistance and co-ordination in the investigation and control of infection in England and in Wales.

Mission Today: Unchanged.

Jurisdiction: The UK only.

Headquarters: Colindale

of Personnel: 2750

Annual Budget: £5.1 Million

History/Profile: The CDSC provides expert advice and support in the investigation and control of outbreaks of communicable disease to health authorities, consultants in communicable disease control, infection control teams in hospitals and HM Government.

The CDSC gives priority to the field investigation of newly recognized infections and diseases of increasing or sustained high incidence and will co-ordinate and collaborate in the investigation of national and international outbreaks. If necessary, CDSC will provide an incident room for managing large outbreaks.

Advice is also given on appropriate outbreak investigation studies and incident management. Field epidemiologists and statisticians, who may be deployed to assist in field investigations, provide support.

The CDSC contributes to the control and prevention of disease by implementing new research in response to changing patterns of communicable disease, the emergence of new infections, and new developments in epidemiological, microbiological and statistical methods.

Most of CDSC's research and development work is carried out in collaboration with microbiologists, consultants in communicable disease control and other professional groups such as environmental health officers and general practitioners.

The CDSC also participates in several international surveillance networks and is the co-ordinating Centre for some of these. Salm-Net, the network for the surveillance of human salmonella infections in Europe and EWGLI, the European surveillance scheme for travel associated Legionnaires Disease are examples of the networks run by the CDSC. The CDSC also has a close working relationship with the Center for Disease Control & Prevention in Atlanta, USA. In 1995 CDSC developed for the European Commission a communicable disease surveillance and prevention charter in collaboration with other national surveillance centres in Europe. This charter sets out mechanisms for strengthening the development of European collaborations in communicable disease surveillance.

Occupation Templates

CDSC Researcher: Biology, Computer Use, Credit Rating, Library Use, Mathematics, Medicine, Spot Hidden & any of the following two skills Forensics, Other Language, Pharmacy, Photography

CDSC Field Epidemiologists: Biology, Computer Use, Diagnose Disease, Library Use, Medicine, Psychology, Spot Hidden & any two of the following skills - Anthropology, Chemistry, Forensics, Other Language, Photography, Psychoanalysis, Persuade.

Sample Character

Zorie Spooner, age 23

Race: Eurasian

STR 10 CON 13 SIZ 13 INT 15 POW 14

DEX 10 APP 6 EDU 12 SAN 70 HP 13

Education: MSc Mathematical Statistics, Loughborough University

Occupation: CDSC Researcher

Skills: Biology 34%, Computer Use 56%, Credit Rating 26%, Library Use 55%, Mathematics 68%, Medicine 12%, Photography 32%, Spot Hidden 45%

Languages: English 80%, Hindu 75%

Attacks: None

The United Kingdom Home Secretary

The Security Service (MI5)

Date Founded: 1st August 1909

Mission when Founded: Originally Military Intelligence Department 5, MI5 was originally tasked with countering German espionage. In 1931 its responsibility was expanded to assessing threats to national security including international communist subversion and fascism.

Mission Today: Today MI5's role is to protect HM Government and the public from terrorism, espionage and subversion. Since the passing of the Security Service Act 1996, this role has been expanded to provide support to law enforcement agencies in the field of organized crime.

Jurisdiction: The Security Service has no executive powers; cases likely to result in prosecution are co-ordinated closely with the police, or HM Customs and Excise who take the necessary action and conduct the arrests.

Headquarters: MI5 is based in London, in Thames House, on Millbank. The offices aren't new, and have been occupied by several other government departments before they were allocated to MI5.

of Personnel: 1900

Annual Budget: £140 million.

History/Profile: The Security Service, or Military Intelligence Department 5 (MI5), was created due to the Haldane reforms of the War Office in 1905. These reforms saw the creation of a General Staff and the recognition that the intelligence and security services needed to be properly organized. Predictably there was inter-Service rivalry, between the Royal Navy and the Army, over control of the emerging services. This was resolved in August 1909 by setting up MI5 for domestic counter-intelligence, with strong ties to the Army, and MI6 for secret espionage abroad, and a strong connection to the Royal Navy. Despite their Military Intelligence titles, both agencies were removed from the War Office and assigned to the Foreign Office. On October 15, 1931, MI5 was granted jurisdiction to combat subversion throughout the British Empire, not merely military counterintelligence. This date marks the transformation of Military Intelligence Department 5 into the Security Service. Nevertheless, the title "MI5" has remained in use to the present.

The first thirty years of MI5's existence was dominated by its director Captain Vernon Kell. Kell ended his career as Major-General Sir Vernon Kell and might have progressed even higher if not for a falling out with Winston Churchill. During his tenure as chief of MI5, the agency evolved from dealing with purely military counter-espionage into something like the American FBI, guarding against all forms of subversion or covert threats within the UK and its commonwealth holdings. The primary difference between the two agencies is that MI5 does not handle any criminal cases and has no power of arrest.

Despite its undoubted success rolling up the German spy networks in both World Wars, particularly under the "Double Cross" system during WW II, MI5 has always lived in the shadow of the MI6, which has a reputation for looking down on the 'policemen' of MI5. During their long bureaucratic lives, both MI5 and MI6 have strayed across the demarcation lines into each others bailiwicks, but 'Six' has always maintained their claims of seniority and, more often than not, wins any bureaucratic struggle. In the aftermath of the Burgess & Maclean fiasco, MI5 achieved some boost to their prestige, but this only lasted until the case of Sir Anthony Blunt, a wartime recruit to MI5 and Soviet spy, put the men in 'Five' back in their place. Perhaps the nadir in MI5's existence came in 1970, when the former Director-General of the service, Sir Roger Hollis, was recalled for interrogation due to the accumulated circumstantial evidence which suggesting that he was a KGB agent. But it should be remembered that MI5 has a sort of "no win" scenario when it comes to news of its operations coming to light. When a spy or traitor is exposed by the Security Service, the service is likely to be criticized for not catching the spy earlier, despite having been responsible for the capture in the first place.

Brings successful counter espionage cases to trial guarantees publicity and criticism, especially if the prosecuted spy was highly placed in the government. Under these circumstances it is easy for politicians to make political capital out of MI5's difficulties and to demand that the security services be made more accountable to Parliament. Nevertheless, MI5 has done a remarkable job, especially considering its limited budget and limited manpower.

It is not surprising that MI5 has become a somewhat tatty organization.

Operationally, MI5 is divided into six departments. Department 'A' deals with intelligence resources and operations. Department 'C' handles for protective security. Department 'F' is responsible for countering 'domestic subversion' across the political spectrum. Department 'D' is for counter-espionage. These operational departments receive technical and administrative support from departments 'B' and 'E' respectively.

MI5's primary operational method is the covert investigation, that is investigating a target without the target ever becoming aware that they are under surveillance. The Security Service conducts these investigations by intercepting communications, including the Royal Mail, eavesdropping, visual surveillance and infiltrating agents within the target organization. These "agents" are not necessarily officers serving with MI5. More often than not, agents are paid civilian informants.

Interceptions of mail, electronic eavesdropping and clandestine searches can only be performed with a warrant from the Secretary of State. Issuing such a warrant is an administrative decision that does not invoke American requirements such as a court's review to determine if there is sufficient "probable cause." Instead, the Secretary of State determines whether such an intercept is "necessary in the interests of national security."

MI5 has some 440,000 files at its disposal. 35,000 relate to MI5 administration, policy and staff. 40,000 cover subjects and organizations studied by MI5. 75,000 relate to individuals and organization which have not been under MI5 scrutiny. 290,000 files contain individuals who have at some time since 1909, been investigated by MI5. About 7,000 of these relate to active inquiries on foreign nationals (usually members of foreign intelligence services and terrorists) and 13,000 are active files on UK citizens. MI5 used to destroy old files and between 1909 and the early 1970s destroyed some 175,000 obsolete files. Most of these files were destroyed following the end of each world war. This policy has changed and now MI5 holds their files indefinitely.

One of the idiosyncracies of MI5 investigations is that when a case results in criminal prosecution, for terrorism or espionage, the defendant may not be able to face his accusers. If MI5 feels that revealing the identity of an informant or a method of intelligence gathering is not in the "public interest," the prosecutor charging the case can apply for "public interest immunity." That is, the prosecution does not have to reveal to the defense the names of witnesses or reveal how the intelligence was gathered. Only the judge may know and he alone weighs its admissibility. With no records kept of these decisions, formulating an appeal based on "inadmissible evidence" would be next to impossible.

Occupation Templates

MI5 Officer: Fast Talk, Handgun, Law, Listen, Psychology, Spot Hidden & any two of the following: Computer Use, Other Language, Martial Arts, Forensics, Locksmith

MI5 Analyst: Computer Use, Library Use, Persuade, Spot Hidden, & any three of the following: Accounting, Other Language, Psychology, Law, Listen, History, Forensics

Sample Character

Derek Clark, age 34

Race: Caucasian

STR 12 CON 11 SIZ 17 INT 14 POW 15

DEX 8 APP 13 EDU 14 SAN 75 HP 14

Education: BA Russian, Kingston Polytechnic

Occupation: MI5 Officer

Skills: Fast Talk 48%, Law %, Listen 60%, Martial Arts 55%, Psychology 46%, Spot Hidden 56%

Languages: English 70%, Russian 65%, Spanish 46%

Attacks: Handgun 55%, Knife 45%, (none usually carried)

The United Kingdom Home Secretary

HM Customs & Excise (HMCE)

Date Founded: HMCE was created from the merger of the Boards of Customs and Excise on April 1, 1901. Customs had been founded by Royal Warrant on September 24, 1671 and Excise by Royal Letters on June 24, 1683.

Mission When Founded: Collect and administer customs and excise duties.

Mission Today: HMCE collects and administers customs, excise duties, value added tax (VAT) and other taxes, this includes preventing and detecting revenue evasion. HMCE enforces export and import prohibitions and restrictions on goods such as strategic and nuclear material. HMCE enforces UN sanctions and identifies and confiscates the proceeds of crime.

Jurisdiction: Anywhere in the United Kingdom

Headquarters: New King's Beam House, London, with offices in Belfast, Birmingham, Cardiff, Dover, Edinburgh, Heathrow Airport, Ipswich, Leeds, Liverpool, London, Nottingham, Reading, and Southampton.

of Personnel: 23,000

Annual Budget: £899 million (US\$ 1.5 billion). Revenue collected for 1997/98 was £90.1 billion (US\$ 145 billion)

History/Profile: Customs and excise duties have been levied by the Crown in England since the 1200s. Before the formation of the Boards of Customs and Excise, the Monarch rewarded friends with the rights to administer and collect duties, which reduced the money going to the Crown. Formation of Customs and Excise increased revenue collection, which encouraged smuggling and duty evasion in later centuries. In response the Crown used Customs as a law enforcement agency. Customs men were armed to protect themselves and a fleet of cutters was built to patrol British coastal waters. Later reforms made Customs duties less hazardous and Customs have not been armed since 1856.

Today a Board of Commissioners manages HMCE and makes operational decisions. Treasury ministers make policy decisions and are accountable to Parliament for the Commissioners' actions. The Chairman reports to the Chancellor of the Exchequer but the Paymaster General has been delegated responsibility for HMCE's affairs.

HMCE consists of a headquarters and 24 Executive units. There are fourteen regional collection and administrative units called Collections, each with their own investigative unit. HMCE's National Investigation Service plans and organizes national and international investigations into fraud and smuggling. HMCE's National Intelligence Division provides analysis and intelligence to HMCE and police bodies such as the National Criminal Intelligence Service. HMCE's Drug Liaison Officer network provides international intelligence about drug movements whilst in transit. The Solicitor's Office prepares cases for prosecution. HMCE concentrates on smuggling and the 'protection of society' by trying to limit the amount of illegal goods such as drugs, firearms and pornography entering the UK, and trying to reduce the UK street value of these goods. HMCE still maintains a small flotilla of Customs cutters.

HMCE's search powers are allegedly greater than the police's. However this is only true for VAT inspection, where the HMCE officer has the right to: enter business premises (or a premises where suspected business is conducted) during reasonable hours; inspect (but not search) a premises or storage; require production of information and documentation; inspect records; copy records; remove records; take samples of goods; check any computer, computer equipment or material. Officers need a search warrant to search a premises, this is issued if the officer's superior and a magistrate can be convinced to issue one and a Writ of Assistance allows legal forced entry for the search. Evidence from a prior inspection can be used to gain writs or warrants. Officers can conduct rub-down, strip or cavity searches of people reasonably believed to be concealing smuggled goods. This search can be appealed against but only 5% of appeals are upheld. Officers at ports of entry can also search vessels, vehicles, cargo and luggage including laptop computers. Access to vehicles, cargo or luggage contents, PC hard drives or encrypted data must be given if requested. Anyone who refuses will be served with a writ, subsequent refusal can lead to imprisonment.

Occupation Templates

Customs Officer: Conceal, First Aid, Law, Psychology, Spot Hidden; and three skills from Botany, Pilot Boat, Dog Handling, Listen, Pharmacy, Zoology

HMCE Solicitor: Accounting, Bargain, English, Law, Library Use, Persuade; and two other skills

NID Drug Liaison Officer: Computer Use, Law (UK), Law (International), Library Use, Other Language(s), Pharmacy; and two other skills from Botany, Drive Auto, Electronics, Listen, Photography, Pilot Boat, Zoology

NIS Agent: Conceal, Drive Auto, Fast Talk, Electronics, Listen, Martial Arts, Photography, Persuade, Pharmacy, Spot Hidden

VAT Inspector: Accounting, Bargain, Computer Use, Credit Rating, English, Law, Library Use, Psychology

Sample Character

Senior Officer Sumra Khan, age 29

Race: Anglo-Asian

STR 09 CON 11 SIZ 10 INT 12 POW 13

DEX 13 APP 14 EDU 17 SAN 65 HP 12

Education: BSc (Hons) Life Sciences

Occupation: VAT Inspector

Skills: Accounting 75%, Art (Sing) 15%, Bargain 35%, Biology 45%, Computer Use 75%, Craft (Cooking) 40%, Credit Rating 55%, Drive Auto 40%, Law 55%, Library Use 60%, Psychology 35%, Swim 30%

Languages: English (own) 100%, Urdu 35%, Arabic 15%

Attacks: None

The United Kingdom Home Secretary

National Criminal Intelligence Service (NCIS)

Date Founded: 4th April 1992

Mission when Founded: To help law enforcement and other agencies, at home and abroad, by processing and disseminating information, giving guidance and direction, and analyzing major criminal activity.

Mission Today: Unchanged.

Jurisdiction: NCIS is allowed to gather and process about any English national, living either within the UK or abroad.

Headquarters: New Scotland Yard, London. There are also four other regional offices based in Birmingham, Bristol, Manchester and Wakefield.

of Personnel: 500 staff drawn from the police, Customs and Excise and the Home Office

Annual Budget: £125 million

History/Profile: NCIS was created in response to the national and international character of organized crime. NCIS provides "one-stop shop" service to the various local UK Constabularies pursuing national and international enquires. It is intended to be the foremost criminal intelligence archive in the UK. NCIS does not gather this intelligence on its own, instead it relies on reports gathered from the various UK Constabularies, the Special Branch, MI5 and sometime the other intelligence services. It does not keep records on political groups, unless the group has engaged in criminal activity. NCIS does perform its own analysis of its intelligence and makes these reports available for official use.

The NCIS is divided into four divisions; the Headquarters (HQ) division, the United Kingdom (UK) division, the International division and a Resources Division. The HQ Division is comprised of an operational support unit, an intelligence co-ordination unit, policy and research unit and a strategic and specialist intelligence branch. The specialist intelligence branch's responsibilities cover everything from organized crime to football hooliganism.

The International division manages a network of European Drugs Liaison officers (DLOs). It is also linked to the worldwide DLO network managed by Customs and Excise. The UK Bureau of Interpol is also based within the International division, thus enabling NCIS to have direct access to Interpol's 176 member countries.

The criminal intelligence processed by NCIS plays a vital part in tackling serious crime in Britain. It is not only accessed by the various UK Constabularies, but also, through Interpol, police forces in other countries. The NCIS offender database includes everything from drug traffickers, money launderers and organized criminal groups to paedophiles and football hooligans. NCIS also maintains the UK's national fingerprint archive.

Occupation Templates

NCIS Computer Specialist: Computer Use, Electronics, Electrical Repair, Spot Hidden, Law, Library Use, and any of the following two - Accounting, Forensics, Physics, Mathematics, Other Language, Psychology.

NCIS Drug Liaison Specialist: Computer Use, Spot Hidden, Law, Chemistry, Medicine, Pharmacy, and any of the following two - Forensics, Library Use, Disguise, History, Psychology, Psychoanalysis, Other Language.

NCIS Research Specialist: Accounting, Computer Use, Library Use, Persuade, Spot Hidden, Law, and any of the following two - Forensics, Pharmacy, Chemistry, History, Psychology, Psychoanalysis, Other Language.

Sample Character

Constable Tahera Mohan, age 26

Race: Asian

STR 13 CON 10 SIZ 12 INT 15 POW 13

DEX 12 APP 8 EDU 12 SAN 65 HP 11

Education: Hendon Police College

Occupation: NCIS Drug Liaison Specialist

Skills: Chemistry 55%, Computer Use 35%, Law 45%, Library Use %, Persuade 45%, Pharmacy 60%, Psychology 50%, Spot Hidden 45%

Languages: English 60%, Urdu 75%

Attacks:

Truncheon 50%, t08+db

Taser (Contact) 50%, stun

The United Kingdom Home Secretary

Public Records Office (PRO)

Date Founded: 1838

Mission when Founded: To preserve all the records of parliament and state so that learned members of the public may consult them.

Mission Today: Essentially unchanged, except that records are now available via the Internet.

Jurisdiction: All documents created by the judiciary, and parliament of the United Kingdom.

Headquarters: Kew, London. There is also a service for family historians at the Family Records Centre (FRC) in Central London.

of Personnel: 540 personnel

Annual Budget: £3.7 Million

History/Profile: The Public Record Office has often been referred to as the memory of the nation. It was founded by Act of Parliament in 1838 to bring together and preserve the records of central government and the courts of law, and to make them available to all that wish to consult them. The records, beginning with Doomsday Book (1086), span an unbroken period from the 11th century to the present day.

Included on its 90 miles of shelving are a hugely diverse range of historical documents including returns for parliamentary elections in 1275, lists of Elizabeth I's jewels, Shakespeare's will, Guy Fawkes' confession, and the first American newspaper. There is Captain Bligh's account of the mutiny on The Bounty, Napoleon's post mortem, decrypts of the British Ambassador's dispatches describing the start of the Russian Revolution, the abdication instrument signed by Edward VIII, minutes of Churchill's war cabinet and 617 squadron's account of the busting of the Mohne and Eder dams. The PRO is an invaluable resource for academic researchers, local historians, genealogists and many other groups of readers.

The collection of documents at the PRO includes the formulation of policy and the distribution and control of public resources by the core executive, the executive's actions in managing the economy, the UK's external relations policy, the formulation and delivery of social policies, the administration of justice and the maintenance of security and the documentation of the social and economic condition of the UK.

Occupation Template

PRO Librarian: Accounting, History, Library Use, Other Language & any two of the following, plus any two other specialization skills - Cartography, Law, Photography, Psychology

Sample Character

Zoë Taylor, age 29

Race: Caucasian

STR 14 CON 8 SIZ 14 INT 14 POW 6

DEX 9 APP 10 EDU 14 SAN 30 HP 11

Education: BA History, Reading University

Occupation: PRO Librarian

Skills: Accounting 41%, Cartography 41%, History 64%, Law 58%, Library Use 74%, Photography 42%, Military History 47%

Languages: English 72%, Latin 62%

Attacks: None

The United Kingdom Home Secretary

Special Branch

Date Founded: 17th March 1883 (St-Patrick's day) as the "Special Irish Branch"

Mission when Founded: To combat an outbreak of Irish terrorism in London.

Mission Today: The role of the special branch is combating subversion and possible subversion and the activities of individuals who undermine British democracy. Additionally, Special Branch acts as the executive arm of MI5, conducting arrests following MI5 investigations. Special Branch also handles offenses relating to the conduct of local and parliamentary elections.

Jurisdiction: Anywhere within the United Kingdom, and the existing colonial provinces such as the Falkland Islands.

Headquarters: Each of the major British Constabularies has a special branch division. The most famous division is that at New Scotland Yard London.

of Personnel: 2000 officers spread amongst the various county constabularies.

Annual Budget: £75 million (estimated)

History/Profile: Special Branch is the special intelligence branch of the British Constabulary. It was formed on St. Patrick's day 1883, as a reaction to an outbreak of Irish Nationalist terrorism in London. Originally named the Irish Special Branch, it consisted of no more than a dozen men. In its one hundred years of existence the Special Branch has taken on the Fenians, the anarchists from the Dynamite Party, the German Secret Service in two world wars, Soviet espionage and communist subversion, and the complexities of international terrorism. Nevertheless, combating Irish terrorism has been a dominant priority of the Special Branch. Since the Northern Ireland peace process got underway, the number of Special Branch officers assigned to countering Irish Terrorism has been reduced. These officers have been reassigned elsewhere, most notably to squads dedicated to fighting organized crime.

What has not changed in recent times is the relationship that Special Branch has with MI5. Because MI5 has no powers of arrest, Special Branch works closely with the Security Service and takes over their work when an arrest is immanent. Necessarily, Special Branch is often closely involved with many MI5 operations right from the start. Despite this close relationship, the recent changes within MI5 and its mission now that the 'cold-war' has ended, has left Special Branch with the distinct feeling that MI5 is treading on Special Branch territory. Some in the Special Branch believe that MI5 should be absorbed into the Special Branch in order to maximize efficiency and, of course, eliminate a bureaucratic rival.

Special Branch uses three basic investigation methods. First, and most important, is the use of Azure surveillance teams. Each Special Branch division has a number of these teams ready to monitor any person or organization deemed to be a threat. These Azure teams, are often 'loaned' to other specialized divisions such as the Drugs and the Child Pornography squads.

Next is the use of paid informants (called snouts). These tend to be minor members of 'subversive' organizations who have got into trouble with the police and are offered the option of working as an informant in order to "deal their way out." Such informants then pass on whatever information they can get their hands on. The employment of snouts seems to be the preferred method for intelligence gathering in Northern Ireland, despite the fact that life for anyone caught passing information to the authorities tends to be brutish and short.

Finally, Special Branch has a number of officers trained in the methods of covert infiltration. These officers tend to infiltrate mainland subversive groups that range in scope from neo-nazi organizations and football hooligans, to ultra-left wing groups and environmental organizations. The Special Branch should not be confused with the Special Constables the part-time police officers who assist the uniformed police.

Occupation Templates

Special Branch Officer: Fast-Talk, Handgun, Law, Listen, Psychology, Spot Hidden + 2 other skills as a specialization.

Azure Surveillance Officer: Computer Use, Electronic Repairs, Electronics, Law, Listen, Photography, Spot Hidden, and Sneak.

Informant Liaison Officer: Computer Use, Fast Talk, Law, Persuade, Psychoanalysis, Psychology, and Spot Hidden.

Undercover Officer: Fast Talk, Disguise, Law, Listen, Persuade, Psychology, + 2 of the following skills - History, Hand Gun, Martial Arts, Chemistry, Pharmacy.

Sample Character

Detective Sergeant Philip Morris, age, 26

Race: Caucasian

STR 11 CON 9 SIZ 14 INT 17 POW 12

DEX 9 APP 11 EDU 12 SAN 60 HP 12

Education: Hendon Police Academy

Occupation: Special Branch Officer

Skills: Fast Talk 47%, Disguise 35%, Law 56%, Listen 41%, Martial Arts 62%, Persuade 48%, Psychology 42%, Spot Hidden 57%

Languages: English 67%

Attacks: Ruger Security-Six M117 Revolver 56%, 1D10

The United Kingdom Foreign and Commonwealth Secretary Government's Communication Headquarters (GCHQ)

Date Founded: 1946

Mission when Founded: To provide Government Departments and Military Commands with signals intelligence (SIGINT) and well as advice and assistance on the security of their communication and information technology systems.

Mission Today: Unchanged

Jurisdiction: All Signal Intelligence within the UK with the exception of local bugging operations.

Headquarters: GCHQ operates from two sites on the outskirts of Cheltenham, Gloucestershire.

of Personnel: 4500 split between the two sites.

Annual Budget: £400 million

History/Profile: GCHQ is the post-war successor of the Government Code and Cipher School, Great Britain's SIGINT organization since 1919. Headquartered at Bletchley Park, the GCCS made an outstanding contribution to the war against Nazi Germany, for example by decrypting German messages enciphered by the ENIGMA machine. In 1953 GCHQ moved from Bletchley Park to two sites on the outskirts of Cheltenham, where it continues to be based. Plans to amalgamate the two sites into a "super GCHQ" have been announced, but no details are available. The Director of GCHQ answers to the Foreign & Commonwealth Secretary for all aspects of its work.

GCHQ gathers signal intelligence by monitoring communications and other signals, such as radar. This monitoring is carried out by the Composite Signals Organization, which GCHQ administers, operating from a number of locations in the UK and overseas. Among their most important sites are the colossal SIGINT collection facility at Menwith Hill in the UK, which covers some 560 acres, and their facility on Ascension Island in the South Atlantic. Like SIS and the Security Service, GCHQ also maintains liaisons with a range of foreign intelligence and security services. Its relationship to the NSA is particularly close. Both agencies jointly administer the facility at Menwith Hill as well as the Columbia Annex (CANX) located in the Village of King's Contrivance Maryland. Here GCHQ signals intercepts are processed by NSA computers.

Providing advice and assistance to Government Departments and the Armed Forces on the security of their communications and information technology systems is undertaken by the Communications Electronics Security Group of GCHQ. The CESG works closely with their customers and industry, as well as with the Security Service, to ensure the proper protection of official information in such systems. CESG does not manufacture security equipment, but instead advises the electronics industries that provide the government with these technologies. CESG is also beginning to offer its "advice" to the private sector on a "cost recovery basis."

GCHQ is split into two main branches. The first is solely responsible for electronic eavesdropping and analysis, and the second section is responsible for the code encryption and decryption.

Occupation Templates

Intelligence Analyst: Computer Use, Library Use, Listen, Persuade, & any of the following two Cryptography, Electronics, Other Language
Communications Specialist: Computer Use, Cryptography, Listen, Electronics, Electrical Repair, & any of the following two Physics, Mathematics, Other Language

Sample Character

Dr. David Welsh, age 52

Race: Caucasian

STR 9 CON 8 SIZ 15 INT 18 POW 15

DEX 10 APP 9 EDU 21 SAN 75 HP 12

Education: PhD Physics (University of Wales)

Occupation: GCHQ Communications Specialist

Skills: Computer Use 62%, Cryptography 84%, Listen %, Library Use 70%, Electronics 45%, Electrical Repair 8%, Mathematics 70%, Physics 78%

Languages: English 87%

Attacks: None

The United Kingdom Foreign and Commonwealth Secretary Marine Accident Investigation Branch (MAIB)

Date Founded: 1st July 1989

Mission when Founded: To investigate any incident that occurs on board UK registered shipping, to publish its findings and to improve safety on all UK vessel.

Mission Today: Unchanged.

Jurisdiction: MAIB has the power to investigate accidents involving or occurring on board any UK registered ship world-wide or any other ship within UK territorial waters.

Headquarters: Southampton

of Personnel: 261

Annual Budget: £750,000

History/Profile: The Marine Accident Investigation Branch (MAIB) was established under Section 33 of The Merchant Shipping Act 1988 and operates under the Merchant Shipping (Accident Reporting and Investigation) Regulations 1994 as an independent arm of the Department of Transport.

Before MAIB was established in 1989, Surveyors in the Department of Transport carried out investigation into marine accidents. Today, MAIB is a distinct and separate branch within the Department of Transport, with the Chief Inspector reporting directly to the Secretary of State.

All Inspectors are qualified in nautical, engineering and naval architecture. MAIB Inspectors keep fully up to date with operational practice on all types of ship. There are three levels of investigation that MAIB undertakes: Administrative Inquiry for less serious cases where inquiries are made by correspondence or telephone, without the need for visits. Inspector's Investigation for more serious cases where witnesses are interviewed and the ship is visited where that is feasible. Inspector's Inquiry called by the Chief Inspector in the case of major accidents. This is a very comprehensive investigation, usually carried out by a team of Inspectors.

Masters and Skippers of UK registered vessels are obliged to report accidents by the quickest means, such as VHF radio, telephonic, telex or fax, to MAIB, any Marine Safety Agency Marine Office, or to HM Coastguard.

These Regulations are the foundation of MAIB's work and apply to merchant ships, fishing vessels and pleasure craft. They define the accidents to which they apply, set out the purpose of investigations and lay down requirements for the reporting of accidents. They make provision for the ordering and conduct of Investigations, but allow inspectors a good deal of discretion - very necessary given the wide variety of cases.

MAIB will also carry out investigations on behalf of other states if requested to do so. Naturally, MAIB gives the fullest support to the resolutions of the International Maritime Organization concerning co-operation between states.

Occupation Template

MAIB Inspector: Architecture, Boating, Computer Use, Fast Talk, Library Use, Navigation/Sea, Persuade, Photography, Spot Hidden.

Sample Character

Lauren Bishop, age 29

Race: Caucasian

STR 7 CON 12 SIZ 10 INT 10 POW 13

DEX 5 APP 17 EDU 10 SAN 65 HP 11

Education: MSc Naval Architecture, Southampton University

Occupation: MAIB Inspector

Skills: Architecture 50%, Boating 47%, Computer Use 40%, Fast Talk 46%, Library Use 31%, Navigation/Sea 40%, Persuade 45%, Photography 40%, Spot Hidden 46%

Languages: English 60%

Attacks: None

The United Kingdom Foreign and Commonwealth Secretary The Secret Intelligence Service (MI6)

Date Founded: 1st August 1909

Mission when Founded: MI6 was concerned with intelligence gathering against external threats to the UK, such as foreign governments and organizations. During the Cold War, MI6 took over the duties of the wartime Special Operations Executive (SOE) and undertook covert operations.

Mission Today: Essentially unchanged. MI6's principal role is the production of secret intelligence in support of the HM Government's "security, defense, foreign and economic policy."

Jurisdiction: MI6 has jurisdiction to pursue its aims outside the UK, but it can also operate inside the UK in special circumstances.

Headquarters: MI6 is based in London, in a new purpose built set of offices at 85 Albert Embankment, Vauxhall Cross, on the South Bank of the Thames. MI6 also has station houses in many countries around the world.

of Personnel: 2300

Annual Budget: £150 million.

History/Profile: For centuries England has used espionage as a tool of state, both at home and abroad. The modern British Secret Intelligence Service can trace its origins back to the Elizabethan spy-master Sir Francis Walsingham. In Walsingham's day, there was no professional service and operational expenses were often paid out of his own pocket.

The Secret Intelligence Service was formed as Military Intelligence, Department 6 (MI6) in 1909 to conduct overseas intelligence collection. Its first chief and principal organizer was Captain Sir Mansfield Cumming, RN. Referred to only by the initial of his last name, 'C' became the pseudonym for the "Chief" of the Secret Service. Capt. Cumming lead the agency from 1909 until 1923, during which time MI-6 enjoyed considerable successes. However, the success record of MI-6 is not an easy thing to judge. True successes remain hidden forever and failures only become apparent when they are spectacular enough to make the front page, which is a good deal more difficult in the UK than it is the USA. Despite such disasters as the 1939 exposure its networks in Europe by Nazi counterintelligence, MI6 retained a reputation as a highly capable and competent service. MI-6 had most of its covert action functions stripped away and assigned to the newly formed Special Operations, and thus its wartime activities were generally restricted to intelligence gathering and analysis. Following the war, these duties were reassigned to MI6.

It was during the Cold War that MI6 suffered its blackest defeats at the hands of Soviet intelligence agencies. MI6 and MI5 both suffered bitter blows to their reputation when it became known that some of their brightest stars - Burgess & Maclean, Blake & Blunt - were traitors. Even more embarrassing was the defection to the Soviet Union of one of its senior agents, Kim Philby, after a government investigation cleared him of all charges of treason. These disasters did bring about a reorganization of the Service. Most in need of modernization were the security vetting and recruiting procedures. MI6 has since been able to avoid the scandal of another "Cambridge Spy Ring." Furthermore, notable successes were achieved, in particular, MI6 recruited and developed Colonel Penkovsky, perhaps the most important spy of the Cold War, after the CIA failed to recognize him as genuine.

The end of the Cold War, has MI6 focusing fewer resources on Moscow and more on targets such as terrorist groups and the states who support. Without the polarizing effect of the Cold War, gathering intelligence on friendly governments is no longer taboo. Industrial espionage and activities to further British trade interests (such as obtaining advanced knowledge of "friendly" nations' negotiating positions) have become a legitimate mission for MI6.

In the days of the Empire, the service recruited its officers from either the armed forces or the ranks of the colonial police forces. The new crop of secret-service officers are recruited from candidates spotted in the universities, particularly those with aptitude for languages. The selection process is far less haphazard and more cautious than the days when having the "right" family and going to the "right" schools could guarantee a place in the Service. Positive vetting is an established practice, and polygraphs are often employed.

Intelligence methods have changed along with the targets. MI6 officers spend more time collating, with the aid of computers, intelligence material gathered in co-operation with the allied services of the NATO powers, than on running agents and networks in the field. The cloak and dagger work of the Cold War is rapidly becoming an anachronism.

MI6 is organized into a number of different sections, labeled I to IX. Each section is responsible for a specific region of the world. When MI6 was based at Cambridge Circus in London, these sections used to correspond to the floor that department was on, therefore the Fifth Floor or Section V is responsible for monitoring the activities in the old USSR. Unlike GCHQ, that uses advanced signal technology to capture intelligence information, MI6 concentrates on HUMINT, employing the classical M.I.C.E. methods of forcing an unwilling target into treachery - Money, Ideology, Compromise and Ego.

Occupation Templates

MI6 Case Officer: Conceal, Credit Rating, Fast Talk, Locksmith, Other Language, Spot Hidden, & any three of the following: Handgun, Bargain, Hide, Forgery, Listen, Martial Arts, Persuade, Sneak

MI6 Analyst: Computer Use, Library Use, Persuade, Spot Hidden, & any three of the following: Accounting, Other Language, Psychology, Law, Listen, History, Forensics

Sample Character

Miss Connie Adams, age 37

Race: Caucasian

STR 11 CON 12 SIZ 13 INT 15 POW 13

DEX 8 APP 13 EDU 17 SAN 65 HP 13

Education: (Keeble College Oxford)

Occupation: MI6 Case Officer

Skills: Conceal 55%, Fast Talk 55%, Law 45%, Martial Arts 50%, Spot Hidden 50%, Listen 60%, Locksmith 40%, Psychology 40%

Languages: English 85%, German 70%, Russian 60%, Hungarian 60%,

Attacks: Walther PPK .32ACP 55%, 1D8

The United Kingdom Ministry of Defence

14th Intelligence Company (14th Int)

Date Founded: 1974

Mission when Founded: To monitor known Nationalist and Loyalist terrorists and carry out pre-emptive strikes against their operations

Mission Today: Unchanged

Jurisdiction: Northern Ireland only

Headquarters: Armagh

of Personnel: 150 officers and men

Annual Budget: Unknown

History/Profile: The 14th Intelligence Company (14th Int) has been called "the thinking man's SAS." It is a tri-service covert operations organization, drawing recruits from the Army, RAF and Royal Navy. Its mission is to combat terrorism in Northern Ireland, both loyalist and IRA factions. 14th Int's methods are unusual for a military unit in that they involve the covert monitoring and surveillance of known terrorists, and they work more commonly associated with police forces. Surveillance is followed up with pre-emptive strikes against terrorist cells.

14th Intelligence Company operations are often indistinguishable from SAS operations, but the men of the 14th are a different breed than the "Hooligans from Hereford." They tend to be better educated, quieter and less aggressive than their SAS counterparts. A two week selection process is followed by six months of training in their mission specialty. Besides honing their military skills, recruits to "the Company," as it is known, receive extensive training in under cover operations and covert surveillance technology and techniques. Following their training the recruits serve a year's tour with the Company before being returned to their units.

The Company is never given credit for successful operations. Its successes are reported as the actions of the Royal Ulster Constabulary or HMSU police units. Of all the operations that the 14th has been involved in, only one has entered the public eye; the arrest of a Loyalist gunman who attempted to assassinate the head of Sinn Fein, Gerry Adams.

Occupation Template

14th Intelligence Company Operator: Conceal, Drive Auto, Handgun, Hide, Listen, Photography, SMG, Sneak, Spot Hidden & any two of the following skills: Climb, Computer Use, Electronics, Martial Arts, Other Language, Rifle, Track

Sample Character

Captain Ronald Blair, age 36

Race: Caucasian

STR 13 CON 14 SIZ 11 INT 16 POW 8

DEX 13 APP 11 EDU 15 SAN 40 HP 13

Education: Sandhurst

Occupation: Deputy Commander 14th Intelligence Company

Skills: Climb, 60%, Conceal 55%, Computer Use 30%, Hide 70%, Listen 55%, Martial Arts 40%, Photography 40%, Psychology 45%, Sneak 70%, Spot Hidden 55%

Languages: English 75%

Attacks:

FN Browning Hi-Power 60%, 1D10

Lee Enfield IW 65%, 2D6

The United Kingdom Ministry of Defence

21 Army Intelligence Corps

Date Founded: Winter 1854, for the Crimean War. Until the second world war the British Army only raised an intelligence apparatus when a conflict or campaign was inevitable or had started.

Mission when Founded: To help discern the tactics and troop movements of Britain's enemies during the Crimean War, as well as provide field security for HM's forces.

Mission Today: to provide the British Army with Combat intelligence, security intelligence, protective security, photographic interpretation and imagery analysis, signal intelligence, the study of foreign armies and interrogation of prisoners of war.

Jurisdiction: Over British Army forces stationed in the UK, Germany and other overseas postings.

Headquarters: The Directorate of the Intelligence Corps is co-located with the Defence Intelligence and Security Centre at Chicksands in Bedfordshire.

of Personnel: 460 personnel split between England & Germany.

Annual Budget: £1.2 Million

History/Profile: The first British Army intelligence corps was founded during the siege of Sevastapol in the Crimea to provide the British Army with intelligence into the troop movements of the Russian army. The early intelligence corps used a variety of methods, including spotting via hot air balloons, front line scouts and. The Army Intelligence Corps has a strictly limited scope of intelligence gathering operations. It rarely if ever becomes involved in running espionage networks.

The Intelligence Corps was founded as a permanent organization on the orders of Winston Churchill. The British Army had an intelligence division at headquarters level, and in the War Office since the army reforms of the mid and late nineteenth century, however operational intelligence was not permanently organized service branch.

These days, the 21 Army Intel Corp provides a number of services to the British army, including combat intelligence, security intelligence, photographic interpretation and imagery analysis, and the study of foreign armies. This means that the Corp has a number of specialists in various intelligence disciplines, and these specialists are often dispatched around the world acting as trouble-shooters.

The Corp itself is split into two groups - Intelligence & Security Group (UK), and Intelligence & Security Group (Germany). The German group collects intelligence specifically on East European countries, while the UK group produces intelligence on the rest of the world, and acts like a briefing department for the army top brass.

With the end of the cold war the 21 Army Intelligence Corp has seen its numbers considerably diminished along with other more traditional army units.

Occupation Templates

Army Military Intelligence Specialist: Cartography, Computer Use, Handgun, Library Use, Military Science, Psychology & any of the following two skills - First Aid, History, Law, Parachuting, Ride, Rifle.

Signals Intelligence Specialist: Computer Use, Cryptography, Electrical Repair, Electronics, Listen, Rifle & any of the two following skills - First Aid, Handgun, Mathematics, Physics, Sneak, Spot Hidden.

Interrogation Specialist: Fast Talk, First Aid, Listen, Persuade, Psychoanalysis, Psychology & any two of the following skills - Handgun, Hypnosis, Medicine, Other Language, Rifle.

Sample Character

Captain Kenneth Morgan Age 41

Race: Caucasian

STR 10 **CON** 13 **SIZ** 12 **INT** 17 **POW** 8

DEX 12 **APP** 12 **EDU** 17 **SAN** 40 **HP** 13

Education: Sandhurst

Occupation: 21 Intelligence Corp Interrogator

Skills: Fast Talk 70%, First Aid 60%, Hypnosis 29%, Listen 56%, Persuade 70%, Psychoanalysis 65%, Psychology 70%

Languages: English 85%, Russian 60%

Attacks: FN Browning Hi-Power 50%, 1D10

The United Kingdom Ministry of Defence

Comacchio Group

Date Founded: April 1979

Mission when Founded: To protect the UK oil fields in the North Sea from terrorism.

Mission Today: To protect the UK's Sea Born Nuclear Weapons whilst in port, and to protect the Coastal Nuclear Power Stations from terrorist attack.

Jurisdiction: UK Mainland and UK territorial waters

Headquarters: Arbroath, Scotland

of Personnel: 300 men whose average age is 22.

Annual Budget: £2.1 Million.

History/Profile: The Comacchio Group is an independent company of the Royal Marine unit which was initially set-up to protect north sea oil rigs from terrorist attack. The name of the group, Comacchio, is taken from a WW2 battle honor, earned at Lake Comacchio, Italy.

When first formed the group was comprised of around 300 men and was based in Arbroath. Besides the Royal Marines, an SBS unit serves with the Comacchio Group. Beginning in the early 80's, the Comacchio Group's mission was expanded to include aspects of naval security, particularly the safeguarding of Britain's Independent Nuclear Deterrent. This means guarding nuclear weapon stockpiles mainly on the Clyde Submarine base on the West Coast of Scotland.

The Royal Marines who make up the Comacchio group are highly trained, with emphasis on quick response and precision use of personal weapons. They are equipped with their own small craft for amphibious operations or operations on the high seas against targets like oil rigs, ships, or even submarines.

Occupation Template

Comacchio Group Member: Climb, Hide, Knife, Listen, Navigate Boat, Rifle, SCUBA, Sneak, Spot Hidden, Swim, & any two of the following: First Aid, Handgun, Martial Arts, Submachine gun, Throw

Sample Character

Marine Bruce Joseph, age 20

Race: West Indian

STR 14 CON 11 SIZ 15 INT 14 POW 10

DEX 15 APP 8 EDU 13 SAN 50 HP 13

Education: Royal Marine College, Portsmouth

Occupation: Comacchio Team Member

Skills: Climb 50%, First Aid 45%, Hide 50%, Navigate Boat 60%, SCUBA

65%, Sneak 70%, Spot Hidden 55%, Swim 60%

Languages: English 65%

Attacks:

FN Browning Hi-Power 60%, 1D10

Fairburn Sykes Combat Knife 60%, 1D6+db

Enfield SA-80 5.56NATO 60%, 2D6

The United Kingdom Ministry of Defence

Defence Evaluation & Research Agency (DERA)

Date Founded: 1st April 1995,

Mission when Founded: To provide a single organization to undertake cutting edge non-nuclear weapons research for the UK.

Mission Today: Essentially unchanged except that DERA now provides hi-tech research for British and foreign organizations.

Jurisdiction: N/A

Headquarters: Central offices are at Farnborough, Hampshire. Significant sites are located at Boscombe Down in Wiltshire, Farnborough in Oxfordshire, Fort Halstead near Sevenoaks in Kent, Malvern in Gloucestershire, and Porton Down Wiltshire.

of Personnel: 12 - 14,000 staff and researchers (includes 3 - 4,000 contractors).

Annual Budget: £570 million

History/Profile: DERA was formed through the amalgamation of a number of research organizations that were once controlled by the MoD; the Aeroplane and Armament Experimental Establishment (A&AEE), the Biological and Chemical Warfare (BCW) division, the Royal Aircraft Establishment (RAE), the Royal Armament Research and Development Establishment (RARDE), and Royal Signals and Radar Establishment (RSRE). Today, DERA operates as a Trading Fund within the Ministry of Defence. DERA comprises of 15 business divisions organized into four operational divisions: Air systems, Aircraft test and evaluation, Biological & chemical defense, Centre for Defence Analysis, Centre for Human Sciences, Chemical and electronic systems, Command & information systems, Electronics, Land systems, Sea systems, Sensors and processing, Structural Materials Centre, Test and evaluation: facilities, Test and evaluation: ranges, and Weapons systems.

DERA provides services and aerospace research in such fields as aerodynamics, instrumentation, metallurgical research, and hypersonic engine design. In the areas of electronic communications research DERA has provided systems for satellite communications, weapon guidance, semiconductor devices, lasers and night vision devices. Its main effort was concerned with defense, but their work was also relevant to civil scientific projects, such as cancer therapy, satellite communications and metal cutting and welding.

The biological research DERA carries out includes biological and chemical warfare interdiction, pathogen production and experimental airborne infection, thus providing some of the earliest UK effort in the then embryonic sciences of biotechnology and aerobiology. DERA is also one of the few facilities in the UK to do active research into the Hanta and the Ebola family of viruses.

DERA also manages science parks and dual-use technology centres in order to transfer knowledge, skills and technology to UK industry, and to encourage civilian use of dual-use technology and wealth creation. The MoD has the right to use any research that DERA conducts for non-MoD clients. DERA will not work with clients where collaborations would conflict with UK government policy or security.

Occupation Templates

AE&E Engineer: Computer Use, Electronics, Electrical Repair, Mechanical Repair, Mathematics, Physics, Pilot Aircraft, & one of the following skills - Art, Carpentry, Operate Heavy Machinery.

RAE Engineer: Computer Use, Electronics, Electrical Repair, Mathematics, Physics, Pilot Aircraft, Navigation Air, & one of the following skills - Art, Operate Heavy Machinery, Parachuting.

RARDE Engineer: Electronics, Computer Use, Physics, Demolitions, Operate Heavy Machinery, Spot Hidden, and any one of the following skills - Mechanical Repair, Throw, Electrical Repair.

RSRE Engineer: Electronics, Electrical Repair, Mathematics, Physics, Listen, Mechanical Repair, Computer Use, & one other specialization skill.

BDP Scientists: Biology, Chemistry, Computer Use, Credit Rating, First Aid, Library Use, Medicine, Natural History, Pharmacy, Spot Hidden.

Sample Character

Bindari Singh, age 34

Race: Asian

STR 9 CON 7 SIZ 12 INT 14 POW 12

DEX 8 APP 3 EDU 18 SAN 60 HP 10

Education: PhD Electronic Engineering, Imperial College London

Occupation: RSRE Engineer

Skills: Computer Use 60%, Electronics 65%, Electrical Repair 50%, Listen 54%, Mathematics 60%, Physics 44%, Mechanical Repair 50%, Operate Heavy Machinery 47%

Languages: English 90%, Urdu 90%

Attacks: None

The United Kingdom Ministry of Defence

Defence Intelligence Staff

Date Founded: 1964

Mission when Founded: To provide the Ministry of Defence with accurate and timely intelligence to support the policies of HMG.

Mission Today: Unchanged.

Jurisdiction: None per se, DIS is an intelligence consumer and analyzer, not a collector

Headquarters: MoD Bristol

of Personnel: 151

Annual Budget: £750,000

History/Profile: The Defence Intelligence Staff (DIS) was formed to act as a central clearinghouse for intelligence generated by all military intelligence departments. It draws its intelligence data from the three Service Branch Intelligence Departments as well as from open sources. Data is not just organized, it is analyzed and made available to the Ministry of Defence, the Service Branch Intelligence Departments and even field commanders. DIS provides assessments on everything from the weapons systems anticipated to be used by the enemy to analysis of the political and cultural influences that might shape a regional conflict. The Chairman of the DIS is one of the members of the JIO.

The DIS has a mixed staff composed of both military officers and civilian specialists in such fields as linguistics, geographic specialty and the various physical sciences. It is divided into four categories: Service Intelligence, Management & Support Intelligence, Scientific & Technical Intelligence, and Economic Intelligence. The DIS creates specialty cells to deal with ongoing situations, like the current crisis in Yugoslavia.

Occupation Template

DIS Analyst: Computer Use, History, Law, Library Use, Psychoanalysis, Psychology & 2 of the following Bargain, Handgun, Other Language, Intimidate.

Sample Character

Rose Collision, age 32

Race: West Indian

STR 10 CON 15 SIZ 16 INT 12 POW 12

DEX 8 APP 14 EDU 13 SAN 60 HP 16

Education: London School of Economics

Occupation: DIS Analyst

Skills: Computer Use 55%, History 60%, Law 45%, Library Use 55%, Psychology 30%, Psychoanalysis 35%

Languages: English 75%

Attacks: FN Browning Hi-Power 35%, ID10

The United Kingdom Ministry of Defence

Royal Air Force Air Intelligence Service (AIS)

Date Founded: 1912

Mission when Founded: To provide the War Office with accurate information on aircraft movements in the skies above the UK.

Mission Today: To supply the MoD an accurate list of all civil and military aircraft flying in the skies over the UK on a day to day basis. To provide clear and accurate photo reconnaissance of all sites that could pose a threat to the security of the UK.

Jurisdiction: The airspace of the United Kingdom.

Headquarters: RAF West Drayton, London

of Personnel: 640

Annual Budget: £4.5 Million

History/Profile: Founded shortly after the famous Sheerness Zeppelin incident, the Air Intelligence Service was supposed to allow the UK to be able to classify all air movements within the UK. The AIS originally collated aircraft sightings from the other two branches of the armed services, the police and coast guard stations. During the first world war, the AIS provided tactical support for the Royal Flying Corp's activities in France against the Germans including keeping accurate tallies on the number of German aircraft destroyed in dog-fights, and the makes and models of German aircraft in use.

Towards the end of the First World War, the AIS was asked to provide the Army with intelligence on German Troop positions, and so the Photo Reconnaissance Unit was formed as part of the AIS. During W.W.II, the AIS were once more responsible for coordinating all reports of enemy aircraft and providing Photo Reconnaissance work for the War Office.

These days, the AIS are also responsible for coordinating NATO satellite intelligence that is gathered by UK via the network of NATO owned spy satellites. Finally, the AIS is responsible for coordinating with the Civilian Air Authority to provide a list of all current sanctioned civilian aircraft flights within the UK so that Military flying can be conducted as safely as possible in the busy skies of the UK.

Occupation Templates

AIS Analyst: Computer Use, Library Use, Persuade, Photography, Spot Hidden, & any two specialty skills.

AIS Satellite Officer: Astronomy, Computer Use, Electronics, Mathematics, Physics, Spot Hidden, & any two specialty skills.

Sample Character

Elaine McCourt, age 22

Race: Caucasian

STR 10 CON 12 SIZ 10 INT 11 POW 12

DEX 8 APP 12 EDU 16 SAN 60 HP 11

Education: No 1 PRU School, RAF Halton

Occupation: AIS Satellite Officers

Skills: Astronomy 55%, Computer Use 46%, Electronics 49%, Mathematics 60%, Physics 41%, Spot Hidden 49%

Languages: English 80%, Welsh 50%

Attacks: FN Browning Hi-Power 45%, 1D10

The United Kingdom Ministry of Defence

RAF Air Section 2 (AS2)

Date Founded: 4th May 1972

Mission when Founded: To investigate complaints of low flying by RAF aircraft by members of the general public.

Mission Today: AS2 now deals with reports of UFO sightings by the general public.

Jurisdiction: Anywhere in the UK.

Headquarters: Rudloe Manor, Wiltshire.

of Personnel: estimated to be around 50.

Annual Budget: £2.5 million

History/Profile: Originally set-up to look into complaints of low-flying aircraft, AS2 had its brief widened to include the investigation of UFO reports some time in 1979, inheriting the duties of the MoD's DS8 and S4(Air) UFO investigation sections. The reason seems to be the growing concern within the MoD that 16,000 or so UFO sightings reported to RAF bases, police stations and the MoD itself might have a defense implication after all.

The UFO research centre comprises no more than thirty people, and operates a constantly manned telephone service. It also serves as a tracking and correlation centre for UFOs activity in UK airspace, and is alleged to carry out research into UFO contacts and landings, as well as interviewing witnesses. According to a former staff member, AS2 is the focal point within the UK for UFO reports. Rudloe Manor, AS2's headquarters, is by some of Britain's UFO community to be the UK's "Area 51." There are some who believe that recovered alien technology or evidence is held there.

Occupation Template

AS2 Officer: Computer Use, Fast Talk, Persuade, Psychology, Spot Hidden & any two of the following - Handgun, Navigate, Pilot Aircraft/Pilot Helicopter, Psychoanalysis

Sample Character

Flight Lieutenant Michael Walters, age 31

Race: Caucasian

STR 11 CON 11 SIZ 16 INT 15 POW 10

DEX 14 APP 6 EDU 15 SAN 50 HP 14

Education: Andover Staff College

Occupation: AS2 Investigator

Skills: Computer Use 45%, Fast Talk 45%, Persuade 50%, Pilot Helicopter 60%, Psychology 65%, Spot Hidden 65%

Languages: English 75%

Attacks: Glock Model 17 9mm Parabellum 65%, 1D10

The United Kingdom Ministry of Defence

Royal Naval Intelligence Department (NID)

Date Founded: 1888

Mission when Founded: To provide signals interception and code-breaking services for the Royal Navy.

Mission Today: To provide signals intelligence and fleet movements of the enemies of HMG.

Jurisdiction: NID gathers intelligence to support HMG's Naval presence around the world.

Headquarters: Admiralty Building, London.

of Personnel: 210.

Annual Budget: £750,000

History/Profile: Established by Captain Henry Oliver, the Naval Intelligence Department was originally a signal interception and code breaking section within the Royal Navy. However, this changed, when Admiral 'Blinker' Hall became head of the NID in 1914. Blinker Hall was considered by many to be one of the most intelligent and devious head of any British secret service department and is to have struck terror into the hearts of the enemy. Under his leadership, he not only built improved the existing cryptography section by employing civilians, but he set up a Code Breaking School to help clear the back log of captured German messages. He also set up an extensive network of agents and spies in neutral countries.

Probably NID's finest moment, and the one move which brought the United States into the First World War was the interception of the Zimmerman telegram which indicated that the Germans were about to introduce unrestricted submarine warfare off the American Seaboard.

Between the two world wars, NID or Room 40 (Old Building) as it was more often called was scaled down on the orders of the head of MI6, Sir Mansfield Cummings, possibly because of inter-service rivalry.

During the Second World War, the Naval intelligence Department once more grew in size, and planned and executed a number of operations, probably the most famous of which was Operation Mincemeat, a event sometimes referred to as "The man who never was." This operation was aimed at deceiving the Germans into thinking that landings for the forth-coming invasion of Sicily would take place in Greece. To achieve this a corpse, supposedly a Royal Marines major carrying plans for an allied invasion of Greece, was deposited by a British submarine on the Spanish coast in the hope that the Spanish authorities would inform the Germans. This plan, carried out in May 1943, was a resounding success, and the Germans diverted a significant force to the defense of Greece.

At the end of W.W.II the Naval Intelligence Department was once more comparable in size and function to MI6 with its own agents, and once again it was scaled down. Today it is a shadow of its former self. These days, NID concentrates on gathering and evaluation intelligence from a variety of separate naval sources including research ships, signal intelligence and underwater sensor arrays.

Occupation Templates

Intelligence Officer: Computer Use, Electronics, Hide, Listen, Photography, Rifle, Sneak, Spot Hidden, & any two of the following skills: Climb, Demolitions, Handgun, Martial Arts, Other Language.

Cryptography Specialist: Computer Use, Cryptography, Electronics, Listen, Mathematics, Navigate Boat & any of the following two Physics, Library Use, Other Language

Sample Character

Chief Petty Officer Rachel Thayer, age 28

Race: West Indian

STR 7 **CON** 12 **SIZ** 8 **INT** 17 **POW** 6

DEX 11 **APP** 10 **EDU** 16 **SAN** 30 **HP** 10

Education: Chatham Naval Academy

Occupation: NID Cryptography Specialist

Skills: Computer Use 50%, Cryptography 55%, Electronics 40%, Library Use %, Listen 55%, Mathematics 65%, Navigate Boat 40%

Languages: English %, Russian 70%

Attacks: None

The United Kingdom Ministry of Defence

Special Air Service Regiment (22 SAS)

Date Founded: July 1941, L Detachment, Special Air Service Brigade. Reformed as a regular infantry regiment, 22 SAS, in 1952.

Mission when Founded: To provide a small raiding force capable of infiltrating enemy lines and attacking airfields, communications lines and logistic bases.

Mission Today: The SAS have widened their brief to include anti-terrorism activities to their more traditional covert raiding roles.

Jurisdiction: To provide covert support for UK missions around the world.

Headquarters: Hereford, Herefordshire, UK.

of Personnel: 550.

Annual Budget: Unknown

History/Profile: The SAS was the brainchild of David Stirling, a 24-year old Scots Guards Subaltern. Stirling felt that battalion-sized Commandos that had been formed early in the WW2 were too cumbersome for covert operations.

By the end of the war, the scaled down 1 SAS had destroyed over 100 enemy aircraft in North Africa caused chaos in Italy and France. By the end of the war, the SAS Brigade had grown to two British regiments, two French regiments, and a Belgian regiment. had proved to be a valuable addition to the British Army. Regardless, the SAS was initially disbanded and wasn't reorganized until 1952.

Since then, the SAS has seen active service in Malay (1952), Oman (1958 & 1978), and Borneo (1962), Northern Ireland (1972 to present), the Falklands (1982), the Gulf War (1990), and most recently Bosnia.

The SAS anti-terrorist role began as a result of the terrorist attack on the Munich Olympic Games of 1972, when 11 Israeli were killed after being taken hostage by Palestinian 'freedom fighters'. In Hereford, the Special Projects division was set up to pre-empt terrorist activity and conduct direct action against terrorist operations. Direct action includes hostage rescue from building, aircraft, ships, oil rigs and even nuclear power stations. In fact, it was in their Anti-Terrorist role that the SAS shot to the public attention when, on the 5th May 1980, the SAS stormed the hijacked Iranian embassy live on television.

The current active regiment of the SAS is 22 SAS (21 and 23 being the Territorial Army regiments). The average age is around 27, and to be selected to join the SAS you must have completed three years in a regular unit. 22 SAS has five operational Sabre squadrons (A, B, D, G and R) comprising of four troops each (except R which is similar to the TA SAS, but all its members have had previous service in the British Armed Forces). Each troop should have 32 men organized into four 8-man patrols. However, as the regiment is always undermanned this is not always the case.

Each troop has a specialty in terms of an "insertion skill". These include parachuting, mountain climbing and long range hiking, vehicles and motorbikes, and boats. The squadrons rotate every six months between three roles; Special Projects, which is the 22 SAS's Anti-Terrorism Role; Team Tasks, which is overseas training; and squadron training, which is the 22 SAS's standard training and deployment schedule.

Occupation Template

SAS: Climb, Hide, Handgun, Listen, Martial Arts, sub-machine gun, Sneak, Spot Hidden, and two of the following - Demolitions, First Aid, Rifle, Parachute, Swim, Throw.

Sample Character

Corporal Steve Hockey, age 28

Race: Caucasian

STR 14 CON 18 SIZ 15 INT 11 POW 9

DEX 7 APP 14 EDU 10 SAN 45 HP 17

Education: British Army

Occupation: SAS Soldier

Skills: Climb 55%, First Aid 50%, Hide 60%, Listen 45%, Martial Arts 70%, Sneak 55%, Spot Hidden 40%, Parachute 60%

Languages: English 55%

Attacks:

Heckler & Koch MP5A3 70%, 1010

FN Browning Hi-Power 65%, 1010

Fairburn Sykes Combat Knife 70%, 106+db

The United Kingdom Ministry of Defence

Special Boat Services (SBS)

Date Founded: 1944 by Lord Mountbatten as the Small Operations Group Mission when Founded: To conduct raiding and reconnaissance operations Japanese lines.

Mission Today: To provide covert reconnaissance, sea-borne raiding and sabotage missions against the enemies of the UK, and to halt terrorist activities at sea.

Jurisdiction: To provide covert support for UK missions around the world. Headquarters: Poole, Dorset, UK

of Personnel: 90-100 men, whose average age is 23

Annual Budget: Unknown, but thought to be around £2 million

History/Profile: The SBS is a, somewhat unfairly, much less well-known British elite special forces unit. Some people consider the SBS to be a better and more highly trained organization than the SAS. The SBS are a more specialized force than the SAS, its specialty being naval and amphibious operations. It is also a more select organization, with far fewer members (although it does draw from a smaller organization).

The modern SBS claims descent from the Special Operations Group operating in South East Asia at the end of W.W.II. SOG consisted Army Commando Special Boat Sections originally formed in June 1940, the Royal Marines Boom Patrol Detachment formed in July of 1942, Royal Navy Combined Operations Pilotage Parties formed in September of 1942, the Royal Navy Sea Reconnaissance Unit also formed in 1942 and other naval and amphibious special forces. Earlier elements of the Army's Commando Special Boat Sections also served with Earl Jellicoe's Special Boat Squadron sowing water-borne havoc against the Germans in the Aegean. The SBS provided sea-borne raiding for the SAS Brigade.

SOG was not disbanded, unlike the SAS, at the end of W.W.II. The Small Raids Wing was created in 1948 which went on to become the SBS in 1950s.

Since then the SBS has conducted a number of extremely successful and in most cases secret operations around the world. Possibly the most famous SBS operation was during the Falklands War, when members of the SBS were sent on long-range reconnaissance against the Argentinean Forces, weeks before the rest of the British fleet arrived. SBS troops secured the British embassy in Kuwait in 1991, and looked for Scud missiles during the Gulf War.

The members of the SBS are drawn exclusively from the Royal Marines. The selection process is different from that of the SAS in that a lot of the emphasis is placed on swimming and diving. The SBS and SAS now train together on common skills, such as their anti-terrorism roles. The SBS took over responsibilities for Maritime counter-terrorism from the Comacchio Group in 1987, with three squadrons dedicated to that mission.

Occupation Template

SBS Swimmer-Canoeist: Hide, Handgun, Listen, Navigate Air/Sea, Pilot Boat, Rifle, Sneak, Scuba, Spot Hidden, Swim and three of the following: Cartography, Demolitions, First Aid, Parachute, Sub-machine gun, Throw, Martial Arts.

Sample Character

Colour Sergeant Steven Phillips, age 24

Race: Caucasian

STR 18 **CON** 13 **SIZ** 12 **INT** 12 **POW** 13

DEX 12 **APP** 11 **EDU** 17 **SAN** 65 **HP** 13

Education: Royal Marines School, Whale Island.

Occupation: SBS Swimmer-Canoeist

Skills: Demolitions 40%, Hide 40%, Listen 40%, Martial Arts 70%, Pilot Boat 70%, Scuba 65%, Spot Hidden 55%, Swim 70%

Languages: English 85%

Attacks:

IMI Desert Eagle .50AE 60%, 1D10+1D6+3

SA-80 Bullpup 5.56NATO 80%, 2D6

Fairburn Sykes Combat Knife 65%, 1D6+dB

United States of America Department of Defense

United States Army Medical Research

and Materiel Command, United States Army

Soldier and Biological Chemical Command (SBCCOM)

Date Founded: In its current incarnation, October 1998. However, various units fulfilling a similar role have existed since 1918.

Mission When Founded: To conduct research, development, testing, and evaluation of chemical defense systems and support equipment for military operations. To provide secure storage and demilitarization of existing chemical munitions. To provide emergency preparedness against terrorist nuclear, biological or chemical attack.

Mission Today: Unchanged

Jurisdiction: SBCCOM has no peacetime jurisdiction, *per se*. However, it provides the lead role in the Federal Domestic Preparedness Program to deal with the threat of terrorist use of weapons of mass destruction within the United States. Elements of SBCCOM are deployable globally. Headquarters: Edgewood Area, Aberdeen Proving Ground, Maryland (Biological and Chemical Defense Command) and Natick, Massachusetts (Soldier Systems Command).

of Personnel: Unknown.

Annual Budget: Unknown

History/Profile: Like its sister organization, USAMRICD, SBCCOM traces its checkered history back to the First World War with the formation of the Chemical Warfare Service in 1918, based at the Edgewood Arsenal in Maryland. The CWS provided both defensive and offensive materials for the U.S. Army during the inter-war period, and during the Second World War when it was renamed the Chemical Warfare Center in 1942, and later the Army Chemical Center in 1946 concurrent to the creation of the Army Chemical Corps. The research and development of chemical weapons continued through the Korean war, although weapon production and storage was moved to other sites. The Chemical Corps was disbanded in 1962 and its duties were taken by the Army Materiel Command. Chemical weapons development, in the form of riot control agents, smoke, incendiary weapons and defoliants, was maintained during the Vietnam war but ceased in 1969 at the order of President Nixon who introduced the 'no first use policy'. The Edgewood Arsenal was merged with the Aberdeen Proving Ground in 1971 as part of a cost cutting exercise.

By the late 1970's, it was apparent that the Soviet Union was highly prepared for chemical warfare, and the former Chemical Corps facilities were reassigned to the new Chemical Systems Laboratory (CSL) in the Edgewood Area at Aberdeen Proving Ground, and development of chemical munitions restarted. The CSL was renamed the Chemical Research and Development Center in 1983 and the Chemical Research, Development and Engineering Center (CRDEC) in 1986. Work during this time led to the development of binary chemical munitions and the improved detection, protective, and decontamination apparatus which was deployed in Operation Desert Shield/Storm. In 1992, CRDEC was reorganized into the U.S. Army Chemical and Biological Defense Agency, and subsequently the U.S. Army Chemical and Biological Defense Command in 1993. Finally, in 1998 CBDCOM was merged with the U.S. Army Soldier Systems Command (SSCOM) of the Army Materiel Command.

The tasks of SBCCOM are somewhat varied. The Soldier Systems Center at Natick is responsible for support materials for troops, including development and procurement of equipment, but also management of supplies and organization of airdrops. The Edgewood Chemical Biological Center is involved in the research, development and engineering of chemical defense systems, obscuring smoke, and flame weapons. Whilst the medical aspects of chemical defense are handled by USAMRICD, the physical aspects such as development of gas masks, protective suits and detection equipment is SBCCOM's task. The operational responsibility

of SBCCOM includes ensuring the safe and secure storage of chemical munitions stockpiles at Anniston, AL., Blue Grass, KY., Pine Bluff, AR., Newport, IN., Pueblo, CO., Tooele, UT, Umatilla, OR. and Edgewood itself. Support for demilitarization (destruction) of these stockpiles, and that at the Rocky Mountain Arsenal, CO. under the terms of the Chemical Weapons Convention is also a role of SBCCOM. The final task is to maintain emergency preparedness and response capabilities as part of the Federal Domestic Preparedness Program to enhance federal, state and local responses to nuclear, biological or chemical terrorism. This role includes provision of training and emergency response exercises for 120 U.S. cities, but may also involve the deployment of the Army Technical Escort Unit which is a highly trained team skilled in identifying, escorting, neutralizing and disposing of explosive, chemical, and biological devices. The Technical Escort Unit can be deployed globally and is based at the Edgewood Area of the Aberdeen Proving Ground.

Occupation Templates

SBCCOM Chemical Specialist: Chemistry, Computer Use, Electrical Repair, Electronics, Mechanical Repair, Operate Heavy Machinery, Spot Hidden.

SBCCOM Staff Officer: Accounting, Bargain, Computer Use, Navigate, Persuade, Psychology, Spot Hidden + one other skill as a personal specialty.

Army Technical Escort Unit: First Aid, Handgun, Listen, Spot Hidden, + any four of the following skills: Biology, Chemistry, Demolitions, Electrical Repair, Electronics, Locksmith, Mechanical Repair, Medicine, Other Language, Pharmacy, Physics.

Sample Character

Major Justin Case, age 42

Race: Caucasian

STR 12 CON 16 SIZ 17 INT 16 POW 9

DEX 16 APP 10 EDU 19 SAN 44 HP 17

Damage Bonus: +1D4

Education: M.Eng. Electrical and Mechanical Engineering

Occupation: Army Technical Escort Unit Officer

Skills: Biology 22%, Chemistry 21%, Demolitions 72%, Dodge 62%, Drive Automobile 41%, Electronics 74%, Electrical Repair 92%, First Aid 64%, Jump 35%, Listen 56%, Mechanical Repair 91%, Physics 30%, Spot Hidden 58%

Languages: English 95%, German 42%

Attacks: Beretta M1951A Auto 60%, 1D10

United States of America Department of Defense

United States Army Medical Research Institute for Chemical Defense (USAMRICD)

Date Founded: October 1922, as the U.S. Army Medical Research Division.

Mission When Founded: To conduct research, testing, and evaluation of chemical weapon effects and treatment of chemical casualties.

Mission Today: To provide medical and pharmacological countermeasures against chemical attack, to provide training for Department of Defense medical providers in the management of chemical casualties, and to conduct fundamental and applied research into modes of action of and therapies against chemical weapons.

Jurisdiction: USAMRICD has no direct jurisdiction. However, USAMRICD personnel participate with the domestic emergency support team (DEST) and foreign emergency support team (FEST) for deployment within the United States and overseas, respectively. USAMRICD also advises the Federal Emergency Management Agency (FEMA) and the Public Health Service when appropriate.

Headquarters: Edgewood Area, Aberdeen Proving Ground, Maryland

of Personnel: Unknown. USAMRICD employs a mix of uniformed and civilian personnel.

Annual Budget: Unknown

History/Profile: Following the devastating use of chemical weapons (including chlorine, phosgene and mustard gasses) during the First World War, the need for U.S. Government research into the medical effects of chemical weapons was clear. This was first conducted by the Department of the Interior's Bureau of Mines in 1917, and later by the Gas Defense Service of the U.S. Army. In 1922, the Medical Research Division was created at Edgewood Arsenal to study the actions of chemical weapons and to develop treatments. This work was hastened by the Soviet seizure of German-developed nerve agent technologies at the end of the Second World War. The Medical Research Division was renamed the U.S. Army Biomedical Laboratory in the early 1960's and moved to its current buildings in 1968, with a second research building added in 1979. During 1979, the U.S. Army Medical Research and Development Command assumed responsibility for chemical research, development, testing and evaluation, with the Biomedical Laboratory designated as the lead facility for medical chemical defense technology. The Biomedical Laboratory was renamed as USAMRICD in 1981.

USAMRICD conducts research into the medical aspects of chemical warfare, such as studying the effects of, and treatments against vesicating agents (blister agents such as mustard gas), nerve agents (VX, Sarin and Soman), and biological neurotoxins (botulinum toxin). A second priority is the development of decontamination kits and educational materials including manuals and textbooks for medical personnel. USAMRICD also trains personnel in the medical management of chemical casualties (for example it trained around 650 individuals for the 1996 Atlanta Olympic Games), including how to recognize, decontaminate, and treat exposure to various chemical agents.

Occupation Template

USAMRICD Researcher: Biology, Chemistry, Computer Use, First Aid, Forensics, Library Use, Medicine, Pharmacy, Physics.

Sample Character

Captain Colin Esterase, age 37

Race: Caucasian

STR 13 CON 12 SIZ 12 INT 16 POW 14

DEX 14 APP 11 EDU 20 SAN 65 HP 12

Damage Bonus: +104

Education: PhD, Biochemistry

Occupation: USAMRICD Researcher

Skills: Biology 62%, Chemistry 83%, Computer Use 46%, Drive Automobile 42%, First Aid 51%, Forensics 22%, Library Use 77%, Listen 41%, Medicine 20%, Natural History 21%, Physics 51%, Pharmacy 63%, Sport Hidden 35%

Languages: English 96%, German 50%, Czech 25%, Russian 20%

Attacks: Fist/Punch 65%, 103+db

United States of America Department of the Navy, U.S. Marine Corps U.S. Marine Security Guard Battalion

Date Founded: 1948

Mission When Founded: To prevent compromise of classified material and equipment and protection of US citizens and property at foreign missions (embassies, consulates or legations)

Mission Today: Unchanged

Jurisdiction: Within US grounds overseas

Headquarters: Marine Corps Base Quantico, VA

of Personnel: 1000+

Annual Budget: Unknown

History/Profile: The origins of the Marine Security Guard Battalion (MSG, not to be confused with the USMC Security Forces Battalions) has a history that dates back well before its official inception in 1948. Drawing upon such actions in its past as the 55-day siege of the embassies in Peking, the Secretary of the Navy authorized the Foreign Service Act of 1946. The Act laid the groundwork for teams of enlisted Marines to serve abroad at embassies under the supervision of the senior diplomatic officer at the embassy.

The Battalion contains 121 detachments in 105 countries. These are organized into seven regional MSG companies. Company A is headquartered in Frankfurt, Germany and handles the 20 detachments in Eastern Europe, including the former Soviet and Yugoslavian States. Company B is based out of Nicosia, Cyprus with responsibilities for the 18 detachments in Northern Africa and the Middle East. Operating out of Bangkok, Thailand is Company C, with its 18 Far East, Asian and Australian detachments. Ft. Lauderdale, Florida serves as headquarters for the largest company, Company D, with 26 detachments throughout Central and South America and the Caribbean. Frankfurt, Germany is also the home of Company E who handles the 16 Detachments of Western Europe and Canada. 11 detachments fall under Company F in Nairobi, Kenya, each working throughout Sub-Saharan Africa. Western Africa is the responsibility of Company G's 12 detachments operating out of Abidjan, Cote d'Ivoire. An additional 100 Marines serves as the Headquarters Company for the battalion at Quantico. Each Company is commanded by a lieutenant colonel.

Each detachment is tailored to the post it protects, based upon the size of the buildings, local threats and so on. The minimum strength for any embassy is one detachment commander (a senior non-commissioned officer) and five Marine Security Guards. This is known as a "one and five" (or 1/5). Some posts maintain strengths greater than 1/6, with Cairo, Egypt being the largest with a commander, assistant commander and 28 guards.

The MSGs man the embassy's Post 1. This is a bulletproof interior security post in the lobby or main entrance. Post 1 is the primary access control point for the embassy and it contains closed circuit TVs, communication gear, intrusion detection alarms and fire alarm controls. It is manned 24-hours a day, 365 days a year. At larger embassies, additional posts may be manned, each known by a post number. Roving patrols are also conducted. The MSGs also maintain a "React Room" where additional weapons, ammunition and equipment are stored and serve as a secure place to plan and deploy from for emergencies.

MSGs also carry out additional duties from their posts. They assist in the protection of classified materials when visits by the President, Vice-President or Secretary of State are made. They also man a security post with the DOS and Secret Service Agents at their hotel operations center. The Marines wear civilian clothes and a tie when conducted these operations.

Service with the MSG Battalion is considered a prestigious duty within the Marine Corps. Most of the Marines on this duty stay in the civilian community at a specially maintained house. The Marines usually serve two 15-month tours, one at a "good" post, such as Canada or Western Europe, and one at a "bad" post, usually in a third-world post. The Marines are highly trained and very professional in the performance of their duties.

Occupation Template

Marine Security Guard: Dodge, Electronics, Handgun, Listen, Martial Arts, Military Science, Persuade, Psychology, Rifle, Shotgun, Spot Hidden, Submachine Gun

Sample Character

James Stryker age 32

Race: Caucasian

STR 17 CON 16 SIZ 15 INT 15 POW 14

DEX 16 APP 14 EDU 17 SAN 70 HP 16

Damage Bonus: +104

Education: USMC Basic Training, School Of Infantry, NCO Course and MSG Course

Occupation: MSG Commander (Staff Sergeant)

Skills: Architecture 18%, Bargain 34%, Climb 62%, Demolitions 23%, Dodge 46%, drive Auto 57%, Electronics 35%, Fast talk 38%, Listen 58%, Martial Arts 58%, Military Science 53%, Persuade 48%, Psychology 45%, Sneak 71%, Spot hidden 67%, Throw 41%

Languages: English 78%, French 18%, Arabic 9%

Attacks:

M-16A2 72%, 2D6

Beretta M9 58%, 1D10

Uzi SMG 54%, 1D10

Remington 870 Shotgun 57%, 4D6/2D6/1D6

Fist/Punch 62%, 1D3+db

Kick 60%, 1D6+db

Grapple 59%, Special

United States of America Department of State

Foreign Service

Date Founded: 1781

Mission When Founded: To carry out the foreign policy of the United States under the direction of the Secretary of State, to participate in the development of foreign policy, to represent the United States in relations with other governments and with international organizations, to protect American interests abroad, and to keep the President and the Secretary of State informed of developments in foreign countries.

Mission Today: Unchanged.

Jurisdiction: The implementation of American foreign policy in 144 Embassies, 9 Missions, 71 Consulates General, 26 Consulates, 1 Branch Office, and 23 Consular Agencies throughout the world.

Headquarters: Department of State, 2201 C Street NW, Washington, D.C.

of Personnel: Approximately 4000 Foreign Service Officers and 3500 Foreign Service Specialists.

Budget: \$1.713 billion for State Department diplomatic and consular programs.

History/Profile: The Foreign Service reports to the State Department on a multitude of foreign developments that affect the welfare and security of the American people each day. At the lowest levels, Foreign Service Officers help shape foreign policy by providing information and recommendations on how to respond to developments. Ambassadors, the highest of Foreign Service Officers, report to the President via the Secretary of State; they are responsible for the implementation of foreign policy in their countries of assignment by all federal employees except those of the military. Ambassadors and Foreign Service Officers negotiate agreements, explain and disseminate United States foreign policy, maintain cordial relations with their host governments and peoples, and respond to requests and crises of American citizens abroad.

There are four broad categories of Foreign Service Officer: Consular Officers are primarily responsible for interactions with their host countries, including the granting of visas; Economic Officers monitor economic developments and their implications for American interests; Political Officers monitor political and public affairs in their host countries; and Administrative Officers are responsible for the operation of the various Embassies and Consulates. There also are many Foreign Service Specialists, particularly specialists in accounting, business, finance, management, computer science, electronic engineering, electrical engineering, and law.

Foreign Service Officers often interact regularly with CIA officers, FBI legats (legal attaches assigned to foreign offices), military attaches, and other American federal officers who work out of American embassies abroad. It is routine for CIA case officers to work as Foreign Service Officers to cover their true mission. Relations between the Foreign Service and the CIA have sometimes been less than harmonious, with Foreign Service Officers sometimes regarding CIA officers as careless "cowboys" and CIA officers sometimes regarding their Foreign Service counterparts as timid diplomats.

Occupation Template

Foreign Service Officer: Bargain, Credit Rating, Fast Talk, History, Other Languages, Persuade, Psychology, and any one specialty.
Foreign Service Specialist: Credit Rating, Fast Talk, Other Languages, Persuade, Psychology, any one specialty, and any two of the following: Accounting, Computer Use, Electrical Repair, Electronics, Law, Library Use, and Mathematics.

Sample Character

Melanie Watson, age 34
 Race: Caucasian
 STR 8 CON 11 SIZ 12 INT 15 POW 10
 DEX 11 APP 13 EDU 18 SAN 50 HP 12
 Education: M.S., South American History
 Occupation: Foreign Service Officer
 Skills: Anthropology 37%, Bargain 43%, Climb 51%, Credit Rating 38%, Fast Talk 45%, History 60%, Natural History 43%, Navigation (Land) 44%, Persuade 55%, Psychology 50%.
 Languages: English 90%, Spanish 77%, Portuguese 52%.
 Attacks: None

United States of America Department of State Bureau of Diplomatic Security

Date Founded: November 4, 1985, but DOS has had special agents concerned with diplomatic security as early as 1916.

Mission When Founded: To provide a secure environment for conducting American diplomacy and promoting American interest worldwide.

Mission Today: Unchanged.

Jurisdiction: Security measures in 144 Embassies, 9 Missions, 71 Consulates General, 26 Consulates, 1 Branch Office, and 23 Consular Agencies throughout the world and 21 offices in the United States, and personal protection of American ambassadors and certain foreign dignitaries in the United States.

Headquarters: Department of State, Washington, D.C.

of Personnel: 750 Special Agents.

Annual Budget: \$321 million for the security and maintenance of U.S. missions.

History/Profile: The Bureau of Diplomatic Security was formed in 1985 in response to the growing threat of terrorism against Americans abroad. Its Diplomatic Security Agents are charged with providing a safe environment for diplomacy and for the personal protection of Ambassadors and certain foreign dignitaries in the United States. To fulfill this mission the Bureau oversees security training programs, coordinates diplomatic security measures with foreign and other American government agencies, liaises with foreign and American government agencies regarding diplomatic security and counter-terrorism, and coordinates the exchange of security-related intelligence and operational information with the State Department, foreign governments and law enforcement agencies, and American law enforcement, intelligence, and military agencies. They coordinate and implement the security services of U.S. Marines assigned to guard embassies. They also investigate visa and passport fraud and conduct background investigations for the Department of State. They often work closely with CIA officers, with FBI agents, U.S. Marshals, and DEA agents assigned to foreign investigations, and with FBI legats ("legal attaches," of which there may be one or two in the largest embassies) where the FBI maintains a permanent office. There may be only one or two Diplomatic Security Agents assigned to low-priority missions and embassies.

Occupational Template

Diplomatic Security Agent: Fast Talk, Handgun, Law, Listen, Other Languages, Psychology, Spot Hidden, and two of the following: Computer Use, Dodge, Drive Automobile, Forgery, Martial Arts, Submachine Gun.

Sample Character

Edward McCain, age 42
 Race: African-American
 STR 14 CON 13 SIZ 12 INT 16 POW 13
 DEX 10 APP 12 EDU 20 SAN 65 HP 13
 Damage Bonus: +104
 Education: B.A., International Affairs; OCS, U.S. Marine Corps (active duty 1977-1989).
 Occupation: Special Agent, Diplomatic Security.
 Skills: Climb 53%, Dodge 50%, Fast Talk 52%, History 38%, Law 40%, Listen 55%, Martial Arts (Judo) 50%, Military Science 40%, Navigation (Land) 50%, Psychology 61%, Spot Hidden 56%.
 Languages: English 99%, Arabic 50%, French 40%.
 Attacks:
 Glock 17 9mm 55%, 1D10
 Fist/Punch 60%, 1D3+ db
 Grapple 60%, Special

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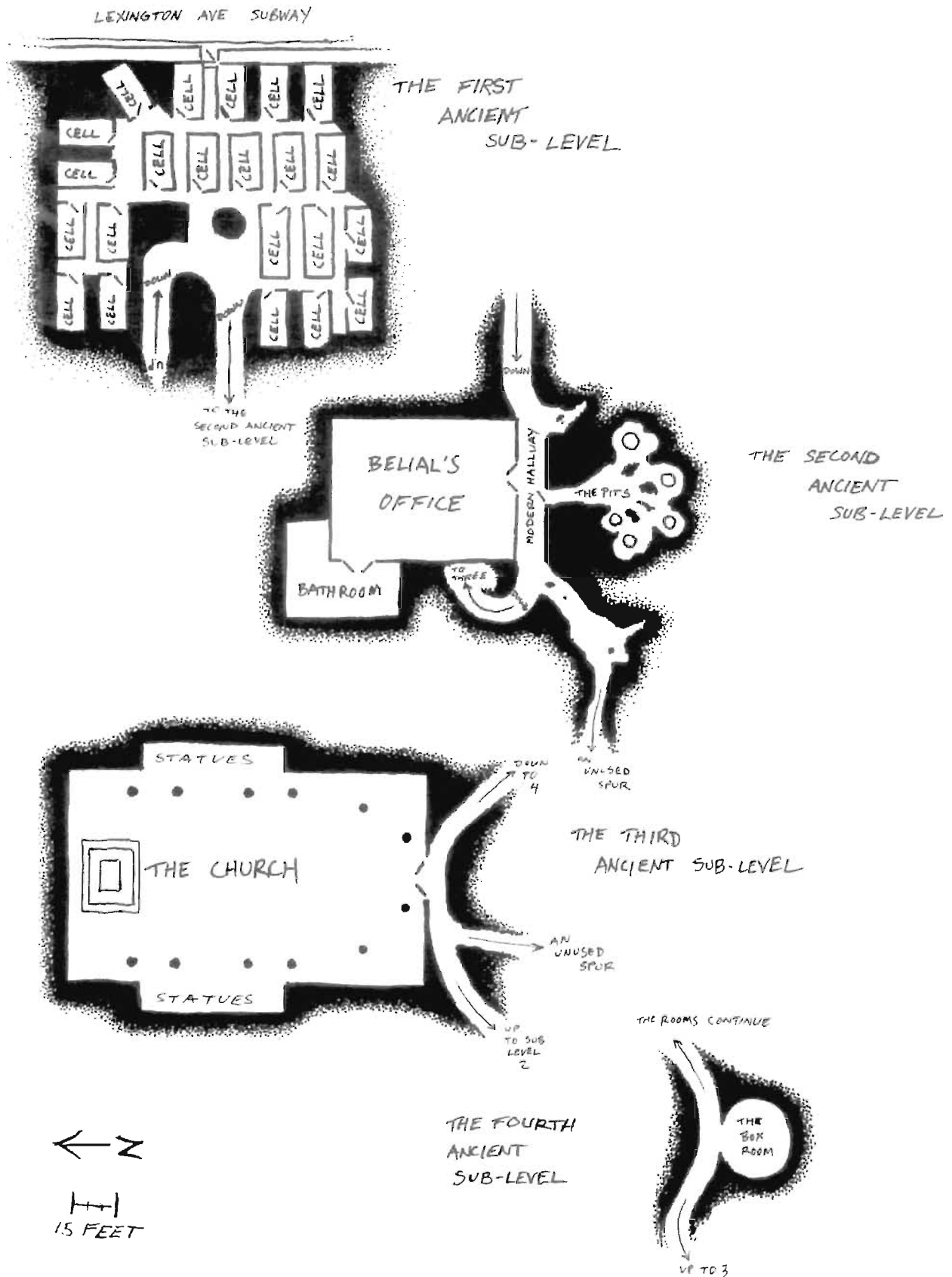
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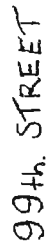
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Club Apocalypse

The Ancient Sub-Levels



**I stole my smile from a volume of secret faces / and it bit into me until I bled
Pasted on my head I can see long lost places / and hear the shuffling of the long buried dead
—"The Volume of Secret Faces," Charnel Dreams**



98th STREET

25M15
U P

DELTA GREEN

Name _____ Occupation _____
 Sex _____ Age _____ Nationality _____ Affiliation _____
 Schools & Degrees _____ Code Name _____

INVESTIGATOR STATISTICS

STR	DEX	INT	Idea	Damage Bonus _____ Current Date _____
CON	APP	POW	Luck	
SIZ	SAN	EDU	Know	

MAGIC POINTS

Unconscious=	0	1
2	3	4
5	6	7
8	9	10
11	12	13
14	15	16
17	18	19
20	21	22
23	24	25
26		

HIT POINTS

Dead=	0	1	2
3	4	5	6
7	8	9	10
11	12	13	14
15	16	17	18
19	20	21	22
23	24	25	26
27			

SANITY POINTS & MENTAL HEALTH

(99-Cthulhu Mythos: _____) Insanity= 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18
 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47
 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99
 Phobias _____ Insanities _____

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (10) _____ <input type="checkbox"/> Anthropology (00) _____ <input type="checkbox"/> Archaeology (00) _____ <input type="checkbox"/> Architecture (00) _____ <input type="checkbox"/> Art (05): _____ <input type="checkbox"/> Astronomy (00) _____ <input type="checkbox"/> Bargain (05) _____ <input type="checkbox"/> Biology (00) _____ <input type="checkbox"/> Boating (10) _____ <input type="checkbox"/> Botany (00) _____ <input type="checkbox"/> Carpentry/Woodcraft (10) _____ <input type="checkbox"/> Cartography (00) _____ <input type="checkbox"/> Chemistry (00) _____ <input type="checkbox"/> Climb (40) _____ <input type="checkbox"/> Computer Use (00) _____ <input type="checkbox"/> Credit Rating (15) _____ <input type="checkbox"/> Cryptography (00) _____ <input type="checkbox"/> Cthulhu Mythos (00) _____ <input type="checkbox"/> Demolitions (00) _____ <input type="checkbox"/> Disguise (05) _____ <input type="checkbox"/> Dodge (DEX x2) _____ <input type="checkbox"/> Drive Auto (20) _____ <input type="checkbox"/> Electrical Repair (10) _____ <input type="checkbox"/> Electronics (00) _____ <input type="checkbox"/> Fast Talk (05) _____	<input type="checkbox"/> First Aid (30) _____ <input type="checkbox"/> Forensics (00) _____ <input type="checkbox"/> Forgery (00) _____ <input type="checkbox"/> Geology (00) _____ <input type="checkbox"/> Hide (10) _____ <input type="checkbox"/> History (20) _____ <input type="checkbox"/> Hypnosis (00) _____ <input type="checkbox"/> Jump (25) _____ <input type="checkbox"/> Law (05) _____ <input type="checkbox"/> Library Use (25) _____ <input type="checkbox"/> Listen (25) _____ <input type="checkbox"/> Locksmith (00) _____ <input type="checkbox"/> Martial Arts (00) _____ <input type="checkbox"/> Mathematics (10) _____ <input type="checkbox"/> Mechanical Repair (20) _____ <input type="checkbox"/> Medicine (05) _____ <input type="checkbox"/> Military Science (00) _____ <input type="checkbox"/> Natural History (10) _____ <input type="checkbox"/> Navigation/Land (10) _____ <input type="checkbox"/> Navigation/Sea, Air (00) _____ <input type="checkbox"/> Occult (05) _____ <input type="checkbox"/> Operate Hvy. Machine (00) _____ Other Language (00): <input type="checkbox"/> _____ <input type="checkbox"/> _____	Own Language (EDU x5): <input type="checkbox"/> _____ <input type="checkbox"/> Parachuting (00) _____ <input type="checkbox"/> Persuade (15) _____ <input type="checkbox"/> Pharmacy (00) _____ <input type="checkbox"/> Photography (10) _____ <input type="checkbox"/> Physics (00) _____ <input type="checkbox"/> Pilot (00): _____ <input type="checkbox"/> Psychoanalysis (00) _____ <input type="checkbox"/> Psychology (05) _____ <input type="checkbox"/> Ride (05) _____ <input type="checkbox"/> Sailing (00) _____ <input type="checkbox"/> SCUBA (00) _____ <input type="checkbox"/> Signals (05) _____ <input type="checkbox"/> Sneak (10) _____ <input type="checkbox"/> Spot Hidden (25) _____ <input type="checkbox"/> Surgery (00) _____ <input type="checkbox"/> Survival (10) _____ <input type="checkbox"/> Swim (25) _____ <input type="checkbox"/> Throw (25) _____ <input type="checkbox"/> Track (10) _____ <input type="checkbox"/> Tradecraft (05) _____ <input type="checkbox"/> Zoology (00) _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
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COMBAT SKILLS

Weapon	Shots	Attk%	Impale	Damage	HP	Ammo
<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____

Embassy Row Massacre

Eight people are dead following a furious shootout in front of the U.S. Embassy in London.

British and American soldiers shot and killed four IRA terrorists, preventing an apparent suicide bombing of the embassy. Three SAS soldiers and one U.S. Marine guard died of gunshot wounds; four SAS and five Marines were wounded, and are now listed in stable condition. An explosive device was removed from the terrorists' car and deactivated by the bomb squad. Prime Minister Tony Blair called the attack "Disgusting, just disgusting, a terrible tragedy. But we will not give up the cause of peace in Northern Ireland."

At about 10:30 P.M. a stolen sedan approached the gates, driven by three men and a woman described by Whitehall as known IRA members. They attempted to ram the gates and gain access to the embassy compound, but were thwarted by two fast-moving SAS trucks which blocked their path. The shootout that followed filled Embassy Row with the sounds of automatic weapons and the cries of the wounded.

Sarah Brightman, a limousine driver for the Italian Embassy down the street, heard the noise of battle. "It sounded like *Saving Private Ryan*. I was

petrified. I looked out the window and there were men with machine guns, people running, shouting, I couldn't believe it."

Intelligence sources have credited a tip-off given scant minutes before the attack with the successful SAS/Marine joint action. The bomb is believed to be of sufficient size to have leveled the U.S. Embassy, causing tremendous destruction and loss of life.

IRA leaders have issued strong denials of their involvement in the botched attack.

In America, President Clinton, a major supporter of the Northern Ireland peace process, was said to be saddened by the news. He praised the bravery of the soldiers and joined Blair in emphasizing that "the course of peace cannot be swayed by the monstrous actions of terrorists."

Analysts consider the target to be an odd choice. Derek Wallis, an associate with the Paddington Institute, noted that the IRA has avoided American targets in the past. "Their fight is with Her Majesty's Government, not the Americans. By assaulting the U.S. Embassy, they're *de facto* putting themselves in the same wicket as Bin Laden and Quaddafi. It's baffling."