



# M.A.

Miskatonic University  
LIBRARY ASSOCIATION

**MONOGRAPH  
#0363**

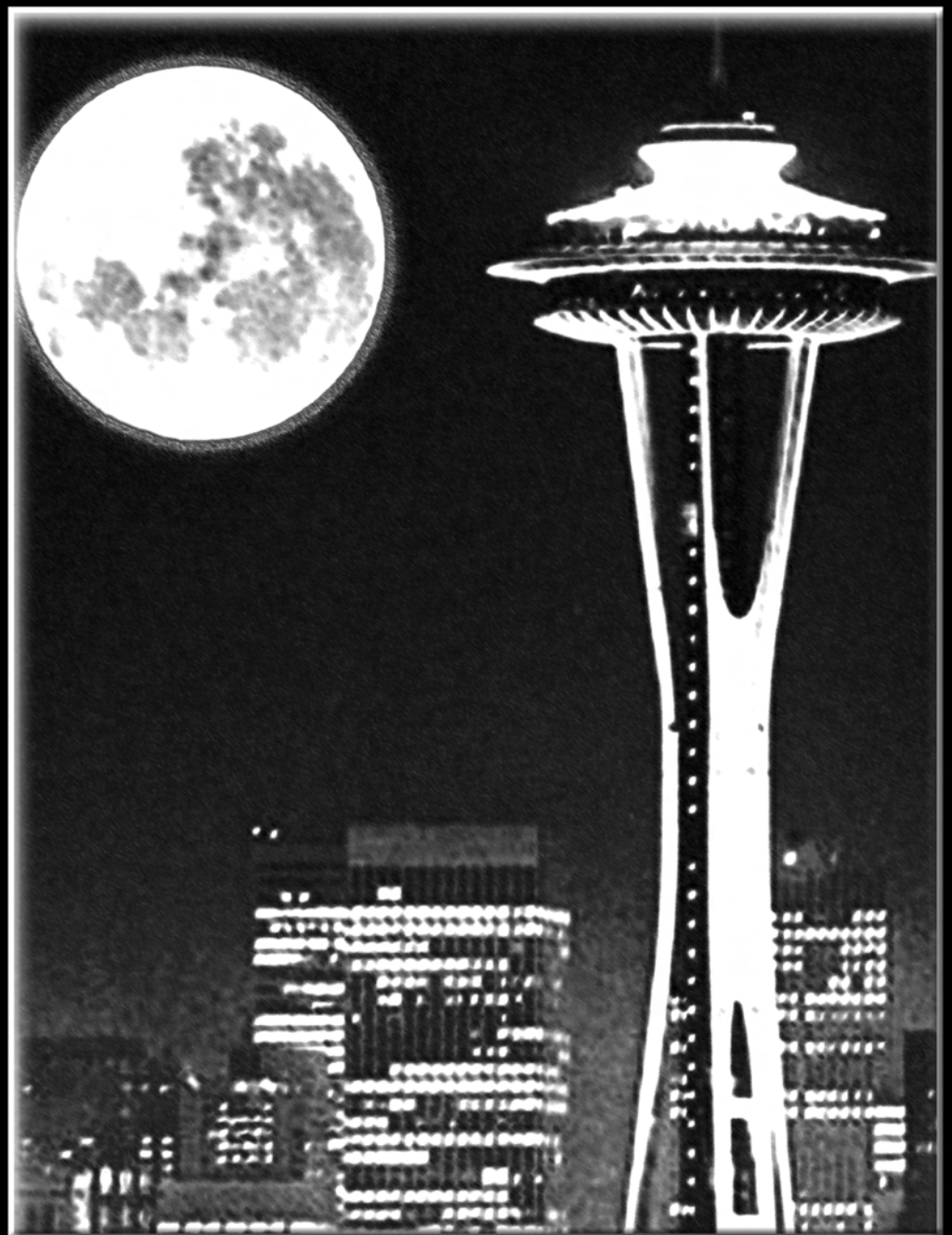
*Miskatonic University  
Library Association*

monographs are works in which the author has performed most editorial and layout functions. The trustees have deemed that this work offers significant value and entertainment to our patrons.

Other monographs are available at [www.chaosium.com](http://www.chaosium.com)



# Mystic Alliances



**Teenagers Fight the Supernatural  
in Two Scenarios**





# Mystic Alliances

WWW.CHAOSIUM.COM



A CHAOSIUM PUBLICATION



---

**MYSTIC ALLIANCES** is published by Chaosium, Inc. **MYSTIC ALLIANCES** © 2008 Chaosium Inc. as a whole; all rights reserved. Text for **MYSTIC ALLIANCES** is © 2008 by the author. "Chaosium Inc." and "Call of Cthulhu" are registered trademarks of Chaosium Inc. Similarities between characters in **MYSTIC ALLIANCES** and persons living or dead are strictly coincidental.

Address questions and comments by mail to **Chaosium Inc., 22568 Mission Blvd. #423, Hayward, CA 94541-5116 U.S.A.**

Our web site [www.chaosium.com](http://www.chaosium.com) always contains the latest release information and current prices.

Chaosium publication 0363. ISBN 1-56882-288-X. Published in January 2009. Printed in the United States.



# MYSTIC ALLIANCES

A COC MONOGRAPH BY KAMAL LOMBARDI

**M**ystic Alliances is rules for using teenage investigators in a setting which is the near-future. During the years which lead up from 2009 to 2011 the mythos are once again on the rise, most notably, in Seattle. This has resulted in teenagers taking the front roles in the fight against and discovery of the supernatural as opposed to older characters, who in the rules herein are mainly in the background operating as Mancers, characters who oversee the teenage investigators. The time period when the game takes place is a period known as The Darkening, an approximately 2-3 year time period that proceeds the Dawning, a time that will come during the year 2011 and after a number of Mytholog threats begin to appear to threaten humanity which you, as a teenage investigator, must confront in order to keep society safe and sane.

“Did you make contact with the Mancer? Did he start to explain to you about the neotopia where the people live now? It’s a place where our extracurricular activities help define what we are and how linked into the noosphere involving Gaia’s breath one is.”

“No,” said Louis Marlowe, who was standing looking at a Z.B. book in Third Price Off! Books. He was staring at the young girl’s amethyst crystal, which he could see before him which was around her neck. She was standing there, in a blouse and skirt, wearing sandals saying “Louis, you need to make contact with the Mancer, let him know what’s really going on. Are you looking for an interesting occult novel, something written by Stephen Sun perhaps?”

“No, I didn’t have time to chat with the Mancer. I was too busy looking at the fantasy/science fiction novel section for possible properties... er, ideas for scripts.”

An older gentleman who looked like he was dressed for some kind of federal job and was looking at the books on the other side of the science fiction/fantasy section looked over at them. He was part of Black Bureau 11, but Sarah and Louis didn’t know that. So far in their adventures they had not encountered him, but he certainly seemed interested in Louis and Sarah’s conversation. Over in another section of the bookstore was also a man who was dressed all in black and around his neck hung a pagan symbol of some sort. He was wearing a black shirt that had the red sign of a pentagram on it.







He ambled over towards Louis and Sarah. Louis, a budding cryptozoic author, turned as this man approached, extending his hand.

“Hello,” he said in a deep voice. He was carrying an old copy of *The Golden Bough* that he looked like he was going to buy. “Are you interested in minicults sir? Are you looking for a book on strange cults and background history on them? I see you’ve picked out a few of the older sci-fi fantasy books, writings by Z.B.

Louis said, standing near the bookshelves looking at the section of books written by Anne Stafford, an interesting sci-fi author. “Do you know about the Children of the New Generation? I heard they operate in the local area.”

The older man, dressed all in black said, “No. I know nothing about them. Are they a mystic group of some sort? Are they perhaps interested in the rat creatures that I’ve seen crawling out of the bookshelf cracks?”

Louis said, “I’ve encountered some of their writings in the past, something to do with messages that they get from sources to do with info-rebels who are able to move in and out of our reality, disappearing in phone booths after making certain calls and the like, usually loaded up for bear with weapons. I think the Children of the New Generation believe that the real world is sitting side by side some sort of realistic hologram. They have a certain philosophy, or so I have heard, that reinforces this belief.

The man, dressed all in black said “Oh, I wouldn’t know about that. I don’t think they’re exactly a minicult, those Children of the New Gen, but I do know something of minicults in the local area.”

“Oh really,” said Louis. “Do tell.”

“Well,” the man said, taking out a strange stone with some sort of runic mark on it and fiddling with it as he talked. There’s that group that’s connected to Gram Green. They’re based over in Redmound somewhere near a company that makes peripheral video

game displays and they call themselves Minions. They’re all hooked into something to do with people who wear infinity symbols and like to play customized games involving all sorts of animation inspired monsters.

“Hmm,” said Louis. “I haven’t run across them yet.”

The man whispered in Louis’ ear. “I know something about Gram Green. He’s really a member of the Brotherhood of Yig and he drives, professionally, you know, for a living.”

Louis said, “Like a limo driver, a taxi driver?”

“No,” the man said. “Professional, stunt car type stuff. He used to be a race car driver, but that was a long time ago.”

Louis saw Sarah once again approaching. The man who was talking to him said, “We should talk more, what did you say your name was? Here’s my card.

Louis looked at the card it said, “Mancer/Professional Occultist” on it.

He then saw Sarah walking back over towards him. He felt though, an immediate sense of panic, that something was going drastically wrong. It had something to do with another individual he knew, an individual who often talked to him about steam engines and such called Thomas Henry.

---

## CHAPTER ONE: BACKGROUND AND RULES

---

### PART A: BACKGROUND

The background setting for Mystic Alliances is modern day Seattle, about a year in the future. This allows you as Keeper to use locations from modern day Seattle, or perhaps any other modern day city, with slight variations (which is how I initially ran this material). The following background lists places and organizations in the city of Seattle which might come in handy in playing a Mystic Alliances CoC campaign.

The Eastside



Living in the Eastside, a teenager has access to numerous small scale shopping centers or malls, such as Lake Fir Park where Third Price Off! Books is located, which is on the bus line about halfway between Bitahell and the University District. Lake Fir is a setting which can be used for the game that can be a setting where the characters live, although alternate settings might work as well, such as Kirktown, if one wants games located near the San Juan's Rock Pool. Interestingly, although living in this setting, the characters are not necessarily all going to the same school. Some of them may go to San Juan High School which would be near Kirktown. Others may go to Cougar High, located in Bitahell, WA. or Nathaniel Hill high school located in the Laketown area in the Eastside.

The Eastside is an area that has been influenced in the main by two factors, proximity to Microcorp Computing, which has resulted in an avid gaming culture, a number of small computer companies in the local area who specialize in providing games or other software for use with MicroCorp Computing operating systems, and the influence of various 'alternative scenes' such as the alternative music scene which was the most popular in 1991 when the rock band Nirvana made its big breakthrough with songs like Smells Like Teen Spirit. Because of the confluence of garage rock grunge bands and characters who are the children of various adults who work for MicroCorp Computing or other technology companies that are a part of the Eastside area, teenage investigators might come from a variety of different backgrounds. There are a couple of malls that are easily accessible including Westlake Center, in the downtown area, the Northgate Mall, the mall complex in Lynn's town and Redmound Town center in Redmound, WA.

Campaigns set in the Eastside can range between urban and outdoor settings, as there are many parks, ponds, and pools set amidst more urban settings in places such as

Lakeside, Kirktown, RedMound, Bitahell, Kenmirror, and Lake Fir City, where Third Price Off! Books is located next to "Sunset Boulevard" video. Access to the downtown area is easy enough, with buses running directly downtown to 3rd Avenue, from which popular destinations can easily be reached, such as the Pike Place Market, Seattle Art Museum, Science Fiction Museum, Space Needle, Pacific Science Center, Museum of Flight, Seattle Aquarium, Woodland Park Zoo (closer to the University District), Seattle Courthouse, the historic Pioneer Square, and the Seattle Underground. Additionally, teenage investigators in the Mystic Alliances time/setting might also visit such unusual locations as the adult bookstore across from the Pike Place Market, the Gold Rush museum located right next to Blue Bay Books, and Hacker's Hot Dogs, located next to the WA. State Convention Center, and the downtown YMCA.

Other cities where things might happen are Belleville and Redmound, Redmound being where Microcorp Computing is based and Belleville being the main location of Spire Records, Anime, and Books which is a book and music store consisting of many escalators and shaped like a twisted spire that goes progressively upwards. In summers, in Bitahell, there is music in the park, and at many other parks in Seattle there are numerous outdoors events including the showing of movies, concerts, and the like. Once a year is the IF (International Films) event at many theatres spread out throughout Seattle. At Gasworks Park, once a year there is a Psychic Fair. This could possibly be used as the hook for an adventure. There is also a street fair in the University District once a year, as well as a weekly Farmer's Market.



## LOCATIONS

### *The Pike Place Market*

This location, known for its famous employees who throw fish in the fish market is a hotbed of supernatural activity behind the scenes. On the surface though, this location just seems to have to do with a large open air market and a number of shops in the Down Under section that exist beneath the market, including the Magician's Workshop, a number of booksellers, a comic shop, a poster shop, an old videotape and CD store which all can offer plenty of mystery and intrigue, especially if you chose to use this as the setting for where the PCs gather to get information from their Mancer. The locations listed below all seem to be stores which are simply specialty shops offering various different types of merchandise.

### *Down Under (shops beneath the market)*

The stores are arranged in two floors with a set of stairways which connect them. Going through the main market, where the people are who throw the fish and down a staircase takes one down to the level where Bronze Age Comic/Bookstore, a comic and bookstore that also sells games. Walking into this store, one finds a combination of various comics for the two majors. There are also many comics for darker, supernatural inspired imprints in the back as well as a selection of screenplays for sale. A young African American gentleman, who knows how to get tickets for the "Mi Go Go Girls" concerts, a Japanese "pop horror" rock band that sometimes plays in Seattle.

If one leaves Bronze Age Comics/Bookstore one finds Basement Books. This bookstore has books which stretch from the floor to ceiling and there are ladders which can be used to reach some of the top shelves. Certain grimoire are available on special order from this

shop. Across from Basement Books is Storehouse Records and Tapes, a store which stocks many premium videotapes, audiotapes, and CDs. They have an extensive selection of tapes along the back wall which are clearly priced in the \$5.00 to \$7.00 range.

On your way out, the teenage investigator may also want to visit the Magician's Workshop, where many props and tricks used by stage magicians are available. Heading back up to the market area where there are numerous eateries and restaurants, including a Turkish café, one passes by a shop that specializes in merchandise to do with the Middle East just past a fortune telling stall where Madame Minerva is on hand to do palm and tarot card readings during the Pike Place Market's operating hours.

You won't find the influence of any minicults here, but you will find an interesting mix of people, some tourists and some Seattle residents. If you're not happy with using a residential bookstore (Third Price Off! Books) as the place where teenage investigators generally gather to begin their adventures, Pike Place Market offers a possible alternative location, although it necessitates the characters easily getting downtown (easily accomplishable if they have a bus pass). There is also an adult bookstore across the street which might hold a minicult described later called the Pinku Sect.

### *The Seattle Public Library*

The Seattle Public Library is a massive public library system which services the downtown area and many of the suburbs and districts of Seattle. Anyone who lives in the city can get a free library card and check out books from any branch or order books to their local branch. It is possible for Mystic Alliance characters to find Strange books in their local library. This usually takes a bit of perseverance and determination, but Strange books, usually when read cost the character a Trick Point but cause no permanent Sanity loss.



The downtown public library also hosts a number of talks and has art and video art exhibits which can be seen going up and down escalators between the different library floors. There are also a number of talks which take place at branch libraries.

## Seattle Aquarium

This is a nice place to go and look at fish and sea life. Nothing much happens here, at least, so you've heard.

## Woodland Park Zoo

Woodland Park Zoo is located just past the University District. There are a number of interesting exhibits and animals on display. Characters with Paleozoology might be interested to talk to zoo staff about secretly seeing the baby raptor that zoo officials have cloned and grown. This animal is kept away from all the other zoo exhibits in a fenced in and electrified enclosure way in the back behind the African savannah.

## Meadows Pool

Meadows Pool is a pool which is located inside the Lakeside Community Center. They regularly have lap swim. They also have public swim and regular water fitness classes. Meadows Pool also offers swimming classes which are usually held on Wed. and Fri nights. The diving club at this pool meets on Tuesdays and Thursdays. The pool itself is located in an area which has large glass walls and a set of glass doors. There are separate changing areas including showers over to the side behind a front desk where those who use the pool can buy swim tickets or passes to use the pool.

## San Juan's Rock Pool

San Juan's Rock Pool, located in the Eastside, is a pool which is run by a local high school in their field house. On Friday nights something strange goes on at this pool though. A large screen is placed up on one wall and a group of fracteticians from a local col-

lege or company called V.U. E. (Virtual Uniform Enterprises) come to this pool and display images of fractal patterns and other mathematical oddities who may be connected in some way to the Number Alliance minicult display these images on the screen while participants in the pool swim and dive. During this time period they also play lots of techno and trance music. Oddly enough at this pool there is also a large rock fountain which was built some point in the center of the pool that has strange gargoyles ringed about its center. A careful examination of the rock fountain will reveal what looks like the ability for a standing platform to raise into the air via some sort of mechanism.

## The Warehouse Aquatic Center

The Warehouse Aquatic Center is a pool located some distance from Seattle in the Tacoma area. It features one big pool which has tons of lap lanes and a number of diving boards, including one that has a platform dive. The pool has a set of double doors which lead into a raised area which looks down on this pool. There is a changing room at the end of the overhang and after you get changed, to get down to the pool itself you have to climb down a ladder. The pool in The Warehouse features lap lane swimming and during public swimming hours allows use of their seventeen diving boards of various heights.

Shadowy figures are often seen prowling the area near this pool at night driving big painted over vans. What their purpose is often unknown and whether they are related to a street racing scene in the local area is also currently uncertain.

## PARKS

### The Heian Garden

The Heian Garden is a park located in the International District in downtown Seattle. It is near many stores which cater to those inter-







ested in Asian items and a taste of Asia is present in the many fine restaurants there. This garden is surrounded by gates and is only open from 11-6 pm for visitors who have scheduled visits. It is a beautiful Japanese zen garden right in the heart of the International District. It features an authentic Japanese teahouse where tea ceremony can be learned and performed.

## McCullough Park

This is a park located near the University which is located right in the heart of the Mountainlake region. There is a museum which has nightly showings on Thursday night of Psycho and other Hitchcock classics. There is also a wetlands trail which is usually pretty muddy, at least in summer months. Over across the bay here one can also rent watercraft in the summertime from the University's WAC (Waterfront Activity Center).

## Gasworks Park

This park is located across from downtown Seattle and been featured in movies before about Seattle such as Singles (1992) and 10 Things I Hate about You (1999). The park itself has a number of strange sculptures made up of tires and other industrial parts. Some have been known to say they were constructed by Mrs. Pickmancer, a local Child of the New Generation, and will drive you insane if you dwell to long on them. Paintball is available on Saturdays and Sundays from 11-4 pm.

## GYMNASIUMS

### Mountain Peak 'Elite'

#### Gymnastics

MPEG is located in the Mountain Peak area of town right down the street from a pool. MPEG appears to be simply a gymnasium like other gymnasiums, with Tuesday and

Thursday night gymnastics, but Eastside Health Alliance has marked this gymnasium as the location for storing some sort of data needed to fight off an autonomous AI. Skills which could be used by pilots of some sort of virtual craft which could be employed in Cyberspace are what this gymnasium actually teaches, but it also participates in a number of junior level gymnastics competitions in the local area. The Number Alliance is curious about what the role of this gymnasium is to be in the future and what appears to be some sort of future plan to convert the gymnasium to include water areas for some reason to do with doing these Xer endorsed activities using various apparatus above the water combining use of gymnastic apparatus with diving called swimnastics.

Swimnastics at first glance looks like regular gymnastics except for the fact that this gymnasium seems to contain water areas you can jump into when you dismount from the balance beam, uneven bars, rings, and trampoline. MPEG keeps these areas out of sight covered by wooden planks and mats, except during specifically designated hours in which the apparatus are placed in or near the water.

The Number Alliance suspects that the gymnasium is connected in some way to San Juan Rock's Pool and/or another pool in the downtown area near the Seattle Center called the Queen Mountain Pool (see Adventure 1: Of 'Harpies' and 'Frogfaces', Chapter 3 below.) The plan seems to involve driving some sort of virtual avatar powered machine of some sort that would involve manipulation through spheres involving 'air' and 'water' based movement, but its unclear at the current moment to the Eastside Health Alliance whether what the swimnysts are trying to create would have to do with manipulation of virtual reality somehow through the use of movement driven 'fractal' spaces or is simply a plan to change the sport because of the fact the seas are soon going to rise.



## Seattle Gymnastics

This is a completely different set of gymnasiums who are not involved in any way with plans made by the Eastside Health Alliance. Instead they are associated with Information Society even though they appear to all purposes to be an outbranch of another minicult! Via communication with The League of the Twisted Hand they suspect that someone or something has devised something that will effect the sport and art that they teach people how to do. They also suspect it has something to do with forces involving the supernatural and that it somehow involves some sort of strange scheme to do with combining elements of diving and gymnastics together hatched by the Xers.

## PART B: RULES

Each Mystic Alliances character belongs to one or more groups. In addition, they have hobbies which include a summer job and extracurricular activities. Every teenage investigator must pick a summer job or pick the summer job Professional Student or High School Dropout. These give them their starting skills, points which can be spent based on EDU X 5. In addition to the character's summer job, one specialized package of three to five skills may be purchased which are the teenage investigator's Extracurricular Activities. Characters get one Extracurricular Activity for free and may spend extra points gained from summer job skill point character creation to get more for a cost of 5 points each. Some sample extracurricular activities include Cheerleading, Dive Team, Computer Club, Football, Martial Arts, Dance, Debate Club, Drama Club, Student Government, and History club. Characters still also get additional points for personal interests but based on INT X5. This means characters do not necessarily start with less skills, but may have slightly lower starting numbers in them than the typical CoC modern day investigator.

Additionally, characters belong to a Group which does not gain them any additional skills but provides important background. These groups include Wiccan, Children of the New Generation, Xer, Rewriters, Kung Fu Classics/Yogi, and Mancer.

## SUMMER JOBS

**Budding Writer:** This summer job involves a teenager who is gifted at the craft of writing short stories or novella sized works. Budding Writers are also usually avid readers and may have encountered Cryptozoic Fiction, a new category of fiction that has recently become popular involving dinosaurs and cryptology.

### **Starting Skills**

- History
- Library Use Oratory
- Read/Write English
- Read/Write Other Language
- Speak Other Language
- Cryptology or Paleozoology

**Comics Employee:** A Comics Employee is a summer job that involves the selling of comics. The comics store employee is usually also skilled at following narrative storylines of an intertextual nature as he places orders for customers' boxes involving comics they order on a weekly basis and large crossovers which some comic store patrons want to collect. Often a Comics employee is also part of a group such as the Rewriters.

### **Starting Skills**

- Bargain
- History (limited to comic companies)
- Credit Rating
- Read/Write English
- Read/Write Japanese
- Comic Crossovers

**Grease Monkey:** This summer job involves working with cars involving rebuilding engines, autos shop build and repair, and generally retooling cars to go faster. It involves being willing to do what the head mechanic needs at the auto shop and may involve sometimes working on weekends to do with particularly difficult jobs (which should not be seen as a drawback but an opening for extra roleplaying opportunities).

### **Starting Skills**

- Drive Auto
- Build/Repair Auto



Mechanics

Physics

Street Racing Scene

**Lifeguard:** This summer job involves training in the skills of being able to save a life in the water. It also sometimes involves some knowledge of pool administration and how a swimming pool stays in operation. Sometimes, lifeguards, usually being employees of a swimming pool will be asked to teach a swim class or lead a swim fitness session or conversely, teenagers who do such extracurricular activities will find that they are also asked to gain a lifeguard certification to work in the pool.

**Starting Skills**

Swim

Psychology

Lifesaving

First Aid

Listen

Jump

**New Age Bookseller:** a New Age bookseller is a summer job that involves handling the purchase and sale of books in a New Age bookstore section in a large bookstore such as Third Price Off! Books. The summer job involves the knowledge of procurement of New Age books and materials such as tarot decks, runes, or occult materials of value to someone who has chosen the Wiccan clique or Mancers.

**Starting Skills**

Bargain

Library Use

Listen

Read/Write English

Speak Other Language

Occult

**Pizza Delivery:** This summer job involves working for a local fast food pizza restaurant such as Papa Johnson's or Mobster Pizza. The job provides a number of skills which are eagerly sought in the candidate for the position. The job involves taking pizzas to diverse locations and also covers a rudimentary cooking knowledge involving different types of pizzas and package deals that the pizza restaurant the teenager works for offers.

**Starting Skills**

Credit Rating

Drive Automobile

Track

Dodge

Cooking Oratory

Fast Talk

**Steampunk Afficianado:** Steampunk Afficianado is a summer job usually only open to Mancers that involves knowledge of Victorian based steam era technology and the ability to create various weird technology involving steam power. This kind of job usually involves the use of a large garage.

**Starting Skills**

Anthropology

Archaeology

Mechanical Repair

Operate Heavy Machinery

Photography

Difference Engine Design (skill limited to this summer job only)

**Professional Student:** This summer job involves being a year round student who usually aces all his/her classes with 4.0s. Summer is taken up with extracurricular activities rather than a summer job, as the Professional Student's parents only care about his/her grades and usually pay the teenage investigator for getting good grades through some sort of monthly allowance.

**Starting Skills**

World Events (skill replaces Anthropology and involves knowledge of current events throughout the world)

Math

Biology

Chemistry or Physics

Read/Write English

Speak Other Language

One Extra Physically Based skill (Swim, Gymnastics, Dance, fist/Punch, or Kick)

**High School Dropout:** The teenage investigator doesn't have a summer job, due to the fact their grades have declined to the point where they had to drop out of school and/or attend an alternative school. The teenager may choose any five skills of his/her choice to start the game with. However, one's Edu stat is halved what it is normally.

## EXTRACURRICULAR

### ACTIVITIES

(Note, rather than spending points on each skill, the PC simply gets the skills starting at set percentages, however, must only pay 5 pts.





Of EDU stats for each extracurricular activity they take on.)

**Cheerleading:** Cheerleading involves attending many football games and cheerleading competitions to stay on the squad.

Skills: Jump: 30%, Gymnastics: 40%, Dance: 30%, Kick: 40%

**Computer Club:** This extracurricular activity involves making one weekly meeting and also owning and operating a computer on which one does various projects at home. Characters who take this extracurricular activity also gain extra equipment: laptop computer and ipod or iphone.

Skills: Computer Use 40%, Computer Build/Repair 40%, Programming 40%

**Dancer:** The teenage investigator is associated with a dance troupe. They must make weekly classes and performances

Skills: Art 60%, Dance (of choice, Ballet, modern, Jazz, Hip Hop, or Ballroom) 50%, Jump 40%, or Throw 40%

**Dive Team:** Being on a dive team means the character must go to dive classes twice a week to train and also attend diving competitions

Skills: Swim: 40%, Dive 40%, Jump 35%

**Drama Club:** This is a weekly activity which also involves participation in the school play.

Skills: Acting 40%, Sing 40 %, Pantomime 10%

**Football:** The teenage investigator is part of a high school football team which plays during the football season. They need to make games and also after school training.

Skills: Fist/Punch 70%, Head butt 60%, Grapple 50%

**Gymnastics:** The teenage investigator is either on the high school gymnastics team or trains at another location. They need to make gym meets.

Skills: Gymnastics 35%, Climb 60%, Tumbling 50%

**Martial Arts:** The teenager is part of a martial arts dojo. They go there to train usually 1 or 2 days a week.

Skills: Fist/Punch 60%, Kick 50%, Martial Art (of choice) 50%

**Yoga:** the teenager regularly goes to yoga classes at a yoga studio in the local area.

Skills: Flexibility 25%, Balance 50%, Ancient Yogic Philosophy 30%

## CLIQUEUES

Each teenage investigator much also join a clique. Cliques describe a general worldview

that the character believes in or tends towards. Cliques can also be used, by an imaginative GM to generate plot hooks in the campaign setting. For example, a Wiccan might find herself invited by a local witch coven to a late night gathering, or a Rewriter might find that he receives notices in the mail often telling him about upcoming Author's conferences. This should not be overused but used to the extent it can be reasonably worked into your games. A clique should, by definition, not be the only thing which defines the character. These cliques, and players and GMs should feel free to invent their own, are meant as story aids in terms of placing the characters initial ideas and motivations within the setting.

## Wiccan:

*"So I was hanging around her occult books section in Third Price Off! Books and she asked if I was looking for elements to perform a specific ritual related to a fertility deity."*

This clique is based around those who profess and practice the Wiccan faith. Wiccans in our time usually belong to small groups, but in the timeline of Mystic Alliances this is not necessarily the case, and the teenage investigator may belong to this clique without necessarily belonging to a coven of Wiccans. Wiccan characters usually have a couple of books that describe the Wiccan faith and provide some guidelines on practicing Wiccan beliefs and rituals.

This clique is based around an ancient faith which, in some part, is actually the worship of various nature deities and involves the use of magic in ways in which generally it is not used for personal gain, although the will of the user is certainly a component. The religion of the Wiccan is an ancient faith, but it is very likely that the teenage investigator may be part of this group, without necessarily being part of an actual group of wiccans





which meet regularly. The teenage investigator may simply have read some books and be involved in practicing some rituals on their own. Use of their focus may enable them to use trick powers in coordination with the principles of majik. At the same time, most Wiccans also operate based on a lunar based calendar, although the teenage investigator may also have other reasons why they might operate based on this, such as being of Asian descent. In Mystic Alliances the teenage investigators live in a setting in which the Wiccan is perhaps the most well known clique which has received the most press and is best known.

### Children of the New Generation:

*“He was one of those guys you see at the movie theatres, wearing the black trench-coat, looking like he walked out of one of those cyber-cinema movies. Maybe he thinks it’s sort of real to him, I don’t know.”*

This clique is made up of characters who are interested in a particular take on occult thought and philosophy since the turning of the Millennium. Many of them avidly watched the movie *The Matrix* (1999) and believe in a take the red pill sort of philosophy which involves a belief that there are messages in the media that certain forces are trying to slip through the popular culture, such as a figure called Ghost in the Machine, who is an Avatar that the Children of the New Generation believe in. They also believe that certain small networks called cavens that the Children of the New Generation use to exchange occult information hidden behind various writings, like those say related to a sci-fi or fantasy roleplaying game campaign or session, can serve as matrices that build up to some kind of coming change in the system which will occur at some date in the future.

Such writings are more than they seem. On the surface, the writings of the Children of the New Generation appear to be simply fantexts of one sort or another written about the licensed sci-fi and fantasy characters that they play, but really the Children of the New Generation are concerned with many things surrounding concepts like being jacked in in the future and what sort of changes in the culture and technology might eventually make this one day actually possible. Cavens often find that in order to find the Neo in life it is necessary to filter through a lot of crap television and grungy video games, looking for new messages in them planted by Ghost in the Machine which are intended as messages to them. Individual cavens may look like groups that meet infrequently to play roleplaying games about characters which seem to resemble in certain ways those in movies like *Johnny Mnemonic* (1995) and *The Matrix* (1999) and exchange information about future events. These are not usually groups that meet on a week to week basis, but groups that usually meet more infrequently in nightclubs and other shadowy smoky venues, such as night-time clubs or game stores in Belleville. The texts they share with each other at these fanboy gatherings are usually meant to emulate something much bigger and much more important than they seem on the surface.

Their primary place where they meet are movie theatres, particularly the Variety, a theatre that is located on the avenue across from the University. This meeting place makes sense because it is close to where the clique first took shape, emerging out of a number of people who went to midnight movies, during the years immediately before the new Millennium. Their thought has trickled down to younger members of the clique composed of cavens trying to find the neo which they see as the instructions being sent out into the mass media to lead towards the ultimate lib-



eration of human consciousness in the future.

Members of the Children of the New Generation know that jacking in, as it has been represented in the mass media whether through trodes or other devices is just around the corner. The trode technology that might be used to bring such a thing in was presented in media form in the film *Strange Days* (1995) itself about events which in the film happened during new-millennial celebrations in a fictional future Los Angeles. They see this film as important because it demonstrates a way in which attempts at the encapsulating of human memory into digital form could function. Children of the New Generation are also concerned that the recent tide of mythology activity as *The Darkening* approaches actually is part of a concocted scheme to create new systems of control that will keep cliques like Children of the New Generation from gaining too much power. Because of this their members are also interested in finding Mancers and seeing what information the Mancers have to offer them about confronting Mytholog and Minicult based threats. This is only a secondary goal for them however, their main goal being, through the aid of hackers, cybernauts, and other individuals who lurk on their fringes to break down the systems of control that will help to imprison human thought once jacking in technology is actually introduced.

Xer

*“He looked like he was into extreme sports of one kind or another. Sometimes I saw him dressed as a skater, and another time in skier clothes. He must like Xtreme athletic activities.”*

Xers are usually high school aged teenage investigators (usually juniors or seniors) who are interested in extreme sports and other extreme activities. They love reality shows and like to engage in dangerous types of

sports. Xers have a philosophy that has to do with embracing the unknown in life and living life to the fullest. Xers made up much of the alternative music scene in Seattle, and enjoyed promulgating a culture involving riotous concerts, mosh pits, dangerous skating sports. Xers have also, more recently, turned to the culture of the cell phone as another way of advancing their various activities and are particularly interested in sharing music and video files through their cell phones. They often text-message each other, to give each other dates and times of some new Xtreme activity that will be going on.

Xers are also sure that there are UFO abductions going on around the nation that the US is trying to cover up. Xers are interested in warning about the threat and the next stage, which is called *Codename: Dreamland* and according to one of their high up members will be initiated sometime around 11 or 12 years after the turn of the millennium, which will involve UFO abductions becoming even more frequent and many experiencing abductions who never did before as according to them, the Greys expand their plans. Xers like to engage in activities such as inline skating, bungee jumping, platform diving, etc.

The Rewriters:

*“The guy had an LP collection but said he was a professional DJ who liked to spice up the old tunes with electrotrance music at various clubs downtown. He was dressed kind of funny in reggae looking clothes.”*

The Rewriters are a group that is interested in ‘old’ things and the preservation of those things. They like to ‘refashion’ old things into new memes and ideas. In order to do this, they like to find ways of taking something ‘old’ whether it be an old game supplement, an old novel, or an old political idea, like the idea that information wants to be unbottled,





and culturally ‘rewrite’ it in a new context. In this way, they find ways of ‘rewriting’ old texts, songs, and video music into the popular culture in such a way that old things become something new. For example a Rewriter might have the idea to ‘rewrite’ stories about strange cults by various prominent horror writers so the stories intermingle with alternative music cultures and reality show-based sports. In doing this a ‘Rewriter’ who is interested in music and music scenes might find inspiration to create a series of ‘LovePop’ stories involving the interaction of strange cults in alternative music scenes in and around his local area. The ‘Rewriter’ might find he wants to pursue such a goal rather than writing for the local Cryptozoic fiction community because it is easier for him to create ‘LovePop’ stories than write slant texts (described below) which deal with a combination of Cryptology and Paleozoic fiction.

As a ‘Rewriter’ he might start by working on a story in which an alternative music band visits Massachusetts and has to play a gig at the Olde Arkham Schoolhouse. In the first few pages, it might be revealed that two groups representing two ‘rocksport cliques’ called the Mi Go Go Girls and the Deep Throat Swim and Dive Team have shown up to the event and are going to do a dance battle with one another in the mosh pit. The Mi Go Go Girls, who previously played the Key Arena in Seattle are set to play Japanese ProPunk music, a variety of Japanese pop rock, while the Deep Throat group has musicians they can offer who will play hardcore British punk.

He might also put something in his ‘LovePop’ story about the fact that playing certain music is going to cause a Lesser Old One, of a Lovecraftian nature to be attracted to the rock concert, which would result in the music causing a gate to open that would help to signal the beginning of world Armageddon (This can be used as an adventure in this game setting if you even want to with minor

modifications, (see Adventure 2: Pretty Good Plank, Chapter 4) and the ‘Rewriter’ might intend this to lead into further stories in his ‘LovePop’ story cycle based on Mystic Alliances adventures he has been experiencing.

What the ‘Rewriters’ are interested in doing has to do with using both body and mind to ‘rewrite’ culture. At a base level they do this through organizational structures labeled mems and tropes, ideas found in lit-crit books like Mimesis and Tropic of Cancer. Unfortunately, the ‘Rewriters’ are in serious danger because their clique is being undermined by a faction which opposes their efforts which is headed by Gram Green, a scientological person who runs a huge multinational company that tries to control what certain things can or cannot be published in the mainstream media.

Because of all of the above, they like to also engage in the dissemination of slant texts. No, mere texts about the changing nature of information in society, these are rather texts that imitate somebody else’s text but in a slanted way and are one of the fundamental tenets of a genre they have created called Cryptozoic Fiction.

## Kung Fu Classics/Yogi

*“He looked like a sort of postmodern Bruce Lee, throwing wild kicks and punches, just like he stepped out of an old Shaw Brothers movie.”*

This is a clique made up of lots of teenagers who like classic Kung Fu movies and attend marital arts dojos. The character who takes this clique must also have at least one Martial Arts related extracurricular activity or be dual/cliqed, with the clique Yogi and take the extracurricular activity Yoga.

The Kung fu ‘Classics’ are teenagers who are interested in learning ancient Chinese wisdom and operate through various dojos. They are usually the students of ancient mas-



ters and also enjoy watching martial arts movies which are usually about some sort of tournament which is coming up or perhaps are movies about a martial arts student trying to avenge his master. A Yogi usually is a sub-clique that does many similar things involving spiritual and body improvement, but through a yoga studio. He is also usually also interested in Ancient Yogic Philosophy and usually takes the extracurricular activity Yoga.

## Mancer

*“He was at the top of his game where it came to providing information to the group of teenagers about occult threats and strange paranormal occurrences. He could be spotted at local gatherings by the strange amulet he wore around his neck.”*

(Note: This is also the name for the GM in lieu of calling him Keeper)

Mancer is a clique that is interested in the practice of Majik (detailed below) which can be activated through the use of Trick points (in place of POW). A Mancer usually is a focal character which the Mystic Alliances characters go to to get information regarding upcoming occult threats and major disturbances in the local area. The Mancer coordinates with others like him, sharing magical formulae and theory freely, yet each Circle that the Mancer has connections to (the Mystic Alliances characters) is slightly different in make-up of their specific interest in the paranormal and supernatural and experience with it.

The Mancer thus has access to resources which the general Mystic Alliances character does not. He may be slightly older (a college aged student or grad) and is generally the go-to guy for mystic information that the characters turn to.

Majik: A Working Magic System for Mystic Alliances

Majik works through the use of a Talisman or Foci and must be done in a way that looks like it does not break its seeming factor, otherwise the character loses SAN (usually about 1D4 worth). Seeming Factor is a number predetermined by the GM which governs how active a place is in majikal energy levels. The extent to which the effect of the Majik will occur is determined by the number of trick points expended which are 5 minus the Seeming Factor.

## Seeming Factor

- 1 – Not very active (anything done there must look like normal acts, no Majik, although Trick powers can work)
- 2 – Relatively active (Use of a foci is required but limited magic can be done as long as it looks like magic tricks)
- 3 – Active (Local ley lines in the area make use of majik more likely. Majik can be performed without fear of incurring SAN loss)
- 4 - Very Active (Majik is being performed along a ley line. Depending on the number of Trick points expended and the type of majik the character is trying to perform effects can be relatively greater than what norms expect.
- 5 – Extremely Active (Majik is being performed at a power source. Majik will usually involve a ritual effect involving several people at the site doing something in coordination)

## TYPES OF MAJIK:

**Implementational:** This resembles a traditional magic trick, but with some effect that is unexpected. Of course, the character should never reveal the secret that the method used to perform the trick involved the expenditure of trick points.

**Metadimensional:** This kind of Majik involves the opening or finding of gateways to other dimensions.

**Divinational:** The character is trying to use runes, tarot, or other divining objects to figure out what will happen next or have a vision as to impending future events.

**Elemental:** The character's Majik involves the manipulation of Earth, Air, Water or Fire, which can be symbolized through the use of colored candles or other foci.

**Prayer/Meditative:** This type of Majik involves an effect being created through the appeal to divine forces







through physical movement or quiet meditation based on a specific set of spiritual beliefs.

## TRICK POWERS

Trick Powers can be freely chosen by the PC in coordination with talking with the GM. A Mystic Alliances character can have no more than two trick powers (one time effects) and a foci is required in order to perform the trick.

*Examples*

### **Crystal Necklace**

The character can use an amethyst crystal she wears around her neck to charm other PCs or NPCs and make them like her.

### **Gearhead**

The character carries a toolkit around with him which can be used to instantly (with 5 min. of work) fix an old car or engine so that it runs properly.

---

## CHAPTER TWO: OCCULT GROUPS (MINICULTS)

### MINICULTS:

#### Re-Animate Computer Company

*“My dear Mr. West, I have some CGI work that has to be done immediately and effectively.”*

The Re-Animate Computer Company is located in the Lynn’s Town Corporate Complex. It is an animation studio which consists of about 1000 square feet. There is an indoors area consisting of a number of cubicle areas, two sealed off labs in the back, and two refrigerated vans which make deliveries at a loading area in the back which are full of corpses in plastic bags hung on meat like hooks. The complex also has several other offices and companies pres-

ent, most of which are on the second floor. Re-Animate! is run by a man who is simply goes by the monicker ‘Mr. West’. The company makes a CGI cartoon which shows on TV which is called ‘Rewind’ which is popular, however, ‘Mr. West’ is using the company as a front for other activities. He and his ‘animators’ have obtained a chemical mixture which is dropped off on Wednesdays and Fridays which can be used to animate zombies which move wickedly fast and are stronger and more accelerated than a typical animated corpse. If the PCs break in at night, possibly responding to a call by a hacker NPC named Binary, the zombies will begin to come out of the two back labs into the cubicle area, approximately 30 minutes after the characters break into the building. If they visit during the daytime, they will be taken before ‘Mr. West’, ostensibly on the basis that they want to be animators someday and thus are visiting an animation company. In the front offices, they will find a number of animators working on CGI and using various different animation planning and rendering tools. After they are introduced to ‘Mr. West, approximately twenty minutes later somebody should say, “The zombies are loose.” The PCs will have to fend them off with improvised weapons, such as computer keyboards and can only injure the zombies by hitting them directly in the head.

#### Cult of the Hanging Cross

This Minicult, The Cult of the Hanging Cross is a cult that involves worship of the tarot card the Hanged Man and also worship of the Old One Azathoth. Those who cross this minicult had better watch out because they specialize in turning one’s life completely upside down. Much of their esoteric is hidden behind what appears to be a sort of scientology of Phillip K. Dick in which a ‘cult’ has been constructed based off references to different passages in books such as Valis, Do Androids Dream of Electric Sheep, Flow My Tears The Policeman Said, The Divine Invasion, and The



Transmigration of Timothy Archer with particular attention paid to Dick's 'Valis' trilogy and not much attention paid to media representations of Phillip K. Dick's works in movies and the like. Members of this Minicult are first told that they are the new Christians and that like the Christians of old they are involved in a fight against New Rome, which wants to persecute them using the Great Machine which is a satellite located somewhere in the skies that monitors human thought (which they possibly get from Dick's books *Radio Free Albemuth* or *Valis*). This Minicult actively in the 'Mystic Alliances' setting in Seattle (or any city you choose to adapt the setting to) tries to recruit its members through a number of different means including recruiting through pools, libraries, and college campuses. No one knows who their factional leader is but there is a suspicion that he was an individual who was working in the multimedia support section of one of the high school campuses before he got turned on to this Minicult.

The Cult of the Hanging Cross also likes to spread their propaganda through DJ call-in shows on local radio stations. There are certain trance and techno songs which are played late at night on these radio stations which are meant to cue members into various occult events going on, most notably through the use of refrains which sound slightly like something one might read in *Valis* or other Phillip K. Dick books. Members are generally given a curricula of study of Phillip K. Dick's classic books which begins with the book *Valis* whereas those who are fighting or deprogramming members of the cult usually begin with the book *Do Androids Dream of Electric Sheep*. This Minicult is quite insidious and is well known in the Lakeside area, although it sometimes goes by other names and hides under pseudonyms such as the 'Gnostic Fishes' 'the Fishermen', or 'The Clasp'. Members generally wear clasp necklaces with small figures of fishes on them. Generally, little attention is paid to them as they are

thought to be just another freaky 'cult', but because of their connection to Phillip K. Dick some Rewriters, Wiccans, or Children of the New Generation may see their presence as something more serious. The Minicult generally does not like filmed versions of Phillip K. Dick's work such as *Blade Runner* (1982) as it considers these works 'duplicates' that are somehow inferior to the original work.

The Minicult has its hooks in Seattle, mainly in Lakeside and the University area, and has Minicult members stationed in many of the used bookstores in this area that pop in and out of existence frequently, who generally do little more than sell books and offer some advice to young people on picking out hot science fiction and fantasy books, such as FatCat Books, Beauty and the Bile, and Magician's Wand Bookstore. If you are using Third Price Off! Books as the setting for the game, then you can consider them too far away from the hub of Cult of the Hanging Cross activities to be effected, unless the PCs do something to seriously draw this Minicult's attention.

The Minicult likes to also encourage its members to play 'pranks' which turn things upside down, either through engaging in activities which turn themselves upside down or finding ways of turning the world upside down as their faction involved with promoting certain kinds of music in order to smash the status quo has had some success with previously. However, in the end, cult members find out that all this is really a front for Azathoth who has plans of his own to do with growing his cult larger in the Seattle area and providing for his spawn. He and his minions in the Mystic Alliances setting stand opposed to a number of sun cults who are convinced they can use images of the sun to transform the world by 2011.





## League of the Twisted Hand

*“The ‘twist’ in life is what gets things rolling”*

The easiest way to join the league is to take a class taught by one of their ‘teachers,’ mostly operating at night out of abandoned warehouses and the like, who begin to introduce the Minicult neophyte to a number of ways to deform and twist the human body. In fact, their presence in the young Minicult neophyte’s life most likely begins with the introduction of ideas in the student’s life involving the concept of a twist and odd twists and turns like one finds in certain narrative situations in films or in literature. For example, a young neophyte to this Minicult might find out about a writing contest involving something to do with a story that would have a real twist in it, which leads to other opportunities involving future jobs, career goals, and writing experiences. A student of these ‘twists’ eventually, at much higher levels begins to learn that one’s reality can be seen as composed of two warring paradigms, one which involves the concept of physics of a flat universe and the other in which hyperspace is made possible by a universe which is twisted. Those who are students of the universe with twists and bends in it begin to be introduced to various concepts involving twists of different sorts which seem on the surface to be nothing more than principles, or for those more literary minded, various principles of writing or screenplay construction but are actually meant to prepare a student who intends to join the league for what will follow.

Those who choose to join the league find that their lives begin to undergo many strange twists and turns, for a higher level Minicult member, begins to realize that because of the imperfect nature of the universe messages can run crosswise through time rather than in a straight ahead progressive manner and these twists and turns in their life take them down

one path then another. The Twist ultimately becomes a concept for looking at the universe in such a way in which it is seen as twisted, flawed, and imperfect in some way.

## Social Avatar’s Club

*“Where there is Yang there is also Yin”*

This group is devoted to general progressive movement and mind principles involved in preparation for use in outer space rather than the vagaries of a method applied towards twisting and bending a Minicult member’s body and mind. The faction leader for this Minicult, or perhaps ‘anti-Minicult’ is named Julie Ravenna and she has always had a certain interest in crushing the League of the Twisted Hand through practice of the group’s method and philosophy in outer space (something which has recently become possible in the setting due to the popularity of zero grav commercial airflights to various cities.) Julie Ravenna is well known for penning a series of books which are about the application of her movement principles to use in zero grav situations and also writes about some sort of linked future in which Internet III access ports are installed in everyone’s wrist. She is married to a prominent science fiction writer of much renown.

Julie Ravenna also knows about a centrifuge located underneath the University area. She suspects that this centrifuge could be used to open a portal in time or a portal to another dimension. Recently, upon the use of this centrifuge, a number of individuals began to appear in the downtown area who looked like they were dressed like it was the 1960s. Julie saw some of these individuals and followed them to an LP record party where one of the individuals explained to her that they were ‘music spirits’ who could enter and exit the worlds of different album covers. They explained to Julie that although she was the leader of a ‘minicult’ in the current situation she was also a Mancer for a group of Mystic



### **'Music Spirits' Story Seed**

In one of the adventures below called "Of Harpies and Frogfaces" or "Pretty Good Plank" it is possible that the PCs might encounter Julie Ravenna if they pay a visit to the University. Julie Ravenna will be sneaking onto the campus late at night when the only thing going on is the University Anime Committee's (UAC) late night Halloween Anime Bash and she can be seen heading for one of the steam tunnels in the University campus, carrying along climbing gear, a rope and a pick axe. If the PCs catch up to her she will explain to them, that she's just looking for a 'secret tunnel' which the Physics department uses to create collisions because of her interest in 'space dancing'. PCs who make an appropriate skill check will notice that there is something a bit strange about Julie Ravenna, as if she is under the control of some sort of spirit. At about that moment, the PCs will see some weird people who look like they are dressed up like it is the 1960s walking around nearby, one of them looking like he is carrying some kind of music equipment. Another student will walk by carrying a pile of old LP records with the name of bands such as Steel Dan, The Beat Boys, Clich Clash, and Journeyman. All of these albums should have interesting somewhat psychedelic looking pictures on them. Julie will say, "They plan to transport the campus back to the 1970s. That's why I've got to find the centrifuge, to stop this divergent path from coming to be. I could sure use the help of some teenage investigators in accomplishing this." (The above is a story seed which can be used to start a divergent adventure in the middle of one of the adventures below. The NPCs the characters are encountering are actually 'music spirits' which for some reason are attracted to the University campus.)

Alliances characters based in and around the environs of the University district. The mysterious 'music spirits' told Julie if she found the centrifuge she would be able to enter another time briefly and it was very important that she go back to this time, back to 1977 and change certain things. They told her she could expect to get help in her task from the Democratic Students Society (DSS) in the past she was going to and that a powerful 'psychic' on the campus would help her.

### *Black Bureau 11*

*"They had all matching suits, drove black sedans, and had a big ray gun they were carrying around."*

Black Bureau 11 is a secret branch of the Federal Government which deals with threats from the supernatural which effect the general public. They are an agency which has its roots back in the 1960s and 1970s when they were first created under the Nixon Administration, but they have grown to more prominence among government agencies of late. They started out as simply a branch of the FBI that was involved in covert activities involving the supernatural sometimes referred to in clandestine circles as 'Back Room'. For many years 'Back Room' was where information was sent regarding conspiracies, strange paranormal events, and other files the FBI did not want to officially investigate. Then a strange file arrived that changed everything. This was the 'Cthulu Memo' which was a memo which had been written by a previous U.S. President which claimed that there was a threat to national security which existed underneath a Pacific Atoll called Cthulu or something like that, set to awaken around the year of 2011. (This is a big secret and should not be immediately revealed to players. However, Number Alliance will try to tip the players off to this through repeated strange occurrences involving the number 11)







## What Black Bureau 11 Does Now

Mostly what they do in the games is show up when there is a supernatural incident, interview everybody present and get as much information for their files as possible, then tell everybody that it is 'terrorists' or 'gang activity' or some other such mundane explanation and cover up the event from the media and other inquiring individuals as much as possible. They usually drive black sedans and appear to be government agents in matching dress. When asked for ID they'll flash badges that say everything from FBI to local police to other personnel that might be called in an emergency. They have badges that consist of micro digital screens and thus can display any sort of identity which is needed for the situation at hand.

## Black Bureau 11's Relationship with the PCs

Undoubtedly Black Bureau 11 will eventually notice that the PCs are showing up a lot when they are called in to investigate paranormal and supernatural incidents. They might respond to the PCs several ways. One way they might respond if the PCs cooperate with them is to give the PCs a card that can be used at a major supermarket, drugstore, or other big chain to buy several hundred dollars worth of free stuff. If the PCs clam up or claim what they were dealing with was "just aliens" Black Bureau 11 may decide to temporarily detain one of the PCs, placing them in a temporary holding facility for up to 30 – 60 hours. They will not interrogate the PC, but will most likely release him at a local garbage dump. Black Bureau 11 may also, in extreme cases, wish to recruit one of the PCs for a special 'adventure'. This should not happen lightly and the PC will be referred to a contact with a suitable government agency, not Black Bureau 11 itself. Finally, it is also possible that a PC who they deem a threat to their goals might be declared for 'Erasure' and if this is the case the PC will

have to fight off Black Bureau 11 agents pursuing him somehow or be captured and extradited outside of the existing city to a real jail or prison somewhere out of state (on trumped up charges of course).

## NABYA (National Association of Bright Young Aeronauts)

*"NABYA. Sure I've heard about them, the best and the brightest of our youth designing the fastest machines. Doesn't somebody I know who works for them work for a robotics club?"*

NABYA is a long standing organization run by the U.S. government that recruits the best and the brightest to work on top secret Area 52 graded projects for them. They are a mysterious organization that supposedly was founded in the 1940s by a famed multi-millionaire named Howard Huge. Huge was a pilot as well as a moviemaker and aeronautics pioneer and he had the idea of creating an organization that would recruit children and show them how to fly and design planes and top secret aircraft projects. NABYA has a long history of using the Greys program to frighten those youngsters who it wants to recruit or who have found out a little too much about their programs. This involves having NABYA recruits invade people's homes late at night, while dressed up like aliens with huge bulging black eyes and harassing those who don't agree with its goals, on occasions using a 'memory stick' to blank out short term memory and hauling that selfsame individual (perhaps a PC) to an undisclosed location miles away so that they can claim they were abducted by aliens.

Young kids actually run many of the programs within NABYA as it has become a self-sustaining organization which is no longer directly overseen by Howard Huge's family members who are still surviving. Even though its run by kids though, this does not make it





any less dangerous, because the youngsters who run NABYA have access to the latest technology, even items that Bureau 11 has never seen. NABYA selects candidates based on secretly administering personality exams that are disguised to look like career placement tests at local schools throughout the country (They could show up in any city you plan to run the adventures in this book within). Those who qualify for special NABYA training are either approached by a recruiter secretly or mysteriously kidnapped for a short period of time.

## Eastside Health Alliance

*“The guy looked like he was built like a gymnast and started outlining fitness goals I could meet. He said I could accomplish a lot of them by playing Virtuatennis and using Virtuarowing, but the kind also seemed concern I not disable the programs for some reason. He had on a strange patch on his uniform that looked like some kind of space insignia.”*

The EHA is a series of gyms which exist in the Eastside Area. They are actually all part of the same program although they hide their mutual affiliation behind different names such as “24/Fit” or “Silver Lode Gym”. Although it might seem very unlikely, their ultimate goal is to recruit people who could be called on to assist them when dread Cthulu rises from his watery sleeping place in the South Pacific sea. Whether they are truly Cthulu cultists who want to spread fear and sow confusion when that day arrives or whether they are part of a secret society that intends to confront Cthulu himself is not known. What is known is that they specialize in designing fitness programs that train the body and minds of those who participate in them and that in the world of Mystic Alliances you can spot them easily because of the computer based fitness games in their gyms which many of them feature prominently and are usually networked on

Internet III, a new internet which is mostly used for handling VR applications and software traffic. Most of these fitness enclosures look like large domes where one can play virtual tennis or virtually ski. However, they serve a secondary purpose. Behind the fitness façade are a series of applications which are somewhat similar to Microcorp Computing’s project ‘Blinds’. Through these VR versions of ‘Blinds’ much information can be shared from gym to gym and much of it can be kept private through advanced encryption technologies, some of which have been borrowed from the Fracteticians. Something like ‘Blinds’ is the background operating system that much of the virtual fitness software runs on. PCs skilled with computers though should be able to easily disable the front program and gain a glimpse at the VR ‘Blinds’ system which truly controls the traffic which the EHA is exchanging which essentially amounts to a motherlode of information on local occult events.

## V.U.E. and Fracteticians

*“He walked up to me while I was swimming wearing an HMD and talking about some new sort of dive game he was designing while watching our team do our stuff at our local meets.”*

V.U.E. is Virtual Uniform Enterprises, a local company run by a cyberdemon who is named Jube Bennet who poses as a company President but actually spends most of his time traversing Internet III as a free-floating autonomous A.I. program. He is actually a Fractal Creature although he was once a man. His company is made up of a number of visionaries who believe that the combination of VR with fractal imagery can allow one to actually traverse a ‘mathematical terrain’ that is fully immersive. They call themselves Fracteticians, but are actually brilliant mathematicians who Jube Bennet has recruited. Jube, using money he was able to weedle out of offshore accounts has set up a company that is





in the hills just between San Juan and Kirktown which is called V.U.E. which on the surface appears to be just another manufacturer interested in producing VR equipment possibly for use with Internet III games and applications including HMDs, virtual gloves, and full immersion bodysuits.

However, Jube Bennet actually has plans to use immersion in water as a way to bring people into his 'fractal universe'. As the adventure Pretty Good Plank describes below, Jube Bennet has sent fracteticians out to the local San Juan's Rock Pool in order to fashion some kind of wild 'fractal' experience involving diving into a fractal's structure and try this out with the assistance of a local diving club at that pool. If you're going to run the first two adventures at roughly the same time of the year (technically, the Halloween adventure is intended as a prelude and the later adventure would take place near the start of Summer break.) it is possible that the opening of the gateway on the screen at Juan's rock Pool might coincide with the showing of the scary 'The Cleaver' movie at The 'White' House, such that this indicates many forces from outside our dimension are trying to break through on Halloween night. Thus, you can run the first two adventures here linearly or non-linearly depending on your preference. My intention with this monograph is to open as many non-linear possibilities for gameplay as possible, but that is my preference as I find it tends to encourage more role playing in the adventures.)

## Pinku Sect

*"Did you wander into the Pinku section of the manga shop? I saw a weird character hanging out there who looked like one of the local frat boys who was putting something on the shelves."*

The Pinku Sect is a group that is obsessed with transcendent thought through the use of (mostly Japanese) pornography. Their mem-

bers believe that by watching and consuming mass amounts of (mostly Japanese) porno anime and films they can initiate an ecstatic high that will allow them to transcend their normal bodies. This cult is dangerous because its members are obsessed with pornography and fetishes. An early play by this cult on a Mystic Alliances teenage investigator might be to introduce him or her, perhaps through a book found in a local library, to the early sex novels written in the 1950s and 1960s by famed science fiction writers, who went to writing erotica because it was the only way to make a buck. The teenage investigator would most likely find a book on this in one of the local libraries in the Seattle Public Library system, might check out such a book, and then find that they have tantalizing dreams at night during the period for which they have the book out. He or she would be unaware that acquiring the book will bring them to the attention of a group of the local branch of the Pinku Sect.

Also, for example, that selfsame teenage investigator might also be aware of the exis-

### Invitation

(Handout 1)

*Ghools and Ghosts in attendance,*

*You are invited to bring your tricks and share some treats at a Halloween party I am giving at my house which I recently bought in the Lakeside area. There will be plenty of food in abundance and some video entertainment of Japanese animation and a late night show of a movie by the horror author 'The Cleaver' which may be up your alley and is why I am sending this invitation to you.*

*Your friend,*

*Richard Infra Play*

(A map of how to get here is on the back)



tence of an occult roleplaying game which deals with some sort of 'group' that operates through the use of erotic esoterica. That character might find that his Darkfigure obsession begins to turn into him searching for all sorts of porno material, some material which he finds at the Adult Bookstore across from the Pike Place Market, which he suspects is a front for something more sinister. Most likely he is being made aware of something related to the Pinku Sect. He might experience ripples in his life caused by this Minicult to be simply something which draws his attention towards certain types of ultraviolent or hardcore fantasy films and literature, although it is all mainstream stuff, none of it X rated, or so he thinks.

This is just a possible story suggestion. This Minicult is actually devoted to the worship of the ancient Greek Eros and has ties to many fraternities in the University area and has inculcated its propaganda into their hazing rituals and annual toga parties which usually coincide with showings of a film called Anima House on TV, which has nothing to do with Anime but rather features several comedians who were quite well known in their day throwing wild out of control frat parties as local Animal spirits who are drawn to such events like raccoons and bears look on from afar. The minicult also actively engages in the dissemination of as much Japanese porno and anime porn as they can find through convincing local bookstores and libraries to buy and sell or check out this material.

## Zodiak: Gaia's Army

*"I was on the phone with Leif and he said for us to put posters up all over town to recruit members in the most blatant spots possible. That's why I'm sending you guys over near the University to carry the fight for a cleaner environment forwards."*

Zodiak: Gaia's Army is a group of environmentalists who actively recruit members to

plaster areas with leaflets supporting various environmental causes. They get most of their members through posting posters which have a phone number to call and offering summer jobs that actually pay involving going door to door knocking on doors and talking to people. Their ultimate goal is a cleaner, more environmentally efficient Seattle and their presence in things is key in some way to what is going to happen in Seattle as The Darkening looms on the horizon. They could be key allies if met under the right circumstances but there is something a bit strange about them. They were founded by a person named Leif Erikson from Boston MA. Who created the group to do with threats which nuclear waste and nuclear plants posed to the Boston area. Later he started sub-branches of his organization, mainly operating out of places in districts near universities. He may also be connected to Shub-Niggeruth worship in some way.

Leif Erikson has a sub-branch which operates in the Art District near the University which is currently getting into more political matters which involve grassroots fundraising to support a number of different left-wing causes.

## New Readers

*"All text will submit to our plans to provide it via a number of online means."*

The New Readers are a group that has its hands in the VR Internet (Internet III) and also tries to manipulate text via providing well known texts through computer interfaces. The New Readers are dedicated to a certain principle, that eventually all information can be turned into electronic or digital form. When signal interruptions begin to occur in electronic texts and other data, one can be certain the New Readers are close at hand. This faction operates out of a big warehouse in West Seattle where they meet to sit and use laptops to convert texts into data. They can also sometimes be found hanging around Third Price







Off! Books. It is possible that some sort of cult stands behind them, but it is unclear which one.

## Society of the Knife and Fork

*“You knives in the back listening to this know that our enemies plan to strike against us in our very enclaves. We must be prepared to not simply stand idly by while the innocent are attacked in the businesses we stand behind.”*

This faction uses the symbol of a crossed knife and fork to indicate that an open air café or restaurant is safe for gatherings of their members. They are made up of a variety of members including waiters, cooks, other food preparers who are the forks, while the other half of their activities is made up of dissidents and revolutionaries who ply the outside field made up of knives. A common way for them to recruit members is to use some kind of Alice in Wonderland motif, especially using stories or situations which are derivation of the Mad Hatter’s tea party with Alice.

Commonly, a member of this group can be identified by his manner and by the fact they wear colorful clothes. There is a hidden symbol which they sometimes use to communicate with other members of their society involving a handshake with a crossed set of fingers in it, indicating the fork and knife intertwined.

## CHAPTER THREE: ADVENTURE 1: PARTY GONE WRONG: OF HARPIES AND FROGFACES

**Introduction:** In this first adventure which one could use for the start of a Mystic Alliances campaign a group of teenage investigators are invited to an in-costume Halloween party in the Lakeside area of the Eastside. Along the way they run into a vengeful spirit from the 1920s, a mysterious truck with a creature inside that looks like a harpy, and follow various story threads to a local swimming pool, where something can be heard inside at night.

**The Invitation:** While the PCs are engaged in various tasks in and around wherever the local gathering place of their caven is, one of them will receive an invitation to a local Halloween party that is occurring at an old house in the Lakeside area at 1212 Weatherbury Lane. The invitation is as follows:

Upon receiving the invitation a couple of facts will stand out of notice. 'The Cleaver' is a rather famous horror writer whose literary creations have been made into movies by Hollywood. Richard Play should also be known to at least one of the PCs in the party as a horror game designer who previously lived in the Snoqualmie region of WA. state, but recently moved to Seattle, buying a big mysterious white painted house that is rumored to be haunted and is right on the border of Lakeside and the University District called the 'White' House.



## SCENE 1: TRAVELING TO THE 'WHITE' HOUSE

In order to reach Lakeside from the Lake Fir Park area of town, where Third Price Off! Books is located, and assumedly the PC's summer jobs the PCs will have to go through a hilly area of town called Red Mound. Along the way, two encounters may occur. One is The Ghast Ghost and the other is the Harpy in the Truck.

### The Ghast Ghost

**Encounter Setup:** The PCs will just be on their way to the party, most likely in their costumes for Halloween night. As they begin to leave on their journey, suddenly one of their cars has car trouble. Pulling to the side of the road, gaseous vapors begin to pour out of the car and a woman appears, bathed in pale ghostly light who is standing some distance away. She will say one of the teenage investigators' names and begin to approach them. One of the other PCs exclaims, "Hey, she looks sort of like a teacher, but from a long time ago."

This is a ghostly figure who appears in front of one of the PCs cars. Her stats are:

**Str 10 Dex 12 Pow 10 Int 12**

**Cha 14 Edu 11 Wis 12**

(Characters who see this figure must make a San check or suffer 1d4-2/2 SAN loss).

**Nature:** She is a ghost of the past who gleams with the light of lunar touched skin. She appears dressed as if she is someone who lived long ago, perhaps a scholar/explorer of some sort who lived in the 1920s. She is, in actuality the spirit of an investigator from the past named Andrea Flowers, who died in the 1950s. She was at her prime in the 1920s though, and she will talk about things like train timetables and if something is wrong with the investigator's jalopy?

**Demeanor:** She is kind and wise spirit, but will say that the PCs do not realize the incredible

danger they are entering into, that there are various minicults who would like to get at the PCs. Andrea will tell the PCs that she was sent to warn them of the danger and there are also strange creatures, who the PCs may soon begin to meet, creatures which come out of a mythological past, or at least, will appear to the PCs as such. There are also other creatures that the PCs may encounter, which are more traditionally associated with Halloween (vampires, werewolves, and the like) and she will assure the PCs that indeed these creatures are quite real.

Although she will be quite mixed up, relative to whether she has indeed returned to life, she should prove a useful fount of information in other respects, although she will describe everything she sees and hears as if it exists in the 1920s.

### The Harpy in the Truck

(Note: This encounter can be used near the beginning of the campaign or on the way to Lakeside Cemetary)

On the way to the 'White' house or on the way to Lakeside Cemetary the PCs will have to pass through RedMound. While they are in RedMound they will notice that a truck is following them. It has the license plate GREATING U and will start to follow the PCs as they drive through the country area of Red Mound. If the PCs stop, the truck will also stop and if they search the truck they will find there is no driver. They will however see that the truck contains a toolkit filled with various tools. A few moments later, they will hear a "Scrawk" and see a huge winged creature step out from behind the truck behind them. The only thing Mystic Alliances characters will be able to viably compare it to is a harpy out of Greek mythology. (It is in actuality, a Byakhee that has been prowling the roads looking for victims to carry off to a nearby cave complex.)





## The Harpy

**Description:** This creature is a moderate sized Byakhee that is hungry and looking for prey. He hatched out of an egg that was in incubation for many years in a nearby cave complex. He has a large (10 ft. wide) wingspan and taloned claws. Stats for the creature can be obtained by looking in the basic CoC book and looking up a Byakhee. Unless the PCs have guns or other armaments, he will probably be quite difficult to fight.

**Nature / Demeanor:** (No nature and demeanor as this is a mytholog creature)

The 'Harpy' will immediately attack the investigators, but if particularly irritated, say by flashlights in its eyes, etc., will head off into the hills. It will leave a trail of feathers behind it as it travels.

**Story Note:** When I ran this, I also included in the near vicinity a group of genetically modified were creatures, who got their hand on the 'harpy' and ate it for dinner. It is possible that as the Keeper you might want to say that in RedMound, there is a condo complex where some were creatures, actually people different from normal humans because of having animal genes in their DNA, might live who might see the 'harpy' coming through their area of town and capture it as food or as 'the enemy'. This introduces a set of NPCs into the adventure that the PCs may then have to deal with to find out what 'the harpy' actually was and can appear in future adventures.

Along the way, the PCs should also see the number 11 appear in several odd contexts repeatedly, perhaps a construction worker who is wearing the number 11, etc. This has to do with the fact that the setting leads up to semi-apocalyptic events involving the reawakening of old ones and Cthulu which will occur in the year 2011 at the end of the campaign This may not at first, be apparent to the PCs or the players, but should still occur in the first game.

## THE PARTY

As the PCs pull up into the driveway, they will see Richard Infra Play at the door of the infamous 'White' House, dressed in a costume that makes him look like Vincent Price. The PCs will immediately notice that a bunch of local goths, streetpunks, and a various unsavoury sort, all seem to have come in costumes of various types to this party. On the way up to the door, they will see something that also looks like its not quite right. A big black sedan is parked outside the house that has the license plate 1111 (This is Black Bureau 11's vehicle which is a presence at the party which they are monitoring for reasons which will become clear).

Once everyone is gathered outside, Richard Play will come to the door and first give a speech.

*"My gathered guests. As you have begun to surmise, this party will most likely be, not exactly what you were expecting, but aren't surprises exciting. This party will, I hope, be a surprise and an exhilarating event for those of you who have deigned to come. Set up inside the house is a TV in every room, lots of soda and free beverages for all, and a dining room which has been cleared of all furniture and set up as a dance club room. I have also set up a screen and a film projector and at midnight will be screening 'The Cleaver's' first film. I hope you will all find this party as exciting as it was for me setting it up."*

## Richard Infra Play

**Nature:** Richard is a horror game designer who also likes to give something back to the community. Although he is in his mid-30s, he keeps contact with many people in younger circles, including several prominent Children of the New Generation. He has many connections in local 'weird occult' circles in the Seattle area, but himself is a follower of a religion which worships platonic forms which calls itself Abacus. His party is actually meant



as an energy sieve which is supposed to deliver energy to the platonic realm channeled through the anime and films by 'The Cleaver' the young people at the party will be watching. This does not technically open up a portal to the Dreamlands, but does involve creating a channel of energy to another realm through the watching of highly imaginative figures through the film screen set up in Richard Play's house. Richard Play also recently acquired a script he found in Issaquah which was for some sort of upcoming film somebody was working on called Pumpkin. Richard wears glasses, has a lean body and close cropped hair, looking somewhat conservative, as he chooses to dress in button up shirts and slacks. However, he actually is highly intelligent and has a devious mind. Richard Play however, is unaware that the copy he has obtained of 'The Cleaver's' film is a pre-release print and that thus strange things may happen during the night's presentation of it, and certainly does not expect that a demon might erupt from the screen and walk out to menace the 'guests' in the 'White' house, but this is exactly what is likely to happen as is indicated under *Wrap Up* below.

### The First Hours

During the first hours of the party, the Mystic Alliance teenagers will notice there is one person at the party who looks different from the others. He is dressed in a big black trenchcoat and is carrying a laptop with an earpiece and wireless microphone located near his mouth. This individual is actually a member of the Children of the New Generation whose name is Goth Chambers. As the party begins, while most people are just standing about, Goth says "Who wants to accompany me to the cemetery. I bet you do. We're in Lakeside and I've heard they have the grave of a buried Civil War general. Somebody told me about this at a local hobby shop in the area." If no one seems interested,

he will say, "I heard this general knew Ulysses S. Grant. He then came to the Pacific Northwest and was buried in the Lakeside Cemetery. He will open up a backpack which has candles and other occult paraphernalia and say, "What, are you folks afraid of midnight séance in a cemetery. I saw this show on TV called Scary Tacticians where something like that happened. If no one wants to go with me, I'll go alone."

**Note:** Hopefully, the PCs will take an interest in Goth's activities and want to accompany him, otherwise you can skip this portion of the adventure and simply have Goth Chambers mysteriously disappear.

## THE LAKESIDE CEMETARY:

### A SPOOKY SITUATION

The grave of the Civil War general is located in a crypt which is in the back of the cemetery. Goth knows the way, but getting into the cemetery may possibly require the PCs to climb a padlocked chain fence. Most of the front of the cemetery is simply tombstones, covering a period from about the early 1920s to modern times arranged back to front. In the back, is a crypt area that contains bodies and ashes interred in earlier times. There is one night watchman named Bill who oversees the cemetery at night. He will most likely be up late at night reading a Tales of the Creeps comic.

### Bill: The Night Watchman

Bill is a young guy in his 30s, who has the problem that he turns into a raging wolfen like creature every full moon. This problem resulted in his losing several jobs. However, after the problem disrupted his home life, he found that he became interested in training as a private security guard. After completing the training, he was hired by Lakeside Cemetery to serve as their night watchman.

**Str 13   Dex 10   Pow 09   Int 10**  
**Cha 10   Edu 11   Wis 9**







(Upon changing under the light of a full moon: On this night of the party, it is a full moon night.)

**Carrying:** a flashlight, root club (Str + D6 DMG)

Once the PCs reach the crypt, Goth will move about setting up candles and lighting them for the séance. The grave of the Civil War general is in the back. If Bill hears the PCs he will approach waving a flashlight. However, just before he reaches the crypt, the light of the full moon will shine down upon him and he will begin to change. He will turn into a raging wolfen like beast, tearing his clothes and ripping them as he assumes his wolfen form. He will then howl at the moon. He will discard his flashlight, go over to a nearby tree, pull a root out of the ground and wield it as a club with which to attack the party.

## Civil War Zombie

At the same time all this is happening, if the séance continues, it will begin to animate the Civil War general. He will attempt to clamber up out of his grave, hammering at the door which his body lies behind in the crypt until he emerges, carrying a rifle with a silver hammer mechanism which was buried with him. Instead of going immediately after the PCs he is more likely to start to fire his ancient gun at Bill's wolfen appearance. The PCs will most likely find themselves caught between these two monsters.

## Zombie

**Str 15 Dex 12 Pow 11 Int 3**

**Cha 4 Edu 3 Wis 5**

**Carrying:** Rifle with silver musket (DMG D10 +2)

Combat between these two should occur in a somewhat whimsical manner with the zombie talking out loud saying things like "As Grant is my commander, I'll stop you, you foul beast." When the combat is resolved the PCs will see the zombie begin to sink back in the Earth saying

*"My final task having been achieved, due to your actions I may now rest in peace."*

However, upon leaving the cemetery the PCs will see that the gunfire has attracted the attention of a local youth gang. At least one of them will stand some distance from the PCs mode of transportation in a big black jacket wearing a bandanna. If the PCs converse with him he will tell them that the cemetery is off limits. It is no one's turf and that they heard gunfire and thought a rival gang had decided to break the truce which exists between Lakeside Crew and the Eastside Boys. Upon leaving, the PCs will see that some of the gang have gone over the fence into the cemetery and are using spray cans on tombstones. They may feel impelled to yell at the gang or otherwise try to convince them to stop. However, no fighting between them and the gang should be necessary, even if one of the PCs is a real street tough type of character. Later in the night, on the way to the Hacker Hutch the PCs will hear news reports of gang violence having occurred earlier in the night at the Lakeside cemetery.

## The Hacker Hutch

Upon leaving the Laketown cemetery, Goth will tell the PCs that he was intending to meet up with an individual at a downtown club called The Hacker Hutch who goes by the name Binary. This is club which is right on the border between Downtown and the Theatre District. This club is a large about warehouse sized place which could easily come right out of a scene in the movie The Matrix (1999). When the PCs get there, assuming some of them look cute enough, they're let in by a big bouncer. Once inside, they will hear a hardcore alternative propunk band playing and see Binary, wearing mirrorshades and a big black trenchcoat in the back of the place. Binary can serve, as he did in the test campaign for this book, as a recurring character.



## Binary

Binary is a Children of the New Generation hacker who knows what's what in the city of Seattle, at least regarding electronic social communities. He doesn't use an email traceable to any of the major service providers, preferring to conduct business with clients through his email on the Seattle Public Access Network instead. He also occasionally does in person meets at The Hacker Hutch, but only when he can bring along two friends of his for support in case there's any trouble. He is also persistently chased by Black Bureau 11, who may arrive in a black sedan just after the PCs meet him on several occasions.

Goth will walk up to Binary and say, "Hey, I need some information, Binary. We just were at the Lakeside cemetery and we raised a zombie. Do you know of any locations where weird creatures like this gather.

Binary will sit, laid back, behind his laptop and say:

*"If you're looking for more creatures of the type you just mentioned, then you could check out Re-Animate, a video game company that's over in the Bitahell area somewhere. However, I fished something up about a different kind of creature that inhabits a swimming pool in the Queen Mountain district. Its called a frogface (Actually it's a somewhat more social deep one) and it goes to this pool late at night, but I'd be careful. There's an Asian vigilante group that patrols that area at night wearing breathing masks painted white. If you see them you know you're in trouble and also, if you're heading out there could you check into something for me. There is some information on their computer, something to do with some sort of new technology that a group called Aqua First has stored on the pool computer. If you could get inside and make a copy of their files using a thumb drive or any other sort of data storage device I would pay*

*handsomely, although certainly this might involve you in some shady business."*

If the PCs balk, Binary will assure them it is for a good cause.

*"A certain out of town group wants this information because they think that the Frogfaces might pose a threat and also that the technology they have introduced, which actually comes out of Deep Organization circles poses a danger."*

**GM's note:** If you don't wish to introduce Binary at this point, you could instead have Goth, having received the information earlier that night, announce to the PCs that he needs to make a stop in the Queen Mountain district on the way back. He will drive the PCs to the Queen Mountain pool, and take out a photo camera, saying he wants to get some pics of something inside. In any case, the following should lead them to the park and pool.

## Queen Mountain Park

When the PCs arrive at the park they will see that it is deserted and that it is also all cement, consisting of several basketball courts, a tennis court and other areas across from the pool itself. When they arrive they will catch sight of a man wearing a trenchcoat who drops something and rushes off. If they investigate what he dropped they will find a spray can which paints white spray paint. The setting in this scene should have a sort of ominous feeling about it, concerning the fact that certain clues presented to the PCs at this point should lead the PCs to begin to make some general assumptions about what is occurring. Just to clinch it, there should also be a set of soggy footprints leading away from the can.

**GM's note:** Frogfaces: These are lesser deep ones that Mystic Alliances characters may repeatedly encounter. They differ from the traditional representation of Deep Ones because they have their own language and





society which is more elaborate than those Deep Ones who have chosen not to try and hide as much within mortal society, but to live in water areas near the sea. The Frogface in this adventure lives near the Queen Mountain swimming pool and comes there at night while no one is around. The Frogface was involved in an altercation with the Asian gang that wears white face masks earlier in the night.

## Lewis

A young black boy named Lewis can be found who saw what looked like a heavysset man in an all black trenchcoat who was being hassled by three Asians wearing what looked like white face masks over their face. They didn't look like they were from around there. Lewis will tell them that one of them was carrying something that looked like a sword and that the man in the trenchcoat, turned towards them and let out something that sounded more like a gurgle than speech. He says that when the Asians saw the man they said something that sounded like 'ugly' in Chinese or Japanese and then one of them dropped his spray can.

## Queen Mountain Pool

As the PCs approach the pool they will see that it is dark and closed. One of the PCs will have to make a lockpick check of under 25% in order to get the doors open. Once they do, they will see a large room which is obviously the main entry room and some sort of brochures which have been placed on the desk. There is also a bulletin board which is immediately to their right just before the entrance to the changing areas. Several things are on the bulletin board.

- 1) There is a large poster for something called Eastside Health Alliance which would appear upon further inspection to be some kind of notice for some kind of gym.
- 2) There is notice for a concert being given by the "Mi Go Go Girls" a Japanese 'Lovepop' band giving a concert at the QWEST Field Arena downtown that weekend.

- 3) One of the pamphlets at the front desk has been tacked up. It gives swim times and other information. In the brochure is reference to a Master's swimming program that says it is sponsored by Minions Inc.

## Notice

(Handout 2)

### ***Join the San Juan's Rock Divemaster Club!***

*Are you a young person who's looking for an out of this world opportunity to make friends and participate in a supportive team environment involving moving gracefully through the air and water while listening to some of the hottest techno tracks around, all while an enhanced visual environment surrounds you. Then the San Juan's Rock Divemaster Club might be just the thing for you. We're not like other diving clubs. To find out more, attend an informative meeting at the San Juan's Rock Pool in the town of San Juan's Rock at San Juan's Rock High School right across from the Quaker Church. We are a noncompetitive diving opportunity that might be just right for you. Show up on a Friday night and ask for Mrs. Claw.*

The PCs can make of these notices what they will. (They are actually seeds for other adventures in this campaign world), but before they are able to study the bulletin board for too long they will hear what sound like a 'swish' 'swish' and some kind of strange noise that sounds halfway between a 'gurgle' and a 'ribbet' sound like a living frog would make.

If they go to the door that leads to the pool itself, they will see that it is all steamed up and it looks like there is something gooey on the handle. Touching it, will reveal it to be a sort of slime left by a three fingered creature. Attempts to peer through the door will reveal what appears to be a strange hunchbacked man of some sort who appears to be using the



diving board. (Use the stats for this creature of a Deep One out of the main book).

When the PCs enter this creature will let out a 'gurgle' and a 'ribbit' combined and the PCs will hear in their minds 'You shouldn't be here. No one is supposed to see us. We live beneath the Pike Pier in secret.' If the PCs look like they are brandishing improvised weapons of some sort the Frogface will pick up a pole with a hook on the end of it and advance on the PCs. The PCs will have to fight him off the best they can. He will mainly simply try to drive them out of the pool doors.

### *The Asian Gang*

At about that time the PCs should hear voices coming from outside. They should sound Asian, but any characters who know Japanese or Mandarin will recognize these voices as saying something like they're looking for 'fishface'. Looking out the window will reveal a gang of Asian men wearing white covered masks coming forwards towards the pool with two of them with drawn shotguns. It might be time for the PCs to bug out of there before the real violence that is to follow. If the PCs want to hang around to witness the aftermath, remind them the police are soon to follow with Black Bureau 11 possibly in tow behind them.

### *Wrap Up*

Later that night on a local late night talk radio show that specializes in weird stories, the PCs will hear that some sort of gang of ruffians broke into a swimming pool in the downtown Seattle area and perpetrated all sorts of violence. They may have been terrorists for all the announcer knows. Individuals near the scene saw them wearing what looked like white ski masks and heard gunfire ring out in the early morning coming from inside the pool. Reports seem to indicate that a heavysset man who get this, was dripping water everywhere he walked was seen fleeing

from the scene wearing a dark black trench-coat.

If the PCs attempted to grab the computer, they will find that the files can only be opened by entering the correct password, which they will have to guess or get Binary to later crack, and appear to be just records of some sort of those involved in the Masters swim program at the pool.

Binary will then tell the PCs that he and some compatriots plan to go the Re-Animate! Computer company to get some other information that might relate.

If the PCs return to the party, they will arrive just as the film by 'The Cleaver' is starting. They may think that what they can do now is just relax and enjoy the party, but midway through the film a bunch of individuals dressed in pumpkin masks will enter the theatre space and sit down. As the film progresses, the PCs will notice something weird. Many people in the audience, their auras appear to be effected in a weird way and energy seems to be flowing out of them into the screen. As this happens, the viewing area which was already dark, appears to be growing darker and darker. The film begins to take weird unexpected turns, with characters beginning to appear which are from other stories by 'The Cleaver' that the film is not about. This should trigger the PCs to realize something is wrong. If one of the PCs uses divining tools it will indicate to them that the problems are somehow emanating from something to do with the waters which is going on in the local area, perhaps near at hand. (If you're running both of the first two adventures in a single night of play this is an excellent segueway to move directly into *Pretty Good Plank!* by having the PCs regroup at *Third Price Off!* books where they will begin to hear the rumors).

However, those PCs who stay for the rest of the movie will notice that something seems to be going on which is connected in some way to the Illusion Lord in the film. The men in the pumpkin masks take out glasses and put







them on which look like 3d glasses. Any PC who puts on the glasses will see the Illusion Lord in the film and his magic begin to come to life. Some sort of weird creature (GM's choice) should come to life and come through the screen into the viewing room. It is a creature which has found its way through the screen from the Dreamlands. If the PCs decide to stop the film projector though, this creature will vanish out of existence. The PCs can consider themselves lucky this time that a demon did not come through. At this point, all those people wearing pumpkin masks will also mysteriously vanish.

---

## CHAPTER FOUR: ADVENTURE 2: PRETTY GOOD PLANK

**Introduction:** This adventure takes place in and around several swimming pools and bookstores in the Mystic Alliances campaign setting. Several different things are going on in the adventure, involving V.U.E., Number Alliance, the Fracteticians, and something else which is going on in the background involving a B.A.P.S. (Body Activity Position Scanner)

**Hooks:** Ideally, the various settings in this adventure will result from either one of the PCs going to the school where San Juan's Rock pool is located or hearing that something strange is going on at the pool due to rumors they hear while working or hanging out at Third Price Off! Books. Whichever location happens to be the start of the adventure, the PC will hear various rumors (presented below). Whether the PCs decide to move directly to visiting the pool or become involved in various sideplots involving MPEG and the Cult of the Hanging Cross, the flow of this adventure should naturally lead to them eventually coming to the realization that likely something is going on either at San Juan's

Rock pool or at one of the other pools or gymnasiums involving attempts to open up a gateway to a 'fractalspace' which is something the PCs will likely want to stop.

### RUMORS

The adventure begins with the PCs hearing various rumors.

(Rumor 1) "I was down at San Juan's Rock pool and they had a new sound system installed that plays trance dance music. It looked like a rather elaborate wireless audio system that they've installed. It seems to play while they have their public swim and various people go in to use the diving boards."

(Rumor 2) "Hmm. Is that right. Well I was inside San Juan's Rock pool and I saw someone who looked sort of like a janitor. I think it was Ed Heely, except he was wearing a lab-coat and putting up some sort of screen. Do they plan to show a movie there or something?"

(Rumor 3) "There was an employee there, but he was an employee of a local company, I think, V.U.E. (Virtual Uniform Enterprises) which is based in the local Kirktown area. The kind of scanner I saw him holding is typically used in films for scanning people wearing suits with motion sensors and I saw what looked like some sort of camera at the end of the pool that had the initials B.A.P.S. written on it.

(Rumor 4) "Something's going on at the local pools where some sort of firm is looking to hire divers, especially one's who can do certain kinds of dives off of high boards. I heard it has something to do with doing something with a rope as well."

(Rumor 5) "There's something weird about the fountain at San Juan's Rock pool. I once looked through the windows of the Field House and saw it lifting up into the air. Isn't there a deep recess in the pool around the fountain. What's that all about? And what are those strange sculptures around its center of creepy looking gargoyles all about?"

After hearing these rumors, one of the PCs should notice the following notice tacked up on the bulletin board at the back of Third Price Off! Books.

Alternatively, a PC may possibly see the notice tacked up in the window of his/her local pool or the San Juan's Rock pool itself. If the PC already has Dive Team as an extracurricular activity this should be presented as an entirely different group from the team the PC already belongs to, and one the PC has not heard of before.



While looking at the notice a girl will walk by carrying a YMCA gym bag. This is Sunn Freeborn, who will say,

*“Oh, are you interested in that. Perhaps you’d be interested in a flyer for our program then? (She takes out a flyer for some sort of program at a downtown YMCA for lifeguarding.) You should really consider taking advantage of what we have to offer, especially if you want to fight the ‘black man’s’ schemes, if you catch my drift. What’s that you say you’ve never heard of the ‘black man’? Perhaps you’d be interested in attending a local Sabbath coming up in our group as well, which would be an excellent opportunity for you to gain some insight into what the ‘black man’ is actually about and what he schemes.*”

## Sunn Freeborn

**Nature:** Sunn is an extremely talkative and catty young person. She is a Wiccan but also goes on similar adventures to the PCs. Talking to her, one gets the impression she’s very clean and helps out as an aerobic/swim instructor at the local YMCA. There is something about her though, that reflects something else, perhaps something of a nature where her dream vision quests lead her on extraordinary adventures through time and space. She doesn’t know much about what’s going on at the Divemasters Club at San Juan’s Rock pool, only that she’s heard it has something to do with some sort of strange music called Shoggoth tracks which they play while people use the pool and its diving boards.

She seems lithe and athletic in appearance. She has a friendly smile and an outgoing personality. Her face looks catlike and she has a binder of information which says on it MPEG: Gymdive. She can usually be seen wearing a sweater, running pants, no socks, and

## Name: Sarah Langloise

**Occupation (Summer Job):** New Age Bookseller

**Extracurricular Activities:** cheerleading, dive team

**Birthplace/High School:** Seattle, WA/Lake Fir Park

**Teenage Psychoses:** None currently

**Sex:** Female **Age:** 16

**Str** 9      **Dex** 15      **Int** 14      **Con** 12

**App** 12      **Pow** 6      **Siz** 13      **San** 30

**Edu** 12      **Idea** 70      **Luck** 30

**Know** 60

**Sanity Points:** 30

**Trick Points:** 6

**Hit Points:** 8

**Teenage Investigator Skills:** Dance 30%, Astronomy 11%, Bargain 15%, Computer Use 11%, Jump 85%, Library Use 35%, Listen 35%, Medicine 35%, Read/Write Eng 10%, Speak Spanish 5%, Pharmacy 11%, Swim 65%, Gymnastics 40%, Dive 40%, Kick 65%

**Clique:** Wiccan

**Trick Power:** Book of the Dhole: Sarah has a book which has a big picture of a sandworm on it that glows when she is near mythology presences. Others who read this book will lose 2D6 damage, but Sarah appears to be able to look up information in it fine.

**Majik:** Elemental: Sarah has learned how to manipulate the elements using different colored candles. She can create a small sphere of an element by focusing on the proper candle’s flame.

**Description:** You see a young girl with blonde hair who looks slim and trim. She wears a silver pentagram necklace around her neck and goes around mostly dressed in neopagan clothing and sandals. While she’s working the bookstore desk she dresses a bit more conservatively, but still shows signs of being involved with a local group into the Craft. She has blue eyes and painted fingernails.

**Background:** Sarah Langloise is a 16 year old delinquent who likes to party and have fun. She works selling books at Third Price Off! Books, located near Sunset Boulevard Video. She makes a whopping salary due to deals on the side in which she supplies occult supplies to individuals involved with New Age groups in the local area. She also is a deep water fitness instructor at a local YMCA. She has not, as yet, learned to waterski, however is a good swimmer. Since starting to go on MA adventures, Sarah and Kim have both taken up cheerleading and diving and text message each other frequently about local activities for both teams. They are in contact with each other frequently, especially regarding various mythology threats. The mytholog world is a very strange and dangerous place, as Sarah found out recently when music spirits trapped her in a world based on a “Saturday Night Fever” album cover recently.





## Name: Thomas Henry

**Occupation (Summer Job):** comics Employee

**Extracurricular Activities:** Football, Dancer

**Birthplace/High School:** Seattle, WA. (Kirktown High School)

**Teenage Psychoses:** None currently

**Sex:** Male **Age:** 16

**Str** 13    **Dex** 5    **Int** 13    **Con** 15

**App** 12    **Pow** 15    **Siz** 16    **San** 75

**Edu** 10    **Idea:** 65    **Luck:** 75

**Know:** 50

**Sanity Points:** 75

**Trick Points:** 15

**Hit Points:** 16

**Teenage Investigator Skills:** Art: Choreography 60%, Art: Dance (modern) 50%, Credit Rating 20%, Drive Auto 40%, History (comic companies) 20%, Jump 65%, Library Use 35%, Mech. Repair 30%, Occult 15%, Read/Write Eng 21%, Read/Write Japanese 11%, Persuade 30%, Throw 65%, Comic Crossovers 5%, Fist 70%, Grapple 50%, Head 60%

**Clique:** Xers

**Trick Powers:** Book of Plots: A certain graphic novel he carries can be used to briefly edit space and time so that a certain roll is rerolled or a specific character says something else.

**Majik:** Implementational: Thomas Henry is also a practicing stage magician and carries around some of the tricks of the trade (magic hat, wand, etc.) with him.

**Description:** Thomas Henry is a rather well-built young man with black hair and blue eyes. He's usually found wearing a t-shirt and slacks or sweat pants. He has a quite expensive looking watch which was a recent gift from his father. He's usually wearing tennis shoes.

**Background:** Thomas Henry is a young teenager who frequents third Price Off! books. He's known Sarah, Louis, Greg, and Kim for about a year. He likes books by 'The Cleaver' and enjoys hanging around the Pit and the Pendulum section of the bookstore. He heard an individual recently discussing some sort of otherworldly plane of existence while looking at a particular set of fantasy books. He bought the books and then found that certain real life situations felt like they were written in one of the novels.

He is also on the high school football team, but is no star quarterback. He does run pretty good which is what got him on the team. He has to make all the games, but he also goes to a modern dance class on the side where he is practicing with a troupe that is preparing a more elaborate dance called Nylar's Tear. He's begun to suspect that something strange is going on at the studio where he dances. He has seen individuals arrive about the time of his weekly dance class carrying what look like gymnastic mats and wearing leotards with robes over them. He asked and was told it simply involved some advance training for part of Nylar's Tear.

tennis shoes. She looks older than she seems to act.

**Demeanor:** Sunn is a somewhat older Wiccan Mystic Alliances NPC who teaches a swim fitness class at the local YMCA. Her coven is concerned with something going on this adventure to do with the 'black man' (i.e. Nylarthotep) who is using the Cult of the Hanging Cross as a front. When she appears into this adventure, she should be seen with a book written by Philip K. Dick sticking out of her tote bag. This book was given to her when she recently visited a pool in the downtown area that was serving as a front for the Cult of the Hanging Cross. When she left the pool and headed back towards her home in Lakeside she noticed a strange man was following her who looked like he was dressed like some sort of lawyer or someone who would attend a legal conference. He was carrying a small briefcase that had the initials V.U.E. on it. She may relate some of this to the PCs and will say, "Hey, if you're interested in water fitness then why don't you come to my class at the downtown YMCA." If the PCs ask when the times are, she will tell them to look at the flyer which lists the summer fitness class as occurring on Monday and Wednesday mornings at the downtown YMCA pool in the shallow end. Lifeguard classes are on Tuesday and Thursday nights. She will then leave.

*"Its Summertime: Let's Go Swimming"*

As should be apparent by now, this adventure concerns various different forces in Mystic Alliances who



are interested in the pools. Particularly it involves three pools that are part of three different pool systems. The first pool, Juan's Rock is run by Eastside Zone, a private company which is controlled by Eastside Health Alliance, an organization found and explained above in Chapter Two: Occult Groups (Minicults), the second which is Meadows Pool is run by Seattle Public system, owned in the Mystic Alliances setting by the Seattle Public School System. The third is a pool in the downtown area owned by the YMCA. Unlike the previous adventure, which takes place in the Fall, around the time of Halloween, this adventure takes place in the Early Spring or Summer. This adventure is also meant more so to introduce a campaign to the players than the one shot adventure previous which showcases the alternative setting.

By this point in playing Mystic Alliances characters should be more firmly engrained in the player's minds. The players are no doubt ready for something more complex involving some of the bigger groups at play in the Mystic Alliances setting. Summer provides more free time for the PCs to work with, meaning that they can get to various diverse locations more easily.

---

## THE POOLS: (THE FOLLOWING THREE LOCATIONS CAN BE RUN IN ANY ORDER)

---

### San Juan's Rock Pool

This pool is contained in a Field House next to the San Juan's Rock High School. PCs arriving at San Juan's Rock pool on a Friday night will find the following. San Juan's Rock Pool is a medium sized swimming pool with two low diving boards that allow for diving into the deep end and a large fountain which is in the center of the pool which is made up of a ring of stone gargoyles. They will also see a screen set up at the far end of the pool above the

boards and hear techno /trance style music played over an internal sound system as pairs of divers take to the boards and seem to be jumping off in a synchronized fashion. To the side of the pool are the locker rooms which allow easy access. The pool is heated and fully chlorinated.

A visit to San Juan Rock's pool in the day will yield the following interesting facts. No matter when the PCs visit there will be two girls in the pool over in the deep end. They will be murmuring to each other saying something about something that sounds like "The Shrub". They will wait to see what the PCs do when they arrive at the pool. Primarily, if there are two or more PCs they will wait to see if they do anything that looks synchronized. If the PCs use the diving boards without doing it in tandem, the two girls will begin to giggle and laugh among themselves, as if sharing a private joke. The two of them will then both climb out of the water and go off the diving boards in a semi-synchronized manner saying something under their breath that sounds like "All hail the Shrub" and diving down deep beneath the water before coming to the surface.

Talking with these two girls they will explain that they are named Moon and Crescent Hathwaite and are sisters who come during the day to use the pool. They are aware of the DiveMasters Club but are not exactly members of that group (the GM is free to use some latitude here) and have noticed that the group when they meet use the diving boards in a similar manner but that something about their activities seems slightly different from when Moon and Crescent are there in the afternoons.

As they talk in the deep end of the pool, Mrs. Claw will emerge and walk over, dressed in a lifeguard's outfit. She will murmur something that sounds like "The Shrub" sisters trying to recruit another one" She will say that the PCs obviously have some interesting skills and invite them to come on down on Friday







nights. If asked whether this is an attempt to recruit them into a sports team, she will say, “No, er, its noncomp... er a collaborative learning environment. There’s music and people help each other out, while some images play on the screen that are, uh, crucial to our unique training methods. The music selections are techno trance mainly with a few alternative selections which are provided by a local Xer, but she will not fully explain this to the PCs.

### **Friday Night: Meeting Mrs. Claw**

Once they arrive, the PCs, if they have shown up for Divemaster Nights will be shown to see Mrs. Claw a somewhat older coach/lifeguard who will ask if the PCs are interested in the DiveMasters Club. She will explain that anyone can join since they are noncompetitive and you don’t even have to be from the local area. However, she will mention that those who join the club, have to wear the uniform. If the PCs ask about this, Mrs. Claw will simply reply that they are position motion sensors that track one’s center of gravity which is displayed on the main computer in the back office of the pool provided by a private company called V.U.E. that is helping to sponsor the club and providing the software to display fractal images on the screen in the background in an attempt to provide a different visual experience while visiting the swimming pool.

As the PCs talk with Mrs. Claw, they should also catch sight of a man who is going into a door over near the deep end of the pool who is wearing a white labcoat and a pair of swimming trunks. If they ask who that is, Mrs. Claw will say. “Do you mean Ed Heely, our janitor. If the PCs at this point or any time while visiting decide to apply force towards Mrs. Claw or cause some sort of disturbance they will be ejected from the pool and not allowed to return immediately.

## **Mrs. Claw**

Mrs. Claw is a lesser Spawn of Azathoth who is able to pose as a human. When she first appears in front of the PCs a CD of soft flute music should be playing in the background and she can be seen carrying a clipboard that lists the names of the members of the club. She is aware of the schemes of V.U.E. but has a different purpose in mind, which does not have to do with opening a gateway for the fractals through the screens at this swimming pool. If those who do want to open a gateway succeed a Builder Fractal will most likely come through (The Creature Companion, p.23) and attempt to at first feed on the electricity that powers the pool’s sound system. It will also attempt to build itself based on small dust fragments in the air. Alternatively, the Spawn of Azathoth in the Gargoyle statues hope to recruit members to help them vicariously live through the movement energy released by people in the pool, while they remain solidified in stone, unable to move due to a spell which was cast on them previously by a Mancer when the pool was first built. When in human form, she looks like she is in her late 40s early 50s and has blond hair. Most time the PCs will see her in a lifeguard’s swimsuit, wearing a badge that says Pool Sup.

She will say:

*“So you’ve decided to come and join our club? Well don’t let me stop you. I’ll simply write your name down, but there is a formal meeting of the club at 8pm, tonight. It will be along the side of the pool. The first night we’ll just work on feetfirst entries.”*

### **The Meeting**

When the PCs come across this meeting they will see other teenagers of about their same age, mostly girls except for one boy and they will all be wearing a matching uniform which is also what the PCs have been given to wear which has some sort of large sensors on



it like one might find on a CGI motion capture outfit.

At about this point, a man will walk out who is not dressed for swimming, but carrying a laptop and what looks like some kind of head mounted device with a flip down glass sight.

Mrs. Claw will explain that this is Ian Octer and he has some equipment which could be of use to those in the club. As he starts to explain that the equipment has been provided so that mathematical space can be navigated, one of the girls gets nervous and says, "I thought we were just going to dive. Why do we have to wear head mounted gear and such? Does that have something to do with what's being projected on the screens behind us."

As Ian Octer begins to explain the purpose behind the equipment she will grow extremely upset and say, "No. I don't want to be part of this club." And then walk out and leave. If the PCs go outside to talk to her she will turn to them and say

What Sara Finner will tell the PCs:

*"My name is Finner and this stuff going on on Friday nights at our local pool is really weird. At first I thought the light show and the noise was just a way of them upgrading the pool's activities to make things more interesting, but then I realized it actually is part of some sinister plan being set in motion by the company that man works for who's provided all the equipment I'm afraid. I heard this man talking about something to do with a gateway and that it had something to do with enhancing our inner powers. If I could I'd put a stop to this any way imaginable, make it somehow so people couldn't swim in the pool for a while, like maybe by putting suds in the water or something."*

Indeed, one of the PCs will remember that in the local area he saw a Wally's Market (a local supermarket and hardware store chain) where they could easily procure a whole bunch of laundry soap (and where, if it has occurred, a card given them by Bureau 11 will work in

order to allow them to buy stuff). Finner will show them a back area which the janitor uses to drain the pool, where soap suds could be introduced.

## Meadows Pool

This is a pool that supports both lap swim and has three diving boards, two lower and one high board. Diving can be engaged in by anyone on Wed and Thurs nights from 7:00 to 8:30 pm. The pool is right down the street from a bookstore called Fatcat Books. The pool can be seen through pane glass windows which allow one to view the participants in the different pool programs from the entrance area. When the PCs arrive, even if they come early, they will notice a lifeguard has set out a cone next to one of the low boards, indicating they are currently not in use. Most of the people using the pool will not appear to be teenagers or adults, but young kids.

### When the PCs Arrive:

PCs arriving here will notice a number of things in this pool which seem to play to the theme of Pirates, including drawings of famous pirates and pirate ships hung up on the walls, and the fact that the lifeguards on duty are wearing swim caps made up to look sort of like pirate hats. The Pool Supervisor wears an eyepatch and will ask the PCs if they want to buy a swim card or pay for a ticket. Behind the front desk, can be seen a couple of books by Phillip K. Dick.

Nothing at this pool will seem to be out of the norm. the pool has two low 1 m. diving boards and a 3 m. high dive. There is also a rope near the end of the pool that will seem to be hanging on a hook just out of reach. If the PCs arrive during public swim times nothing to do with synchronization seems to be going on and it will be a mix of young and old, mostly kids or teenagers.

On the bulletin board in the main lobby the PCs will find several items of notice. The first is a notice that someone has posted that says





they are looking for a springboard diving tutor and willing to pay 5\$ an hour (something that may be of interest to any PC who is already part of a swimming or diving team as an extracurricular activity). Any PC who calls the number listed will get an answering machine and upon a favorable roll of occult, the feeling that something is not quite right with this to do with a possible mytholog presence. Another message, which appears addressed to members of a local nearby high school says, "Juniors and Seniors, are you prepared for the end of the year swim/dive test? Check with your local P.E. coach to arrange times."

Finding little of interest at this pool, PCs are likely to go to the bookstore FatCat Books which is right down the street two doors down from a large New Age bookstore in the local area. Entering FatCat Books, they will see that the proprietor is an elderly woman who wears a symbol of pentagram around her neck. This is Wick Tree and she will ask, "Oh, hello. Are you looking for cult stuff? I've seen you all before at Third Price Off! Books, hanging around their Pit and the Pendulum section. We have a wide variety of occult books here, even stuff you won't find at Third Price Off! Books."

The bookstore is set up so that there is a sofa and easy chair in the back for easy reading right next to the science fiction section. A glance at the science fiction section will show many Phillip K. Dick books, including *Do Androids Dream of Electric Sheep* on prominent display. There is also a mysterious document in the back that looks like an unpublished manuscript called *Replicators* that has a post it note on it that has written on it that says, "They want to sue me over this! R.I. P." Strangely, the proprietor of the shop, will continue to try to get the PCs to look at the occult books section saying, "there's a new book you should look at. It has something to with an impending number that is coming into things that my sources have tipped me off too, the number 12."

At about that moment a guy will walk into the bookstore who looks strange who is wearing a big black leather jacket carrying a cane with a metal handle on the end of it and has weird sigils drawn on his body with some sort of ink. He will say "*Hello Wick. I'm here for the book by Block, the one about the Mytholog world becoming real.*"

Wick will say, "*Are you looking for Psychotic! by Block?*"

This man, who is also wearing something strange around his neck, which looks like a clasp of some sort will say, "No. I mean the one I put on order, the book by Block which is about Mytholog stuff, not Pssychotic. This is the one that he wrote some time after that. I need to read it to do with deprogramming someone who has started to ssslip under the influence of some sort of powerful group, a group that's local to this area and operates under the cover of some sort of ssscific writing.

Wick will say, "*Perhaps you'd be interested in a book by Phillip K. Dick then, like Do Androids Dream of Electric Sheep?*"

He will say, "*I think if I'm going to pick something up in that area it would rather be sssomething to do with Valiss.*"

The woman will nod, go and get the book and then say, "*OK. That'll be \$6.50*"

He'll say, "*So expensive, huh? I guess it is an old book I'll have to ask The Traveler about its age?*"

She says, "*You know The Traveler?*"

He'll say "*Yesss. I know the Traveler. He comes into the Monuntainlake area from time to time.. He knowsss about a coming crisisss but one he can't talk about publicly with people. He suspectss the Mi Go Go Girlssss are going to play a sssong that sssomewhat relatesss.*"

If the PCs follow this individual out of the shop he will walk down the main drag of Lakeside for a while, then if he notices the PCs trailing will begin to run. He will enter a Blue Sedan which has the plates 2011 BCX and then drive off yelling Sssso Long Ssssuckers. The PCs should realize that something about this individual looked like he had some kind of scaly skin. (He is actually a Child of Yig who





was visiting Lakeside from where he lives down near the University Hospital.)

### Pool Three: Downtown YMCA

A visit to the third pool leads one into the downtown YMCA which is a big cement building which is down near the Seattle Courthouse. This is a large pool which has a variety of lap times, water fitness classes, and lifeguard instruction. When the PCs arrive they should be directed to talk to Sunn Freeborn who will be standing out giving lessons in an adult water fitness class in the shallow end.

#### Sunn Again

*“So you’re interested in my fitness class or lifeguard instruction (depending on what interested the PCs.) It involves passing a little test in the deep end, but I’m sure you’ll breeze through that. You’ll need to show up in the afternoons for what’s called Grey Area 49 training. Do you think you’d be interested in that?”*

If the PCs indicate negatively than Sunn loses interest in them and even perhaps pretends they’re not there. If they indicate in the positive, then Sunn says, “OK. I offer special classes that are part of the Leafy Tree Circle. They involve making it to two locations, both of which are sort of near the airport. One is the Warehouse Aquatic Center and the other is a place called Woodlawn Pool. At one location we’ll be just doing fitness while at the other location there will be some skills tests. As a front name, we call ourselves the ‘Harpies’ but we’re really Leafy Tree Circle and I will personally instruct you along with the help of Gus here (indicating a man dressed like a lifeguard to the right) to succeed at lifeguard training/deep water fitness/ high school swim and dive test/Black Bureau 11 trainee program. ((The specific reasons for the PCs having come to Sunn being up to how they have been proceeding through the adventures).” Sunn may seem to act a bit differently during

this part of the adventure, perhaps seeming a bit more forceful and demanding than was the case earlier. PCs might want to take note of this and the Keeper/Mancer might indicate to those who make appropriate rolls it seems like some outside presence is somewhat influencing Sunn Freeborn as she seems less concerned about the 'black man's' activities (i.e. Nylarthotep).

(Gus nods)

Gus

#### Professional Lifeguard

**Nature:** He has a calm yet steady nature as if he has seen much before during the period in which he was previously a beach bum. Yet, he looks like he is ready at any moment to save a life. He does not reveal immediately how he came to know Sunn, but will say: “Oh yeah, Grey Area 49 Activities. It’s not what you guys think at all. It combines two Xer related areas, one which has to do with training in the van to do with being able to race a certain group called the Yig Racers in a supercool stripped down SUV and the other part involves her unique take on swimming and diving to get ready for the competition/lifeguard or high school swim/dive test/Black Bureau 11 training you were told to explore that you indicated an interest in.

**Demeanor:** Gus sees all sorts during his day of being a lifeguard at the Downtown YMCA. People use the pool ranging from young kids to older elderly folks. No matter who they are, Gus keeps an eye on them and protects their lives should they run into trouble in the water.

If asked what he thinks of HMD equipment being used in pools?

*“That’s a new one. I suppose it would be ok, as long as it’s water resistant and limited to games and such. My main concern about something like that is that it would put you into a trance, wouldn’t it? Doesn’t that have something to do with V.U.E.? (Virtual Uniform Enterprises). I heard they’re run by*







*someone named Jube Bennet who's a real demon in the boardroom."*

If asked about a cult that operates around or near Meadows Pool.

*"I don't know anything about a cult, especially not one that involves ropes and clasps with fish and crosses and a predilection for certain sorts of mind-bending sci-fi. Sounds to me like some sort of front for a guy who calls himself King Yig and lives in the Mountaintlake area. He has real scaly skin, looks like he has some sort of skin cancer but it's just his natural looks."*

If asked what a Yig is?

*"You might try asking Sunn that question. I think she street races against them in the Sea-Tac area in her custom built SUV. Most of the people who are in the club she street races against look sort of scaly. They talk with a lot of hissing sounds also."*

## The Mi Go Go Girls

When the PCs leave the downtown YMCA they will notice that across the street four Asian looking girls are giving away something that look like tickets. These are the Mi Go Go Girls, a Japanese 'Lovepop' rock band and they will offer the PCs a ticket to the Friday night concert at the QUEST Arena. If the PCs indicate they are not interested then the Mi Go Go Girls will leave them alone. Otherwise, the PCs should get some serious face time with the girls, whose names are Minako, Koi, Lio, and Misaka. The PCs will be invited to either go backstage at their concert or to visit one of the girls in their hotel room. One of the girls only speaks Japanese. As they talk with the girls, they will be observed by a man, who is The Traveler, a man dressed in a trenchcoat and a 1940s looking hat.

## The Traveler

The Traveler is a time traveler who has come back from some sort of timeline in the future in which there was an Armageddon that

wracked the U.S. He is dressed oddly because he initially visited the 1940s when trying to go back in time, before he fixated on the 2009-2011 period. He knows three important things, which he won't reveal immediately to the PCs. He knows the crisis resulted out of a series of events which started in Seattle (or whatever city the GM is running these adventures in) and he knows that it had something to do with a series of events which started which revolved around the number '11' (though he is not aware of Number Alliance). He also knows that something started which had to do with the opening of a mystic portal and something came through which menaced the Earth.

He will say,

*"I believe I am the man you have been looking for. We should head down the street to talk for we have much to discuss."*

The Traveler will head towards a local coffee shop, where he and the PCs can sit and inquire what the PCs want to know. He will tell them that the reason why he made contact with them has to do with a timeline which is unfolding which will begin with the opening of a portal at the Mi Go Go Girls' concert because of the fact there are cultists of different types, belonging to five different factions who will be in attendance at the concert near Pioneer Square. When the Mi Go Go Girls play their song it will trigger a portal to open and a lesser old one affiliated with Azathoth will emerge. He's been following the Mi Go Go Girls for some time and says that this has something to do with a plan by a vampire cultist named Mimesis who lives in the tunnels underneath Pioneer Square and goes into the courthouse during the day and poses as a lawyer. The Traveler will get nervous at this point and say,

*"That is all I can tell you at this time, but we should make further contact in the future. First, I think before trying to track Mimesis down you need to figure out what's going on*



*with the concert and any other places where you suspect portals are being opened to the Outer Planes where Lesser Old Ones dwell. You have undoubtedly been listening to the radio recently and I fear your exploits are beginning to attract some attention. Black Bureau 11 is beginning to suspect some group of vandals have moved into the local area who occasionally trip over their investigations, but the information I am going to tell you is crucial, the portals must be closed or else the timeline of Armageddon in several years that I survived will begin to occur. Around the globe, beginning on a certain date, the Old Ones around the Earth will begin to rise, in connection with much global chaos and confusion. I have traveled back in order to try to use individuals like yourself who are young at heart to try to stop these events from taking place.“*

What the PCs might ask:

**If they ask whether as a time traveler he can travel into the future and get them equipment?**

The Traveler will explain that time jumps are a difficult proposition at best and it is difficult to fixate on a certain time frame. However, he may be able to procure some unusual equipment for them if they will do as he asks and try to keep the portal from opening at the Mi Go Go Girls’ concert and dealing with the spawn of Azathoth at one of the swimming pools they recently visited.

**If they ask what The Traveler knows about the Mi Go Go girls?**

The Traveler will explain that all he knows is that they are a Japanese ‘Lovepop’ band and where they plan to play is located right on top of a ritual nexus and that when they play powerful Majik can be performed, but that it has to occur in coordination with a certain song called Armageddon’s Song. If the Lesser Old One gets a foothold in this city and comes through the portal and tries to consume the Mi Go Go Girls and the concert participants it

will result in the barriers between the existing world and the Outer Planes weakening.

**If they ask what The Traveler knows about the Downtown YMCA and Sunn Freeborn’s training?**

The Traveler will say he has not heard of anything that involves local ‘Yig’ or anti-‘Yig’ activity. He suspects what Sunn is actually looking for has to do with corporate interests to do with the Warehouse Aquatic Center looking to recruit people for some purpose related to diving and encryption of long number strings, most likely although he won’t go into details somehow related to the new Minicult, The Number Alliance, historically known as an outbranch of Illuminatologists who historically called themselves the Circle of Fifths. Perhaps the Grey Area activities that Sunn’s ‘Leafy Tree’ Circle are interested in have to do with some sort of information trade-off by the minicults involving corporate factions who want to use technology being developed by V.U.E. to enable the protection of some sort of data of some sort. He is sure the PCs will eventually get to the bottom of this, but is much more concerned at the moment with stopping the Mi Go Go Girls from playing the Armageddon Song.

**THE FRACTETICIANS AGAIN**

PCs at this point may want to loop back to visit V.U.E. The description of V.U.E.’s corporate offices is given above. Here is some additional information.

*The Offices*

The main offices for V.U.E. are in Kirktown located in an office building which is near the baseball field and Kirktown library. They occupy about 3000 square feet and include an elevator that goes underground where a full VR lab exists consisting of a bank of high definition TV sets with augmentation gear which can be used to watch them while wearing HMDs, and two standing VR stations where



the Fracteticians can experience full VR while wearing full bodysuits. There is also an immersion tank in the back of the lab where the use of augmented gear in a 180 degree water environment can be tested. There also are piles of many aquatic resistant HMDs (Head Mounted Displays) and something which is in their computer files, which Binary can get into if he is with them) that says it is the 'Warehouse' Project which Binary will look at and say. "Ah, the Fracteticians are trading encryptionist technologies with Number Alliance which is attracting other corporate players into the scene."

## Jube Bennet

Jube Bennet is a cyberdemon who when the PCs first walk into his labs will watch the PCs from inside the computer system to see what they intend to do. If they start decompiling data or otherwise messing with the equipment then he will manifest inside the nearest computer which a red laser beam light will protrude out of and say, "Look into my eyes and be transported into fractal space. There is no escape, as soon as you meet my medusan sight you will be trapped in one of my mathematical realms. The PCs must find some way to combat Jube Bennet without meeting his sight as he duplicates his image from computer to computer attempting to extend his panopticonish vision to entrap the PCs. One of the PCs might get the idea that by putting on an HMD or otherwise going into VR they might be able to load an avatar program to fight him. Use of mirrors or other reflective devices might also be of use in keeping from meeting his gaze. Use of a HMD, will allow the PC to see a pop up display in his vision of fractal space. This can be expanded to cover the PCs entire FOV, field of view, but if this is done an automatic number string breaking program will be initiated, which if Binary is not with them to make his previous comment should clue the PCs into what is going on. A PC who enters fractalspace, will see Jube's avatar stand-

ing at the center of a panorama of Julia and Mandelbrot fractals and may try to move forwards while in the space to engage the cyberdemon in combat. Any improvised weapons the PC has on his person will appear in the form of similar style computerized weapons which can be used in the fractal-space.

Jube Bennet is made up of Trick Energy, (which means in CoC terms he is a being composed of pure POW). His POW is 14. Any attack using Trick Powers or computerized weapons will damage his POW the same as if this was damage being dealt via normal means to Hit Points of a normal NPC or PC.

## Wrap Up

The implications of the scheme involving V.U.E., Circle of Fifths (or Number Alliance), and the pools of Seattle should be clear at this point. If the PCs defeat Jube Bennett then either Binary or one of the PCs will become aware that there is a shutdown button and everything in the lab will shut down, dumping any PCs inside fractal space back into normal space. The PCs may optionally want to pay a single visit to the Warehouse Aquatic Center (although this involves a little more freeform roleplay) to see if they can catch Sunn Freeborn involved in data dealing based off a single diver's actions on one of the high dives there. If they do visit that pool, they will find that it looks like there is a big van parked outside with custom detailing and what looked like changed license plates, but that inside is an Olympic sized swimming pool with many low and high diving boards at the end of the pool including a single diving platform.

When the PCs enter they will see Sunn talking with some men who seem to be standing around wearing business suits that look like corporate types. They will overhear one of them saying, "The EHA and Bigroot Fitness will be very interested. Thank you." and see Sunn handing over a data disk to one of these men in suits. One of them will say,



“Interesting, so the Fractal team did manage to encrypt the data, right, Grey 49?”

Obviously, the PCs should do something to get that disc. At about that moment, they will overhear a number of vehicles outside the pool making revving noises. It seems that the street racing ‘Yig cult’ has shown up. The men in suits will make for the exit while Sunn may try to deal the PCs saying stuff like “What’s this? You’re my students. You should listen to me. I was going to give you Grey 49 training. These people you’re trying to stop are just corporate donors to ‘The Warehouse.’” If the PCs follow the men in suits, outside, they will see them headed towards black limousines. They will also see that a black sedan is just pulling up filled with Black Bureau 11 agents. The PCs may not feel confident at this point to enter into a struggle with them and you might as the Keeper/Mancer encourage them to hold back for the moment so as to experience further adventures in the Mystic Alliances setting.

---

## CHAPTER FIVE: EXTENDED CAMPAIGN NOTES

These two adventures should get you started, but for full campaign you’ll want to come up with more adventures on your own that lead up to the events of 2011 in which it will be all over the news that in coordination with the massive earthquake that has occurred in Japan, there is also footage which has been recovered of some kind of creature on a Pacific Atoll which has awakened and has tentacles coming out of its nose and mouth that will look to the PCs like a Mytholog creature that looks like a walking Kraken. Here are some story seeds which might be used to fill in the time period between these first two sample adventures and then.

**Story Seed 1: (Hunt for the Five Cults)** The Mystic Alliances characters attend the concert of the Mi Go Go Girls. Somehow they have to stop the Armageddon song from playing and defeat the plans of the five Minicults which are being manipulated by Mimesis in his lair underneath Pioneer Square. On the way to the concert they are tailed by a car within which sits a figure all dressed in black. This individual is Steel, a vampire hunter and if the PCs stop and talk to them he will explain that he plans to hunt the individual controlling the Minicults which want to disrupt the concert/make sure the Mi Go Go Girls play Armageddon Song. He will suggest to them they could meet later that night after the concert in order to go on a hunt beneath Pioneer Square to find Mimesis’ lair which is cleverly hidden amongst a maze of tunnels which allow him access to the Courthouse through the Seattle Courthouse’s cellar, allowing him to walk around inside the dimly lit courthouse during the day.

**Story Seed 2: (The Rats)** A completely unrelated adventure could have rat-things (from the main CoC book) getting loose in Third Price Off! Books and leaving behind a dessicated skeleton of someone they attacked in the Pit and the Pendulum section. A ritual using Majik would have to be performed to get the rat-things to leave. At the same time an NPC is trying to get a meditation class started at Third Price Off! Books and something strange seems to be going on in which the people who meditate draw the rat-things towards them or maybe it has something to do with particular people reading particular Strange books.

**Story Seed 3: (The Number 11)** It seems that there’s a Minicult (Number Alliance) that the characters have been tipped to that’s operating out of Lynn’s Town. They seem to somehow stand behind a biker gang that drives a set of bikes with blazers on them which feature the Number 11 and a bunch of teenagers







who have recently seen a movie called '11' made by New Linear Cinema at the Lynn's Town cinema that's about some kind of book that reveals conspiracies throughout time related to this number. The new Minicult: The Number Alliance seems to have a hand in things which involve manipulation of time through the use of power strings which are long strings of numbers that start with a particular 'prime' and particular dates in history which are of importance. They also seem particularly interested also in undoing the schemes of the Cult of the Hanging Cross recruitment which seems tied to an annual swim and dive test at a local high school which is in the Laketown area.

**Story Seed 4:** (Yig Sig) An adventure that takes the characters temporarily out of town involves some trouble which Binary has run into regarding an individual who posts on an Internet III VRML website called Yig Sig. Binary has been able to trace the individual to someone who lives in northern British Columbia near the mountains and the PCs take a road trip to find out who Yig Sig is and why he's hassling Binary on the Boards. They find that a Northern Canadian clone of Eastside Health Alliance has set up Bigroot sports gyms which are found in most of the major B.C. cities, one of which they notice when they spot a man wearing a t-shirt that says Bigroot Lives enters one of these VR gyms. A search of Yig Sig's cabin in the woods, which can variously be in Issquah in the Twin Mountains area if the GM doesn't want to run an adventure that involves a road trip too far out of town, reveals occult paraphernalia that seems to indicate two things, one that Yig Sig is heavily into Japanese anime, some of which he may have gotten through direct mail from the Pinku Sect and that he seems to have lots of items that indicate he is somehow connected with snakes and possibly a member of a Yig cult. Yig Sig is in actuality an older man who has been 'touched by the Yig' as the characters discov-

er. Yig Sig also appears to be a Mancer who was previously an Xer involved in plans to construct a swimnasium, some sort of gymnasium that might have open water areas underneath certain apparatus causing some gymnastic activities to happen sometimes above water areas, ostensibly going by the corporate name Dyspartopia Gyms and that seems to have been influenced by some sort of notes about neo-fascist gyms that originally originated from The Traveler about neo-fascist influences in society and sport in the timeline he was from. Yig Sig's computer is full of files regarding how this building could be constructed along with a possibly Pinku Sect influenced plan to build anime influenced inns that run like Japanese ryokans in B.C. (or America if the adventure takes place in Issquah).

**Story Seed 5** (Earth Shifts) The Mystic Alliances characters perhaps go to visit the local university for an informational session regarding colleges which they may want to apply to. While there they encounter a booth being run by Zodiac: Gaia's Army which is giving out pro-environmental flyers and connected to some kind of club on the University's campus. While there they overhear a professor from the geolocial sciences division of the University talking near an anthropological museum about the fact that he has a set of theories which NABYA wants to suppress involving climatic geological disturbances of the past and how they could trigger a series of massive quakes in current times. A trip down Fraternity row at night also allows the characters to glimpse a house where there seem to be a number of frat boys and some girls dressed like Ancient Greeks who seem to be performing some sort of strange ritual involving a bonfire in their backyard. Sunn Freeborn is present at this event for some reason and comes out to talk to the PCs explaining that the characters were drawn to the event because they are destined to fight back against the numerous members of the frog-



face community which have been drawn to downtown Seattle.

**Story Seed 6 (Antarctic Adventure)** The Mystic Alliance characters read about a meeting of a Polar Bear club which is having a gathering on the turn of the year. However, one of them also receives an informational brochure from NABYA which says that through their local high school they have qualified to go on a trip to South Polar Research Station in the Antarctic along with other select students who were entered in by their High Schools. They may also bring four friends along with them and one of the major NPCs in your campaign contacts them and tells them that there is something funny going on with this offer and that some kind of ancient Old One is being stirred up by Antarctic explorations and the building of research stations, towns, etc. in the Antarctic. They suggest if one of the PCs checks out the South Seattle Polar Bear Club's annual dip, they might be able to find out more information. NABYA is actually aware of what the PCs like to do, investigating paranormal and supernatural occurrences, and are hoping the PCs will take the flight to the Antarctic to investigate the appearance of the Old One who is threatening South Polar research installations. Before they go they are told they will be first attending a Spacer Camp for a week as part of the trip they have won being provided by NABYA. While in the Antarctic looking for the Mytholog creature Tsoggoth in the Antarctic region.

**Story Seed 7 (South Pacific Island Trip)** The Mystic Alliance characters, having just come back from the trip to the Antarctic realize what's really been going on along, that the repeated occurrences of the Number 11, plus the odd occurrences that keep happening to them are all part of a plot by a major Mytholog creature to return to the Earth in 2011 who has been sleeping under a volcano on a South Pacific island near Hawaii. A series

of phone calls to the teenage investigators reveal they've won a summer vacation to Hawaii. However, major NPCs will hint to the Mystic Alliances characters that they are actually in position to stop the rise of a major Old One if they hire a seaplane and travel to a mysterious tropical island. This occurs amidst many fears rocking the world news media that a major war is on the verge of breaking out. The Mystic Alliances characters are convinced by contact from a local Yig cult that they have stumbled on to plans by the Old Ones to rearise in coordination with the height of the Darkening period that has been going on, but that solar energies streaming into the Earth may help change events on a date that is all 12s. Representatives of all the Minicults in Seattle have been sent to this south Pacific atoll island to participate in a major Majik ritual that will reawaken a major Old One who has been sleeping underneath here. He is sleeping in a series of underwater sea caves that some young native women know how to reach who are associated with the retrieval of pearls. A frenetic trance dance ceremony attended by many who are connected to different Minicults begins on the island as natives swim underwater to carry a giant gem beneath the waves that will awaken the creature. If they are successful a major Mytholog creature that the PCs will think is a giant walking kraken will arise from beneath the waves and have to be defeated somehow. Preventing the ruby gem from being placed in the sea cave, which could be foiled through the use of a net and going down into the caves, will delay (or hopefully prevent) the period of the Darkening from accomplishing its purpose and soon after this The Dawning will begin, which will involve solar energies streaming into the Earth, causing many strange things to concurrently happen around the Earth. (This adventure would be intended as a conclusion to a successful MA campaign.)





These should provide you with many adventures which can cover several years worth of time in the PCs lives in this setting. I

encourage you to also come up with your own based on the information in this book.

---

## CHAPTER SIX: PLAYER HANDOUTS

**Name:** Gregory Flatlow

**Occupation** (Summer Job): Steampunk Afficianado

**Extracurricular Activities:** Yoga

**Birthplace/High School:** Seattle, WA. The "Hill" High School

**Sex;** Male

**Age:** 18

**Str** 14    **Dex** 12    **Int** 17    **Con** 12    **App** 17    **Pow** 9    **Siz** 12

**San** 45    **Edu** 15    **Idea:** 85    **Luck:** 45    **Know:** 75

**Sanity Points:** 45

**Trick Points:** 9

**Teenage Investigator Skills:** Anthropology 11%, Archaeology 11%, Mechanical Repair 30%, Operate Heavy Machinery 11%, Photography 11%, Difference Engine Design 25%, Flexibility 25%, Balance 50%, Ancient Yogic Philosophy 30%

**Trick Powers:** Gearhead: He carries a toolkit which can be used to restart an old car or engine in less than 5 minutes.

**Majik:** Meditative: Gregory can focus on problems and see insightful solutions to difficult situations and technological dilemmas

**Clique:** Mancer

**Description:** You see a suave guy with his hair slicked back who dresses in mostly brown nondescript clothing. He has a sort of 50's look about him, even though he is living in modern times. He is wearing boots and jeans or some kind of pants that have grease or paint spilled on them.

**Background:** Gregory Flatlow is a real cool guy. He's into all kinds of neato gadgets which he is able to get from a local university. He likes to read steampunk fiction and write some of it too in his spare time. He lives near Third Price Off! books. It is a short ride from the bookstore to his house. He knows a lot about politics in local New Age groups.

He is a real wiz with technology. In fact, he's so good he's receiving a lot of offers from top notch technical programs and universities. Sarah has also begun to forward him a lot of weird pamphlets for various Minicults and organizations associated with the Wicca clique. He's not paying a lot of attention to what he gets including a recent purchase from an occult paraphernalia supplier named Satan's Closet.



**Name:** Louis Marlowe

**Occupation** (Summer Job): Budding Writer

**Extracurricular Activities:** Gymnastics, Dive Team

**Birthplace/High School:** Seattle, WA (LakeTown High School)

**Teenage Psychoses:** none currently

**Sex:** Male

**Age:** 17

**Str** 10    **Dex** 9    **Int** 15    **Con** 9  
**App** 12    **Pow** 13    **Siz** 13

**San** 65    **Edu** 10    **Idea:** 75    **Luck:** 65  
**Know:** 50

**Sanity Points:** 65

**Trick Points:** 13

**Teenage Investigator Skills:** Climb 100%, Credit Rating 30%, Drive Auto 50%, Hide 20%, History 30%, Jump 50%, Library Use 30%, Read/Write Eng 10%, Read/Write French 10%, Speak French 5%, Paleozoology 5%, Psychology 15%, Swim 65%, Gymnastics 35%, Tumbling 50%, Dive 40%

**Clique:** Rewriter

**Trick Power:** Brief Telekinesis: Louis likes to read novels by 'The Cleaver' and has read so much of it he has begun to demonstrate powers somewhat like some of the characters in these novels who demonstrate low level telekinesis and belong to families of people with telekinetic powers.

**Majik:** Divinational: Louis uses both tarot and runes and occasionally has visions of the future while using these divinational techniques.

**Description:** Louis is a young clean-cut guy who's often either wearing a suit or casual clothes. He often can be seen talking on a cell phone, probably to his agent. He has reddish air, looks sort of Irish in descent, and a friendly smile.

**Background:** Louis Marlowe belongs to two teams where he is the only guy, one which is at Mountain Peak Elite Gymnastics and the other which is a team that meets at the Lake Fir Park high school pool. He learns a lot through observation of others, being good at picking up skills without needing formal instruction.

**Name:** Kim

**Occupation** (Summer Job): Professional Student

**Extracurricular Activities:** Computer Club, Cheerleading, Dive Team

**Birthplace/High School:** Seattle, WA. (Lake Fir Park High School)

**Teenage Psychoses:** None currently

**Sex:** Female

**Age:** 16

**Str** 8    **Dex** 11    **Int** 14    **Con** 7  
**App** 11    **Pow** 11    **Siz** 12

**San** 5    **Edu** 13    **Idea:** 70    **Luck:** 55  
**Know** 65

**Sanity Points:** 55

**Trick Points:** 11

**Teenage Investigator Skills:** Art: Dance (jazz)30%, Biology 11%, Chemistry 11%, Computer Use 41%, Jump 50%, Read/Write English 20%, Speak Chinese 5%, Swim 70%, Math 5%, computer Build/Repair 40%, Programming 40%, Gymnastics 40%, Dive 40%, Kick 65%

**Description:** Kim looks like she has brown hair, a somewhat lithe appearance. She is usually wearing a t-shirt, shorts, and sandals. Often she's carrying a small gym bag around with her. She has toenails painted black.

**Background:** Kim is a young student who knows Sarah quite well, being involved with her through cheerleading and diving and also knows Greg and Thomas. She has an odd aura that surrounds her which causes things to happen to her which are lucky sometimes and then unlucky, although she has no Trick Powers. Recently, she's become interested in water sports and went to a camp the previous year where she learned many water sports and had to jump off a wooden tower. Something seems strange to her about this period of her life, as if the camp isn't the only place she went, but that she was also associating with some strange individuals near an adult bookstore in downtown Seattle and hanging around Pike Place Market. Her father works for MicroCorp Computing and is in charge of many important programming projects involving designing new GUIs (Graphic User Interfaces)





CHAOSIUM  
INC.

# Mystic Alliances

...

**The setting is the near-future.  
The Mythos is once again stirring —  
in Seattle, teenagers are on the front line in the fight  
against the supernatural. You, as a teenage investigator,  
must confront evil in order to keep  
society safe and sane.**



Find other treasures at  
[www.chaosium.com](http://www.chaosium.com)

