

CONSPIRACY



**THE PARANORMAL
SOURCEBOOK**

TERRORS LURK IN THE DARKNESS, subvert the souls, and corrupt the mind.

Secret detachments of psychics remotely view our every move. Powerful occultists perform secret rituals in hidden locations, manipulating our world to their ends. Mysterious forces invade our very souls, twisting and distorting the weak into strong and violent predators. Creatures flee from humanity's encroachment on their territories, then strike out when prying eyes get too close. Spirits haunt the edges of our silent fears.

This is the paranormal side of the world of Conspiracy X. Operatives struggle to uncover secret occult cabals, exorcise dangerous spirits, investigate the creatures of myth, and project their minds into future.

The threat of alien invasion may loom, but the corruption of humanity by paranormal forces lurks behind every mission. Can you truly say you are prepared for the direst of humankind's imaginings?

The ageless battle against the paranormal continues.

The Paranormal Sourcebook is a supplement for the Conspiracy X 2.0 roleplaying game. In it, you will find:

- Details on the history of psychic, occult, and cryptozoological phenomena.
- Rules for a complete range of psychic abilities, including remote viewing, precognition, and even teleportation.
- A comprehensive list of rituals from simple curses and blessings to weather control and immortality.
- An in-depth discussion of the Seepage phenomena, the paranormal encountered at Loci and Pools, and their effects.
- Details of the horrific effects of corruption, and sample archetypes such as vampires, werewolves, stalkers, prophets, and adepts.
- Cryptozoological creatures from myth and legend, such as the Loch Ness Monster, Bigfoot, Chubacabra, and the mysterious Pilosi.
- New organizations that can be used in any campaign as antagonists, aides, or infiltrators.

Compatible with All Flesh Must Be Eaten, Armageddon, Terra Primate,
CJ Carella's Witchcraft and other Unisystem games.

EDEN
STUDIOS INC

www.edenstudios.net

Conspiracy X™, artwork, text, icons, characters and personalities are copyright ©2012 George Vasilakos
All Flesh Must Be Eaten™, Armageddon™, Terra Primate™, CJ Carella's Witchcraft™ ©2012 Eden Studios, Inc. Unisystem™, copyright ©2012 C.J. Carella
Published under exclusive license.
All Rights Reserved.

Produced and published by Eden Studios, Inc.



UNISYSTEM
GAME SYSTEM



\$35.00 (US)
EDN5602

ISBN 978-1-891153-38-2



CONSPIRACY X

The Paranormal Sourcebook

Conspiracy X – Second Edition (Unisystem)

Producers: M. Alexander Jurkat, George Vasilakos

Line Developer: David F. Chapman

Director: George Vasilakos

Writing and Conversion: David F. Chapman

Richard Dakan & Jack Emmert (Cryptozoology), Stephen Passey (additional Phenomena), Justin Schmid (Psychics), John Snead (Occult),
M. Alexander Jurkat and Bernard C. Trombley (all). Unisystem Game Design: C.J. Carella

Original Concepts and Writing: Rick Ernst, Shirley Madewell, and Chris Pallace

Editing: Janice Sellers, M. Alexander Jurkat

Layout and Graphics: George Vasilakos

Cover Art: C. Brent Ferguson

Interior Art: Jason Alexander Behnke, C. Brent Ferguson, Francis Hogan, Heather McKinney, Michael Osadciw, Paul Phillips, Cary Polkovitz,
Christopher Shy, George Vasilakos

Playtesting: Taffanyr Berglund, Debbie Chapman, Judith Franke, Emma Grönberg, Nick Howlett, Kim Johansson, Derek Johnston, Patte Jönsson, Torsk Jönsson, Ols Jonas
Petter Olsson, John Snead, Rasmus Thornberg, Robin Triggs, Philip Wright

Special Thanks to the people who helped fund this book on Kickstarter to get it printed!

MKUltra Test Subject: Zane Campbell, Martin Costello, Christy Burge, Steven Godby, Troy Lenze, Randall Dederick

Remote Viewer: Chris Charlton, The Cementbloc/Radek Drozdowski, Andrew Norman, Joshua Stull, Keith Johnson, Austin Stanley, Steven K. Watkins, Xavier Freycon, DivNull Productions, Eyraud
Laurent, Eric Altmeyer, Gary Trost, Jeremy Fridy, Peter Trueman, Jason Anderson, Gerald Rose, Jim Reader, Mike Bassler, W. Andrew Robinson, Anthony M Franchini, Michael Beck, Jason Kurtz, Chris
Huning, Scott Vandervalk, Matt M McElroy, John Snead, Adam Boisvert, Robert C. Kim, Michael Gorczyca, Charles Meigh

Clairvoyant: Joseph Connell, Christopher Parisi, Adi Marcus, Benoit Devost, Shannon Lewis, Felix Shafir, Frank Rafaelsen, Adrian Reynolds, Nate Elwood, Adrian Klein, Sergi Abelló Roca, Chris
Allison, Fabrice Breau, Petri Wessman, Chris Gunning, Robby Anderson, Iain Anderson, Alisha Walton, Joseph Streeky, Christopher Snyder, Joshua Meadows, Andrew Regist, Owen Thompson,
Christopher Cecil, Patrick Vaughan, Bob Harrison, Phillip Stein, David Jenks, Eric Edwards, Jason Willetts, Gerry Saracco, Derek Potter, Andy C Davis

Psi-Warrior: Michael Calabrese, Jason L Blair, Timothy Brannan, Andrew Ross, Thomas Gronek, Duncan Webster, Kurt McMahon, Steven Moy, Jack Emmert, Jeff Pittman, William T Mendoza, Renato
Retz de Carvalho, Andrew Berthiaume, SFC Chad Curtis, Morgan Ellis, Stefan Ohrmann, Michael Ehrhardt, Adam Funderburk, James Silvers, Ted Ludemann, Alexandre T. Yamao, Pål Are Nordal,
Matthew Wasiak, John Lambert, John Larkin, Brett Purcival, Jacob Boersma, Aaron Wong, Patrick Dargirolle, David F. Chapman, Wajanai Snidvongs, Benjamin Scala, Michael Smith, Glenn Strouhal,
Reto Kiefer, Shaun Kennedy, Andreas Sundgren, Philip Burge, Christian Turkiewicz, Tyler Dion, Adam Rajski, Dan Adamski, Chris Davis, Thomas G. Gately, Bruce Lancaster, Chad Bowser, Jose
LaCario, John Morrow, Justin Peters, Leó Páll Hrafnsson, Daniel Steadman, Lincoln Jones, James Brown, Chris Fazio, John Fleming, Ana Silva, P.K. Sharp Garcia, Stephen Forscutt, William Miller,
Trentin C Bergeron, John Thompson, Steve Dempsey, Rob Farley, Oliver Barker, Dr Matthew R Broome, Chad Hughes, Andrew Schubert, Robbie Corbett, Peter Aronson, Jason Marks, Wayne
Coburn, Andreas Paulussen, Sterling Brucks, Gareth Clifford, Mike Lowrey, Steven Vest, Kelly Stanaway, Daniel Walker, Seana McGuinness, Erik Dahlman, Ron Blessing, Keith Nielsen

AEGIS Field Agent: Tommy Kullander, Geoffrey Bent, Harald Schlang, Richard Forster, Mark Harman, Brian Isikoff, Harry K, Edmund Wilfong, Stefano Cinotti, Jens Renberg, James Galloway, Oliver
Mattsson, Leath Sheales, Robert McCuaig, Tim Maytom, Francisco Marrero diaz, P Tracy, Jan Stals, Bjørn Ove, Richard Degrou, Jimmie Rush jr, Charlie Von Eschen, Chris Quin, Leslie Smith, Derrick
Smith, Darrin Fesperman, Kurtis Evans, Chris Harvey, Chris Harvey, Stephen Joseph Ellis, Tim Soholt, Olivia Hunt, Lee M. Rodrigues, Michael Charles Collins

AEGIS New Recruit: Isaac Carr, Timothy Yablonsky, Michael Richards, Jussi Myllyluoma, Sam Wong, José Luis Nunes Porfirio, Jason Nell, John Frewing, Lars Schear, Darren Foster, Joseph Davis

Dedication: The Eight - You know who you are

Eden Studios • 6 Dogwood Lane • Loudonville • NY • 12211

Cover art, text, art, icons, personalities, characters, Conspiracy X™, copyright © 2012 George Vasilakos

Unisystem™ copyright © 2012 C.J. Carella.

Published under exclusive license. All rights reserved. Produced and published by Eden Studios, Inc. under exclusive license.

No part of this book may be reproduced without written permission from the publisher, except for review purposes. Any similarity to characters, situations,
institutions, corporations, etc. (without satirical intent) is strictly fictional or coincidental. This book uses settings, characters, and themes of a supernatural nature.
All elements, mystical and supernatural, are fictional and intended for entertainment purposes. Reader discretion is advised.

Comments and questions can be directed via the Internet at www.edenstudios.net, via e-mail at edenstudios@gmail.com, or via letter with a self-addressed stamped
envelope.

First Printing, August 2012

Stock EDN5602

ISBN 978-1-891153-38-2

Printed in the Canada (or so we are told)

TABLE OF CONTENTS

CHAPTER ONE
BRIEFING 4

CHAPTER TWO
PSYCHICS 14

CHAPTER THREE
OCCULT 74

CHAPTER FOUR
CORRUPTION 122

CHAPTER FIVE
CRYPTOZOOLOGY 152

INDEX 200



The Truth is Stranger than Fiction

We don't want to scare you, but what you're about to read is inspired by reality. Don't be fooled, real technologies and techniques have been developed in the realm of psychic abilities to make espionage and population control easier. So shocking are recent revelations in parapsychology which form the basis of sections of this book, one can but wonder what still remains classified. Secret detachments of psychics spied on the Soviets through the darkest years of the Cold War, Czech scientists created objects that can be imbued with psychic energies, devoted occult scholars study magic and the supernatural, and Aegis is only beginning to understand the implications.

You may have to suspend your skepticism a little, and remember that some of the magic theories in this book are designed to be fictional, although they are inspired by reality. In the real world, a great many faiths, including Wicca, Voodoo and even Roman Catholicism include the practice of magic and rituals as part of their faith. Nothing in this book is intended as a slight to any of these beliefs and we hope that, when using magic in gaming, players try to avoid denigrating the sincere beliefs of any faith.

Finally, it should be pointed out that Cryptozoology is a real science, although it isn't respected in the halls of academia. Relegated to the realms of "The X-Files", Cryptozoologists study hundreds of different animals all over the world, real men and women working on real scientific problems. While the purported existence and the attempted scientific study of creatures like Bigfoot or the Loch Ness Monster have made cryptozoology famous, such fantastic reports have also been used by detractors to cast aspersions on cryptozoology's scientific validity.

So, whether it is psychic, magical or biological in nature, Chroniclers are urged to look into the reality behind the game and open their eyes to extreme possibilities.

Chapter One

Briefing

Disclaimer

The world of *Conspiracy X* is based on historic and contemporary events, persons, and groups. The secret of a good *Conspiracy X* campaign is weaving "real" events as seamlessly as possible into the story line so that the players cannot be sure what is true and what is deception. Heightened paranoia is central to the experience.

When this book, or any other *Conspiracy X* publication, uses names and details taken from history or contemporary affairs, all such references are fictional or satirical. *Conspiracy X* is intended solely as a game and not as a source of the "truth." Nothing in this book is intended to degrade or impugn these people or groups, nor does this book purport to reveal true secretive information about them. In fact, Eden Studios and the authors would like to publicly disclaim any "inside" knowledge and assure any MiBs and Regis operatives out there that there is no reason to look into the matter any further. Honest!

CHAPTER SUMMARY

Chapter 1: Briefing contains these opening remarks as well as a guide to how to use this book. A timeline is also presented that covers the complete history of the supernatural and paranormal advances.

Chapter Two: Psychics covers the powers of the mind. It is split into three sections:

Psychic History details human advances in studying the psychic, and the government projects created to harness and use these abilities.

Psychic Powers lists the various disciplines of psychic powers, their uses and complete rules for using powerful psychics in a *Conspiracy X* campaign.

Psychic Technology examines psychotrons, mind control and psi-drugs and other tech that enhances or inhibits psychic ability.

Chapter Three: Occult details the occult and is also split into sections.

Occult History supplies a complete history of the occult through the ages.

Seepage looks in detail at Seepage as a phenomena, and its interaction with the world.

Rituals provides an in depth list of rituals and finally,

Occult Organizations looks at groups that concentrate on occult research or use.

Chapter Four: Corruption discusses the dark and dangerous effects of supernatural corruption, how the Seepage corrupts and infects, listing known archetypes and powers of the Infused. This is split into two sections,

Corruption which looks at the process of corruption and the powers granted to the Infused, and

Corrupted that lists the various archetypes and creatures that plague our world.

Chapter Five: Cryptozoology lists known creatures that have been spotted around the world, and gives the Chronicler suggestions for using these in stories. Everything from the Yeti to the Loch Ness Monster are detailed, along with the secret societies that pursue them. It is split into two sections,

Seekers that focuses on the secret groups that investigate the strange and unusual, and

Cryptozoology that actually focuses on the creatures themselves.

Appendix The final section presents conversion rules for the original *Conspiracy X* game mechanics, to the new second edition *Conspiracy X*, as well as all the necessary charts and tables for handy reference.

HOW TO USE THIS BOOK

This is technically three books in one. Most of the material presented within these pages could originally be found in the three books for the original *Conspiracy X: Shadows of the Mind, Forsaken Rites* and *Cryptozoology*. The game stats have been modified and updated to the new game system, **Unisystem**, and we have also made a few adjustments. Some material from the original books has had to be cut for space, such as the adventures found in each. We hope to make these available either as downloads, or in a future publication.

As this book reveals many of the secrets of the supernatural world of *Conspiracy X* it is designed to be purely for the Chronicler's eyes only. Some aspects, such as the psychic powers and lists of rituals can be made available to Cast Members if the Chronicler has decided to allow characters with access to these powers into her game. Of course, whether the secrets revealed are actually the "truth" or not will depend upon the Chronicler and what she has planned for her game. Chroniclers should feel free to use or modify anything in this book to enhance the game.

CONVENTIONS

TEXT CONVENTIONS

This book has different graphic features that identify the types of information presented. This text is standard text, and it is used for general explanations.

This style is used for examples that illustrate specific rules or situations. Novice Chroniclers, those who run Conspiracy X games, can look to these examples for guides on how to play.

Certain text is set off from the standard text in this manner. This is sidebar text and it contains additional, but tangential, information or supplemental charts and tables.

Other text is set apart in this way. It details Supporting Cast or Adversaries who may be used at the Chronicler's discretion.

DICE NOTATIONS

Dice are used when the outcome of an action in the *Conspiracy X* game is in doubt. The **Unisystem** relies on four different kinds: ten-sided, eight-sided, six-sided, and four-sided. Such dice can be found in any good hobby or gaming store, and in many comic books stores. Dice are denoted by placing a "D" in front of their numerical value. Thus, a D4 indicates a four-sided die; a D8 an eight-sided die.

Ten-sided dice (D10): Used for Task/Test resolution and certain weapon damage, D10s are the most commonly used dice. Entire game sessions can come and go without using any dice other than the D10s. They can be replaced in a very rough sense by using two six-sided dice and subtracting two from the roll (treat a result of "0" as a "1").

Eight- and four-sided dice (D8s and D4s): In the **Unisystem**, these dice are used only to determine damage.

Six-sided dice (D6s): These are the most common dice available, easily "borrowed" from any number of easily obtained board games. If D10s are not readily available, D6s can be used as replacements.

Multipliers are expressed after the dice notation. For example, D10 x 4 means roll one ten-sided die and multiply the result by four. This generates a number between four and 40.

A number in parentheses after, or in the middle of, the notation is the average roll. This number is provided for those who want to avoid dice rolling and just want the result. So the notation D6 x 4(12) means that players who want to skip rolling should use the value 12. Some notations cannot provide set numbers because their results depend on variable factors. For example, D8(4) x Strength is used because the Strength value to be plugged into that notation will vary depending on who is acting.

GENDER

Every roleplaying game faces a decision about third-person pronouns and possessives. While the male reference (he, him, his) is customarily used for both male and female, there is no notation that it is not entirely inclusive. On the other hand, the "he or she" structure is clumsy and unattractive. In an effort to "split the difference," this book uses male designations for even chapters and female designations for odd chapters.

MEASUREMENTS

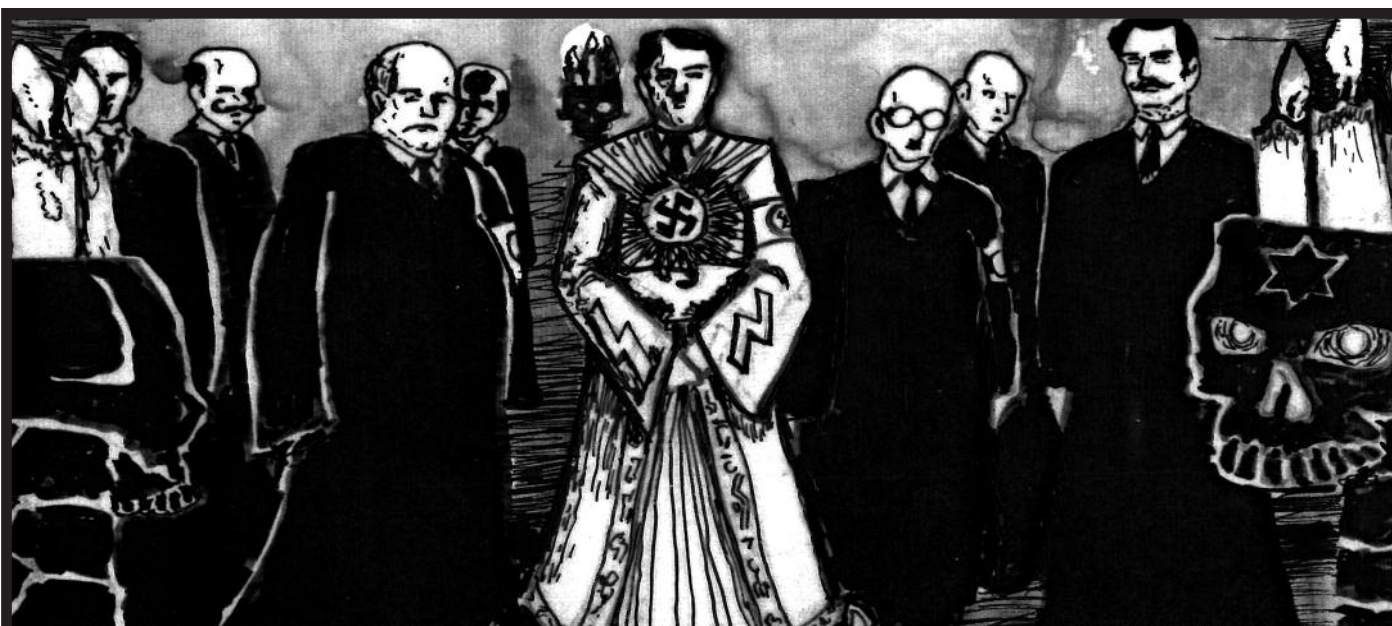
This book primarily uses U.S. measurements (feet, yards, miles, pounds, etc.). Should metric equivalents be needed, the following rough conversions can be used: miles can be multiplied by 1.5 to get kilometers (instead of 1.609), meters can be treated the same as yards (instead of 1.094 yards), pounds can be halved to get kilograms (instead of multiplied by 0.4536), and so on. If a Chronicler feels that more precision is necessary, she should take the U.S. measurements provided and apply more exact formulas.



TIMELINE OF THE PARANORMAL

12,000 B.C.	First solid evidence of shamanistic practices among humans.
10,000 B.C.	An alliance of humans and Piliosi lead a revolt against the Atlanteans which destroys the city of Tro'don in Asia Minor. Atlanteans learn true extent of mystical power.
5,000 B.C.	The Atlanteans begin reappearing among humans, this time as distant and capricious gods. The Atlanteans teach a few human communities some of the arts of civilization -- writing, architecture, etc. A few Atlanteans attempt to control supernatural energies through humans.
900 B.C.	The Children of the Titans are formed by a philosopher/mystic by the name of Mezentius.
500 B.C.	The formation of the first European Atlantean-run mystery cults
475 B.C.	Mezentius' colony holds a series of games honoring the fallen Titans. Heiron, the Tyrant of Syracuse, approaches the town under the guise of peace, and slaughters the colonists. Mezentius barely has time to bury his teachings in a sacred grove before he dies. The Titanidae go underground.
350 B.C.	Aristotle & Democritus write about possible scientific, rational explanations for oracle's abilities.
100 B.C.	For the next four hundred years, Alchemy, Hermeticism, Gnosticism, Kabbalism, and the basics of Western Ceremonial magic are all developed in Classical Alexandria.
700	St. Columba, a powerful holy man, calls to the Loch Ness Monster and orders it to be gone.
1520	Paracelsus formulates a theory that healing can be achieved through use of homeopathy and magnetic healing.
1582	The Atlantean known as John Dee begins working with the human Edward Kelley in an attempt to unlock the secrets of the Seepage
1735	Mrs. Leeds gives birth to the Jersey Devil.
1740	Jersey Devil haunts Burlington, New Jersey until exorcised by priest.
1760s	Prospero Lambertini conducts psychical research on behalf of the Vatican
1778	Jersey Devil makes its home in Pine Barrens in southern New Jersey.
1788	Franz Mesmer popularizes using magnets to aid healing.
1791	Haitian rebels begin to use magic to help free Haiti from French Rule
1802	Napoleon's attempt to crush the Haitian rebellion fails due to magic and guerrilla tactics.
1817	Two women residents of Gloucester, Massachusetts see an enormous serpent sliding through the nearby ocean. After dozens more sightings, the beast is named The Gloucester Serpent.
1848	The crew of H.M.S. Daedalus, sailing back from the East Indies, sees a long, serpentine beast swimming along-side the ship.
1854	Trapper John MacBougall loses two horses to the Ogopogo monster while crossing Lake Okanagan.
1859	Sir Henry Bastable founds the Gentlemen's Explorers Club.
1870	London Dialectical Society originated to study mediums and paranormal phenomena.
1875	Helena P. Blavatsky founds the Theosophical Society in New York to bring Piliosi ideas to the Western world.
1881	Bastable dies and stewardship of the Gentlemen's Club passes to his son David.
1882	Society for Psychical Research (SPR) founded in London to study paranormal phenomena.
1884	Boston Society for Psychical Research (BSPR) founded as the American branch of the SPR
1885	Dr. Pierre Junet experiments with remote induction of hypnosis.
1887	Charles Richet conducts the first statistical evaluation of psychic phenomena using card-guessing as the experimental model.

1888	The Hermetic Order of the Golden Dawn is founded in London with Atlantean assistance. Famous Predator Jack the Ripper kills six women in London and then vanishes.
1898	Aleister Crowley joins the Golden Dawn.
1899	Prof. James Koldeway begins the excavation of Babylon.
1902	Prof. Koldeway unearths an entrance to Babylon, dubbed "The Ishtar Gate." The gate is carved with hundreds of animals, including the mysterious sirrush.
1903	The Greys arrive on Earth and begin investigating the Seepage.
1906	Adventurer/professor Dimitri Baradiin witnesses Almas in Mongolia. BSPR changed to American Society for Psychic Research due to division over a study of a medium which produced controversial results.
1909	David Bastable disappears during a journey deep into the Congo in search of the Mokele-Mbembe. His share in the Gentlemen's Club passes to his niece, Jennifer Tillbury. Jersey Devil invades several populated areas of Southern Jersey and Pennsylvania. It is fired upon by Officer Sackville.
1919	Crisis telepathy experiment conducted in USSR, one of the first official scientific researches undertaken.
1920	Upton Sinclair and his wife experiment with psi in their home and produce data which revolutionizes understanding of psychic phenomena. Aleister Crowley becomes head of the O.T.O. (Ordo Templi Orientis)
1921	The Montague Club is founded.
1923	The governor of the Upper Nile province of Egypt publishes an ethnography of the Nuer people in his territory. It describes the monstrous lau who lived in the Addar marshes around the upper reaches of the Nile.
1924	Miners in the Mt. St. Helens area encounter a group of Bigfoot in the forest. J.W. Burns, a teacher on an Indian reserve in British Columbia, anglicizes the Native American word Halkomelem into the English word Sasquatch. Platonov demonstrates telepathic hypnosis at the Russian Congress of Psychoneurologists. Vasiliev becomes interested in the phenomena, and conducts his own experiments soon after. The hemisynch is developed by Hans Berger.
1927	Capt. John Weeks witnesses Ogo-pogo on a monthly basis while traveling the surface of Lake Okanagan.
1930	Rhine conducts parapsychology experiments at Duke University and uses statistical evaluation of results.
1931	Adolf Hitler and Heinrich Himmler initiated by the Secret Doctrine
1932	F.W. Kemp and family witness a maned serpentine head near their boat in the calm Straits of Georgia near Cadboro Bay between Vancouver Island and British Columbia. The creature is sighted repeatedly and dubbed Cadborosaurus.



1933	Sightings of the Loch Ness Monster increased shortly after the English government builds roads into the area. In separate incidents while driving near Loch Ness, Mr. and Mrs. Spicer and Mr. Grant witness a huge, gray-skinned beast lying on the road.
1934	Famous "Surgeon's photo" of the Loch Ness Monster is taken. Two couples on a romantic nighttime boat ride on Lake Okanagan view Ogoopogo up close. Rhine experiments with psychokinesis using dice.
1935	Laboratory of Parapsychology founded at Duke University by Rhine.
1938	Tillbury turns over control of the Gentlemen's Club to Richard Page. Tillbury also creates a trust fund for Club's financial security that includes several million pounds worth of stock.
1939	Kirlian Photography discovered.
1940	An Italian expedition into the upper reaches of the Nile disappears without a trace. Wolf Messing astonishes everyone including Stalin with his telepathic hypnotism powers.
1943	The Watch recovers the Spear of Destiny from the Nazis. U.S.S. Eldridge vanishes during the "Philadelphia Experiment" (PX), reappearing later with sailors missing or embedded in the deck. OSS charged with developing truth serum under Winfred Overholser, the second highest priority of the government, after development of the nuclear bomb. Testing of marijuana carried out on Manhattan Project workers.
1944	The Lammas Night ritual in Britain. Hundreds of British magicians gather to perform a ritual to protect Britain from invasion.
1945	Project Paperclip sneaks German scientists and researchers out of Germany to the U.S. Among researchers targeted are those who worked on mind control projects.
1949	Cardinal Mindszenty goes on trial in the Soviet Union appearing in a zombie-like state. His confessions follow rumors that he is being mentally controlled by Communist psychics.
1950	Richard Page secures a royal charter for the Gentlemen's Club, changing the name to The Royal Cryptozoological Society (RCS). CIA Project Bluebird inaugurated to study development of improved polygraph tests and intrusive methods of mind control. Infighting within the CIA over control of Bluebird results in its being transferred to the Office of Scientific Intelligence and renamed Artichoke later that year. Korean War breaks out. U.S. pilots captured and "brainwashed" prompting further U.S. research into mind control techniques.
1951	Gerald B. Gardner publishes Witchcraft Today and founds the religion of modern Wicca.
1952	ESP research begun by CIA focusing on the effects of drugs on psychic abilities

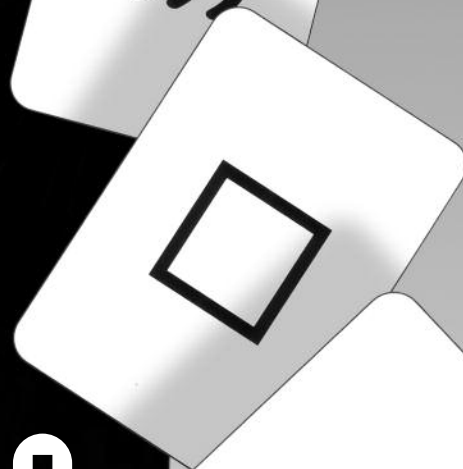
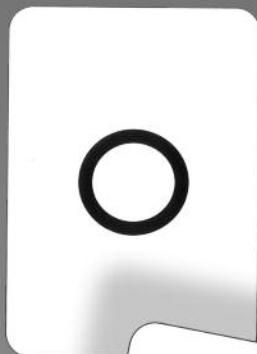


1953	Constantia Light publishes an analysis of all known Nessie sightings, along with numerous photographs. Anders Soderstrom creates the Philadelphia Mirrors. CIA's Technical Services Staff (TSS) takes over Artichoke, renames it MKULTRA and expands the scope of the project to include all possible methods of mind control, from voodoo to psychology. Dr. John Lilly maps the brain on contract with the CIA. Project MIDNIGHT CLIMAX set up to study the effects of LSD on unaware individuals. Stalin dies. Psychic research in the Soviet Union is given increased freedom.
1954	Project Rasputin officially named. MKULTRA succeeds at creating a hypnotic assassin who kills on command and then forgets everything.
1955	Ogopogo surfaces outside the Aquatic Dining Room on the lakefront in full view of dozens of diners. ESP research within CIA ends with negligible results.
1957	The United States Parapsychological Association founded.
1958	The neurophone, an essential part of future mind control implants, is invented by Dr. Flanagan.
1959	Thomas Sleek's expedition to capture Bigfoot ends in failure. The U.S. Navy conducts the infamous Nautilus experiment in which a telepath sends messages from a submerged submarine in the Arctic circle to a facility in the continental United States.
1962	Rosa Kuleshova appears able to read with her fingers. Dermo-optics becomes hugely popular in the U.S.S.R. The Office of Research and Development (ORD) in the CIA begins psychic research.
1963	The Kubark Interrogation Manual published by the CIA, referencing hypnosis and mind control techniques. Psychic research becomes a priority in the Soviet Union. Top Secret Project JEROME begins within the CIA using channellers to contact deceased agents for information. The project continued for eleven years before being disbanded for unknown reasons. Psychics groomed by the ORD help in the assassination of President Kennedy.
1964	The beginning of hostilities between the Silver Circle and the Montague Club. MKULTRA "officially" renamed MKSEARCH, MKOMEGA terminated.
1965	Project PANDORA begins to study Soviet microwave beaming of U.S. Embassy in Moscow.
1966	Five men digging a grave in the small cemetery near Point Pleasant, West Virginia report the first sighting of the Mothman. Mothman terrorizes two couples driving by a semi-abandoned ammunition dump in West Virginia. Picture of hunter with large crane, published in Charleston Intelligencer, debunks the Mothman sightings.
1967	Two dedicated Bigfoot hunters, Roger Patterson and Bob Gimlin, film Bigfoot in northern California. The Montague Club is defeated, the Silver Circle becomes CAPS, headed by Peter Henry Westman. Czech researcher Robert Pavlita creates the first psychotronic generator. KGB chairman Yuri Andropov orders all psi research within Project Rasputin to come under full KGB control. The Popov Society in Novosibirsk dedicates funding to the study of UFOs following an article in Moscow which admits to multiple confirmed UFO sightings. This project is made part of Rasputin.
1968	Arthur Folden shoots sixty seconds of film of Ogopogo. Army and CIA use Project OFTEN to test experimental drugs on GIs during Vietnam war. Rev. Dr. Martin Luther King Jr. fatally shot in Memphis and Sen. Robert F. Kennedy fatally shot in Los Angeles. Both cases involve assassins who claim not to have known what they were doing. Kennedy's assassin Sirhan Sirhan denied requests to talk to psychologists. Hearing that the Czechs have made dramatic breakthroughs, the invasion of Czechoslovakia is stepped up with Andropov going personally to take control of psi research there.
1969	The Montague Club is revived under Jennifer McBain. Forsaken Prophet Charles Manson organizes a murder cult. Parapsychology recognized as a science by the American Association for the Advancement of Science. KGB seizes control of Project Rasputin. Jose Delgado's work with electro-brain stimulation reviewed by CIA and he becomes a contract worker. The MHIC-EDOM project started by a joint Defense Department/CIA research team working under the Pandora project. The neurophone is placed under the Secrecy Act by the Defense Intelligence Agency on behalf of the Department of Defense. U.S. Intelligence first hears of Soviet psi-research.

1971	During Nixon's visit to the U.S.S.R., he and his physician exhibit "abnormal behavior" which is later linked to microwave beaming on certain frequencies. More research into this area is ordered.
1972	Sonar and camera system erected in Loch Ness to search for the creature. "Flipper" picture is taken. Nina Kulagina becomes the most famous psychokinetic in Russia. Project Scanate begins at Stanford Research Institute (SRI) researching the possibilities of remote viewing using Ingo Swann and Pat Price as their main test subjects.
1973	First Psychotronic conference held in Prague, mostly KGB attend. Hal Puthoff and Russell Targ present data on their preliminary remote viewing experiments. MKSEARCH officially closed. Gottlieb and another quit the project and destroy all files.
1974	U.S.S. Philadelphia, conducting anti-submarine wargames, reports a large underwater sonar contact. Shortly thereafter, the Philadelphia is lost at sea with all hands. MKULTRA reactivated by Aegis agents using Nike missile silos as base of operations.
1975	Pat Price's death is faked so that he can help found Project Cygnet, a covert CIA operational unit of psychics. Second Psychotronic Congress in Monte Carlo. U.S. Embassy in Moscow has microwaves beamed at it. Results in cancer, headaches, memory loss. Nixon's visit to the U.S.S.R. resulted in feelings of depression and fear. The microwave beaming continues intermittently until 1983.
1976	Three National Guardsmen are terrorized by a group of hairy hominids. The Guardsmen are later escorted away by several men in dark suits and sunglasses. The Committee for the Scientific Investigation of Claims of the Paranormal or (CSICOP) is founded by The National Defense Directorate to discredit claims of the paranormal.
1977	Richard Page retires, setting up a board of directors to manage RCS's affairs. The Lodge of the World Tree is organized by Alicia Svenski. John Marks uses the Freedom of Information Act to uncover information about MKULTRA and discovers that six boxes of information were spared Gottlieb's purge. Third Psychotronic Congress in Tokyo.
1978	The members of Infused Prophet Jim Jones' People's Temple commit mass suicide. NDD exposes project MKULTRA to the public. Aegis begins beaming subliminals to Soviet Bloc countries under MKULTRA project. An autopsy of a postal official reveals the presence of alien implants. Andropov separates the KGB from the Council of Ministers in an attempt to control the damage from possible alien infiltrators. NDD experiment with mass mind control at Jonestown results in mass suicide. Aegis realizes NDD is interested in mind control again. Project GONDOLA WISH, a remote viewing training unit, is formed by General Thompson under Army Intelligence's control located at Fort Mead.
1979	Princeton Engineering Anomalies Research (PEAR) investigates micro-PK, as Project GREMLIN. China begins official parapsychological research. Directorate X is established by the KGB and Andropov to combat UFOs and learn about aliens. Project GRILL FLAME is founded under the control of both Army Intelligence and CIA controlling both the SRI research facility and the Army unit. Satellite Alexis is completed and launched into orbit. That same day Markova, the creator, is mysteriously killed.
1981	Project GRAYBEARD funded by CIA to investigate Psi-Warfare, teleportation and time travel. FBI sets up directory of psychics. Government paranoid of spell-users' attempts on Reagan's life after assassination attempt. Committee on Science and Technology reviews ESP experiments run under ARTICHOKE and MKULTRA, declaring inconclusive results.
1982	Titanidae Silver magically views Mokele-Mbembe in its native habitat. Andropov promoted to General Secretary of the Communist Party, priming him to take control of the country.
1983	Numerous sightings of large cats are reported in the Exmoor area of England. No known large cats are native to the area. Aegis receives the Queens Tome and begins extensive investigations of the supernatural. SRI given \$10million for R&D projects by un-named agency at the Pentagon. U.S.S. Eldridge reappears momentarily off the coast of Montauk, Long Island 40 years after the experiment. Some crew jump overboard, remaining in the wrong time. MKOMEGA project run under Aegis control to develop genetically advanced warriors for the new millennium. Psi-experiments with convicts reveal the existence of psychic voids.

1984	Andropov becomes seriously ill and dies under mysterious circumstances. Fort Mead remote viewers separated from GRILL FLAME and code-named CENTER LANE under direct Army Intelligence control and direction, specifically by General Stubblebine.
1985	Fort Mead unit is kicked out of the Army and renamed SUNSTREAK under DIA control.
1986	Mir Space Station set up in orbit.
1988	Congressional investigation of SUNSTREAK prompts controllers to destroy all data and conceal the unit's successes. Control of Alexis shifted to cosmonauts in Mir to avoid lack of contact during solar flares.
1989	The Montague Club begins working with the Black Book. Greys land in Voronezk, Russia. Mothership hovers over the Soviet Air Defense Command as unknown meetings take place.
1990	The SRI remote viewing research project's funding runs out and ends.
1991	The Lodge of the World Tree makes contact with Aegis. Attempts to disband SUNSTREAK are prevented by Senator D'Amato who keeps the unit going by having various intelligence agencies supply small amounts of funding. It is renamed STARGATE. Soviet Union collapses and Directorate X vanishes. Later that year Aegis recruits many Russian psychics and the CIA recruits parapsychologists from the same project.
1992	Control of satellite Alexis seized by Aegis agents.
1993	Neo-Nazi cult the Children of Ragnarok is formed. NDD front corporation SAIC founds the Cognitive Sciences Laboratory to research psi on their own
1994	Puerto Rican media coins the term "Chupacabras," roughly translated into English as "the Goat Sucker," to explain how livestock have been mysteriously killed and sucked dry of their blood. STARGATE is officially transferred to CIA control. They evaluate the remaining four members and decide none are accurate or reliable enough for operational use.
1995	The CIA shuts down STARGATE and releases a media statement discussing the project, citing low accuracy and unreliability as reasons for discontinuing the project. They only use data from the first year of testing at SRI and the last year of Stargate.
1995 June	Hunter's last entry in his electronic journal on Titanidae. Journal is discovered shortly thereafter. Hunter is missing, presumed dead.
1995 October	A Campo Rico policeman shoots a Chupacabra. Blood samples are taken, then lost. Inspector Jervis begins his investigation into the Faerie Kidnappings in Ireland. He disappears.
1995 December	After nearly a full year, and fifteen infant abductions, the Faerie Kidnappings in Ireland cease.
1996 January	Inspector Jervis, dressed like a medieval jester and mumbling incoherently, is picked up by an elderly couple on the outskirts of Dublin.
1996 March	Prof. Dmitri Porsnov discovers a hairy hominid cave in the Caucasus.
1996 April	Charles Leeds is killed by Jersey Devil. A Titanidae Founder, while excavating outside Jericho, uncovers a subterranean network of tunnels and chambers once populated by a Jewish sect devoted to the worship of the demon Azazel. Statues bearing a resemblance to Chupacabras are found.
1996 August	James Turner visits a clearing in the woods surrounded by boulders intricately carved with various designs and visages: a hairy hominid burial site. Turner returns carrying an enormous skull.
2001	Mir sabotaged and crashes back to Earth. Remote Viewers forecast World Trade Center attacks.
2002	Swedish scientists artificially produce an out-of-body experience on a patient.

Chapter



Two Psychics



CHAPTER 2.1 — PSYCHIC HISTORY

FROM ORACLES TO MAGNETICS

Rational, scientific explanations for psychic and supernatural phenomena date back to Ancient Greece, when Democritus and Aristotle considered that the oracle's visions might be a natural capacity of the mind.

The Roman Catholic Church similarly believes in the unknown, but formed its own criteria for evaluating the validity of paranormal events, particularly those tied to so-called miracles. An investigating body was set up in the Middle Ages to assess such claims. In the 18th century, a Church official named Prospero Lambertini (who would later become Pope Benedict XIV) investigated paranormal events with great enthusiasm.

However, the modern era of psychical research arrived with Dr. Franz Mesmer's work in Paris in 1778, and his claims of healing patients through the use of magnetic energies. Mesmer's successful, if unproven method was copied by both paranormals and frauds throughout Europe and North America for several decades afterward. Mesmer's greatest influence was to prompt people to consider something greater than the physicality of the human body.

INITIAL RESEARCH

Spiritualism, not magnetism, was the new fad of the mid-nineteenth century. It swept the Western world with both blind acceptance and rash scorn. Involving the use of trance-like states to exhibit psychic powers and contact the dead, spiritualism became the rage among the socialites and nobility of Europe. Boasting dark secrets of the unknown, contact with persons beyond the grave, hypnotism, and a vast array of "mystic" powers, seances became hugely popular and soon replaced the weekly trip to the opera.

In 1870, the London Dialectical Society was formed to study the purported abilities of mediums in a controlled scientific manner. Their findings were marred by poor conditions and numerous inconsistencies and were quickly dismissed by the scientific community. Not until 1872 was William Crookes, a physicist with the Royal Society of London for the Promotion of Natural Knowledge, able to conduct detailed experiments with a medium who reproduced her abilities consistently under laboratory conditions. This caused quite a stir and eventually led to the creation of the Society for Psychical Research (SPR) in 1882.

The SPR grew quickly and formed committees to research the various parapsychological phenomena. Not surprisingly, the Society found a great number of professional mediums and psychics to be charlatans. On the other hand, they also were able to substantiate the claims of many mediums. The Literary

Committee made the most fascinating discoveries. By recording instances of spontaneous psychic events, the Committee found patterns in the data that suggested that psychic phenomena occurred to all manner of people, from all walks of life. These discoveries lead to the continuing tradition of using ordinary people in psychic testing projects instead of professional or known psychics.

The research was not limited to England. At the University of Paris, Charles Richet, a Nobel-prize winning physiologist, decided to apply statistical studies to psychic phenomena. Inventing a card-guessing experiment in 1887, Richet's work would dominate psychic studies for over a century afterward. Unlike previous experiments, which ignored or speculated on the statistical probability of a psychic event occurring naturally, Richet studied this phenomenon directly, testing whether random chance would reproduce the same effects.

Among the many members of the Society for Psychical Research were Charles Richet, William Butler Yeats and Sir Arthur Conan Doyle. One of the SPR's infamous cases involved the investigation of Madame Blavatsky, a famous Russian psychic and mystic, in 1884. After a short investigation, the SPR released a report that accused her of fraud. This report remained controversial for over a hundred years until the SPR reviewed the data and found that the investigators had ignored substantiating data and prejudiced their findings.

THE EARLY 20TH CENTURY

The next significant stage of psychic exploration occurred just after World War I in the Soviet Union. Dr. Bernard Kazhinsky conducted experiments with "biological radio communications" (telepathy). Under scrutiny by ideologues in the central government, Kazhinsky tried to prove that ESP was a form of electromagnetic emission, and not a matter for the spiritual realm. To be permitted to continue his work, Kazhinsky had to prove he was studying purely physical phenomena. He was particularly interested in crisis telepathy (thoughts sent during traumatic experiences), and found undeniable proof that these transmissions of emotion did exist. Further experiments discovered that he could influence people's thoughts from a distance, inducing a swaying motion in their posture. Overall, his results were very impressive, but did nothing to prove the electromagnetic theory.

Kazhinsky's studies were to fascinate researchers for decades to come, most notably novelist Upton Sinclair. Conducting his own experiments with telepathy with his wife in the 1920s, Sinclair detailed his results in a book entitled "Mental Radio." While picturing and focusing on a specific object, his wife would blank out her mind and draw whatever images

came to her. The conditions were quite unscientific, but her images were often very accurate. Though it was not his experiments that made history, rather his conclusions. Sinclair believed that psychic impressions were subliminally perceived and that the right hemisphere of the brain was involved in the perception of psychic data.

Telepathy research continued in the 1930s by the Soviet L.L. Vasiliev. Vasiliev was determined to satisfy Stalin and prove definitively that psychic powers were merely a form of electromagnetic energy. He sealed a psychic within a Faraday cage (a copper room that supposedly blocked electromagnetic energy and therefore psychic abilities). Unfortunately for Vasiliev, the cage did nothing to reduce the efficacy of the telepathic communications. Further tests strongly suggested that psychic transmissions had nothing to do with any known form of electromagnetic waves.

At this time, partially as a result of Vasiliev's work, Stalin launched a major witch-hunt for anyone claiming to possess paranormal powers. Stalin was concerned about peasant belief in the supernatural, and wanted nothing to distract them from his massive societal changes. Anyone publicly professing superhuman abilities was arrested and either executed or banished to Siberia.

Of course, Stalin ignored no potential source of power. Famous mind-controller Wolf Messing was brought before Stalin, who ordered a test of his abilities. Messing was told to rob a bank without using a gun. He proceeded to the bank, made the cashier believe him to be the bank manager, got the money, and returned to Stalin. Impressed, Stalin rewarded him with unprecedented freedom to move about the country as he wished and to perform as he liked. Messing's abilities proved to be quite real and Stalin allowed a select group of researchers to secretly study the paranormal.

To conceal the group's existence, Stalin allowed Messing to continue his public life as a performer. During WWII, the group made little progress except glimpse at the mechanism of psychic powers. Stalin did not like disappointments, and soon Messing lost favor, eventually becoming nothing more than a traveling sideshow act.

RHINE AND ESP

In the West, research into psychic phenomena by the SPR and other organizations continued sporadically. Most universities scorned psychic research and denied publication of psychic research findings in their journals. In 1930, this attitude changed remarkably at Duke University where William McDougall and Joseph and Lousia Rhine decided to undertake a highly controlled study of psychic abilities. They hoped to establish universities as a place for empirical study of the phenomena by using simple, easily controlled procedures, student volunteers, and rigorous statistical evaluation of results. Investigating the newly renamed "extrasensory perception,"

KIRLIAN PHOTOGRAPHY

Named after its creator Semyon Kirlian, Kirlian photography seeks to picture psychic auras using high frequency equipment. The process, invented in 1939, remains controversial in the West. Skeptics claim it is nothing more than electrical discharges affecting the photographic paper. The auras show a bioluminescence that differs with every type of object. Humans appear as a galaxy of bright and blinking stars, some flashing in patterns while others remain steady. Metallic and inanimate objects have more static signatures of light.

Serious research into Kirlian photography and auras began much later, in 1962. This research focused on how this aura worked and whether one could affect a person by altering their aura. At first, psychics used a "laying on hands" technique to modify the bio-plasmic body. Later, other techniques such as acupuncture were discovered to work closely with the energy patterns discovered through Kirlian photography. The use of psychic energies appears to affect the aura, as do all manner of physical and emotional changes. Pain, for example, shows up in Kirlian photographs as bright vivid colors.

Rhine modified Richet's experiments to use five different symbols (known as Zener cards) repeated five times each in a set of twenty-five cards. This would become the standard ESP-testing deck, still used by parapsychologists today.

Even these experiments were prone to problems. In later experiments, the subjects and the experimenter were moved to separate rooms (and later to different buildings) to avoid sensory cues from the experimenter. Findings were positive, both in guessing the card order of a machine-shuffled deck and in guessing the order of cards in a deck before shuffling.

Rhine began experimenting with dice in 1934, after a gambler claimed that he could influence the outcome of a die roll on occasion. Rhine concentrated on this kind of research because statistical analysis could easily be applied to dice rolls. The goal in this case was not to predict the die roll, but to influence it toward a particular number. Although the experimenters found a higher than normal chance that an outside influence was affecting the dice, statistically the results were nowhere near those found using the ESP cards.

The Rhine experiments were heavily criticized, mostly regarding the nature of the phenomenon, which appeared to defy accepted laws of physics. By 1937, however, other Duke University researchers and teams in over a dozen different colleges and universities had replicated Rhine's data. Similar experiments in Britain, however, found no greater than chance ability in any of their psi-tests. This gave rise to speculations that the climate or geographical location might influence scores. This was proven to a slight degree in the 1960s, when Russian

scientists were able to show that thunderstorms negatively influenced psionic tests.

BETTER COUNTERESPIONAGE

With the outbreak of World War II, concerns about security leaks prompted interest in developing a "truth drug" as a counterespionage device and a special committee was formed to investigate. Under the direction of Winfred Overholser at St. Elizabeth's hospital in Washington, D.C., a variety of drugs were tested and rejected. Overseen by the Office of Strategic Services (OSS), a predecessor of the CIA, the research concentrated on employees of the only higher classified project of the time, the Manhattan Project.

The project experimenters worked primarily with drugs, but hypnotism was also investigated. Spymaster George Estabrooks controlled the hypnosis research, haunted by visions of a world filled with spies who didn't know they were spies, who killed without knowing why, and who were impossible to break. Estabrooks' hypnosis research was labeled ineffective and shut down, though intelligence directors instigated similar research programs barely a decade later.

THE PHILADELPHIA EXPERIMENT

Although not part of the U.S. Military's experiments in psychic abilities, the Philadelphia Experiment was an important event in the history of the paranormal. Conducted by Dr. Franklin Rinehart, the experiment used Einstein's generalized theory of gravitation, using electromagnetic radiation to make a battleship invisible. USS Eldridge was fitted with the equipment and subjected to a couple of tests. The first, on July 22, 1943, rendered the ship almost completely invisible, though some reports mention a "greenish fog" surrounding it. Despite complaints from the crew of nausea and sickness, a second experiment took place on October 28. This time, the ship completely vanished. It was spotted 370 miles away at Norfolk, Virginia for several minutes before vanishing again and reappearing in its original location.

Several of the crew had vanished upon the ship's return, and five members of the crew were fused to the metal bulkhead and deck of the ship. Navy officials cancelled the experiment, and surviving crewmembers were brainwashed to erase the experience from their minds.

There were reports in 1983 that the USS Eldridge appeared for a few moments at its original location, only 40 years later. Some crew members jumped ship, thinking they were home, only to remain out of their own time period. It has also been reported that a lone sailor emerged in 2003, enveloped in green mist, with the warning "They're playing with your future!"

At the end of the war, American intelligence discovered that the Germans were also conducting research into mind control. Through Project Paperclip, U.S. operatives smuggled top German researchers out of the country along with the data from their experiments. These individuals were war criminals; and their information was often retrieved by torture in the name of science. American authorities concealed these facts from the public, and used the information to further their own mind control research.

While few knew of the OSS/CIA research, the Soviet trial of Cardinal Mindszenty in 1949 was used to promote expanded efforts in this area. During the trial, which was broadcast on television across the country, Mindszenty appeared to be in a zombie-like state. This led the American public to believe that the Soviet authorities had used some kind of mind control technique. The CIA fanned this belief by claiming that the Soviets were far ahead in terms of mind control research. Dedicated, extreme measures were necessary to close the gap. Congress approved significant funding increases for the CIA.

It was discovered later that, within the CIA, few believed that mind control was involved in Mindszenty's case. The Soviet techniques were no more advanced than those used by the Spanish Inquisition centuries earlier. The prisoner was isolated and deprived of human contact for extended periods of time. This primitive form of sensory deprivation was already known to cause dementia after prolonged use, and was no doubt the cause of the Cardinal's zombie-like appearance.

PROJECT RASPUTIN IS BORN

Although not at issue in the Mindszenty case, the Soviets pursued an aggressive program of psychic research. Stalin had most of the old group of researchers purged at the end of WWII, as was his style, and enlisted a new group of psychics and scientists. To enhance official control, they worked together in one small facility with a limited budget. Among the researchers was Dr. Sergei Markova, whose young daughter Tatyana was a powerful psychokinetic.

Stalin rigidly controlled the Soviet research and demanded significant and continual results. Outside this island of research, however, Stalin continued to purge the countryside, in hopes of eliminating any possible rogue psychics before they could act against him. Stalin's support of psychics proceeded no further than his own self-interest and direct control.

The project, nicknamed RASPUTIN by young Tatyana Markova, suffered when Stalin died in 1953 and a great counter-reaction to his life's work was experienced throughout the country. After the death of her father the following year, Tatyana took control of the project through family connections in Moscow.

In 1958, Khrushchev, impressed by Markova's work, tripled funding for the project and turned its focus toward Cold War research. However, under Tatyana's direction the research facility was so focused on Biological Psychokinesis (Bio-PK) work that the only use of the project appeared to be assassinations. This suited Khrushchev's goals, but Tatyana was uncomfortable with this role. She purposely reduced the effectiveness of RASPUTIN's efforts to avoid its transfor-



mation into a school for assassins. As results came further and further apart, RASPUTIN fell into a governmental limbo for several years.

BLUEBIRD AND ARTICHOKE

Back in the U.S., the 1950s brought a plethora of mind control projects and psychic programs. In April of 1950, the CIA's Office of Security established Project BLUEBIRD under Morse Allen to investigate mind control techniques. Once again, the primary goal was to develop a tool to help uncover traitors. Field testing in Japan proved highly successful, eventually leading to the creation of the polygraph machine. This machine was used extensively throughout the Agency and across the world.

Soon after BLUEBIRD was inaugurated, the Korean War broke out. The war fed the public's imagination, and the CIA's coffers, as captured American pilots turned up on television claiming to have used horrific biological warfare against innocent people of North Korea, and renouncing their American citizenship. The intelligence community was greatly puzzled. The kind of mind control practiced by the Soviets would eventually break down once the subjects escaped their captors. These Korean War pilots, however, maintained their anti-U.S. stance even after being rescued months later. Even more concerning was the fact that the pilots were describing actual operations (particularly black ops) that were supposed to be highly classified.

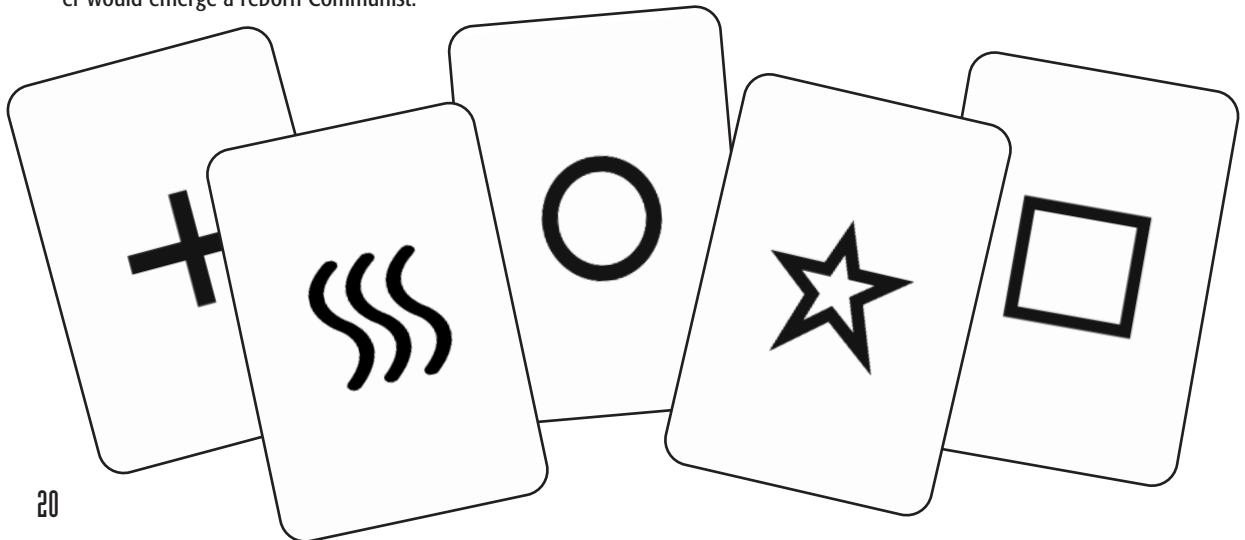
Close investigation revealed that the Soviets ended their torture once the individual was broken. For the Chinese, on the other hand, this was only the beginning. Chinese interrogators would work with the prisoner to develop the confession and then would rewrite his entire life through the eyes of Mao. After this, the individual would be placed with a group of similarly broken prisoners who would be re-educated together. The group's success depended upon each individual's development. If one failed, the group failed. The social pressure ensured that no individual survived the process unscathed. After weeks of this social conditioning, the prisoner would emerge a reborn Communist.

Although the Chinese technique was frighteningly simple, the CIA had no effective counter or cure. They constructed a cover story that the Chinese had developed powerful mind control techniques called "brainwashing." The mainstream press accepted this claim at face value. The cover validated CIA funding to Congress, and also provided a good explanation for the more questionable research if it ever became public.

With increased funding and many restrictions lifted, Project BLUEBIRD became the most prized possession of the Agency, and gained the notice of Aegis Prime. A quick bureaucratic coup landed the project in the hands of the CIA's Office of Scientific Intelligence where the project overseer was a well-placed Aegis operative. The OSI quickly renamed the project ARTICHOKE, but this was to be short-lived. While unclear whether manipulated by the National Defense Directorate, or simply jealous of its bureaucratic turf, the Office of Security fought to reassert control over the project. The program bounced back and forth between CIA offices several times, reverting to the respective office's code name while under their control.

Project BLUEBIRD/ARTICHOKE, explored a wide range of mind control techniques and technologies. They experimented with electroshock and lobotomies with limited success, as well as various "truth serums." The major success of BLUEBIRD/ARTICHOKE was the development of the "A" treatment -- a method of interrogation that proved useful in uncovering traitors and double agents that involved Sodium Pentothal and Benzadrine, in conjunction with hypnotic regression.

Project BLUEBIRD/ARTICHOKE was also involved in psychic research beginning in 1952, as part of a three-year investigation under the secret direction of Aegis Prime. The initial findings underlined the government's ignorance in this field and recommended that it fund mainstream researchers in addition to its own investigations. This led to a policy that continues to this day of secretly channeling funds to various parapsychology institutes throughout the United States and even in Europe. Almost all research can trace its funding either directly or indirectly to the CIA.



THE MODERN ERA

By the 1990s, Aegis assumed control of three different lines of mind control/psychic research operations. These lines began in the 1950s and remain separate entities to this day. Within the CIA, and government-sponsored laboratories, Project MKULTRA and its progeny pushed the envelope of mind control and psychic developments. Not to be outdone by its rival, the Soviets centered on Project RASPUTIN. During the same period of time, private research centers explored parapsychological phenomena. Some of these have come under Aegis's mind control/psychic facilities – MKULTRA, RASPUTIN and mainstream parapsychology – overlapped infrequently, and are detailed below.

MKULTRA

In 1953, completely frustrated by the bureaucratic wars fought over the mind control project, Aegis Prime succeeded in moving the mind control program to the heavily infiltrated Technical Services Staff (TSS) of the CIA's Directorate of Operations. The project was renamed MKULTRA (all TSS projects have the MK designation, named in part for Millbrook Mansion, where most of the research began) and expanded to investigate everything from hypnosis, response conditioning, drugs, psychic powers, cults, cerebral implants, and social engineering. Sidney Gottlieb was granted directorial control.

At the same time, MKDELTA was created to focus on developing operational uses for chemical and biological weapons, also under Gottlieb's watchful eye. MKNAOMI was the production and storage side of MKDELTA. It was established in the late 1950s to develop an arsenal of toxic substances and biological diseases. Antidotes were a secondary focus, to be used as countermeasures. MKDELTA was based out of Fort Detrick in Frederick, Maryland and was attached to the Army Chemical Corp's Special Operations. Some of its developments included a super-deadly shellfish toxin that induced death within a few seconds, Botulinum, Staph. enterotoxin, Venezuelan equine encephalomyelitis virus, and Brucellosis. Generally the project worked on making existing strains more virulent. MKNAOMI was terminated in 1969 when Nixon renounced biological warfare. The stockpile of substances cannot currently be located, and may have been seized by the NDD.

LSD

MKULTRA began its research into mind control by focusing on LSD. Throughout the 1950s, the CIA controlled the information about, and flow of, LSD and learned a great deal about the drug. The experiments ultimately led to the development of operationally useful drugs, but pure LSD was found to be too unpredictable. Instead, the drug was altered to create particular

effects. For example, a particular derivative would induce a schizophrenic-like state of mind in an individual that could be used to discredit the subject's words and deeds. These new drugs were used with great success for decades in South and Central America to eliminate intellectuals and radicals who opposed CIA-sponsored governments.

One of the most infamous LSD subprojects was Project MIDNIGHT CLIMAX, which involved a series of brothels run by the CIA in New York and San Francisco between 1953 and 1963. Prostitutes were paid \$100 a day to bring men in and drug them secretly with LSD. Meanwhile, agents comfortably lounging behind one-way mirrors would observe the effects. The studies were intended to discover the effect of LSD on unsuspecting individuals and though it may have ultimately led to some useful developments, the entire project was considered a colossal blunder.

LSD, or lysergic acid diethylamide, was created by Dr. Albert Hoffmann in 1943. Just over a decade later, LSD was seen as a new messiah of mind control drugs, inducing wild hallucinations with only the most minute doses.

US Army Intelligence, G-2, engaged in its own LSD experiments, sometimes parallel to the CIA projects. Neither agency disclosed their research to the public, or to other portions of the government. Indeed, the agencies resorted to spying on one another to find out what advances the other had made. The Army's research with LSD (code-named EA1729) ran between 1955 and 1958 and included Project THIRD CHANCE (testing the drug's use in interrogations) and Project DERBY HAT (testing the drug overseas on suspected traitors). Over 1000 U.S. military volunteers were tested on with various forms of LSD and related drugs at Fort Bragg and Edgewood for Project OFTEN (1968-1973). A joint CIA/Army venture, Project OFTEN compiled a database on the effects of different drugs on soldiers, particularly during the Vietnam war. This project tested some of the most violent, incapacitating drugs.

OUTSIDE MIND CONTROL OPERATIONS

MKULTRA operated under a number of false fronts when dealing with universities and other legitimate organizations to conceal their generous funding. These organizations enabled the CIA not only to mask their true motives, but also to stage academic conferences so that they could learn the status of outside research.

The experiment that gained the most media attention upon public disclosure occurred in Montreal, Canada at the Allen Memorial Institute under Dr. Ewen Cameron and funded by the



Human Ecology Society. President of the World Psychiatric Association, Cameron experimented in erasing people's memories through drugs, sensory deprivation and electroshock therapy. The process was called "psychic driving" and was intended to permanently destroy the original "diseased" personality. The doctor would play a tape recording hidden inside the subject's pillow over and over, giving new instructions on who and what they really were. If successful, the benefits of this technique to the CIA would have been immense, as it could change people completely. Cameron's experiments, while marginally successful, resulted in several lawsuits against the CIA in later years later as survivors began recovering memories of the process.

HYPNOTISM

Another focus of MKULTRA research was hypnotism, directed by Morse Allen, founder of the original Project BLUEBIRD. Inspired by George Estabrooks' goals of operational hypnotism, Allen came to believe it would be possible to create "unwitting assassins." In the end, Allen discovered that it was easier than imagined. In 1954, he was able to program his secretary to shoot another woman with an empty pistol and then lose all memory of the incident. Having proved it possible, Allen pushed for the chance to perform a "terminal" experiment. Reports indicate that he finally succeeded, but no details are available on the subject or the actual test.

Also in 1954, MKULTRA head Gottlieb authorized Operation Spellbinder to create a sleeper killer to assassinate Castro. A hypnotist known as "Dr. Fingers" worked on several Cubans for several weeks. Results were far less than successful, and the project was eventually abandoned for a plan involving hired Mafia hit men.

TIME BOMBS

The time bombs that MKULTRA created in the 1950s and 1960s continue to tick away in America's population, unaware of their hidden nature. Every so often a lunatic goes on a killing spree, often gunning down a large number of people and then committing suicide. Many of these individuals are no more lone nuts than Oswald was. They are time bombs created by MKULTRA that were somehow inadvertently set off. While the project leaders are trying to track them down to deactivate them, the documents detailing their locations and identities were destroyed when Helms and Gottlieb left the Agency in 1973. As a result, many cannot be found.

PSI

The final component of MKULTRA's research involved psychic abilities. In the late 1950s, MKULTRA devoted a great deal of resources to tracking and studying psychic phenomena in the civilian sector. The researchers concentrated on professional psychics who worked night-clubs and other shady establishments and, not surprisingly, met with a great deal of disappointment. Aegis Prime was surprised at these findings as they knew something of the power of psychic abilities. The subject was not pursued vigorously, however, because Aegis Prime decided that they could not entirely control MKULTRA research in the area. For a time, the matter was dropped as Aegis worked to improve security and to ensure that no advances were made by the NDD.

In 1962, the CIA's Office of Research and Development took over Project MKULTRA and, at the suggestion of the military (who feared the possibility of psychics detonating nuclear weapons), decided to take a second look at whether psychics had any real powers. This time, a more scientific study was undertaken, contacting all manner of psychics. This project found significant statistical evidence supporting psychic power, but before the report could be published, Aegis recruited the project leaders and moved the research underground. False reports were drafted and the government once again received word that the psychic connection was a dead one. Actual research was limited to development of drugs that might enhance psychic capabilities. Formal study of the actual abilities was ignored in favor of operational usefulness.

Shortly after transfer to secure Aegis facilities, the psychic components of MKULTRA engaged in a high profile, and nearly

disastrous, operation. Still excited by their newfound recognition, the psychics of MKULTRA were called in to assist a brain-washed assassin in a plan to "remove" President Kennedy. Two psychokinetic agents used their powers to ensure that the shots hit and then ricocheted around the car to ensure fatal wounds to the target. The plan may or may not have worked, but the killing shot was fired by an outside, and still unknown party.

Under MKULTRA's heavy-handed oversight, psychics were enhanced through drugs, hypnosis and other highly intrusive techniques. The lack of scientific study and procedure, the concentration on operational capacity, and the blunt methods used caused most of the subjects to become insane, addicted or worse.

MKSEARCH

MKULTRA officially became MKSEARCH in 1964. Focusing on behavioral research, MKSEARCH continued only seven MKULTRA projects. Only two private labs were kept active and just a handful of consultants remained on the payroll. Meanwhile, MKULTRA was moved even deeper underground and focused on electromagnetic technologies for mind control and hypnosis techniques. These projects remain embedded in the black budgets of the CIA and under Aegis' control.

As MKSEARCH concentrated on drug applications that had already been largely researched in the early 1960s, it was slowly stripped of its budget. By 1973, only four projects remained, and these were soon shut down when the originators of the MK projects, Gottlieb and an associate, destroyed all of their files and left the agency.

AGAINST A DARKER BACKGROUND

Aegis seized control of the project very early in its existence, and little happened that was not either sanctioned or ordered by Aegis Prime. This includes the indoctrination of Sirhan Sirhan and the creation of Oswald. At the time, the elimination of those that opposed Aegis, or that posed a security threat to Aegis, was seen as a feasible method of shaping government policy. Aegis Prime was very insecure in those days, and drastic measures were employed. Although the public backlash was never directly aimed at the CIA or Aegis, paranoia of government involvement spread throughout America. The controllers of the MKULTRA project soon realized that they could not continue such indiscrete actions without being discovered. Above all else, discovery was what every MKULTRA scientist and agent feared. Each employee, or outside contractor, was given express instructions, verbal, written and contractual, that specified anonymity. Even Sidney Gottlieb, the head of the project, used a pseudonym to conceal his identity to other members of the project.

This obsession with secrecy continues to this day. These scientists are engaged in research that is based upon illegal and immoral Nazi experiments, or is close enough to warrant comparison. All researchers, especially those former German scientists brought over by Project Paperclip, avoid publicity, and secrecy is enforced by the full extent of the law. Any kind of leak is dealt with severely and with lethal force. Since the advent of GRAYBEARD, MKULTRA project members know they are "protected" by an operational branch which ensures that no one leaves the project alive.

Although Cast Members are likely to note a certain degree of paranoia and secrecy, they will likely not realize just how dangerous their knowledge of MKULTRA is. If they discuss the project with anyone over the phone or while watched by MKULTRA operatives (who use extensive surveillance), they are likely to be given a single stern warning and then killed. The most security conscious members of Aegis Prime oversee MKULTRA. They believe there is no margin for mistakes.

Other projects related to MKSEARCH included MKCHICK-WIT, which was to identify new drug developments in Europe and Asia, and MKOFTEN, set up to test the behavioral and toxicological effects of experimental drugs on animals and humans. In the late 1960s, some of the related research projects dealt with genetic engineering as a way to create super-soldiers and super-spies. These projects were watched from a distance by Aegis and were not allowed to progress beyond initial experimental stages.

STANFORD RESEARCH INSTITUTE

After MKULTRA's and the ORD's failures (in the government's eyes) to find reliable psychics, the entire subject was dropped from interest for a number of years. Then in 1969, American intelligence operatives began to hear rumors of Soviet psychic research. These rumors were soon confirmed, and revealed that the Soviets were not just looking at psychics, they were researching psychotronics. The CIA discovered that the Soviets were deadly serious about this research, and were spending a great deal of money on it. Nonetheless, the CIA decided that the best way to counteract Soviet success would be to reinstitute its own research programs. Given its last two failures, however, the CIA didn't know how to approach the problem.

Meanwhile, in 1971, psychic Ingo Swann began experimenting with his powers at the American Society for Psychical Research in New York City. Using the term "remote viewing" to define his abilities, Swann was able to see distant locations clearly. Experiments to test the limits and accuracy of his abilities were conducted on several occasions using a human "beacon." Swann was able to zero in on the beacon and describe his surroundings with great accuracy.

These encouraging results led to continued research with the Stanford Research Institute (SRI). At SRI, two parapsychologists, Hal Puthoff and Russell Targ, began experimenting with Swann's remote viewing techniques. The experimenters asked Swann and other psychic subjects to identify the surroundings of another researcher who was wandering in random locations. Their methodology was severely criticized by skeptics and much of their research was dismissed.

The published findings of the SRI team attracted the attention of the CIA. The spymasters liked the possibilities remote viewing offered, but required an accuracy rate of 65% or better for operational usefulness. The CIA began to channel funds to the SRI.

SRI International is the second biggest think tank in the United States. Located in Menlo Park in Palo Alto, California, SRI is often used for high technology military research and most researchers have security classifications of Secret or higher.

PROJECT SCANATE

Swann believed he could increase remote viewing success rates by using map coordinates instead of a beacon. Certain tests were instituted, and his accuracy began climbing quickly. The CIA was impressed, but remained skeptical of the newly termed "coordinate remote viewing." The CIA asked for a test related to operational duties and assigned as a target an Agency man's cabin in the woods of Virginia. Instead, Swann described what sounded like a secret government base. Puzzled, Puthoff had another psychic named Pat Price recreate Swann's test. Price, a former police commissioner, described the same kind of location, detailing cryptic file names and the nametags of personnel he saw in the base. When the CIA analyzed the data, it found that the coordinates it had provided to the SRI team were actually those of a top secret government satellite-tracking base just a few miles away from the cabin. The CIA was immediately convinced and opened Project SCANATE with Price and Swann as the resident psychics. Aegis Prime took notice of this and quickly maneuvered one of their agents in the CIA to watch over the situation.

As with many of the research projects that have now been consolidated within the secret MKULTRA umbrella, data from the most basic SCANATE experiments was released to the public in a highly censored and restricted manner. This method of disinformation, fully supported by Aegis Prime, gave the public the impression that remote viewing was far less effective than was actually the case. Any accurate information related to coordinate scanning was highly classified. Only the CIA's Technical Services Division and ORD, and the psychics involved, knew the full truth.

The research continued at SRI for several years, and Price emerged as the most consistently accurate and highly developed of the two psychics. Through experimentation, Puthoff and Targ discovered that randomly generated numbers worked just as well as actual coordinates, and eventually determined that no numbers were needed. Somehow the psychic would just know what the target location was.

Price and Swann were not the only psychics working in Project SCANATE. Under Aegis direction, a number of other psychic operatives were secretly tested to determine their standing and ability with remote viewing. Price's death in 1975 was a major blow to Project SCANATE. With few other options, SRI turned to Swann as the primary subject of their work. Swann had just returned from New York after pursuing undisclosed personal interests, and was immediately thrust into SRI's projects at all levels.

COORDINATE AND EXTENDED REMOTE VIEWING

The original goal of SRI's investigation of remote viewing was to scientifically establish the case for psychic phenomena above statistical probability. After this was proven to the satisfaction of

the CIA, a search for the most effective and reliable operational method was undertaken, with Ingo Swann concentrating on reducing the signal to noise ratio of the transmissions. The research revealed that the right hemisphere of the brain seemed to act as the receiver for information gained through remote viewing. As a result, the psychics were generally unable to recognize letters or numbers and had difficulty in analyzing what was seen.

In addition, the remote viewing data seemed to enter the brain subliminally, below the threshold of consciousness. Only information that made a very strong impression would rise to the viewer's conscious awareness. It also explained the desire in viewers to do automatic writing and drawing during their sessions to better explore the target. Because the information was entering the brain just below the threshold of perception, there would always be a great deal of noise compared to actual signal.

Swann concentrated on CRV, coordinate remote viewing, and followed a very rigid procedure intended to eliminate premature analysis by the viewer. For other researchers, extended remote viewing (involving very deep trances and out-of-body traveling) became the favored method of psychic information gathering.

PROJECT CYGNET

Of all those tested at SRI, only Pat Price had come close to the 65% accuracy that the CIA demanded. When his contract ran out with SRI in 1974, he began to work directly for the CIA. Price greatly impressed his nominal employer, the CIA, and his actual employer, Aegis Prime. Shortly after signing on with the CIA, it was decided that Price's success rate qualified for operational usage. A new program with the highest level of secrecy was code-named Project CYGNET. Located in the deepest sub-basement of the Pentagon, this project was to be the operational hub of psychic research within the government and was restricted to only the most reliable of psychics. The project was classified "Above Top Secret" by the CIA and the source of all intelligence gathered would never be revealed.

In 1975, Price's death was faked through the use of MKULTRA drugs that mimicked the effects of a heart attack. Price was appointed director of Project CYGNET. CYGNET was designed initially as an operational remote viewing unit to provide reliable and extensive data for the CIA, NSA and White House Security Council. In 1985, this charter was changed to reflect developmental usage of research into all manner of psi phenomena. As its reputation began to grow, Project CYGNET was charged with operational psychic assistance to any government agency that requested it.

Aegis controlled the development and direction of this project as a method of gaining access and data on powerful psychics. The recruitment of all involved with the project has led to Aegis' continued complete and total control.

CYGNET training concentrates primarily on coordinate remote viewing and extended remote viewing. This comports with CYGNET's focus as an intelligence agency. With the advent of CYGNET's operational subproject GRAYBEARD, the agents now have other uses such as psi-warfare, micro PK and bio-information transfer.

Project CYGNET was one of Aegis Prime's most daring moves. They allowed a powerful psychic unit to be created within the government that operated without their direct and total control. Although those inside the project and its direct superiors were Aegis agents, the risk of discovery by NDD or seizure by other elements within the government existed. However, at the time MKULTRA psychics were becoming highly unstable and dangerous and Aegis Prime needed a back-up plan and reliable psychics were a godsend in their eyes. Ultimately, this is the nature of Project CYGNET -- the most stable, the most reliable and the most prized group of psychics working for Aegis.

CYGNET's major operations included the discovery of Project RASPUTIN, scouting out the locations of RASPUTIN projects and key personnel and the prediction of the collapse of the Soviet Union (allowing Aegis to quickly snap up Project RASPUTIN assets). CYGNET operatives conducted the initial reconnaissance of Directorate X activities and attempted to learn as much as possible about them. Unfortunately, Directorate X had become trained in psi-warfare techniques and were actively using them as counter-measures, prompting the development of the United State's offensive psi program.

PROJECT GRAYBEARD

Designed in reaction to Directorate X, Project GRAYBEARD was constructed to appear as something entirely different. A group of Senators who were privy to some of the Project CYGNET programs expressed an interest in a more offensive program. These desires were enhanced using MKULTRA techniques. Although these public servants believe to this day that they originated the project, in reality GRAYBEARD was in the works two years before they ever proposed it (Project GRILL FLAME was an early prototype). With such powerful backing, Project GRAYBEARD was quickly assembled, given an immense black budget, and provided unlimited operational freedom. Now Aegis Prime had the group it needed to fight Soviet psi-defenses and learn what was happening there.

Project GRAYBEARD was composed primarily of researchers in its first five years of existence. Once techniques had been perfected, psychics from CYGNET, MKULTRA and elsewhere were transferred in, and put through a crash course of operational training. In 1989, reports filtered back from the East that aliens had landed and made contact. GRAYBEARD operatives were dispatched in force to find out everything they could. This operation was highly classified, compartmentalized, and run by Aegis under CIA auspices. The team landed in the Ukraine using

experimental aircraft and attempted to secure a Soviet air force base that had been predicted as the location where an alien representative would meet Directorate X agents. The crack team vanished completely from the moment they arrived at the base. Aegis Prime was horrified. CYGNET's top remote viewers were tasked with locating them but found nothing. Faint psychic traces of them were found, which increased the conviction that something had gone terribly wrong.

Stymied in their attempts to discover the fate of the team, Aegis Prime decided to cover up the whole disaster. Project GRAYBEARD continued as if nothing had happened, but agents are now restricted from leaving the country and techniques have been sharpened. Highly trained psychic operatives are just too valuable to lose in large groups. After the Ukraine became a free country in 1991, a Cell was sent to investigate what had happened at that base. They found the base no longer existed. What records could be located revealed that something strange had happened in 1989. One report even suggested the appearance of alien vessels at the base. Immediately afterward, the base was closed down and destroyed. The Soviet air force officers who were in charge could no longer be found, and no one else knew anything about American agents. The operation remains a mystery to this day, one that gravely concerns Aegis Prime.

MKULTRA UNCOVERED

At its height, over eighty institutions were involved in MKULTRA's experiments, including 44 colleges and universities, fifteen research facilities, twelve hospitals and three prisons. These facilities undertook the experimentation and research that was necessary to lay the foundations for MKULTRA's real objectives. Overseas, operational testing of the various techniques and drugs were conducted in safe houses in Asia, Europe, and South America. Many of the techniques were introduced to puppet intelligence agencies sponsored by the CIA. These organizations, with full support of their governments, used the techniques blatantly and without concern for secrecy.

Despite this broad scope of activity, little information reached the public about MKULTRA and its operations until John Marks forced the government's hand using the Freedom of Information Act in 1977. Over 150 boxes of documents concerning MKULTRA were destroyed in 1973, but six misfiled boxes escaped Gottlieb's purge. These boxes were released to Marks by then-CIA director Stansfield Turner, who wanted the public to know what their government had done in its pursuit of psychic research.

In 1978, NDD agents clumsily attempted to use some of the information gained from the public disclosure of MKULTRA's experiments. Under NDD direction, the Reverend Jim Jones of the People's Temple Full Gospel Church tested some of the most radical mass mind control theories put forward by MKULTRA's findings. This experiment fell apart when U.S. Congressman Leo Ryan was assassinated following a visit to the

test site in Guyana. Faced with congressional inquiries and full exposure of their activities, NDD agents gathered together the test subjects and used their techniques to make them drink a cyanide mixture. In truth, the techniques were largely a failure and most devotees had to be tracked down and shot, including the Reverend Jim Jones. The fiasco alerted Aegis to the Directorate's interest in their research and resulted in a further tightening of security around all mind control/psi-related projects. The largest group of the most sensitive projects are now located at a medium-sized complex (housing several secret research teams, only some of which are MKULTRA) several miles away from the Ranch on the Nellis Range where security is very tight. These groups tend to specialize in the analysis of alien artefacts and psychic research.

Although many of MKULTRA and MKSEARCH's subprojects were dismal failures, the true successes were kept secret using many of the techniques that were created under the project. To cover past successes, the CIA ensured that information released to the public concentrated on the failures of MKULTRA research and attempted to destroy any credibility that mind control might once have held. Their strategies affirmed the strength of the human psyche, and created the illusion that the mind remained impenetrable to foreign influences.

PROJECTS GONDOLA WISH, GRILL FLAME AND CENTER LANE

Although SRI's Project SCANATE began offering its services to other agencies around 1973, it was several years before agencies through the United States began using this resource. Both the Navy and Defense Intelligence Agency joined the CIA in tasking the viewers, but it was the DIA that was the most impressed.

Major General Edmund R. Thompson, head of INSCOM (Army Intelligence) set up a separate low-cost remote viewing team under the direction of Captain Skip Atwater in 1978 to determine the kind of security threat Soviet remote viewing might pose. Under the code name GONDOLA WISH, six promising candidates were selected for testing. The project was located at Fort Mead in Maryland, and housed in buildings 2560 and 2561 on the base. The recruits were trained in the art of remote viewing under Ingo Swann in exchange for a healthy reimbursement. The project soon found that remote viewing targets worked far better than trying to block other viewers, and moved toward more offensive activities. The project's name changed to GRILL FLAME later that year, and stretched to encompass not only the Fort Mead group, but also the SRI team as well.

The intelligence community's reactions to GRILL FLAME varied widely, but those who used it were more than satisfied and returned again. Many skeptic's beliefs were tested by the high success rate the remote viewers attained as well as the impossibly precise details reported. It was soon found that everyone

had some latent talent for remote sensing, and the search for GRILL FLAME candidates soon switched to weeding out all but those with strong talents.

During the Iranian hostage situation in 1980, GRILL FLAME operatives made attempts to locate the hostages and determine their status. Other tasks included checking out suspected nuclear tests in China and the Soviet Union, as well as locating suspected electronic monitoring devices built into the American embassy in Moscow.

Still, the data gathered by the psychics was only rarely used by the agencies that requested it. The information was more often used to confirm rumors, and to gain insight into puzzling problems. Actual use of the psychics' data for an operation was seen as too risky. Concerns about the backlash that would be generated should anything go wrong kept most GRILL FLAME clients from relying on the intelligence gathered. Nonetheless, GRILL FLAME's clientele grew steadily, and soon included the FBI, DIA, CIA, Secret Service, Air Force, Navy, Army, DEA and NSA. It was a cheap and effective resource, even if a little disconcerting.

In 1981, a House Committee on Science and Technology asked for a serious assessment of parapsychology. Instead of reporting what was currently being done, Aegis directed the CIA to release outdated files on ESP research from ARTICHOKE and MKULTRA, creating the impression that nothing useful was being gained from psi-research. Meanwhile, Project GRILL FLAME was at its height, having discovered that remote viewers could see through time and space to anywhere in the universe. Playing with this discovery, GRILL FLAME operatives began further experimentation with their powers, and tried to guess at the winning numbers in a lottery, to find buried treasure, and even to investigate historical battles. While the attempts at getting rich were inevitably failures, the visits to the past were quite rewarding and proved highly accurate.

This period of growth in psychic operations was marked by the appearance of its greatest supporter, Major General Albert Stubblebine. A true believer in psychic abilities and the supernatural, Stubblebine loved the remote viewer project and supported it whole-heartedly. He held retreats for his fellow officers at the Monroe Institute, and hoped to prepare his colleagues for whatever the Soviets could come up with. His views were quite revolutionary, and many believed him to be somewhat insane. Stubblebine believed that psychokinesis could be used to disable enemy electronics systems, and that telepathy could affect whole platoons of enemy soldiers. His aide Colonel John Alexander, who had studied Soviet psychic research for many years, supported those beliefs and backed his claims by research stolen from the Soviets. Stubblebine at one point held a party in which psychokinetic spoon bending was performed before everyone's eyes. While he had hoped to open his fellow officer's minds, it had the opposite effect, making Stubblebine an object of laughter, and giving him the nickname "Spoon-bender Stubblebine".

Stubblebine gave the Fort Mead team the code name Project CENTER LANE and placed them under his own command so that he could exert direct control on their work, and more importantly, protect them from the elements in the government that wanted the whole project shut down. This shift in command signaled a change in the unit to more freestyle methods of remote viewing, in opposition to Swann's formal methods for producing reliable data. Following the break-up of the Soviet Union, terrorism became the unit's new focus.

At SRI, infighting was breaking up the team, and soon led to its downfall. Targ left the program in 1983 after accusations that his work had become sloppy, and began working with contacts in the Soviet Union instead. Swann, who was busy developing his formal method of coordinate remote viewing (CRV), stopped working with Puthoff as he preferred to work on his own.

The CIA decided to bolster its own stable of psychics under Project CYGNET and began picking strong psychics from research programs throughout the States. Remote-viewers, psychokinetics and telepaths were all recruited with Price's approval. Aegis continued to secretly recruit CYGNET members to further strengthen both the group, and their control over it.

MKOMEGA

By the time MKULTRA was officially terminated in 1964, most of the research was over and operational use of the technology was underway. The secret components assumed by Aegis literally moved underground. Using abandoned Nike missile bases throughout the United States, the continued project enjoyed large, secret facilities without fear of aerial surveillance, or satellite observation.

For MKULTRA, the 1970s and 1980s saw the refinement of the drugs, techniques and implants developed in the 1960s. These techniques have been put into operational use in a two ways: to cover continued experiments by implanting memories of alien abductions, and to attempt to learn more about the Greys by probing the minds of actual abductees. The remarkable success of this program has not only increased Aegis's knowledge of Grey activities, but also their knowledge of Grey technologies as they recover subconscious images and remove implants.

In the 1980s, government abductions increased dramatically as experimentation with genetics reached a climax under newly formed sub-project MKOMEGA. The top secret Project MKOMEGA was inaugurated by a scientist, known only by the pseudonym Dr. Valkryie, within the CIA in 1981. The project's goal was to rebuild America's dominance in the field of bio-engineering. While in contact with Aegis, Dr. Valkryie was not recruited, and worked largely on his own with the full backing of Aegis Prime. Project MKOMEGA began as a small research project run out of an abandoned military base in Iowa, but soon attracted increased funding and spread to over thirty

facilities including hospitals and prisons across the United States and overseas. While the 1960s experiments with genetic engineering had concentrated on physical and mental characteristics, MKOMEGA was guided by teams of genetic and social scientists who better understood of what they were working with. Previous experiments had led to emotionally crippled, muscle-bound freaks who wreaked havoc despite attempted Aegis rehabilitation. Ultimately all of the early test subjects had to be destroyed.

The MKOMEGA program was the first to return to the field of genetic engineering. The project created a new strain of socially malleable clones with average build and appearance. Although superior to the overall human gene pool, these clones or "Citizens" were designed to be sleeper agents controlled by MKULTRA hypnosis techniques, and switched at birth with normal babies. The sleepers would awaken one day to do the bidding of their controllers without question or complaint.

Dr. Valkryie had specific traits that he attempted to bring out, including heightened intelligence and physical stamina, but was limited by poor samples and a small selection of gene donors. Once funding increased in the mid-1980s and he gained access to MKULTRA abduction teams, his research efforts and successes rose significantly.

Although Aegis monitored the project, and even supported it by allowing MKULTRA agents to abduct specified "genetic samples," Aegis Prime kept their distance. They were wary of associating with another genetic engineering project so soon after terminating the last of the "mistakes" from their experiments in the 1960s. Upon review of Dr. Valkryie's work, however, they recognized a certain genius of method and their concerns abated somewhat. The careful and multi-disciplinary approach he took was quite admirable and worthy of attention. Although still only watching from a distance, Aegis Prime is keeping close track of MKOMEGA's clones. These Citizens are now in adulthood, and represent the brave new front of MKULTRA.

Recent government interest and investigation into cloning research have dissuaded many agents from associating too closely with the project, but the CIA has been very careful to keep MKOMEGA's existence hidden from Congress. Like Aegis Prime, the CIA is very impressed with the project. The agency sees it as the kind of cutting-edge technology that they once were the proud masters of, and wish to regain that status once more.

Another of Aegis' deeply buried successes was the development of the MHIC-EDOM. It is only one of many incredible technologies created under the MKULTRA banner. Other breakthroughs include implants that wrest away conscious control of a subject's body, and devices that can alter a person's brain wave patterns from a considerable distance.

POST-STUBBLEBINE

While the future looked bright for remote viewers in the early 1980s, Stubblebine's far-out beliefs were catching up with him. By the end of 1984, he had lost control of Project GRILL FLAME. Stubblebine was replaced by Harry Soyster, a staunch disbeliever who quickly tore down the walls that Stubblebine had built around his project. The remote viewing project was expelled from the Army at the end of 1985, but the project was saved from oblivion by Jack Vorona, a top scientist in the Pentagon. He had the team shifted to DIA control and renamed it Project SUNSTREAK. Some members left, including the project's most reliable remote viewers.

During this time, the project, which remained at Fort Mead, was tasked with locating Gaddafi, Noriega, finding hostages in Lebanon, looking for POWs in Vietnam. They even worked with the DEA to locate suspected drug-smuggling vessels around Miami. Thus, after a period of extreme shake-up, things finally seemed to be getting back to normal.

In 1988, however, the remote viewing project was subjected to further scrutiny from the government. In the face of ongoing Iran-Contra affair hearings, the elected officials didn't want any further scandals. All paper-work concerning Project SUNSTREAK and its predecessor's successes was destroyed and only the initial research conducted at SRI was presented to the auditors to prevent the public from knowing how successful the group had become. The auditors declared that their reliability was far below operational requirements and the Inspector General decided the unit should be shut down.

Despite all that had happened, this was only the beginning of bad times. The newly appointed head of the DIA sought to destroy it once and for all. Only quickly organized remote viewing demonstrations for the various government agencies kept the program alive, as the impressed agencies wanted to see more. Aegis worked hard to keep funding flowing without revealing the true extent of developments. As usual, the best of the psychics trained were recruited into Aegis.

The overall effect of this turmoil on the unit was a substantial decrease in operational tasking. They began turning their attention to more "interesting" targets, including alien sightings, locating the Holy Grail, finding the Loch Ness monster and solving modern mysteries such as the crash at Gander, Newfoundland. Influenced secretly by Project CYGNET operatives, the Project SUNSTREAK team began extending their powers by trying trips to Mars, Jupiter and then to planets in other solar systems and ultimately alien civilizations. UFO sightings during RV sessions were increasing dramatically, and many RVers became convinced the aliens would target them for abductions.

The SRI contract ran out in 1990 and no great protector of the unit appeared. The Project SUNSTREAK team fell apart and scattered. Aegis recruited the best of the unit's members. Other members started a remote viewing company called Psi-Tech later that year. To this day, Psi-Tech continues to contract out to corporations and occasionally government agencies.

MASS MIND CONTROL

Even before technologies for controlling individuals were perfected, mass mind control was seriously considered and researched under the MKULTRA banner. Among the most secretive of research, a very public aspect to the work was instituted in the form of television and advertising. Using the best minds in the advertising and media worlds, the CIA was able to develop highly effective models to control the masses. Among the technologies developed were subliminals, extremely-low frequency (ELF) beamed emissions and mind altering drugs for placement in regional water supplies. Under Project SLEEPING BEAUTY, the Defense Department even studied remote microwave mind-influencing techniques.

The cover story for these subprojects was the eventual control of the Soviet population for the purposes of turning them against the Communist system. Working through worldwide broadcast networks, subliminals were first beamed into the Eastern bloc in 1978. This effort was detected by the Soviets in 1979 and proved unsuccessful due to the nature of the broadcasts (coming from satellites) and the ease of overriding jamming technology in the modern age. Nevertheless, MKULTRA technicians set about refining the techniques until they became invisible to Russian officials scanning the incoming transmissions. Efforts to block the transmissions subsided and the signals began their insidious work. While the causes were varied and complex, the signal's contribution to the fall of the Berlin Wall in 1989 and the collapse of the Soviet Union in 1991 cannot be discounted.

Other mass mind control operations conducted within the United States are too numerous to list and continue to this day, subtly manipulating the population. Subliminals are inserted in television broadcasts, and infiltrated into web sites without their owners knowing. ELF microwave emissions create desired mental states in regional populations across the United States. Even the drugs developed to be used in the water supply and food of the nation have, particularly around election time, induced either deepened apathy or heightened awareness, depending upon Aegis' needs.

The experiment at Jonestown was conducted entirely by the NDD, but Aegis Prime carefully monitored the situation and ensured that their agents were sent along with the first medical doctors that arrived on the scene. Horrified at what they found, the agents were even more distressed when they found that the majority of people were in fact shot and only a few had drunk the cyanide mixture. In fact, reports filtered in that escaped cultists were hunted down by Guyana forces under the direction of the NDD, then dragged back to the camp, resulting in constantly rising death tolls. In all, over 900 people died at Jonestown. Survivors relate varying stories of what really happened -- a result of both NDD and Aegis memory altering techniques.

STARGATE

Four members of the old Fort Mead remote viewing unit were gathered together under new DIA leadership, and renamed Project STARGATE in 1991. This group was tasked with Gulf War targets, including the location of Hussein and SCUD sites. The following year, a STARGATE member left the Army to set up his own company, Problems-Solutions-Innovations (PSI). With subtle Aegis influence, Project STARGATE funding continued, despite the fact that no new remote viewers were recruited.

The unit moved to the CIA in 1994, which, in turn, had the American Institutes for Research study its reliability. The Institute was given the last couple years worth of data, and found the unit to be sorely lacking. A study was released to the media, reviewed on Nightline, and further fostered the image that remote viewing was ineffective and unreliable. This was perfect for Project CYGNET, which was enjoying continued anonymity despite its spread throughout the intelligence community.

David Morehouse, still in the Army, but no longer associated with the remote viewing unit was accused of several crimes in 1994 in an effort to stop him from writing a book (Psychic Warrior) about his experiences. He also had several attempts made on his life. In his defense, Morehouse tried to have his time and work with Project SUNSTREAK entered into evidence, which would have required the declassification of many sensi-

In the 1990s, the NDD began to realize that they were far behind Aegis in terms of psychic research. Through the Science Applications International Corporation (SAIC), one of the biggest defense contractors in the US, they took interest in parapsychology by founding the Cognitive Sciences Laboratory, which studies psychical phenomena. SAIC also participated in the 1993 American Parapsychological Association meeting. Despite the abilities of unknown meta-human infiltrators in its midst, the NDD just now believes it is approaching Aegis' psychic capacity.

file files. The military had no choice but to plea-bargain to avoid this. Morehouse left the Army with a "less than honorable" discharge that year. He proceeded to publish his book in 1995.

Also in 1995, a CIA press release confirmed its research into remote viewing, but as always, only the initial SRI test results were released, showing only a 15% success rate. They publicly declared Project SUNSTREAK to be shut down. In truth, the CIA transferred three remote viewers to the DEA and secretly kept the other viewers on as contract workers (a trend popular in the CIA at the time).

Projects CYGNET, GRAYBEARD and MKULTRA continue functioning to this day.



The Aviary is the name of an alleged group of former intelligence agents who work with the UFO community for unknown purposes. Some believe they are leading researchers astray. Others are convinced they know the truth and are revealing what they know slowly, so that the public does not panic. Known by code names, they include C.B. Scott Jones: Falcon, Col. John B. Alexander: Penguin, Ron Pandolfi: Pelican, Dr. Christopher Green: Bluejay, Hal Puthoff: Owl and Jack Verona: Raven.

THE ABDUCTEE EXTRACTION TEAM

MKULTRA's current purpose is to learn as much as possible about Greys and particularly those individuals who are abducted by them. Because Aegis knows so little about these aliens' culture or their motives, any information is valuable. MKULTRA contributes largely by using UFOlogy and abductee support groups to identify possible targets. MKULTRA operatives then abduct those individuals for testing and implantation so that they can track them and possibly identify Grey areas of activity. Thus far, the biggest success has been the identification and exploitation of Grey implant technology. By using psychics involved in the project, MKULTRA is learning more and more about Grey activities.

Aegis Prime is particularly concerned about information leaks from the MKULTRA teams as it would tip off the Greys to their activities. For this reason, all MKULTRA operatives involved with abductees are secretly implanted with powerful tracking and monitoring devices that allow higher level operatives to watch their movements and listen in on their conversations. MKULTRA agents are the most monitored in the world

PROJECT RASPUTIN

As early as 1939, Stalin authorized and funded a highly secretive group of psychic and occult researchers headed by a celebrated Russian psychic, Wolf Gregorevich Messing. Stalin was so insistent on secrecy that Messing was forced to maintain his established public persona as a performer. This group greatly aided Russia's war effort and unknowingly worked with the Watch against the Nazi occultists. At the close of the war, Messing's talents decreased and he was re-assigned as a travelling showman for the Goskonsert.

Meanwhile, the paranormal group was reformulated and refocused toward psychic research. Stalin allowed only one facility to exist and a limited number of staff. The group was headed by Dr. Sergei Markova, whose 10-year old daughter Tatyana was the star subject. Stalin kept careful control over this group and demanded consistent results. Stalin also ordered the elimination of any outsiders who displayed psychic tendencies. By 1954, the senior Markova died of a heart attack due to overwork. His daughter, who had now developed into a brilliant young physicist and powerful psychic (and reputedly was a favorite of Stalin's), took over the project. Stalin humored Markova when she asked to label the group Project RASPUTIN.

In 1958, one of Khrushchev's first official acts as Premier was to triple funding for Project RASPUTIN and focus it principally toward

Cold War spy activities. By this time, Markova's ground-breaking team had developed rudimentary psychotrons (psychic enhancing devices) and the basics of Biological Psychokinesis, but she objected to Khrushchev's decision to direct RASPUTIN toward spying and assassination. In the end, Markova could not move Khrushchev, and Khrushchev could not afford to eliminate Markova. RASPUTIN settled into an uneasy existence somewhere between a research group, and a psychic spy agency.

Public interest in psychic phenomena mushroomed in 1960s. While psychics would amuse and entertain the Soviet population for years after Stalin's death, it was not until Rosa Kuleshova appeared in 1962 that the world took notice. Kuleshova was renown for her ability to teach the blind how to see colors and pictures and even read with their fingers. She taught her students to "sense" the colors and text psychically. Kuleshova drew governmental attention when she proved able to read documents enclosed in sealed envelopes. In the end, Kuleshova degenerated into nervous fits and schizophrenic confusions. She did, however, open up several new areas of research that continues to this day. In the 1970s, Project BLIND AWARENESS was created in Buffalo, N.Y., and similar projects were founded in China and other Communist countries.

A few years later, a new sensation appeared on the Russian psychic scene. Nina Kulagina, the most famous Soviet psychokinetic of all time, could move small objects, warm skin to the point of creating burns and stop a frog's heart by mere thought alone. Entire parapsychology conferences were set up around demonstrations of her abilities, but she was not reliable in her attempts and always seemed exhausted by her powers. Reports began circulating that she had stopped a human heart at one point, but these rumors were never confirmed and were likely nothing more than conjecture.

With the blind readers and Kulagina's PK powers, parapsychology gained widespread popularity in the USSR despite its anti-Marxist nature. A Kremlin edict in 1963 gave psychic research top priority and funding increased on a yearly basis. Three years later, official experimentation with "transmission of bio-information" was conducted -- heart rhythms were sent to a target many miles away. The findings were positive, but the time required to send and register the alteration in heart rhythm made it highly impractical. The scientists decided that the best way to boost success rates was through the use of electronic equipment. ELF and VLF transmissions did not lead to an increase in psychic results, but the researchers found that it could affect the mind in other ways. This information was quickly put to use in the development of mind control technology.

The increase in Soviet interest in psi both within and outside the government did not go unnoticed by the KGB. In fact, KGB Chairman Yuri Andropov was very interested in psychic abilities and launched an internal survey of parapsychology labs throughout the Soviet Union. He discovered Project RASPUTIN in 1969 and, inspired by Markova's work, had the KGB seize control. He followed this coup with a full sweep that snatched

up all researchers in the Soviet Union and grouped them together under the RASPUTIN name. Overnight, entire research departments across the Soviet Union were quietly closed and moved to Moscow. This allowed full KGB control and greater interaction among the researchers. The consolidation of efforts actually resulted in connections between discoveries being found more quickly.

PSYCHOTRONS

Czechoslovakia, the home of some of the most prominent alchemists of the Middle Ages, has a long history of psychic phenomena, the supernatural and the unknown. As early as the 16th century, Rabbi Yehuda Low created the first "golem." From the 1970s, scientists worked to recreate Low's work by searching for techniques to imbue wood and metal objects with biological energy without success.

The Czechs used psychics extensively during the First World War. These soldiers employed ESP on the front lines to predict enemy movements, find traps, enemy troops and weak points. During WWII, Czech psychics were often targeted for assassination by Nazi agents who feared that they might gain information about German plans through precognition and telepathy. In the 1960s, the Czech Coordination Committee for Research into Telepathy, Telegnosis and Psychokinesis focused on improving psychic abilities. Headed by Dr. Zdenek Rejda, telepathic sending was reportedly perfected to the point of 98% accuracy by eliminating psychic background noise.

Most importantly, Czech scientists created a variety of psychotronic generators made of steel, bronze, copper, iron and gold. These objects were charged with a particular type of psychic energy that could be tapped when desired. They were collectively known as Pavlita generators, after a pioneer in psychotronic research, Robert Pavlita.

The biggest discovery made during research on psychotronic generators was that while the material used in construction affected its abilities somewhat, the shape was the most vital aspect. Pyramids, spheres and trapezohedrons are some of the more common shapes for psychotrons, but a myriad of other forms have been tested and used. It was not coincidental that soon after this research advanced beyond the theoretical stage, the Soviet Union invaded the country with a strong show of force. The research that had been so promising continued, but was now under complete KGB control.

Back in Moscow, scientists Lev Lupichev and Boris Ivanov at the Institute of Control Problems used information from the Czech developments to create the second generation of psychotronic devices. Later, Moscow's Institute for Problems of Information Transmission, a leading parapsychology unit, would adopt those techniques and spread them among many laboratories throughout the USSR to work on developing much stronger generators.

RASPUTIN GROWS

In 1977, Dr. Valery G. Petrakhov contacted L.A. Times correspondent Robert C. Toth to discuss the nature of psionics. Both were seized by KGB operatives, and interrogated for several days. After much diplomatic wrangling, Toth was released, but not before being warned that the information he had received was related to top secret Soviet research. Shortly after, Petrakhov was transferred to a research laboratory deep within the Soviet Union. This was the first hint to the Western press that something big was going on behind the scenes, something they could only imagine in their wildest dreams.

The KGB rewarded their researchers well, provided they obtained results. The successful received unprecedented funding, as well as *carte blanche* to perform whatever research they needed, regardless of human rights. The KGB also had access to entire warehouses of Nazi occult research material recovered after the war.

The focus of the KGB's psi-research, as in the case of the CIA, was practical applications for psi. To facilitate this, the KGB created the Popov Institute in Moscow to work in the field of psychotronics, the science of applied psychic technology. Secretly located under the Kremlin, the Popov Institute worked closely with the Laboratory of Bio-Information which conducted telepathy, remote viewing, distance healing and dermo-optics experiments under the direction of I.M. Kogan. Soviet psychic advances exceeded any in the world.

In the area of hypnosis, the Soviets quickly learned of MKULTRA's activities and began their own research in the area. Pushed further by discoveries of brain patterns created by the use of psychic powers, Project RASPUTIN researchers took over the hypnosis programs and duplicated most of the American discoveries, although they were primarily used offensively on enemy agents.

The KGB created a screening process that operated out of high schools, universities and the military throughout the Soviet Union for the purposes of detecting psi-talented individuals, and to hunt down the best clairvoyants and psychokinetics to serve Russia. Stories of powerful remote viewers and seers predicting military movements emerged throughout the 1970s from migrants and defectors.

There were also indications of darker RASPUTIN experiments, including the torture and death of prospective psychics who were subjected to heinous experiments. The KGB also forcibly recruited Siberian shamans and Tibetan monks and tried to make them use their powers to kill at a distance. Their intentions were very dark, and very clear: use psi in whatever way possible to cause the maximum amount of damage to the enemy, regardless of consequences.

DIRECTORATE X

In 1978, the autopsy of a Russian postal official revealed the presence of mechanical implants of extraterrestrial origin. While a number of subprojects of RASPUTIN were investigating UFOs and the possibility of alien life, this evidence confirmed it once and for all. Within a month of this finding, all psi research was pushed even further underground and Andropov declared a new focus for RASPUTIN. A systematic examination of all high-level researchers and officials was instituted to determine who else had been implanted. Orders were issued to remote viewer teams and telepaths to find out everything that they could about these aliens. The KGB employed any and every means to secure this information.

The next year, Directorate X (the Tenth Directorate) was formed and recruited top scientists and crack special forces troops. Its mission was to develop methods of finding UFOs. Although initially the goal had been to open communication with the aliens, intervening incidents (still classified) changed this focus. The Directorate was soon tasked with destroying any UFOs discovered. Among the members of this top-secret Directorate was a former submarine captain with the Soviet Navy. He contributed to the effort by developing a technique for tracking and locating unidentified submarine objects (USOs). This method was released in a manual to only the most trusted submarine captains.

From the very beginning, Directorate X was supplied with the best scientists, the best troops and all the money it needed. Directorate X first set up bases in remote regions to research evidence of the aliens but soon realized that they could be easily located that way. They began working from planes, staying only for brief periods at existing air force bases. In this manner, Directorate X became the first mobile organization with no fixed address. Their psychics worked hard first to become invisible to the Greys and then to develop methods of hurting them.

Directorate X members know of Aegis and the NDD, but they are hesitant to make contact with either. They know that the NDD appears to have some kind of treaty with the Greys, and that joint Grey-NDD operations are relatively common. Aegis seems to be more independent and secure, but Directorate X members distrust all Americans (Cold War animosities are not quickly forgotten) and value their mobility and secrecy above all else.

In recent years, Directorate X has learned something about Saurians and Atlanteans through their own operations and infiltration of Aegis and the NDD. These aliens appear to be Voids, however, so Directorate X has been hindered in gathering intelligence on them. In all, Directorate X considers the Saurians and Atlanteans to be minor threats compared to the Grey menace.

The typical Directorate X member is older (over 35). He is a combination psychic, scientist and soldier due to the rigid training requirements of the group. Directorate X operates in cells of three to eight, but psychically have contacts in at least three

other cells. This way, they can never be completely isolated. There are over 200 Directorate X members active today. Their exact agenda is not entirely known, and at least some are quite insane.

SATELLITE ALEXIS

The culmination of psychotron research was Alexis, the biggest psychotron ever created. Developed by Tatyana Markova, the satellite is shaped like a giant peach and is built out of gold, iron and wood. Alexis not only defies the bizarre laws of psychotron design, it follows none of the standard aerospace design requirements. Many in the know still question its long-term survivability.

Completed in 1977, the satellite was launched into orbit later that year under the strictest of security measures. According to reports, on the day of the launch, Tatyana was hit by a van and died before she reached the hospital. The accident happened just outside of Gorky Park in front of a large number of witnesses, and within short distance of suitable medical facilities. Given the apparent staging of the incident, Aegis has conducted several investigations into her death in recent years. Medical records show that she suffered extensive cerebral trauma and reported that she was buried outside of Moscow in a section of a KGB hero's cemetery. While a marker appears in that cemetery bearing her name, a daring nocturnal raid showed the grave to be empty.

Following Markova's death, Alexis was used to calm riots, maintain control in the Eastern European nations, and aid spy efforts against the Chinese and Americans. Operated, charged and maintained by a psychic team located in the Siberian Arctic Circle, the satellite has been a huge success. The CIA only learned of Alexis in 1987 from a defector high in the KGB. Turning their attention to finding the satellite, both Aegis and the CIA were unable to either locate the satellite, or determine who controlled it.

In 1986, the Mir space station was launched, and was continually manned by cosmonauts. The KGB was an integral part of this program, as they hoped to use the station to maintain closer control of Alexis. Using protocols actually designed by Markova before she disappeared, it became standard procedure for cosmonauts to be trained in psychic disciplines so that they could manipulate Alexis.

After the fall of the Soviet Union in 1991, Aegis learned many details about Alexis from Josef Petrov, a researcher who had assisted in its development and was employed as controller in the Siberian station for several years. Control of the satellite had been transferred to Mir cosmonauts in 1988, but the collapse of the USSR left them stranded and without orders. Alexis had been forgotten and Aegis immediately capitalized on this opportunity. The former Soviet ground crew was offered, and accepted, transfer to northern Alaska and substantial government salaries. In this manner, control of Alexis was seized by Aegis. To avoid cosmonaut control of Alexis outside of Aegis' control, Mir was sabotaged, eventually crashing into the sea in 2001. To this day, Aegis maintains secret control of Alexis, the CIA assuming the satellite a failure.



THE FINAL DAYS

Increasing incidents involving Greys prompted the creation of the Raukov Protocol, which specified development of cerebro-energetic technologies to enhance telepathic sending for purposes of damaging the psychically sensitive Greys. Originally envisioned as a tool for defence against alien invasion, Alexis was put to good use under the Raukov Protocol. The satellite broadcast the thoughts of a man being tortured to a Grey base in the Ukraine, and though several psychics in the area were severely damaged by the strength of the transmission, the Greys suffered worse and were forced to flee.

In 1989, the New York Times reported that UFOs had landed in Russia. While the article contained little information other than the headline, it appears that on September 27th, up to seven UFOs landed in Voronezh (300 miles southeast of Moscow.) Most of the ships hovered over nuclear installations while one landed in a nearby park. Several Greys emerged from their vessel to wander through the area. At the same time similar landings occurred in Hungary, including one at a Soviet airfield where the Greys tried to steal a MiG fighter, and used "beam weapons" that made soldiers ill.

The Soviet Air Defense Command Center was used as a meeting ground. This treaty prohibited the abduction of Russians, required the removal of all Grey bases located in the Soviet Union and its coastal waters by 1990, promised that the Raukov Protocol would not be used again, and assured that complete secrecy would be maintained by both sides. This treaty was signed between the Greys and the Soviet government.

Then the unimaginable happened in August of 1991 -- the Soviet government collapsed. Members of Directorate X were unsure just how the Greys would react with regard to their treaty. Instead of waiting to find out, the majority of Directorate X went underground and kept tabs on events from remote bases. They continued operating by using false military identities. To this day, Directorate X remains in existence, although their modern guise is more often that of various Russian organized crime syndicates. Officially, there are no Directorate X members: they have all scattered to the winds, using a kind of "psychic internet" (developed internally) to keep in touch and get back together for operations.

THE PILLAGING OF RASPUTIN

Immediately upon the fall of the Iron Curtain, revelations of horrific terminal experiments and mind control tests far beyond the imagination of the parapsychological community began pouring out. The researchers developed a wide variety of psychotronic generators, and experimented with PK as a method of paralyzing and killing at a distance.

With a small degree of inside information, Aegis acted quickly, managing to suborn most of the RASPUTIN projects. Equipment and data were quickly seized in daring raids. Scientists and psychics were recruited through generous cash offers, often through the use of CIA covers.

The collapse of the central government, and particularly of the KGB, resulted in some psychic laboratories being isolated and abandoned by their government and cohorts. As a direct result, a number of the Soviet psychotronic generators and research personnel fell into the hands of the various criminal organizations that filled the gap the government left. These groups, each with their own agendas, utilized these to further their ends. In one incident, a psychotron was used to induce a heart attack against Russian President Yeltsin that nearly killed him.

In the turmoil brought about by the collapse of the Soviet government, the personnel, resources and data of Directorate X disappeared. Aegis returned to Russia after extensive debriefings of RASPUTIN scientists revealed the existence of Directorate X, but discovered that the Directorate was missing from the KGB successor's chain of command. Further investigation revealed that the psychic corps had gone further underground and was now operating independently, using still classified bases throughout Russia and Eastern Europe. For the most part, Directorate X seemed to be continuing its struggle against the Greys and Saurians. Although Aegis made several attempts, contact between the two organizations was avoided seemingly at the last second by mass evacuations of known bases. Directorate X members appeared to know Aegis' moves beforehand. Some analysts posit that Directorate X has access to functioning time machines.

RASPUTIN scientists and psychics have profited from their migration by greater freedom and economic prosperity in the United States. They have been largely integrated into Cells throughout North America, and have greatly advanced existing psychic research programs. Project CYGNET in particular benefits from over a hundred experienced Russian, Bulgarian and Czech psychics joining the organization. The information RASPUTIN scientists brought with them advanced Aegis' psychic research by at least a decade and opened up entirely new lines of investigation previously ignored.

Currently, the overall goal of Aegis' RASPUTIN members is to identify remaining scientists in Russia worth contacting and in learning as much as possible about Directorate X. Aegis retains hope that contact with Directorate X can be established. So far, there has been little success in either.

PARAPSYCHOLOGY

While most of Aegis' psychic capacity derives from MKULTRA and RASPUTIN efforts, the conspiracy is continually on the lookout for promising, unaffiliated parapsychological programs. This interest developed as the mainstream parapsychological movement flourished starting in the 1950s.

In the 1960s, interest in Nina Kulagina's and Uri Geller's psychokinetic abilities dominated the private sector scene. Poltergeists, ghosts and metallic voices recorded on audio equipment were also studied closely. In 1962, researchers at the Newark College of Engineering focused on intuition and instinct as a way to see the future. Psychic dream research also began in the 1960s to determine the potential for psychic foresight and dream recall. The subjects would be sent images in their dreams and tested to see if the sent image appeared. Findings were positive, although the subjects would receive the images in a mostly symbolic manner. The use of sensory deprivation sharply enhanced successes as the subjects were less likely to be distracted by outside events.

The renewed psychic interest among the public and in academia brought with it renewed skepticism, this time from a formally organized group known as CSICOP (the Committee for the Scientific Investigation of Claims of the Paranormal.) This organization was founded to debunk psychical phenomena. In truth, it was secretly funded by NDD elements in the government to provide a mouthpiece for refutation of psychic research.

PSI RESEARCH THROUGH THE 1980S

In the 1980s American parapsychologist Jeffrey Mishlove entreated fellow researchers to seek out practical psychic applications that might help business and science. He created a new field of research, "applied psi," which merged psychic abilities and various sciences and activities. Archaeology, education, geological exploration, military intelligence, police work and weather prediction were all deemed suitable subjects for applied psi.

PSI TODAY

Parapsychology has become a legitimate science in recent years, with over 100 universities running "private" parapsychology programs of one kind or another. Unlike the group seances of the late nineteenth century, the focus today is on inner learning. Many individuals have taken their psychic abilities and turned them toward beneficial purposes in a goal to better all of humankind. For some, this means writing books or appearing on regular TV shows. Parapsychologists have not yet had time to study these phenomena sufficiently to come to any conclusions, but some suspect that belief in, and awareness of, humanity's collective conscious has opened the door to everyone's psychic development. The result is that strong psychics are appearing on the scene in the last few years who have no connection to any academic institutions or psychic centers.

Unfortunately, this is exactly the sort of situation that both the government and Aegis had hoped to avoid. Today anyone could be a practicing telepath or clairvoyant. While true psychic talent is not particularly common, it is far more widespread now than even a decade ago. Both Aegis and legitimate government agencies are pouring their energies into tracking down these rogue psychics and either recruiting or "pacifying" them.





CHAPTER 2.2: PSYCHIC POWERS

PSYCHIC ABILITIES

The nature of psi remains highly debated because it defies classification, prediction, and even observation. Although initial experiments and theories posited psi as being a form of electromagnetic energy, all available evidence points to the contrary. While electromagnetic forces do seem to affect psi (particularly with regard to decreased abilities during geomagnetic storms), psi itself appears to increase in power when electromagnetic energy is restricted. Current information suggests that the human body is subtly and significantly affected by extremely low electromagnetic fields. Although psi may not be affected by electromagnetic energy, its generator (the human body) is. This would mean that although psi cannot be “amplified” or “damped” by electromagnetic means, particular EM effects on the human body might restrict that person from generating psi effects (as in the case of geomagnetic activity or Grey “burning”). It would seem from available data that the human body is tuned to the resonance of the Earth and when that is disrupted or altered, psi ability is decreased.

Psi also appears to be activated by highly stressful situations. It is no accident that most psychic apparitions occur during

some kind of trauma. This may be an evolutionary survival mechanism that has faded in modern times. Recently, however, psi abilities have shown marked increase. Researchers report that subjects are attaining successes that were previously unreachable. Perhaps we are on the threshold of something major, something that portends a spiritual awakening of an entirely new kind.

STRONG ESP

For each of the Basic ESP abilities presented in the main rulebook (see p.189) characters may increase the ability to “Strong” for an additional two Quality Points. Each of the five Basic ESP abilities (Hunch, Intuition, Ken, Read Aura and Second Sight) must be purchased individually. Each ability normally requires a Difficult Willpower Test to use, or a Rhine Test, and can only be used successfully once per week. When an ability is increased to Strong ESP, the ability requires a Simple Willpower Test to use, or has two attempts on any Rhine Test. In addition to this, the ability can be used successfully once per 24 hour period. Characters do not need to be Talented to increase a Basic ESP ability to Strong, though use of Strong ESP is at the Chronicler’s discretion. If the character then goes on to develop the full Psychic Power of a Strong ESP related ability, the Strong ESP is lost in favor of the new power, and the two Quality Points lost count towards the cost of the full Psi-Power.

RELATED PSYCHIC POWERS

ESP Ability	Related Psychic Power
Hunch;	Clairvoyance
Intuition	Telepathy
Ken	Cognition
Read Aura	Clairvoyance
Second Sight	Cognition

PSYCHIC POWERS

Psychic abilities are briefly covered in the *Conspiracy X* main rulebook, although the abilities presented only skimmed the surface of psychic powers uncovered by parapsychologists over the last few decades. The complete list of powers are presented below, those in the corebook are reprinted for ease of reference and to clarify as well as expand the possibilities of each power.

ESSENCE AND PSYCHICS

Most Psychics do not use Essence directly, but their powers have the side effect of strengthening their spiritual energy. A psychic's Essence Pool gains an additional point for every level of Strength and Art in any and all Psychic powers he possesses.

PSYCHIC DRAIN

Psychics can "push" themselves, exerting themselves to perform more powerful feats than normally possible, though this is incredibly draining on the psychic both physically and mentally. A psychic can boost their effective Strength in a particular ability by spending Endurance Points. For every two Endurance Points spent, the psychic can increase the Strength of the next psychic use by one level. The Strength can be increased by a level equal to the psychic's Willpower. The Endurance Points used must be "spent" through a full Turn of concentration. If the psychic is interrupted or disturbed and is unable to perform the psi-Task in the next Turn, the Endurance is still lost. Endurance spent to boost psychic ability is regained as normal.

Excessive use of boosting in this way may result in nosebleeds, migraines or blackouts. At the Chronicler's discretion, a psychic may boost over their Willpower by spending Life Points – again two LPs for every additional level of Strength. This is limited by the psychic's Constitution. For example, Murdoch wants to perform a powerful Telekinetic ability. He knows he is not strong enough to perform the feat, having a Telekinesis Strength of 3, so he concentrates and boosts his Strength by spending Endurance. He has a Willpower of 3, so can spend 6

Endurance Points to boost his Strength to 6. However, he knows this still isn't going to be enough, and with the Chronicler's approval decides to spend Life Points to boost his strength further. He has a Constitution of 2, and can boost his Strength to 8 (3 normally, 3 from Endurance, 2 from Life Points) losing 4 Life Points. This is enough to perform the Task, although he may still fail the roll. After this exertion, Murdoch will probably collapse, exhausted and weakened, possibly suffering from a severe headache and nosebleed.

ENVIRONMENTAL FACTORS

Variations in the reliability of psychic abilities have been noted since the late 19th century, but only in the 1960s did the Soviets isolate a few of the environmental factors which cause such variation. Thunderstorms have been found to affect mental psychic powers, reducing the Strength of the power in the area by -1.

A second major factor is geomagnetic activity. At the 1986 Annual Meeting of the American Psychological Society, a group of doctors who had studied the problem independently each concluded that during, and for a few days following, a geomagnetic storm (caused by solar flares) all psychic powers were disrupted. Psychics attempting to use their powers following a solar flare suffer -3 to all Tasks and Tests. This disruption effects Basic ESP as well, making it next to impossible for most people during these times. This is an important factor to consider when the sun's eleven-year cycle of activity is reaching a peak (2001 being the last, 2012 expected to be the most potent Solar Maximum since 1958, where the Northern Lights could be seen as far south as Mexico). Recent studies also show that such activity is more extreme, and the storms stronger than any previously measured. The Chronicler should decide if a solar flare is happening, the effects of which will usually last D6(3) days.

RAPPORT

Close personal ties have been found to enhance telepathic performance between two people. Basic ESP between two people who know each other well also appears to function better. The Soviets termed this phenomena "rapport." Research revealed that sometimes the two people's heartbeats and even breathing patterns synchronized. Although rapport can be built artificially with concentrated effort, it is most often created by familial or friendship ties. Characters using telepathic or clairvoyant psychic abilities on a friend or close family member gain a +1 bonus to the psychic Task. If two characters make a concentrated effort for two hours and each pass a Simple Perception Test, they gain the benefits of rapport for the next 24 hours.

PSYCHIC ABILITIES FROM OTHER UNISYSTEM GAMES

Most of the psychic abilities presented below are used in other **Unisystem** games, such as *WitchCraft*, *Armageddon* and *Terra Primate*. The names of the powers have been changed to their scientific terms. Mind Heal and Mind Kill have merged to become Bio-PK, Mind View is now Clairvoyance and Mind Time is Cognition, etc. In most cases, psychics from each game are interchangeable, although some of the possible uses for each power may need to be addressed by the Chronicler if crossovers between games are intended.

BIOLOGICAL PSYCHOKINESIS (BIO-PK)

Bio-PK is extremely powerful, and at its highest levels it can make the psychic nearly immortal. It can be used to heal (usually called Bioenergetics) or to kill. Both are very draining processes; even healing oneself is exhausting, both physically and emotionally.

USING BIO-PK TO HEAL (BIOENERGETICS)

Bioenergetics, or psychokinetic healing, has been closely linked to faith healing, and tests have been carried out to prove if location (Pools or Loci), peaceful locations (waterfalls, springs) or the patient's belief alter the effectiveness of such psychic healing. Chroniclers may wish to apply a +1 bonus to any healing Task in this instance.

The psychic may stabilize wounds, revive the unconscious and assist in the healing of injuries. They can slow the metabolism of a patient (Survival Tests must be made every ten minutes instead of every minute). When in such a state, the patient's body functions are ten times slower. To the casual observer, the patient is dead. This can be useful to stabilize a character during combat until the threat is over. Putting a character into such a trance is a Willpower and Bio-PK Art Task.

When curing a wound or disease, the psychic must be in physical contact with the patient. Healing somebody is a Willpower and Bio-PK Art Task. The degree of healing possible is determined by the Strength of the power (see the Bioenergetics Strength Table, below).

With a Strength higher than ten, the character can actually stop the aging process, making himself effectively immortal. The character merely stops aging at this level; he cannot reverse his current chronological age, and he could still be killed, by accident or design.

The healing process is extremely painful, however, because the healer must feel the agonies and suffering of the victim. Even if the patient is sedated, the healer feels the full torment that the anesthetics have masked. Although psychics soon learn to detach themselves from the pain, doing so is a draining experience. After the Bio-PK Task is concluded, the character must make a Difficult Willpower Test or lose one Essence and one Endurance Point for every two points of damage healed (rounded down). Each additional healing attempt on the same person in the same 24-hour period adds a cumulative penalty of -1 to the Willpower Test.

Curing a disease also risks draining the healer if the Willpower Test is failed. Mild diseases (a cold, the flu) drain two points from both Essence and Endurance; Moderate diseases (smallpox, simple pneumonia) drain five points from each; Serious diseases (tuberculosis, malaria) drain ten points from each; and Terminal diseases (cancer, AIDS) drain twenty points from each. These losses are recovered normally.

Healing oneself is also possible, but the Willpower Test to resist draining incurs a -2 penalty. A character with Bioenergetics and other medical skills can use his powers in more subtle and indirect ways. A Perception and Bioenergetics Art Task adds a +1 to any medical skill Task for every Success Level achieved; this is done by using the power as a diagnostic tool.

While in combat, a psychic can try to regenerate damage as it is inflicted. This counts as an action, and other activities in the same Turn require the character to divide his concentration (see Multiple Actions, p.163 of the core rulebook).

BIOENERGETICS STRENGTH TABLE

Strength	Ability
1	Wounds are healed at the rate of one Life or Endurance Point per Bio-PK Strength level. Minor diseases can be healed.
4	Wounds are healed at the rate of D6(3) Life/Endurance Points per Bio-PK Strength level. Moderate diseases can be treated and cured. Crippled or lame limbs (as the result of a recent injury) can be healed.
8	Wounds are healed at the rate of D8(4) Life/Endurance Points per Bio-PK Strength level.
10+	Complete cellular reconstruction is possible. Crippled limbs (regardless of when they were injured) can be brought to full activity, although missing ones cannot be re-grown. A recently dead body can be resuscitated.

BIO-PK STRENGTH TABLE

Strength	Abilities
1	1 point of Life, Endurance or Essence damage (pick one or split among the three) per level of Strength can be inflicted.
3	Pure pain can be inflicted which drains Endurance normally (determined by the Bio-PK Strength) and gives a Task/Test penalty of -1 per point of Endurance damage. The pain lasts for one Turn for every three Success Levels in the Task (rounded up).
5	Damage inflicted is raised to D4(2) times the Bio-PK Strength level, which can be allocated among Life, Endurance or Essence Points, as desired.
8	The victim's heart can be stopped. This does no actual Life Point damage, but the victim is incapacitated and will die in (D10(5) + Constitution) minutes unless CPR (First Aid) is administered in that time.
10+	Life Point damage (D4(2) x Bio-PK Strength) will manifest in burst blood vessels, torn flesh and even exploding heads if enough damage is inflicted to kill the victim!

USING BIO-PK OFFENSIVELY

One of the blackest of RASPUTIN techniques involved remote psychic assassination. At the time, KGB research into clandestine methods of killing was extensive. RASPUTIN specialized in a technique called Remote Cardiac Manipulation, under a project code-named DOVE.

However, psychic assassination techniques have developed since that time, and now the psychic can break down the body of the victim, causing lethal effects ranging from heart attacks to exploding heads. The main drawback of this powerful ability is that it requires intense concentration and drains the psychic physically and emotionally. Although the connection between the psychic and the target is not as intense as with healing, enough of the agony the psychic inflicts reflects back on him to exact a toll.

The target must be within line of sight of the psychic. An attack is resolved as a Resisted Task, using the psychic's Willpower and Bio-PK Art against the victim's Willpower and Constitution. The attack can also be resisted by any power that heals damage or obstructs mental probes. If the target is psychic with Bio-PK, they can psychically resist the attack using Willpower and Bio-PK Strength instead of Constitution. The psychic can opt to inflict Life, Endurance or Essence Point damage; the degree of damage is determined by the Bio-PK Strength level (see the table nearby).

The psychic does not escape unscathed after harming his target. He feels some of the pain his victim is suffering, and may lose some Endurance and Essence as a consequence. The Psychic must pass a Difficult Willpower Test or lose 1 Essence and 1 Endurance Point for every 2 points of damage he inflicted (round down). Multiple attacks do not incur cumulative penalties, but if the victim is killed by an attack, the Willpower Test is at a -3 penalty.

CLAIRVOYANCE

Characters with Clairvoyance can "see" things unimpeded by distance or barriers. Usually, these visions are triggered by intense emotions. The psychic often sees crimes being committed and other disturbing events and incidents.

Clairvoyance can also be used actively by the character. These effects allow the psychic to see through walls or containers. The ability is thus very useful for spies and investigators—provided they accept the terrible price for these powers.

CLAIRVOYANCE VARIANTS

Many movies and TV shows have clairvoyants receiving "visions" of events, however sight is just one sense that can perceive at a distance.

Clairaudience is the ability to hear things out of the range of normal human perception, and *Clairgustence* is the rare talent to taste something occurring, such as ash from a burning building in another town or salt of a victim drowning at sea. *Clairsentience* is the ability to sense or feel something at a range, though it can sometimes be mistaken for psychometry, while *Clairalience* (sometimes called *Clairessence* or *Clairolfacience*) is the power to smell distant odors.

Remember, all of these senses can be used by a Clairvoyant, though some will favor one more than others. These powers only sense occurrences happening in the present, unless the psychic has some Cognition ability to see the future/past.

CLAIRVOYANCE STRENGTH TABLE

Strength	Abilities
1	Only brief glimpses of events are seen, equivalent to the blink of an eye. The range of a viewing is one yard per level of Perception plus Clairvoyance Strength.
3	A few seconds (one Turn) are seen. The viewing range is ten yards per level of Perception and Clairvoyance Strength.
6	A whole scene, lasting a few minutes, can be seen in a vision.
8	Viewing range is equal to 100 yards per level of Perception and Clairvoyance Strength.
10	Detailed, extended visions are possible. Viewing range is equal to one mile per level of Perception and Clairvoyance Strength.

USING CLAIRVOYANCE

All characters with Clairvoyance are subject to random visions of danger and horror; this power works in many ways like Cognition, and the Chronicler should make use of it in this fashion. Clairvoyance is a powerful Chronicler tool in guiding the characters. Visions may alert the Cast Members to possible threats and enemies, and, if interpreted correctly, may provide valuable clues and information. Random Clairvoyance flashes are also a burden, as the character is often plagued by visions of vicious crimes and disasters. As the character is seeing them as the event occurs, often he can do nothing to prevent them.

Clairvoyance Tasks use Perception and Clairvoyance Art. There are various types of activities possible such as channeling, visions and viewings.

Visions are flashes of insight about ongoing events controlled by the Chronicler. Often, the character sees through the eyes of a victim or perpetrator, or from a worm or bird's eye view. Each vision works differently, but the point of view is often confusing, and most visions are short. Typically, the character gets multiple related visions each adding a little more information to the overall puzzle. The range of the visions is irrelevant; if the Chronicler believes the character is in a position to be involved in the related events, the vision could be of events occurring halfway across the world.

Viewings are attempts to see past barriers or beyond the range of the normal sense of sight—looking inside a safe, or a place the character has never seen but knows about. The range of viewings is based on the Strength of the power.

USING CLAIRVOYANCE FOR REMOTE VIEWING

Remote Viewing is the most frequent use for Clairvoyance. During the Cold War, various techniques of RV were developed to enable governments to spy on distant installations or targets. There are three common techniques currently in use, however the Viewer must have a high enough Clairvoyance Strength to reach the location to be viewed.

Coordinate Remote Viewing (CRV): This is a highly structured method in which the viewer does not know what the target is. He sits in a specially designed room and listens to focusing tapes. Although the viewer relaxes, he remains in a waking state. The monitor gives the viewer map coordinates, random numbers or just says “target.” The monitor keeps a description of the target in a sealed envelope somewhere in the room. The typical CRV session takes at least one hour, usually longer to gain more information. The higher the Success Level of the Task, more detail the Viewer will receive.

Extended Remote Viewing (ERV): This is a form of astral projection, sometimes mislabeled “bilocation,” usually only open to agents with a Strength of 8 or more. As with CRV, extended remote viewing takes place in a quiet room to avoid distractions, but devices or drugs are used to attain a trance-like state. The viewer may have scratch paper in front of him, but most likely audio and video recordings are used to record his descriptions.

ERV, like out-of-body travel, involves traveling psychically to the target. This allows far better description and contact with the target, but it has its drawbacks too. A Willpower and Clairvoyance Art Task is required to reach the appropriate target. The viewer can relate his experience speaking normally, but his senses are entirely at the target. Indeed, the viewer may suffer from environmental hazards vicariously (i.e., if the character appears in a lava flow, he might develop burns all over his body, or if underwater, might be unable to breathe).

The viewer is in a kind of “astral plane.” If other psychics or psychic entities are present, they may be seen. While the character cannot be affected by physical objects, he may attempt to communicate with the objects or individuals present by touching them. Attempts to touch anything are considered attempts to communicate, even with inanimate objects, although such attempts will result in an extremely disturbing sensation requiring a Difficult Willpower Test to not drop out of the experience. The character may also communicate with any spirits, psychics or psychic entities present. To communi-

cate with the living at the location requires a Telepathy Task. The psychic talks to the person's subconscious, so the person will not be aware of this intrusion.

Returning from an ERV session is sometimes difficult, requiring a successful Willpower and Clairvoyance Art Test. If this Test is failed, the viewer is stuck at the remote location and is in critical danger. The psychic path taken to the target is now gone and the viewer must find a new way back. Each additional attempt to return requires a new Task, and drains D6(3) Endurance Points, due to complexity of navigating the astral realm. If the character is reduced to zero Endurance Points, a major portion of his spirit is lost forever and he becomes a Psychic Burn-Out.

Outbound Remote Viewing (ORV): This method of remote viewing was first attempted by SRI's Targ and Puthoff in their initial tests with Ingo Swann and Pat Price. This technique involves the viewer targeting a particular known individual who could be anywhere. The psychic describes the surroundings of that individual and thereby remotely views the location. While ORV was successful and has continued to be used by parapsychologists, it is limited in that it requires someone that the viewer knows to be at the location. It is good for surveillance of a friendly agent, but spying out entirely new or inaccessible locations is impossible. There is no risk in returning from a session of ORV, as there is in ERV.

USING CLAIRVOYANCE DEFENSIVELY

Characters with Clairvoyance often get flashes of nearby danger or threats—a sniper on a roof, a group of assassins waiting for the character to come out of a building, a speeding car just turning the corner. The Chronicer may warn the psychic of any such danger by requiring a Perception and Clairvoyance Art Task. Even if the Task is failed, the psychic should have the impression that something is going on (just as the player does, having just been required to perform a Task).

"PSYCHICS" AND "CLAIRVOYANTS"

Real-world "psychics", like John Edwards or Derek Acorah, claim to be clairvoyant and able to communicate with spirits. In *Conspiracy X*, spirits are recordings of events, or creatures of Seepage that have adopted the form of the deceased, rather than actual ghosts of the past. However, as the Seepage is a psychic force, psychics can communicate with them, using Telepathy (see "Using Telepathy to Channel Spirits" on p.49.)

However, many of these "psychics" who communicate with spirits, say that the spiritual presence is always there. Renowned psychic Gordon Smith said that he "tunes them out" when he doesn't want to speak to them, but they are always there, demanding to contact the living through him. This would make these spiritual "psychics" more of a Focus, rather than an actual psychic, and Chronicers should give psychics of this type the Supernatural Focus Drawback.



COGNITION

The Cognition power lets the psychic see into the past (retrocognition) or future (precognition). Characters with this ability are prone to flashes of insight and visions of impending doom. Experience has also shown that the future is not immune to change—precognitive flashes only show the most likely future (which is also the hardest to change), and active determination is often enough to alter the course of events to come.

USING COGNITION

Many uses of Cognition are spontaneous and not under the control of the psychic. Often it is within dreams, regarded as powerful manifestations of the supernatural, that give the psychic predictions of future events or insight into the past. Chroniclers are advised to make a special note of any characters with this ability, as psychic flashes and premonitions can have an important part to play in many *Conspiracy X* campaigns. Typically, the Chronicler tells the player to use the character's Perception and Cognition Art in a Task. The level of success of the Task and the Strength of the power determines how much detail is made available to the player. If the Task fails, the Chronicler simply says that the character feels a vague uneasiness, as if he had something important on the tip of his tongue but cannot quite remember it.

Sometimes, the character attempts an active use of the power, trying to force a vision about the past or the future. Those attempts use the same rules above, with the power's Strength and Success Levels determining the outcome. Visions can be encouraged by touching a certain object (object reading or "psychometry") or divination tools (such as Tarot, crystal balls or runes).

Looking into the past is easier than looking into the future. The Chronicler may impose penalties on attempts to see the future, depending on how inevitable the future is. If the issue hangs in the balance, the future vision might only reveal uncertainty.

PRECOGNITION AND SECOND SIGHT

One particularly interesting way to run an agent's experience with Precognition (and to a lesser extent the Basic ESP ability Second Sight) is to allow the Cast Member to "rewind the action" after seeing what could possibly happen in any particular scene or combat. In this case, the Strength of the agent's Cognition would limit the number of Turns that could be witnessed in advance (or in the case of Second Sight, this would be one Turn). The Cast Member makes the usual Cognition Task as before, and if successful action continues for that time period. At the end of the premonition, the agent snaps back to the present, and the action repeats. The Chronicler should make a note of any rolls that occur during this peek into the future, and ensure that these rolls are used again, ensuring every success or failure is repeated to the same degree. Of course, once the agent acts differently from his vision of the future, while any opponents will act initially the same, they will react to his current actions, even if these differ.

The Chronicler should remember, the future is fluid, constantly changing due to people's actions.

USING COGNITION DEFENSIVELY

Characters with a high Cognition Art level can try to use their power in combat. By knowing what their opponents may do beforehand, the psychics can sidestep or avoid the attack. Treat this as a Difficult Attribute Test, using Cognition Art as an Attribute. This counts as one action in a Turn. If successful, each Success Level of the Test adds a +2 bonus to the psychic's attack and defense rolls for the next two Turns, representing the ability to react to attacks before they get started. If the attempt fails, however, the character is overwhelmed by the possibilities flashing through his head, and he is at -4 to all Task attempts during the next two Turns.

COGNITION STRENGTH TABLE

Strength	Abilities
1	Vague premonitions about important events or vague feelings about objects and places where memorable events took place are seen.
3	Short flashes of future events or flashbacks about the recent past (one week for each Perception level) are seen.
5	The visions are more detailed and last longer; the images make more sense and are easier to interpret. Visions of the past reach back one month per Cognition Strength plus Perception level.
7	Visions of the past reach back one year per Cognition Strength plus Perception level.
9	Clear visions that replay past or future events with crystalline detail are seen.
10+	Visions of the past reach back up to one century per Cognition Strength plus Perception level.

DOMINATION STRENGTH TABLE

Strength	Abilities
1	Can cause a person to hesitate for a few seconds before doing something, or to follow a fairly reasonable suggestion.
3	Can stop the person from doing something, or force him to obey a one-phrase command like "Freeze!" "Run away" or "Don't bother me."
5	The victim will follow a one-sentence command to the letter.
8	The victim can be made to follow detailed instructions.
10+	The Psychic can replace the victim's mind with his own, taking total control for one Turn. During that Turn, the psychic completely dictates the words and actions of the victim. At the end of the Turn, another Resisted Task is needed to maintain control.

DOMINATION

Psychics with Domination can command others to do their bidding, and even force people to do things they would never normally do. At the higher Strength levels, Domination allows the psychic to completely take control over the target, becoming his puppet master. In *Conspiracy X*, very few humans have this ability. The Greys, however, have become incredibly adept at Dominating the minds of others.

USING DOMINATION

Psychics using Domination must be within line of sight of the target. The victim must also be able to look into the psychic's eyes or hear his voice. If eye contact is used, the psychic must employ Telepathy to communicate his desires without speaking; otherwise, the orders or suggestions must be spoken out loud.

Domination is a Resisted Task, using the Psychic's Willpower and Domination Art against a Difficult Willpower Test on the part of the victim. Talented agents may be able to replace the defensive Test with a suitable psychic power that can be used defensively. If the orders are totally contrary to what the victim would normally do, the victim gets a bonus of +3 to +7 to the Willpower Test. This is left to the Chronicler's discretion. Keep in mind that it is much easier to suggest "these are not the androids you're looking for" than it is to order someone to "use your gun against your partner, then kill yourself."

The Strength determines how powerful the commands can be, and how extensive the control achieved is.

USING DOMINATION DEFENSIVELY

The same power that lets a Psychic control others allows him to maintain control over himself. When attacked by any form of mind control (including an enemy's attempt to use Domination), the Psychic resists with his Willpower and Domination Strength level.

MIND PROBE

Characters with Mind Probe have the ability to see the thoughts of others, to literally delve into their mind and recover information. It can also be used to sense the emotional states of others, often referred to as "Telempathy" or just Empathy.

USING MIND PROBE

The most common use of Mind Probe is to peer into the minds of others. The target of the probe must be within range (which is determined by Mind Probe Strength) and within line of sight of the Psychic, unless previously contacted (see Telepathy, p. 48). This Task uses the Psychic's Perception and Mind Probe Art level. The Success Levels of the Task determine how deeply the psychic sees into the target's mind.

Normal people who pass a Difficult Perception Test can sense something strange, a feeling of being watched or a disturbance at the back of their minds, but unless they are experienced and knowledgeable in the area of psychic phenomena, they do not know exactly what is happening. Talented agents may resist the intrusion. In such a case, the target resists using psychic powers.

Most of the time, Mind Probe produces short-lived flashes of information. A successful attempt reveals images and words from the subject's mind. To maintain mind-to-mind contact, the Psychic must succeed at a new Willpower and Mind Probe Art Task. Each Success Level allows for one minute of constant supervision. Each minute of mind contact drains the Psychic of D4(2) Endurance Points, and requires a great deal of concentration. Should the psychic be attacked or distracted, the contact is lost. During that time, the psychic can peruse the target's thoughts and memories at will.

Psychics with a high Strength in Mind Probe can link to a subject and view everything the subject sees in a similar way to Outbound Remote Viewing (ORV, see p.41). Advanced practitioners of Mind Probe can detect telepathic communication and intercept the messages. This technique was developed by

MIND PROBE STRENGTH TABLE

Strength	Abilities
1	Must touch a person to sense his thoughts; can see large concentrations of Essence and spirit beings within ten yards.
2	Can reach the minds of others, up to one yard for each level of Willpower plus Mind Probe Strength.
3	Range increases to five yards for each level of Willpower plus Mind Probe Strength.
5	Range increases to 50 yards for each level of Willpower plus Mind Probe Strength. Line of sight is no longer necessary. The Psychic can "scan" an area looking for a particular mind, as long as he has telepathically contacted that mind in the past.
6	Range increases to 100 yards for each level of Willpower plus Mind Probe Strength.
10	Range increases to one mile for each level of Willpower plus Mind Probe Strength.
15+	Range increases to 20 miles for each level of Willpower plus Mind Probe Strength.

RASPUTIN psychics to detect telepathic messages and eventually intercept them, so that they could be censored or altered. China first explored this concept but their results are unknown. The theory is that psychic transmissions are like radio emissions, sent out everywhere and to everyone, but only those who know how to or are capable of tuning in will actually pick up the message.

USING MIND PROBE DEFENSIVELY

Characters with Mind Probe can try to resist mental attacks. Any magic, Psychic Power or ability that controls, probes or influences the mind is resisted by using Willpower and the Mind Probe Strength level. This works as a Resisted Task against whatever force is being used to attack the character.

PYROKINESIS

This power converts the inner strength of the subject into pure energy. Fire is the most common manifestation of this power (although rare cases have been noted of Cryokinesis, where ice has manifested). Cases of spontaneous combustion have been the result of malicious psychics using this power on

their enemies, or psychics who misjudged their abilities and accidentally set themselves on fire. Pyrokinesis is a dangerous power, for all the power that is transformed into fire acquires a mischievous, destructive character. The psychic must learn to keep his power in check, lest it turn on the innocent or himself.

USING PYROKINESIS

Pyrokinesis Tasks use Willpower and the Pyrokinesis Art. If the Task is successful, flame manifests itself somewhere within line of sight of the psychic. If the psychic uses the power extensively over a short period of time (continually over a minute or so, for example), he must pass a Simple Willpower Test to make sure the fire does not run rampant. Add the Success Levels of the last Pyrokinesis Task to that Test. On a failure, a random flame effect occurs, with a Strength level of 1-4 (roll D4(2) or Chronicer's determination). If the failure occurred as the result of a roll of 1, the random effect affects the psychic directly!

The psychic can make the fire she manifests appear right on top of a victim. No Dodge is possible, but targets of such an attack can use a Difficult Willpower Test to resist the effects. If the victim wins the Resisted Task, the Pyrokinesis Power fails—pushed away by the latent psychic powers that exist in every

MIND PROBE ART TABLE

Level of Success	Result
1	Can sense emotions only (often called "Telempathy")
2	Can sense surface thoughts (whatever the subject is thinking at the moment).
3	Can delve deeper into the mind of the target. Any one simple question (i.e., anything that can be answered in one sentence or less) can be "asked" of the subject, and the information plucked from his mind. Each additional Success Level adds one more question and answer.
4+	Can get a clear picture of the subject's personality, find memories, and get any information the target has, provided the Psychic specifically asks for it.

human. Igniting something near a target cannot be resisted, but the victim may try to Dodge away. Dodges are possible against jets or balls of flame.

USING PYROKINESIS DEFENSIVELY

The character can surround himself with an aura of incredibly hot air that melts bullets, burns anybody trying to touch the psychic, and deflects other flame or energy attacks. While this ability is activated, no other uses of Pyrokinesis are possible. This fire “shield” reduces the Damage Multiplier from any flame or energy attack by 1 (if reduced to 0, no damage is inflicted) for every level of Pyrokinesis Strength. It also has an Armor Value of 2 x Pyrokinesis Strength level against bullets, arrows, or small objects that can be burned off (a character with a Pyrokinesis Strength of 3 would have 6 points of damage subtracted from those attacks). Finally anybody coming within 2-5 feet of the character will suffer D6(3) times the Pyrokinesis Strength level of the psychic in damage.

PYROKINESIS STRENGTH TABLE

Strength	Abilities
1	A small flame, about the size of a lit match, is created. It can ignite highly flammable substances. Inflicts 1 point of damage, if used on a person.
2	A flame the size of a torch inflicts damage of D4(2) per Strength level. It can ignite flammable substances (oily rags, dry leaves—anything that a lit match would ignite).
3	The flame ignites clothing, wood, or anything that continuous contact with an open flame would ignite.
4	A jet of flame, doing D6(3) points of damage per level of Strength is created. Range is equal to Willpower + Strength in yards
5	A ball of fire doing D4(2) points of damage per level of Strength can be tossed. Range is equal to (Willpower + Strength) x 10 in yards. Range modifiers are as per handguns.
6	An area of flames with a 1-yard radius per Strength level can be extinguished.
7	Can cause a person to be engulfed in flames, doing D6(3) points of damage times the Strength level.
9	Anything even vaguely flammable (wet wood, flame-retardant fabrics) can be ignited, and metal can be melted.
10+	Can ignite fires over an area with a radius of 1-yard per Willpower level. Anybody in the area is engulfed, taking the damage listed for Strength level 7.



TELEKINESIS

This is the power to move objects with the mind alone, sometimes called psychokinesis by psychic researchers. A highly skilled telekinetic can play the piano at a distance, or use a typewriter without having to touch it physically. The most powerful can toss cars around, crush objects or people with “invisible hands” and bring down houses.

USING TELEKINESIS

Moving an object in a relatively straight line uses Intelligence and the Telekinesis Art. The maximum weight that can be lifted and moved (slowly) is determined by the Strength of the power. In this case, the Strength of the power works just like the Strength Attribute (see p.35 of the core rulebook).

To determine the speed of the object being moved, subtract the Strength level needed to lift the object from the total Telekinesis Strength. Take the difference (rounded up) and multiply it by ten; that is the Speed of the object in miles per hour. For example, a character with a Telekinesis Strength of five can lift up to 250 pounds. A ten-pound object requires less than a Strength of one, so the psychic gets to use his full Strength of five, multiplied by ten—he can move the object up to 50 miles per hour. Using the same method, the Psychic can levitate himself. If the character weighed 200lbs (which requires a Strength of four), the character could fly (or rather, float) around at a speed of ten miles per hour.

Tossing objects uses Dexterity and the Telekinesis Art. Thrown objects can be dodged normally. Most small objects (hand-sized or smaller) inflict D4(2) x Telekinesis Strength points of damage. Long distance throwing is subject to range penalties (use the ranges for normal handguns).

Massive objects (which require a large Telekinesis Strength level to throw around) do D6(3) to D12(6) points of damage multiplied by the Telekinesis Strength level minus the Strength Level needed to lift the object in the first place. That is because very heavy objects, which require a great deal of power simply to lift, do not fly as fast, inflicting less damage. See the Telekinesis Thrown Object Damage Table nearby for the dam-

age inflicted by objects of a given weight, and the minimum Telekinesis Strength needed to lift them. If the character’s Telekinesis Strength is below this number, the character may be able to lift and move the object around very slowly, but the object inflicts little or no damage when “tossed”.

For heavier objects, determine the power level needed to lift the object, and subtract it from the Multiplier for damage purposes.

Dropping objects is also possible. Falling objects do damage based on the minimum Strength needed to lift them plus falling damage. Calculate the Strength needed to lift the object, then add +1 to the Multiplier based on the number of yards it falls towards its target. For example, a 200-pound object dropped from ten yards would inflict D8 x 14(56) points of damage; the Multiplier comes from the Strength to lift the object (4), and the number of yards it falls (10), for a total of 14. Hitting the target is tricky, however. A stationary target can be hit with a Telekinesis and Willpower Task, but a moving target (any living being not restrained somehow is considered to be moving) is at -4 to be hit, and he can dodge (if he is aware of something dropping on him) with a +3 bonus.

The psychic can also toss invisible “punches” by projecting hard streams of telekinetic energy. These blows use the Telekinesis Art and Brawling to hit. Normal people cannot see the blows coming, and cannot defend against them except by jumping around and hoping to make the psychic miss (their only defense becomes a Difficult Dexterity Test, and that only if they realize what is happening). Psychic characters can see the Seepage in such attacks, and can Dodge or defend normally. Telekinetic punches inflict one point of damage per Telekinesis Strength level.

It is possible to use Telekinesis to manipulate weapons and machinery at a distance, but it requires a high degree of concentration and proficiency. The Chronicler determines what skill is necessary. This works like a Task, but instead of an Attribute and skill, the character uses the Telekinesis Art (replacing the normal Attribute) and a skill. Such uses have a penalty of -1 to -6, depending on how complex the Task is. Using a weapon, for example, would require the Telekinesis Art and the

TELEKINESIS THROWN OBJECT DAMAGE TABLE

Object Weight	Base Damage	Minimum Telekinesis Strength
Less than 10lbs	D4(2)	0
Up to 50lbs	D4+1(3)	1
Up to 100lbs	D6(3)	2
Up to 250lbs	D8(4)	3-5
Up to 650lbs	D10(5)	6-7
Up to 1,250lbs	D12(6)	8-10
Above 1,250lbs	D12+1(7)	11+

USING MICRO-PK AGAINST ATLANTEAN NANOTECH

As mentioned above, Micro-PK is probably humanity's only hope against Atlantean Nanotech. A psion wishing to knock out an Atlantean's Nanotech will need a Telekinesis Strength of five or more. To select a specific system, the psychic can use Perception and Clairvoyance Art to try to target one of the nanite systems from the others. Success means that the psychic can choose which (if any) are effected.

To attack the systems themselves, the psychic will need to succeed at an Intelligence and Telekinesis Art Task, with a -2 modifier (to target the nanotechnology, rather than the Atlantean as a whole). Success results in inflicting the same damage as Bio-PK (at this level, usually D4(2) x Telekinesis Str). The damage may not be much, but it will cause a malfunction. Chroniclers using the **Extraterrestrials Sourcebook** should roll on the Nanotech Malfunction Table (see p.49) with a modifier equal to the Telekinesis Strength of the psychic. In most cases, this kind of attack will disable a system for D10(5) days, or until they can be repaired by the Blood Surgeons system (usually in a matter of hours).

weapon skill, at a penalty of at least -2 (for a hand weapon like a sword) to -4 (for a gun or similar firearm). Lock picking might have penalties of -4 to -5 if performed at a distance.

Telekinesis, when mastered to a high Art, can be used for the subtle psychokinetic manipulation of the microscopic components of modern electronics and circuitry. First discussed by Lieutenant Colonel Alexander as a possible weapon in time of war, "Micro-PK" concentrates psychokinetic use against sensitive electronics. While mainstream parapsychologists worked on models for how this ability might function, government researchers at the Lawrence Livermore Nuclear Research facility looked at practical applications. The psychic does not have to

be in contact with any particular part of the machine -- touching the wing of an aircraft would be sufficient to use Micro-PK. Use the table for Bio-PK for damage done to the machine physically, however Chroniclers should decide the effects on the actual functions of the electronics. Usually, only a small amount of manipulation at this level would be required to destroy sensitive electronics. This is often the only offensive power that will work against Atlantean nanotechnology.

Alternatively, the psychic may want to use Telekinesis to supplement his own physical abilities. So, a character trying to lift something with his hands can add his Telekinesis Strength to his physical Strength. A character can similarly boost his physical Strength for combat purposes, including punches and hand-to-hand attacks.

USING TELEKINESIS DEFENSIVELY

Telekinesis can be used to deflect physical attacks. A telekinetic "parry" uses the Dexterity and Telekinesis Art of the character, and can deflect any attack the Psychic can see (arrows can be seen, but bullets are too fast to be parried). Alternatively, the psychic can concentrate on projecting his telekinetic power around himself like a "bubble" that acts like invisible armor. This is a Task involving Willpower and the Telekinesis Art; each Success Level increases the duration of the field for one minute. The energy bubble has an Armor Value of D4(2) times one half of the Telekinesis Strength; it slows down and interferes with any physical attacks. Keeping a Telekinesis shield active requires some concentration, although not as much as a full action. While it is up, any other actions the character attempts suffer a -1 penalty.

TELEMAGERY

Psychics with this power can change the way things are seen by more than one person. A mass illusory image or just a projection of a sight that the psychic wishes others to see. This can range from disguising the psychic's appearance to creating illusions so realistic that they cause real harm.



TELEMAGERY STRENGTH TABLE

Strength	Ability
1	Illusions affect a single sense only: sight, sound, smell, etc.
3	Illusions are perceived by second sense (visual illusions can be heard, or smelled).
5	Illusions are completely realistic, fooling all senses except touch.
7+	Illusions are so realistic that they cause the mind to believe the image is real. Flames burn, and damage inflicted seems real.

USING TELEMAGERY

The simplest use of Telemagery is to disguise the psychic's appearance, or make him appear completely invisible. This requires a successful Willpower and Telemagery Art roll. Non-psychic characters who pass a Difficult Perception Test notice something strange but are unable to tell what. Psychic characters can see through the illusion with a Resisted Simple Perception Test against the psychic's initial roll. Voids and Psinks are completely unaffected by such an illusion. The psychic has to concentrate on the image constantly and is only able to walk or hold minimal conversation. This can be exhausting and each minute that the image is being cast drains the Psychic of D4(2) Endurance Points. The start of a fight, or any other distraction, causes the psychic to lose his concentration and the illusion vanishes.

The number of people affected by the illusion is limited to one per level of the Psychic's Willpower plus Telemagery Strength. Sometimes there are just too many people to fool in one place and the illusion breaks down. In most cases, the targets of such mirages must be within visible range of the psychic. In some rare cases, whole groups of Psychics have joined mentally to generate images miles away from their homes, warding off invaders using Clairvoyance to locate their targets.

At higher levels of Art, the Psychic develops the ability to create more complex illusions such as creatures, flames or buildings. The stronger the psychic, the more convincing the mirage is, becoming more than just visual. Sound, odor and heat can be simulated so convincingly that the victim's mind can cause physical harm to his body. Psychosomatic burns and cuts appear on the skin, the victim taking real damage if he fails to see through the illusion!

USING TELEMAGERY DEFENSIVELY

Telemagery is predominantly an aggressive power, affecting the minds of others. The only defensive use is to hide completely from sight, or to cause visual distractions to an individual target during combat. In such a case it would be a Resisted Task, using the Psychic's Willpower and Telemagery Art against a Difficult Willpower Test from the victim. It would only produce a brief flash, but it would distract the target during combat. If the target fails, he is stunned for a Turn and for D4(2) Turns suffers a -4 penalty on all Tasks and Tests.

TELEPATHY

Psychics with this power can project their thoughts at others, causing them to be "heard" as words inside their heads. Once contact has been established, the psychic can also hear any mental reply from his target (only thoughts deliberately "sent" to the psychic can be perceived; to delve into another person's mind requires Mind Probe and a different set of Tasks).

USING TELEPATHY

Sending a mental message uses the character's Intelligence plus Telepathy Art level. The psychic can converse mentally with the target for one minute per Success Level. The range of this power is determined by the Strength level of the psychic. Telepathy uses the same Strength/range table as Mind Probe (see p. 44). It is often more successful to send images and messages into the targets subconscious, affecting the target's dreams.

TELEMAGERY ART TABLE

Art	Ability
1	Can change small details only, or their own facial appearance.
3	Can change entire appearance, vanish from sight, or create a convincing illusion of human size.
5+	Can create illusions one cubic yard for each level of Willpower plus Telemagery Strength.



At Strength four or higher, the psychic can use Telepathy to send a deafening psychic “scream” that inflicts some damage and overloads the victim’s mind. Psychic “screams” are treated as a Resisted Task, using the Willpower and Art of the psychic against a Difficult Willpower Test for normal people. Psychic characters and supernatural beings use a Difficult Willpower Test with a +2 bonus.

This “scream” attack drains the psychic of one Essence Point every time it is used. A successful attack inflicts D4(2) points of damage for every four levels of Telepathy Strength (rounded down). Further, the victim loses all of her actions for one Turn, and suffers a penalty of -4 on all Tasks and Tests for one additional Turn per Success Level of the attack. The range of the scream is limited to two yards per Strength level.

Telepathy may also be used to put the subject into a “tele-hypnotic” trance if the psychic is a skilled hypnotist. This allows the psychic to put targets into a trance and manipulate their thoughts from many miles away.

USING TELEPATHY TO CHANNEL SPIRITS

Channeling is a form of spirit mediumship in which information is passed to the channeler from a separate being, variably described as an angel, spirit, deity, extraterrestrial or demon. As most of these entities are almost sentient embodiments of Seepage, Telepathy can be used to contact them as if they were another mind. A channeler will typically contact a number of different entities depending upon the information he wishes to learn.

Channelers use some form of altered state to receive information from the outside entity. This may be a trance, hypnagogic or meditative state. Channelers also use automatic writing, Ouija boards, dreams or other devices to communicate. Some channelers merely communicate with the spirit they are

contacting, while others are fully possessed by the entity. In most cases, the channeler will not remember what information was channeled. For this reason, all sessions are recorded.

Channelers may ask a “yes or no” question about the present status, location, etc. of a target, for every Success Level gained from a Willpower and Telepathy Art Task. This typically involves contacting a familiar entity that the channeler knows and building a telepathic link between them for the duration of the channeling. Questions about the future or the past require the Cognition ability.

USING TELEPATHY FOR PSI-WARFARE

Still in the experimental stages, psi-warfare is something that military officials are very excited about, but the reality is far from that desired. Psi-warfare directs thought-forms at target people. Thought-forms are believed to be psychic entities with their own auras that can be perceived by clairvoyants. Thought-forms like hate, anger or even death can be sent to a person and will latch onto similar vibrations in that person’s aura, enhancing that part of the person’s aura and inducing the desired effect. For example, sending a Greed thought-form at a criminal would exacerbate his greedy nature and push him to commit further crimes. It might even lead him to murder his friends so that he could get as much money as possible.

Thought-forms can be shaped into a human-like form. In Tibetan folklore, these advanced thought-forms are called *tulpas* and are generally created to carry out a particular mission. One American researcher, Alexandra David-Neel, experimented with creating a tulpa of a monk and succeeded. This tulpa gradually metamorphed into a malevolent creature that stalked David-Neel and took over six months of concentrated effort to dissipate. David-Neel theorized that some tulpas are generated spontaneously from ambient energy, which could explain some supernatural phenomena.

Psi-warfare as taught by Project GRAYBEARD involves the creation of malevolent thought-forms for purposes of afflicting others. Individuals trained in this are capable of creating either basic thought-forms based around a single emotion, or advanced tulpas that are sentient and harass the victim relentlessly for extended periods of time. Aegis warns against excessive use of Psi-Warfare as most practitioners have had their creations turn on them at some point, often resulting in their deaths.

The creation of sentient, visible thought-forms, or tulpas, requires a week’s meditation (seven successful Trance Tasks are required in a row). At the end of this meditation, the character loses D10 x 2(10) Endurance Points and must pass a Willpower and Telepathy Task. The tulpas created will last until dissipated, must be targeted against a well-known individual and can only be seen by the psychic and that target. The tulpas will appear according to the expectations of the psychic and target, changing to reflect the beliefs of the current viewer. There is no way to escape a tulpas since it has no physical form. The tulpas can cause physical damage, up to D10(5) damage to its target once per day, usually in the form of bruises and cuts. It can aggravate existing mental Drawbacks in the target, or induce further mental Drawbacks over time.

A tulpas may be dissipated with one full day’s concentration by the psychic and a successful Willpower and Telepathy Task. The target can resist the tulpas with extended meditation, or psychic resistance.

USING TELEPATHY DEFENSIVELY

Telepathy can be used to block any attempt to communicate with or probe the Psychic’s mind. The character is basically throwing up a wall of “noise” around himself, disrupting any mental communications. When using Telepathy in this way, the psychic resists such powers as Mind Probe and Domination. The Psychic uses his Willpower and Telepathy Strength (not Art) in such Resisted Tasks. While the power is being used in this way, other uses of Telepathy are impossible.

TELEPORTATION

Teleportation is an incredibly complex procedure that actually incorporates aspects of Clairvoyance and Telekinesis, and requires an inordinate amount of concentration. For the most part, only Greys have the necessary training and raw psychic power to pull off this ability.

The process of teleportation has three stages. For a psychic or group of psychics to perform Teleportation, they must be at the location of the object to be teleported. The psychics must first view the target area, either physically or clairvoyantly. This remote viewing will take a few minutes for a human-sized object, up to a few hours or even days for larger objects. Remote viewing of the target area is accomplished through the use of Clairvoyance. Without such clairvoyance, teleportation is

limited to line of sight. Limitations to the range of the teleportation are as the psychic’s Clairvoyance abilities.

The size of the object to be teleported is limited to the psychic’s Teleportation Strength. See the nearby table for a rough guide. Although it is rare that any psychic has the Teleportation Strength capable of teleporting any object of any great size, the Grey ability to combine their strength in a “gestalt” allows them the strength necessary to teleport ships, or larger.

TELEPORTATION STRENGTH TABLE

Strength	Teleportation Capacity
1	50lbs
5	250 lbs
10	1250 lbs
15	4,000 lbs
20	10,000 lbs/5 tons
25	10 tons
30	20 tons
40	100 tons
50	500 tons
60	2 kilotons
70	10kilotons
80	50 kilotons
90	200 kilotons
100	1 megaton

USING TELEPORTATION

Once the target has been established, the psychics proceed to the second stage. They begin removing any matter (dust, gas or liquid) from the target area telekinetically. This is a very painstaking and delicate process. This process is made more difficult if the target area currently contains gases or liquid (such as would be found teleporting into a planet’s atmosphere or ocean). This stage is completed through the use of Telekinesis.

The final stage is the teleport itself. In a final burst of concentration, the psychics exert a tremendous amount of psychic energy to actually move the object itself. The psychics must succeed at a Willpower and Teleportation Art Task. Providing both conditions are met, the object teleports successfully.

This is the most crucial point in the process since it can only now be determined if the removal of the matter at the target area was successful. After the object has been successfully teleported, the psychics must then succeed at a Willpower and Telekinesis Art Task, whose success determines if stage two was in fact completed without problem. If the Task fails, the results

may be disastrous. On a roll of one (see Rule of One), any living being teleported is killed, any object destroyed. Chroniclers should decide the level of damage sustained on a normal failure depending upon the location being teleported to.

Although rarely used by anyone other than the pacifist Greys, Teleportation can be used offensively, to teleport objects actually into a target. The Chronicler should use the damage of an object (for example, a bullet) unmodified (as it doesn't cause damage actually going into the body) and ignore any AV. If the object is significantly large (a baseball, or a refrigerator), the Chronicler should multiply damage proportionally, though in most cases (as stated above) any living being is killed and any object is destroyed.

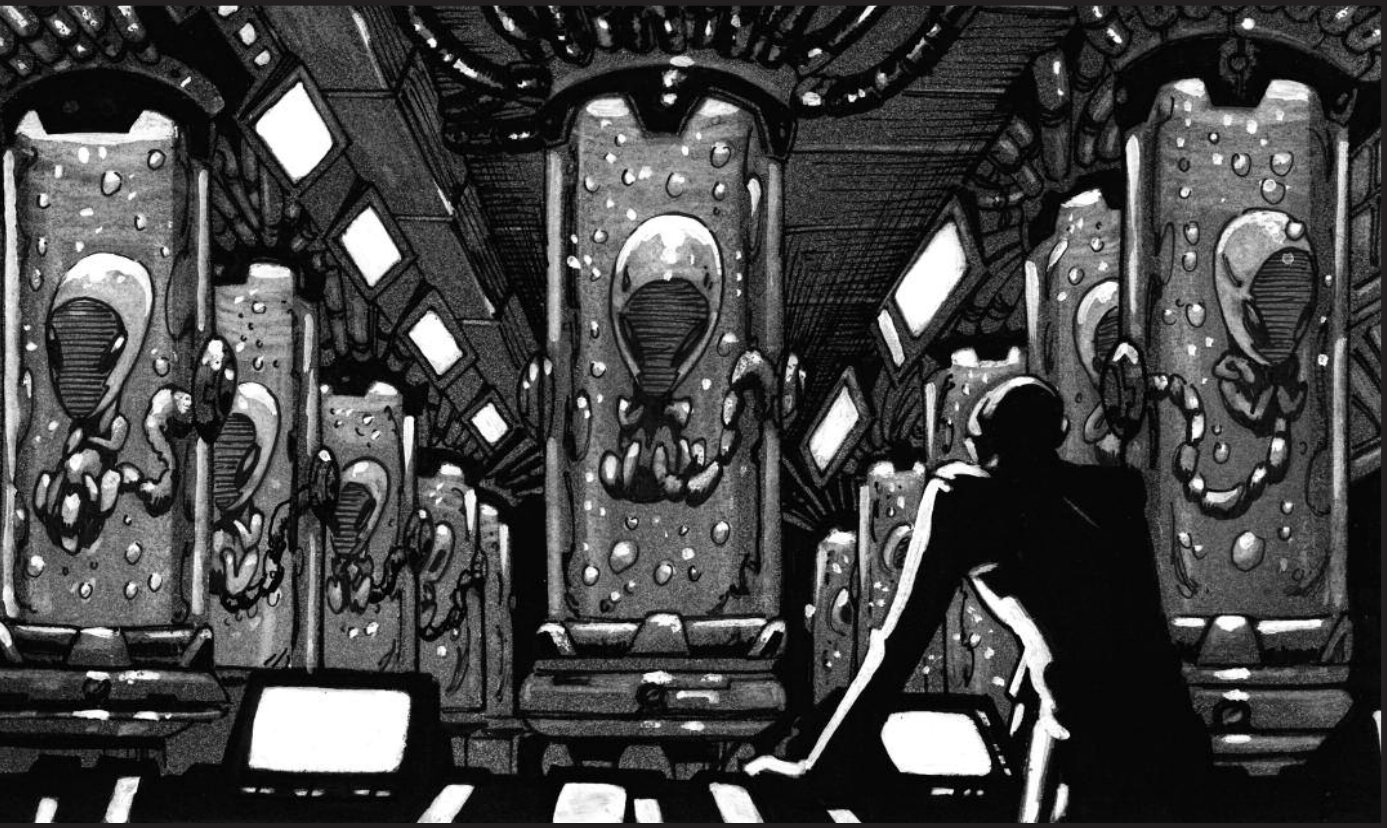
USING TELEPORTATION DEFENSIVELY

Powerful psychics can use Teleportation in defense. The most likely use is the teleportation of missiles before they impact a Grey ship. As long as the psychic is aware of the location they wish to teleport the offending object to, they can try to teleport missiles away from their location to a safe distance. Of course, with enough time, the target may simply wish to teleport himself away from harm, but this has its own risks.

PSYCHOGENESIS

Psychogenesis is a relatively new psychic ability that has been recently discovered where the psion can literally create matter out of thin air. Extensive research is being carried out as to whether this ability is really bending reality and the laws of physics, or merely a variant of teleportation, where the psychic is willing an object from somewhere else to appear in their vicinity.





CHAPTER 2.3 — PSI TECH

PSYCHIC PROFESSIONS

Professions listed in the main *Conspiracy X* rulebook are fully compatible for the organizations expanded upon here. The only change is to CAPS, as this section introduces some of the many independent research facilities that come under the CAPS umbrella.

CAPS-AFFILIATED PERSONNEL

A great many people in the world call themselves parapsychologists, but most of these individuals lack the formal training or scientific background to be considered reliable experimenters. Most often, these pseudo-parapsychologists are interested in subjects not truly covered by parapsychology, such as alien abductions, cryptozoology or occultism. A legitimate parapsychologist might have a side interest in such subjects, but they would definitely not be the focus of his work.

Parapsychologists come from a wide variety of backgrounds, most often scientific fields. There are many physicists, such as Hal Puthoff and Russell Targ, who are interested in the

space/time implications of psi and seek to develop models for understanding the mechanism of psychic phenomena. Some are biologists who want to find out how this novel method of communication and existence works within the biological model of life. Psychologists who become parapsychologists are generally interested in the mental make-up of psychics. They seek to determine what factors are most important in the psyche of a psychic, and investigate the nature of the psychic-capable mind. Some philosophers and theologians are also interested in this line of study for the existential and spiritual implications of psi's reality.

Aegis has long influenced the U.S. government to support "independent" parapsychologists, mainly through the CIA. As a result, Aegis Prime has kept a close eye on all parapsychological organizations and their research. A small handful of parapsychologists are recruited from time to time, generally to gain full benefit of some major breakthrough that helped Aegis better understand how psi worked, or to better control the development of a psi application that Aegis could not allow to fall into the wrong hands. Usually, however, Aegis is cautious about recruiting parapsychologists who make big breakthroughs because they tend to be quite well-known in their field. Should something untoward happen to one of these famous parapsychologists as a result of his Aegis connection, the security ramifications would be difficult to minimize. Strange disappearances and unexplained deaths are taken badly by the profes-

sion in general, creating mistrust and suspicion on all fronts. For this reason, few parapsychologists are told the full story about Aegis, and those that do work within Cells tend to have specific scientific backgrounds and very useful skills.

More often, Aegis is interested in powerful psychic subjects discovered through mainstream parapsychological experiments. These psychics are more likely to be recruited as they are typically ordinary people who show a high aptitude and are not as likely to be in the public eye. Some are brought in to be trained by Project CYGNET, others are introduced to the Project MKULTRA psychic program. More recently, however, Aegis has simply encouraged and facilitated the development of their abilities in whatever context they were discovered. Through the use of administrators from the Center for Advanced Phenomenological Studies, Aegis Prime has quietly exerted a small degree of control over nearly every private, non-affiliated parapsychological organization in North America.

Gifted psychics outside government programs come from all walks of life. They may be street thugs, priests, secretaries, sanitation workers or businessmen. In general, women tend to be stronger psychics than men. Powerful psychics tend to be non-aggressive, have pre-existing beliefs in the existence of psychic powers and a holistic world view. Extroverts and risk takers are more disposed to manifest powerful psychic abilities, as are those who have had early experiences with UFOs (Aegis suspects that contact with Greys stimulates psychic development, but has no conclusive evidence yet). Psychics also tend to have dissociative disorders, psychological problems including multiple personalities and partial amnesia. This trait is associated with shamans and strangely enough, powerful psychics tend to have highly spiritual leanings, though generally unconnected to any formal organization.

Aegis' recruiting techniques when it comes to powerful psychics are a little heavy-handed. An offer to develop the individual's abilities is made and if that is turned down, blackmail is attempted. If the psychic acts in a threatening manner or grows hostile, a team of MKULTRA psychics assassinates the outsider to prevent him from falling into the wrong hands and/or causing Aegis any problems. Aegis Prime's policy on this betrays their own fear and mistrust of psychics.

INDEPENDENT RESEARCH CENTERS

There are a large number of parapsychological research centers throughout the United States that continue to investigate the nature of psi and paranormal phenomena. CAPS-affiliated parapsychologists and psychics are associated with one of these organizations. When creating a CAPS-affiliated, "independent" parapsychologist or psychic, the player should choose one of these groups as the character's "day job."

ASPR: The American Society for Psychical Research maintains the largest private library of parapsychological information and offers international memberships. It sponsors lectures and symposiums globally on psychical phenomena. It also con-

ducted preliminary remote viewing experiments with Ingo Swann that ultimately led to the SRI research. Aegis has infiltrated the upper levels of this organization to keep track of its research, but has only recruited a small number of scientists within their ranks.

Cognitive Sciences Laboratory: One of the most recent psi research labs set up in the U.S., the Cognitive Sciences Laboratory is part of the offensive research technologies of the Science Applications International Corporation, a major defense contractor. Concentrating on experimental trainings and applications, the Laboratory is on the cutting edge of psi research within the intelligence community, without actually being members. Working primarily with clairvoyance and telepathy, efforts are aimed at controlling and disabling enemy agents through psychic powers, as well as counter-intelligence efforts. As the Laboratory is so heavily infiltrated by the National Defense Directorate, all Laboratory characters must take the Disloyal (Spy) Quality (see p.68 of the main rulebook).

CSICOP: The Committee for the Scientific Investigation of Claims of the Paranormal was organized to debunk all claims of the paranormal. It is largely an advocacy group funded in part by the Black Book to discredit anyone claiming to have proof of paranormal activity. The group was founded by Paul Kurtz and others in 1976 to disprove Michel Gauquelin's findings that supported astrology and particularly the Mars Effect. CSICOP not only could not disprove these findings, its research confirmed the data. Nonetheless, CSICOP reconfigured their findings to give rise to adverse conclusions, and began a campaign to discredit Gauquelin. This led to cofounder Dennis Rawlins' departure from the group. The group has successfully debunked many frauds such as evangelical faith healers and fraudulent psychic advisors, but has been accused of ignoring evidence and entering investigations with strong prejudicial beliefs, which color their evaluations. Agents in CSICOP often have the reverse of the Psychological Problems (Believer) Drawback, believing everything paranormal to have mundane origins. These beliefs may change dramatically if the agent develops psychic abilities himself!

Noetic Sciences Institute: The Noetic Sciences Institute in Austin, Texas has spent over twenty years researching psychic abilities. In recent years, Institute researchers made significant advances in psi-training that allow more lucid dreaming, enhancing the use of dreams for psi ability. While the Institute is a civilian operation, official-looking men in dark glasses have started appearing for regular visits.

New Age Movement: The New Age Movement is not truly an organization, but a powerful philosophical force. The Movement arose in the 1960s as a spiritual rebirth mostly among the young. At present, it is most often used to describe an increasing acceptance and belief in the spiritual and holistic nature of the universe. New Age thought is not centered around any particular creed, or system of beliefs as it encompasses a wide variety of individuals and philosophies. Viewpoints include

a push toward global awareness, a devotion to local activism, and a focus on individual spiritual growth and improved physical health. Although largely a Western phenomena, the New Age Movement has been instrumental in the revival of ancient religions worldwide.

The New Age Movement, unlike most movements, has no leaders or identifiable figureheads aside from personalities like Shirley McLane. Instead, it is based upon the idea that everyone needs to look within themselves to find direction. Part of the movement's early doctrine was that this was the Age of Aquarius, a theory originally put forward by the Order of the Golden Dawn. This theory has been in constant dispute as astrological dating varies widely. Nevertheless, the Age of Aquarius is supposed to bring with it great changes in society (some believe it to have come and gone in the form of the 1960s).

In the 1990s, the New Age Movement entered the mainstream and became something more than a fringe group. This was the desired outcome for proponents of the movement who felt it was part of a spiritual awakening coinciding with the new millennium. The lack of government or political influence in the movement has been the most startling part of it. Despite being a largely spiritual belief system independent of organized religion and philosophy, many agents within Aegis subscribe to its credo, which has Aegis Prime concerned. Fearing some form of subtle mind control, they are investigating it discretely.

PEAR Labs: The Princeton Engineering Anomalies Research Laboratories were home to the most intensive psi-warfare research currently going on in the United States. It was closely monitored by Aegis. PEAR Labs was closed recently and the entire staff that had been initiated into Aegis were integrated into the Kinesis Department of Psi-Div, within Aegis at the Chicago research facility.

SPR: The Society for Psychical Research was founded in 1882, and continues to be England's leading parapsychological research organization. The SPR has one of the biggest libraries devoted to paranormal phenomena in the world, as well as a strong team of researchers who continue to examine the paranormal from a scientific viewpoint. Initially researching telepathy, hypnotism, hauntings, mediums and historical paranormal data, the SPR is currently studying remote sensing, poltergeists and other PK-related events, altered states of consciousness, near death experiences and cultural differences in paranormal occurrences. The SPR is also interested in applied psi, particularly toward the healing arts, philosophy, psychiatry, anthropology and history. While it does not have its own research laboratory, the SPR does publish its findings in a regular journal, which is available internationally.

MKULTRA AND RASPUTIN PROFESSIONS

The professions presented in the core rulebook need little adjustment when using the additional information presented here. More psychic abilities will be available to the characters, and players may wish to calculate points spent on psi-abilities, repurchasing them to expand their disciplines. Players may also wish to purchase alternate or additional resources from those presented below.

NEW PULLING STRING

THOTH ANALYSIS

1-POINT PULLING STRING

PREREQUISITE: PROJECT CYGNET OR GRAYBEARD PROFESSION ONLY

THOTH is the supercomputer accessible only to CYGNET members that collates information from remote viewings (see p.44 of the main rulebook). A remote viewing session can be input into the agent's HERMES link or terminal, and uploaded to THOTH for instant analysis. The agent must succeed at an Intelligence and Computers Task, modified by the nature of the site to be identified. A +1 bonus is applied if the location is a public location. No modifier for a private location, -2 for a military facility, and -4 for a secret, officially "non-existent" site. Non-North American sites also incur an additional -1 penalty. Failing this Task results in no information. Even a successful Task may produce useless or contradictory information. If information is available, the agent will gain some idea of the degree of accuracy, the location of the most likely target match, and any additional factors. This Pulling String can be used by a Monitor (see below) during a single RV session, and using the Monitor's guidance and THOTH's information, the psychic gains a +1 bonus on the Clairvoyance or Cognition Tasks.

PSYCHIC TOOLS

Like all specializations, psi abilities and mind control have their own unique tools and equipment. This section presents a number of items that will prove invaluable to psychics and those interested in shaping and manipulating minds.

The items included in this chapter supplement those available to Aegis agents and Cells. The Facility, Staff and Science resources presented may be purchased by anyone of a suitable Influence (Type), some are limited to specific professions (usually MKULTRA or RASPUTIN). The resources are described in the same format as used in the *Conspiracy X* main rulebook including the RP cost and the required Influence Qualities.

ADDITIONAL FACILITY RESOURCES

WORK FACILITIES

REMOTE VIEWING ROOMS

10 RP; SPACE: 1

PREREQUISITE: INFLUENCE (INT, LAW, MIL, PARA, OR S&R) QUALITY

Distractions corrupt a viewer's data, decreasing its usefulness. The room should be soundproof and lightproof, with no color and simple furniture. Nothing in the room should have a psychic signature as this will also hinder viewings. Remote viewing attempted inside a Remote Viewing Room suffers from no penalties from external influence, although penalties from storms and solar flares may still apply.

ADDITIONAL STAFF RESOURCE

MONITOR

2 RP

PREREQUISITE: INFLUENCE (INT, LAW, MIL, PARA, OR S&R) QUALITY

A monitor aids a Remote Viewer attain the correct state (+1 to Trance Tasks) and will record all of the details of any Remote Viewing session. Chroniclers may wish to apply other bonuses depending upon circumstances. He has level 3 attributes, Brawling, Craft (Cartography), Driving (Car) and Science (Parapsychology) 3.

CHEMCRAFT RESOURCES

A number of psychoactive chemicals were discovered, designed or examined in the course of MKULTRA's and MKDELTA's research. The majority of these drugs are listed here. Many are illegal to use or possess.

All drugs require an Intelligence and Medicine Task to administer properly, otherwise the overdose effects come into play.

ALCOHOL [INGESTED]

1 RP FOR 10 UNITS

Onset Time: D6 x 10(30) minutes **Duration:** 2 hours

One dose of alcohol constitutes one hard liquor drink, or six beers. This drug is addictive. One unit of alcohol is one bottle of hard liquor or wine or one case (12 bottles/cans) of beer.

Effects: Alcohol affects everyone differently according to their personality and cultural background (for some it's an euphoric, for others it's a depressant). The character suffers a -1 penalty to all actions (including Willpower Tests) for every two doses taken up to four, and for every dose after the fourth. Alcohol tends to increase the effects of many mental Drawbacks, therefore increase any mental Drawbacks by one

while drunk. Agents may gain Clown, Emotional Problems (Depression) or Reckless Drawbacks at the Chronicler's discretion while in a drunken state.

Overdose: If the character takes more "doses" than double his Constitution, he must make a Difficult Willpower Test to stay conscious (failure results in unconsciousness for D4(2) x 2 hours). If he succeeds, he may continue drinking, but every new dose requires a new Test. If he fails this second, or any further Willpower Tests, he suffers alcohol poisoning.

Addiction: Repeated heavy use of Alcohol is addictive, and results in a 1-2 point Addiction Drawback.

ALCOHOL POISONING

Alcohol is a nerve poison (see p.173 of the *Conspiracy X* rulebook for Poison types) and affects the central nervous system; specifically consciousness, respiration and heart rate. If a character suffers alcohol poisoning he may vomit (a natural defense mechanism as the brain tries to expel the toxins), pass out, or pass out and vomit (a dangerous combination). The character's breathing will be shallow and he will be difficult to awaken.

The character will need to make a Simple Constitution Test, modified by the strength of the alcohol (Beer 0, Spirits -2, 101 Proof -4, pure alcohol -6). Failing this results in the character slipping into a coma and he will die in 5 x Willpower minutes unless immediate medical attention is given. Succeeding the Constitution Test leaves the character unconscious for D4 x 3(6) hours until the poison runs its course through his system. He may still be groggy for the following day, and still suffer penalties as if drunk. He may also develop a severe dislike for the specific alcohol that poisoned him.

ALCOHOL EXTENDER [INGESTED]

1 RP FOR 60 DOSES

PREREQUISITE: INFLUENCE (CRM, INT, LAW OR S&R) QUALITY

Onset Time: D6(3) minutes **Duration:** 2 hours

This drug is ingested and when added to any hard liquor, accelerates its effects on the human body. In effect, drinks with the alcohol extender make the target intoxicated twice as fast.

Effects: Any alcohol drunk by the subject has its effects doubled while this drug is active. The effects of that alcohol are also doubled in duration.

Overdose: Taking more than one dose of this, the subject becomes severely ill and endures 20+ minutes of painful vomiting.

**ALCOHOL INCAPACITOR [INGESTED]****1 RP FOR 60 DOSES****PREREQUISITE: INFLUENCE (CRM, INT, LAW OR S&R) QUALITY****Onset Time:** 20 minutes **Duration:** 4 hours

This drug, when ingested, reduces the effect of alcohol on the body.

Effects: This drug reduces the effectiveness of alcohol in the subject by half. Double the normal dosage is required to attain the same effect. The duration of alcohol is also halved.

Overdose: Ingesting more than one dose will result in intense nausea, vomiting for 30 minutes.

BENZEDRINE [INJECTION]**1 RP FOR 60 DOSES****Prerequisite: INFLUENCE (CRM, INT, LAW OR S&R) QUALITY****Onset Time:** D6(3) minutes **Duration:** 2 hours

This strong stimulant is able to bring the subject from unconsciousness to a trance-like, awakened state.

Effects: Unconscious patients must make a Simple Constitution Test to regain consciousness. This is not full consciousness; the agent suffers a -2 penalty to all actions for the duration of the drug. Multiple doses allow new Tests to revive an unconscious patient but do not result in increased penalties.

Overdose: Receiving more doses than the subject's Constitution results in a psychotic episode in the patient for up to four hours.

BZ [INJECTION, PILL]**1 RP FOR 6 DOSES****PREREQUISITE: INFLUENCE (CRM, INT, LAW OR S&R) QUALITY****Onset Time:** D6(3) hours **Duration:** D10(5) days

This is a psychoactive variant of LSD with an extended duration. The drug simulates a violent "psychotic" episode in a target and is often used to discredit that individual.

Effects: The subject is overcome with violent behavior and hallucinations that render him completely out of touch with reality. The subject will attack anyone within reach and seek to destroy as much as possible.

Overdose: More than one dose will result in a coma for D10(5) days at the end of which he emerges normal, but with occasional flashbacks generally in the form of vivid nightmarish dreams. Characters gain the Flashbacks Drawback.

COCAINE [INJECTION, POWDER]**1 RP FOR 2LBS****Prerequisite: INFLUENCE (CRM, INT, LAW OR S&R) QUALITY****Onset Time:** 1 minute **Duration:** 2 hours

Intelligence agencies and pharmaceutical companies experimented with this popular stimulant for its pain-deadening qualities (in fact some hospitals still use it for packing broken noses). This drug is highly addictive.

Effects: This drug creates a sense of euphoria, and extra energy. It also creates a strong dependence after only a few uses. The character gains a +1 bonus to all Dexterity, Constitution and Willpower Tests. The character will also be unable to sleep for 12 hours after a dose is taken. Multiple doses lengthen the duration and intensify the high, but have no additional game effects.

Overdose: Taking more doses than the character's Constitution, he must make a Difficult Constitution Test. Failure results in death; success means the individual gains the Addiction (Cocaine) Drawback.

Addiction: Taking more doses than the character's Willpower within a month, he must make a Difficult Willpower Test. Failure results in gaining the 4-5 point Addiction (Cocaine) Drawback.

LSD [INGESTED, INJECTED, PILL, POWDER] 1 RP FOR 36 DOSES

PREREQUISITE: INFLUENCE (CRM, INT, LAW OR S&R) QUALITY

Onset Time: D6 x 10(30) minutes **Duration:** D6 x 6(18) hours

LSD was a major focus of the MKULTRA project. The drug is known as "acid" among other names, and covers a whole field of psychedelics including mescaline and psilocybin. The description here is purposefully wide-ranging as MKULTRA designed many variants. The description can also be used for magic mushrooms and PCP. A specifically timed version can be arranged to suit the particular purposes of an operative.

Effects: The subject suffers from wild hallucinations. If the subject knows he took the drug, the hallucinations can be pleasant. If the subject is unaware, the hallucinations are usually very disturbing, resulting in panic and fear.

Overdose: Ingesting more doses than the character's Constitution, the agent has a very bad reaction and will be deeply troubled even after the drug's duration expires. The character gains the Flashbacks Drawback and will experience them frequently, forcing the same hallucinations back into the character's mind. Eventually, suicide attempts may result. A second overdose will make the character attempt suicide during every flashback. These flashbacks will come more and more frequently after each overdose.

ROHYPNOL [INGESTED, PILL, POWDER, SOLUTION] 1 RP FOR 12 DOSES

PREREQUISITE: INFLUENCE (CRM, INT, LAW OR S&R) QUALITY

Onset Time: 30 minutes **Duration:** 12 hours

This drug and others like it (such as Halcyon and GHB) induce unconsciousness and impair memory. Used by sexual predators, these drugs are odorless and can easily be slipped into drinks. These drugs mimic those effects originally sought by the CIA and may be linked to MKULTRA research, although this is still only speculative. Nevertheless, they qualify as operationally useful drugs for agents.

Effects: The subject enters a hypnagogic state in which all Willpower Tests are at -2. The drug also interferes with short-

term memory, requiring a Difficult Intelligence Test to remember anything that happened while under the influence.

Overdose: Ingesting more doses than the subject's Constitution, he falls into a coma for D6(3) days. If the drug was mixed with alcohol, an overdose results in a Simple Constitution Test. Failure results in death; success merely leaves a vicious hangover.

SODIUM PENTOTHAL [INJECTED] 1 RP FOR 60 DOSES

PREREQUISITE: INFLUENCE (CRM, INT, LAW OR S&R) QUALITY

Onset Time: D6(3) minutes **Duration:** 5 minutes

Commonly known as a "truth serum", it is nothing more than a sedative that reduces the subject's alertness and self-restraint. It does not restrict a subject from lying, it just makes it a little harder.

Effects: Patient must make a Difficult Willpower Test to resist answering any question asked of him. If the patient fails the Test, he must tell as much of the truth as asked for. Also, the patient suffers a -2 penalty to all physical and mental actions. Hypnotism attempts made against a patient under the effects of Sodium Pentothal receive a +2 bonus.

Overdose: Two doses results in an overdose, knocking the patient unconscious and requires a Simple Constitution Test. Failure results in death; success puts the subject into a deep sleep for D10(5) hours. If the character is woken from this deep sleep, he will be at -1 to all actions from grogginess until the time passes, and until six hours of normal sleep are gained.

TRANQUILIZER [INGESTED, INJECTED, PILL, SOLUTION] 1 RP FOR 120 DOSES

PREREQUISITE: INFLUENCE (CRM, INT, LAW OR S&R) QUALITY

Onset Time: D10(5) Turns **Duration:** D6 x 15(45) minutes

A variety of drugs can be used to render subjects unconscious or inactive. Often injected, the strength of the particular tranquilizer can vary from 1-6 doses. Each dose level lasts for 15 minutes.

Effects: Each dose level takes effect every two Turns, at which time the subject must make a Difficult Constitution Test with a penalty equal to the total number of doses injected to avoid falling unconscious. If the subject remains conscious, all Tasks and Tests receive a penalty equal to the number of doses that have taken effect.

Overdose: Taking more doses than the subject's Constitution results in a coma for D10(5) days at the end of which the subject must make a Simple Constitution Test. The subject regains consciousness on a roll of 10. Failure results in death; success leaves the individual in a coma and the Survival Test must be rolled again in D10(5) days.

PROFESSION SPECIFIC RESOURCES

ELECTROMAGNETIC DEVICES

The blackest of the projects MKULTRA and RASPUTIN engineered are the electromagnetic technologies for mind control. Although hints of their use have emerged over the years, they are nothing more than glimpses into a developing field of technology that seeks to master the human brain. It is public knowledge that, beginning in 1963, MKULTRA's focus on electronic mind control was a dominant theme of research, but few of these experiments were ever declassified. In fact, most of them were under Aegis' direct control and even the CIA had difficulty finding out what was happening with them.

The devices created under these subprojects were designed to be used in conjunction with other techniques or implants. Under Aegis, MKULTRA and RASPUTIN brought together the various technologies to complement one another, and strengthened the hold of scientists on the minds of their subjects.

CEREBRO-STIMULATOR

20 RP for 1 van

RASPUTIN Profession only

Known as the brain programmer, this gigantic piece of electronics takes up a small room, or the majority of a large van. Composed of sensitive tuning equipment and a narrow beam microwave transmitter, the brain programmer works on the same principles as the MHIC-EDOM, but in a different manner. It is also far bigger, giving it a much bigger radius and range of effect.

RESISTING MIND CONTROL DEVICES

All electromagnetic devices target the subject's brain to assume control over their instincts and emotions. However, some are able to resist their effects. Unless stated otherwise in the devices' description, targets of such an electromagnetic attack may resist with a Simple Willpower Test. Failure results in the device working on their mind, whereas a success will result in the target having a strange tingling sensation in the head. This does not stop the controller attempting again at a later time.

Targets with suitable psychic abilities that can defend against mind control attacks can use their powers to resist the attempt.

First tested against American Embassy in Moscow in the 1960s, the device has since undergone long and steady development. The brain programmer can produce short-term and long-term effects. Short-term effects are similar to those created by the MHIC-EDOM; long-term effects require sustained beaming against the target, but create far more lasting results. The microwaves are extremely low frequency and are nearly impossible to detect, except using an electromagnetic energy detector.

The device has a range of 200yds when targeted against one person. It can also affect all within a 25yd radius centering around a target up to 50yds away. This applies to both short-term and long-term effects. The Systems Operation (Cerebro-Stimulator) skill is required to program this device. Once properly programmed, successful use is automatic.



Short term effects include confusion, heart attacks, hallucinations, homicidal rage, hypnotic trances, short term memory loss or unconsciousness. Most effects last D10(5) Turns, although memory loss and trance states are similar to the MHIC-EDOM.

Long Term Effects require continuous beaming against the target. At least six hours a day for two weeks is required before effects begin to be fully experienced. The effects continue assuming that the target(s) is within the area of effect at least six hours a day. Due to the nature of long-term beaming, a target radius is the only option, targeting a single person is too unreliable. Also, only one effect can be used at a time. Victims of these effects cannot detect the beams, but may note their own strange behavior and thoughts on a Difficult Intelligence Test. Staying out of the area of effect for three days removes the effects completely. Effects include anger, anxiety, insomnia and depression.

ELECTRO-ANAGRAM

6 RP PER UNIT

RASPUTIN PROFESSION ONLY

Developed by Prof. Pavel Gulyaev at the Laboratory for Physiological Cybernetics at Leningrad University, this device is about the size of a personal computer. The electro-anagram registers the electromagnetic field emanated by a living object or being. This faint field is likened to the aura, but researchers are still unsure about its nature. They believe it is detecting an energy field related to that photographed by Kirlian photography.

The electro-anagram can slightly alter the field it detects. This can be used to enhance healing, reducing healing times by half at the Chronicer's discretion.

HEMI-SYNCH

5 RP PER UNIT

CAPS, CAPS-AFFILIATED, CYGNET, MKULTRA AND RASPUTIN PROFESSIONS ONLY

A headphone device which produces slightly different frequencies in each ear, creating a third rhythm in the brain, known as the "biurnal beat". This device can be used to alter one's EEG. First created in 1924 by Hans Berger, it can create alpha or beta waves on demand, creating instant trances and/or hallucinations. This device can also be implanted and activated by controllers as required. The hypnotic trance can be used either to temporarily reduce the subject's Willpower attribute by one, or to increase the character's psychic attunement, granting him one extra level of Strength in all psychic abilities. The device takes 30 minutes to reach full effect during which the user will sense a strange stereophonic sound. Commercial versions often mask this sound with recordings of waves or other New Age-style music. Military and MKULTRA versions have recently begun using this masking music to cover their usage.

BRAIN WAVE PATTERNS

Brain wave patterns, first discovered in 1924 by Hans Berger, are an electronic measurement of brain activity. There are four basic patterns that have been discovered, relating to differing states of consciousness:

Beta Active, waking consciousness

Alpha Passive, resting consciousness

Theta Deep relaxation, hypnagogic state, unconsciousness

Delta Sleeping state, unconsciousness

HIDDEN EMITTERS

5 RP FOR 3 EMITTERS

MKULTRA PROFESSIONS ONLY

These devices can be as small as a pager and hidden almost anywhere. Designed to emit microwave beams in an enclosed area, they are remote controlled and can vary their frequency depending upon the desires of the controllers. These emitters have only limited strength against normal humans, but those implanted with stimocievers will suffer from their full power. Note that these emitters can also be used as transceivers for sub-audio communications, assuming the target has an audio implant. Also, the waves emitted can be tracked to get an exact fix on the location of the emitter (even if in a moving object like a car).

Effects that can be generated through emitters include dizziness, trance and unconsciousness. The target must make a Difficult Willpower Test to resist the effects with a -1 penalty if implanted with a stimociever. Dizziness results in a -2 penalty on all Tests for D10(5) Turns. The trance lasts until broken or D6(3) hours. Unconsciousness lasts for D10(5) hours. Successful resistance to trance or unconsciousness results in dizziness.

LIDA

3 RP FOR 1 UNIT

RASPUTIN PROFESSION ONLY

The Lida was one of the first devices used in conjunction with mind control in both the Soviet Union and the United States, however it owes its creation entirely to Soviet researchers. The Lida is a small device composed of a flashing light, and speakers operating on a very high frequency. Both light and sound pulse at a rate that creates a desired biorhythm -- one in which the person feels open and comfortable.

The device takes one hour of continuous use to take effect, requiring that the subject concentrate on the light and sound. This is often only achieved by restraining the subject. After the hour, the subject falls into a trance-like state in which all attempts at hypnosis gain a +2 bonus.

MHIC-EDOM**10 RP PER UNIT****MKULTRA PROFESSIONS ONLY**

The Microwave Hypnotic Intracerebral Control-Electronic Dissolution of Memory device was first developed in the late 1960s by a joint task force of Army Intelligence and the CIA under Project PANDORA. While studying dangers presented from Soviet microwave beaming against the U.S. Embassy in Moscow, scientists discovered that the microwaves could be used to induce heart seizures, create confusion, insomnia, irritability, memory loss and hallucinations. These finds led to the development of the MHIC-EDOM.

Use of the device requires the Systems Operation (MHIC-EDOM) skill. The MHIC-EDOM described in the *Conspiracy X* main rulebook is the basic model developed in the 1980s. That model is available to both Project MKULTRA and CYGNET operatives. The model described below is the advanced version, to which only MKULTRA operatives have access.

Roughly the size and shape of a flashlight, the MHIC-EDOM emits no light, only invisible microwaves, allowing operatives to use it secretly. Each use takes one Turn during which a successful Difficult Perception Test by the target will reveal a slight tingle and headache. The MHIC-EDOM has a range of 100yds and must be targeted against a particular individual. A successful Intelligence and Systems Operation (MHIC-EDOM) Task is required to produce one of the effects. The target may resist with a Difficult Willpower Test, although this suffers from a -2 penalty if implanted with a stimoceiver (see p.65).

Homicidal Rage: The subject viciously attacks anyone around them for D10(5) Turns.

Trance: The subject enters a hypnotic trance, taking no notice of anything around him. This trance lasts D6 x 10(30) minutes, during which any attempts at hypnosis tests gain a +2 bonus. Pain or physical damage will break this trance.

Fear: An intense fear is created within the subject's mind, forcing him to try to escape from the situation. If that is not possible, the subject will curl up and hide. In any case, the subject is unable to take any effective action.

Unconsciousness: The subject falls unconscious for D10 x 3(15) Turns.

Heart Attack: The subject's heart rate is suddenly increased and then stopped, requiring a Difficult Constitution Test. Failure results in a heart attack (D10 x 4(20) damage); success leaves the character nervous and jumpy for a few hours.

Hallucinations: For D10(5) Turns, the subject hallucinates wildly, unable to interact with reality in any coherent fashion. The particular hallucinations cannot be controlled and are subject to the individual's imagination.

The MHIC-EDOM has a second function -- using a microwave signal to jam the brain's synapses through a surplus of acetylcholine. This effectively erases the target's short-term memory.

The range is 25yds, or 10yds radius around the user. An Intelligence and Systems Operation (MHIC-EDOM) Task is required. If successful, all affected targets are stunned for D10(5) rounds and their memory is erased for D6(3) hours centering around the device's use. For example, if the duration roll is four, the target would remember nothing two hours before, and two hours after the device's use. Mental functions are not impaired during this time. Targets are still able to act; only their memories are affected. Note that using the radius setting will affect everyone within range equally (including the user) unless they have a prophylactical implant (see p.65).

NEURAL DISRUPTER**5 RP PER UNIT****CYGNET, MKULTRA AND RASPUTIN PROFESSIONS ONLY**

Also known as a sleep gun, this device has been upgraded several times and is now considered the MHIC-EDOM's poor cousin. Nevertheless, it is in some ways far more appealing to agents. Looking very much like an electric razor, the sleep gun is composed of advanced electronics. It fires a tight, low-voltage microwave beam that is specifically calibrated to disrupt brain functions. The beam has a range of 25yds and the user must specify a head shot to have any effect (-4 to hit on a Dexterity and Systems Operation (MHIC-EDOM) Task). The device causes one of the following effects:

Nausea: This effect causes severe illness in the target, stunning the target for D10(5) Turns while he vomits and falls to the ground. No actions are possible during this time.

Sleep: Those hit by the sleep effect must pass a Difficult Constitution Test or fall unconscious for D10(5) hours.

Seizure: The seizure effect actually causes brain damage, creating incapacitating spasms for D10(5) Turns and resulting in D6 x 2(6) points of damage. The target must make a Simple Constitution Test. Failure results in the permanent loss of one level of Intelligence; success results in no further effects.

RHIC-EDOM

An early proto-type of the MHIC-EDOM was called the RHIC-EDOM (which uses radio waves instead of microwaves). This device was developed by the Department of Defense. Army Intelligence maintains a limited supply of RHIC-EDOMs which it continues to believe are state-of-the-art mind control devices.

A RHIC-EDOM is treated like a basic MHIC-EDOM except the range is 25yds and only the Trance, Fear and Unconsciousness functions may be employed. The availability of the RHIC-EDOM is limited to those with the Influence (Intelligence or Paranormal) Quality and will only be loaned to the Cell for a limited period of time.

PSI-TECHNOLOGIES

Project RASPUTIN was assigned the task of developing electromagnetic methods for amplifying and detecting psychic power use. Although the scientists found that psi powers were not electromagnetic in origin, magnetic forces did affect the human body. Similarly, because psychic powers could be used to affect objects and electromagnetic devices, there had to be a way to identify psychic power use. The scientists managed to get two devices through the testing stage into operational use, though neither was widely used.

PSYCHIC AMPLIFIER ROOM 5 RP FOR ACCESS

CYGNET AND RASPUTIN PROFESSIONS

Using a principle devised by the Soviet scientist Silius Grigorovich near the end of the 1970s, the psychic amplifier room creates artificial magnetic fields which give extra energy to the psychic. The rooms are magnetically sealed, though this does not affect psi use, as discovered in previous experiments. The user feels the magnetic fields only as a tingling sensation. Any electronics carried into the room are destroyed by these fields. A psychic using his power in this room feeds off of the magnetic forces and gains one extra level of Strength in all psychic abilities for every four hours spent inside continuously. Use of the room, however, significant disruption to the user's internal magnetic fields, resulting in insomnia for a day after and disturbances in the character's internal clock, making him hungry and sleepy at odd times of the day. Sustained use (more than four times in a week) results in the possibility of developing cancers. Dr. Grigorovich's notes, recently recovered, indicate the possibility of a device that would work in the same way, but could be worn like a wristwatch and would not create cancers. The doctor himself vanished recently.

At one time, psychic amplifier rooms were located in every top secret parapsychology lab in the Soviet Union. Now, only a handful remain operational. Three were packed up and shipped to the United States following the RASPUTIN mass migration and these rooms are operated by Aegis. One is found at the Committee, one at a top-secret lab in Arizona and the other in Washington. Buying this resource does not actually bring one of these rooms to the Cell. It merely grants Cell members access to one of the bases to use the facility. To actually have one relocated to your Cell or have another one reconstructed from the parts available from Russia would require 45 RPs, and an extended adventure deep into the former Soviet Union.

ENERGY ALARMS 10 RP PER ALARM

RASPUTIN PROFESSION ONLY

These highly complex, particle enhancement field generators are used to detect the presence of a psychic. For example, an energy alarm could be used to detect a remote viewer looking in at that room. The device works on a feedback system, detecting flaws or



strange variations in the field created by psychic power use. The power's use is not actually detected, but its effect on sensitive particles is. The same effect is created by the psychic presence of a ghost or a psychic.

An energy alarm can be set up to watch over an area with a radius of 10yds around the device. Positioning of alarms is a delicate task as they will not function if within 20yds of one another. Any psychic power use within the radius of the alarm has a 50% chance of setting it off every Turn that the psychic, or his effects, remain within range. Detecting the alarm's presence requires an awareness that such a device might be present and a Difficult Perception Test or Notice Task. There is no way to avoid tripping the device except by leaving immediately. Energy alarms are generally connected to silent alarms so another psychic might attempt to detect what being done, and even trace the psychic. For the most part, however, the alarm merely warns; little can be done to counter the invading psychic's efforts. Aegis nevertheless has adopted the technology and installed energy alarms in key locations throughout its bases.

PSYCHOTRONS

Most psychotrons are capable of storing energy from only one psychic ability. They also are made for one, and only one, specific purpose. The shape and material of the psychotron is closely related to the ability it uses. For example, preservation abilities are tied to pyramid shapes. Some telekinetic uses are linked to cylindrical devices. Generally metals are used, although wooden objects can also be made into psychotrons. Plastics are almost always avoided.

The process of creating a psychotron involves researching the appropriate shape and substance that is associated with the ability desired. The source of this information remains the most guarded secret of Project RASPUTIN. Rumors exist that ancient Egyptian and Hindu texts reveal this information. Some recovered RASPUTIN records indicate that unspecified Tibetan monks possess this knowledge in the form of ancient scrolls. The scrolls were copied by the Russians in the 1970s. These copies have vanished and Aegis is searching for any leads that might lead to their recovery. Only a handful of scientists remain from RASPUTIN who know the shape and materials linked with particular powers. They, of course, claim that all hard copies of this data were destroyed, and only they now possess this information. An MKULTRA Special Retrievals team is in the process of finding out if that is indeed true.

Psychotrons or accumulators are devices that store psychic energy for a particular purpose. Generally they must be charged with Essence from a psychic with the appropriate ability. This process requires differing degrees of charging energy depending upon the strength of the psychotron. RASPUTIN engineers classified psychotrons by Orders, the First Order being the most powerful and the Third Order being the least.

Originally, the existence of only Third Order psychotrons was admitted. Of course, Aegis investigations have since discovered Second and First Order psychotrons.

All psychotrons must follow the same rules of construction. With very, very few exceptions, they are designed to work with one particular psi-power and cannot use the abilities of any other. They are created as receptacles for a particular kind of energy; all other kinds of energy simply leak away. They can be charged with varying amounts of Essence. Some devices do a programmed task until drained. Others are activated by human touch or gaze. Some even draw off the life energy of plants and animals automatically by being nearby.

Telepathic or ESP devices are used like pointers to indicate symbols that are sent telepathically. In this case, they are 100% accurate. Other devices promote healing, some cause illness. Some can be used to focus confusion and other mental states. A few have even been found to induce death in lower life forms. The various Orders and some examples are presented below.

THIRD ORDER

5 RP PER UNIT

CAPS, CYGNET, MKULTRA AND RASPUTIN PROFESSIONS ONLY

These psychotrons require only the presence (within one yard) of a human, animal or plant to draw upon its bioenergy. No concentration is required. The psychotron must be close to the life force for 24 hours if human, 48 if animal and 72 for plants. The device absorbs 2 Essence Points during each of these time periods to create one charge, to a maximum of three charges. These points are not lost from the nearby life form. Optionally, humans may charge a Third Order psychotron by transferring 2 Essence Points during half an hour of concentration.

The lowest Order psychotrons will perform a programmed task until drained, such as attracting all small objects to it, relaying thoughts to a third party or changing colors to denote psychic energy use in the area. They may be activated by any psychic with a thought, as long as the psychic has the device in view. Once activated, the items lose one charge per day until they are drained, and cease to function. Each has a Strength and Art in its ability to determine effects of the psychotron's power. Some psychotrons are so sensitive and easy to activate, that non-psychic characters (with Basic ESP capacities) can trigger their programmed ability. In such a case, a Simple Willpower Test is required, or a successful Rhine Test.

Psychotrons of the Third Order are most common. They are relatively easy to produce and use. They rarely have an important use and generally act as a kind of toy. Nevertheless, some agents have found highly useful functions for them, including acting as psychic switches on bombs.

Here are a few samples of Third Order psychotrons:

A small round stick of wood about four inches long and pointed at both ends that uses Telekinetic energy to push small objects away from it. These objects can be of any substance, including non-metallic ones. (Str 2, Art 2)

A very heavy metal abstract rectangle about three inches wide with a trapezoid of iron attached that moves slightly (a few inches at most) when activated using Telekinetic energy. (Str 1, Art 2)

A black iron egg-shape dappled with speckles of gold that spins when psychic powers are used in its vicinity. It begins sensing for psychic energy as soon as charging finishes. Related ability: Telepathy (Str 3, Art 2)

A smooth diamond-shaped iron psychotron that heats up when activated. The psychotron does not burn, it is merely hot to touch. Related ability: Pyrokinesis (Str 1, Art 2)

A gold bent pin engraved with lines and circles that straightens upon a psychic command. This device works ideally as a trigger mechanism in bombs. Related ability: Telekinesis (Str 2, Art 2)

SECOND ORDER 10 RP PER UNIT

CAPS, CYGNET, MKULTRA AND RASPUTIN PROFESSIONS ONLY

Psychotrons of the Second Order are a little more powerful and therefore require a more complex energy transfer. To charge them, a psychic must concentrate on the item for at least six hours on two consecutive days. At the end of this time period, the psychic transfers 10 Essence Points to create one charge. Most of these devices can hold a maximum of four charges. Thus, it takes eight days to fully charge one of these psychotrons.

With a thought, and draining a further 5 Essence Points, a psychic can activate a Second Order psychotron within sight. While Second Order psychotrons form the nucleus of Project RASPUTIN's arsenal, they are still relatively rare and powerful, trusted only to the most reliable of agents. Also, because of their rarity, they are not always available for loan when needed.

Here are a few examples of Second Order psychotrons:

A Neolithic ivory carving of a woman that uses the Clairvoyance ability to relay the emotional state of anyone who touches it for more than a few seconds. This information can be picked up by any Clairvoyant. Each use drains one charge from the psychotron. (Str 4, Art 4)

A pair of wooden shoes, the kind tourists buy in Russia, that are imbued with Bio PK energy. This energy causes confusion and headaches in the possessor for one month per charge. (Str 4, Art 4)

A jade statue that acts as a focus for Clairvoyance, giving a +2 Strength and Art bonus to psychically target whatever location contains the statue. Each use drains one charge.



A small silver cross with a hole in the center that works with Telekinesis. It may be activated to move an object of 100lbs or smaller for five seconds. Such movement costs one charge per activation. (Str 2, Art 5)

A fat bronze cylinder about five inches high and three inches wide with a conical hollowing that is indented with marks. The outside of the cylinder is quite smooth. It can be used to project thoughts at a cost of one charge per activation. Related ability: Telepathy (Str 4, Art 5)

A wooden triangle can be used in conjunction with a Ouija board to ask questions about a past or present event or person. Each question costs one charge. Related ability: Cognition (Str 4, Art 4)

FIRST ORDER

15 RP PER PSYCHOTRON

CYGNET OR RASPUTIN PROFESSIONS ONLY

The greatest achievement of the RASPUTIN psychotron research project, these psychotrons are extremely powerful. These psychotrons can hold up to six charges, and it only takes ten minutes of concentration per charge transferring 10 Essence Points each time. Unlike Second and Third Order psychotrons, First Order devices require that the transferring psychic have the appropriate ability. They can be activated with only a thought. These psychotrons are extremely rare. Only a handful were ever produced and those that do exist are considered prized possessions by their owners. In fact, Aegis has access to less than a half dozen, and these are reserved for only the most vital of missions.

Here are a few examples of First Order psychotrons:

A polished sheet of silver, trimmed in bronze, that may be used to ask “yes or no” questions about the future. The metal darkens when the answer is “no”. Every three questions asked drains one charge, but they are always answered correctly. The item must be charged with the Cognition discipline. (Str 7, Art 6)

A golden ankh that can use healing abilities of Bio-PK. Each use drains one charge. (Str 7, Art 7)

IMPLANT TECHNOLOGY

Dr. John Lilly began research in 1953 to “map” the brain to discover what part of the body each section of the brain controlled. He hoped to control the body through the electro-stimulation of certain parts of the brain. Using monkeys in his initial research, Lilly found the pleasure, pain, fear, sexual and anger centers. These brain maps inspired MKULTRA’s implant research projects.

The Office of Research and Development (ORD) at the CIA took up the research, playing with electronic stimulation of the brain. They had a contractor map the brain further and began experimentation on dogs, guiding them along particular courses through use of the electrode implants with reasonable success.

The most famous remote control experiment occurred in the late 1960s, when Jose Delgado experimented with a “stimulator”, a miniature electrode placed in a special part of the brain of a bull. When the bull charged the doctor, he simply pressed a button and the bull stopped. This research, ominous as it seemed, was continued later in implants in cats. The devices were attached to the ear’s cochlea and turned the cat into a living bug.

Robert G. Heath experimented with electrodes implanted in subject’s brains in an attempt to alter their sexuality. He claims to have discovered ways to affect subject’s memories to create pleasure, fear, arousal and hallucinations in their minds. Another researcher, James Olds found that certain parts of the brain, when stimulated, create aversive or rewarding effects, allowing easy operant conditioning for controllers.

Current implants are monitored through a network of near universal transmitter-receivers erected by cellular phone companies in the 1980s. MKULTRA operatives plug their equipment into the existing communication systems, and piggy-back their signals on these benign technologies. Anywhere you can get a phone call, they can find and manipulate you.

The devices are typically implanted in the nasal cavity or exterior head region. The implants do not need neural connections because they work entirely on electromagnetic principles. The correct current is beamed to the appropriate section of the brain. Some implants, like the neurophone, must be near the ears while others, like the tracking implant, may be located anywhere. A successful Intelligence and Medicine (Implants) Task is required to implant one of these devices. Identification of scars or bumps that might indicate the presence of an implant requires a Perception and Medicine Task to detect and a knowledge of UFOlogy to guess at their significance. Finding the implants using X-rays is nearly impossible because they are composed of advanced ceramics. An MRI or CAT scan might reveal them with a +2 bonus to the Perception and Medicine Task.

Removing an implant is a difficult procedure that requires several hours of surgery and an Intelligence and Medicine Task, with a -1 to -4 penalty depending upon how close the implant is to the brain or other vital organs. Some implants are equipped with self-destruct packages that result in a minor implosion upon contact with air. This will cause D10 x 2(10) damage to the implantee unless precautions are taken to keep the implant covered until safely out of the subject. Failed Medical Tasks involving removal of implants causes the same damage as above.

HEMI-SYNCH**2 RP PER IMPLANT****MKULTRA PROFESSIONS ONLY**

An implant version of the electromagnetic device discussed previously (see p.59), it can be used without the subject's knowledge, and can create desired brain waves in the subject as before. The implant version creates a slight buzzing sound in the subject's head when activated.

NEUROPHONE**2 RP PER IMPLANT****MKULTRA PROFESSIONS ONLY**

This tiny opalescent device uses the brain as a transceiver, both transmitting what is heard and receiving signals, using the cochlea of the ear. First developed in 1958 by Dr. Flanagan when he was 14 years old, the device was quickly placed under secret development by the DIA. In conjunction with the CIA, the neurophone was developed as a brain interface tool which not only allows its controllers to hear everything the subject hears, including whispers, but also allows the transmission of audio to the subject, making it seem as if the voice or sounds are coming from inside his head. This can be used to transmit cue phrases to subjects with post-hypnotic suggestions. The technology from this device contributed a great deal to later implant technologies. The Neurophone has a range of about 50yds.

PROPHYLOGICAL IMPLANT**5 RP PER IMPLANT****MKULTRA PROFESSIONS ONLY**

These implants were developed in only recently. They allow MKULTRA operatives to remain unaffected by the numerous electromagnetic mind control beams that they use on a regular basis. This implant gives operatives a further +2 bonus when resisting the effects of any opposing electromagnetic mind control device. Note that these devices are ineffective against psychic powers, and are only implanted in MKULTRA professionals.

STIMOCEIVER**5 RP PER IMPLANT****MKULTRA PROFESSIONS ONLY**

This brain implant allows the controller to dictate a target's behavior, desires and to some degree, thoughts. The stimoceiver is controlled by outside individuals (typically MKULTRA researchers or operatives), but is tiny and very weak in picking up transmissions. It either requires a MHIC-EDOM to activate it or a hidden emitter nearby (within 5yds). The stimoceiver can be used to create a variety of effects within the subject: arous-

al, fear, pleasure, depression, anger, trance and hallucinations. These effects are overpowering and last as long as the controller desires, but usually not more than a few hours.

TRACKING IMPLANTS**5 RP PER IMPLANT****MKULTRA PROFESSIONS ONLY**

These simple devices are no bigger than the tip of a pencil and emit a weak signal showing the location of the individual. These devices allow MKULTRA researchers to track implanted individuals, but can only pick up individuals who are within range of a cellular phone transceiver. Therefore, if the individual is out of cellular phone range, they are also impossible to locate using the tracking implant. The signal emitted by these devices is so weak that only ELF searches will pick it up.

IMPLANTING

Acquiring implant resources with RPs only gets the agent the item. Implanting them in the agent or another requires the appropriate Medical Tasks and facilities. Further Implants using alien technology can be found on p.114 of the **Extraterrestrials Sourcebook**.

RESTRICTED CHEMCRAFT

Certain chemicals were discovered in the course of MKULTRA and MKDELTA's research, and not released to the public. These drugs are listed below and follow the same format as drugs available to all professions. Details for NP-7 and Batch 7 can be found on p.227-228 of the *Conspiracy X* core rulebook.

HNOCH-OUT [INGESTED]**1 RP FOR 100 DOSES (ANY FORM)****MKULTRA PROFESSIONS ONLY****Onset Time:** 10 minutes/dose **Duration:** 12 hours/dose

This very basic element of all MKULTRA agent's arsenals covers a wide range of drugs that produce unconsciousness and can be slipped surreptitiously into drinks, food, aerosols, etc.

Effects: The subject must make a Difficult Willpower Test (with a -1 penalty for each extra dose) or fall unconscious for the duration of the drug's effect. No memory of the time unconscious will exist.

Overdose: Ingesting more doses than the subjects Constitution requires the subject to make a Simple Constitution Test with a penalty equal to the number of doses administered. Failure leaves him in a coma for D10(5) days.

**L2 [INJECTED]****1 RP FOR 1 DOSE****MKULTRA PROFESSIONS ONLY****Onset Time:** 10 minutes **Duration:** N/A

Discovered accidentally, this amnesia drug is a last resort used by MKULTRA agents when no alternative is available. Attempts to create a drug that selectively erased time periods of memory were unsuccessful due to the brain's non-linear memory storage methods.

Effects: This drug attacks the brain's long-term memory and destroys it ruthlessly, focusing on experiential memory. Any attempt by the character to remember anything from his life requires a Difficult Intelligence Test. Failed tests mean that those memories are lost forever. Subject gains the 6-point Amnesia Drawback.

Overdose: Taking more than one dose, the subject suffers brain damage, losing one level of Intelligence permanently.

SMART DRUGS [INJECTED]**1 RP FOR 60 DOSES****MKULTRA PROFESSIONS ONLY****Onset Time:** 5 minutes **Duration:** 2 hours

Part of MKULTRA's mission was to create drugs that would help their agents concentrate and enhance their abilities. These drugs are injected.

Effects: This drug gives the agent a bonus of +1 to all mental Tasks for each dose. The agent will not be able to sleep for 12 hours after the drug wears off.

Overdose: Injecting more doses than levels of Constitution, the subject overdoses and suffers brain damage, losing one level of Intelligence permanently.

PSI-DRUGS

These drugs, developed under Project MKULTRA, are primarily used by older psychics (those still alive and sane). The drugs were principally designed to increase the effective Strength of psychic abilities for operations. The side effects and repercussions of using these drugs were discounted or ignored in an effort to build an army of psychics for Aegis' use.

DZ [INJECTED]**1 RP FOR 28 DOSES****MKULTRA PROFESSIONS ONLY****Onset Time:** 30 minutes **Duration:** 24 hours

This drug was created after a direct order from the Director of the CIA to protect agents and officials from psychic spying. The drug had to be 100% safe. The MKULTRA scientists claimed it was. They were

wrong. Although they now know that it causes psychological breakdown, some individuals continue using it for the protection it offers.

Effects: The subject's mind is clouded against psychic reading, increasing the subject's effective Willpower to resist by +4. No psychic powers or Basic ESP abilities can be used by the subject for the drug's duration. Once the character has taken five doses (over any period of time), and for every three doses thereafter, he must make a Simple Intelligence Test. Failure results in the subject gaining a mental Drawback of the Chronicler's choice.

Overdose: Taking more doses than the subject's Constitution level, the character gains a mental Drawback of the Chronicler's choosing.

PSI-ENHANCER [INGESTED] 1 RP FOR 6 DOSES

MKULTRA PROFESSIONS ONLY

Onset Time: 4 Turns per dose

Duration: 1 minute

This drug is designed to increase psychic power. Limited in duration, and highly unstable with regard to overdoses, the drug is nevertheless very popular. This drug is addictive.

Effects: The subject gains +1 Strength for all psychic abilities per dose taken. After the duration ends, those bonus points are lost.

Overdose: Ingesting more doses than the subject's Constitution results in possible addiction, hallucinations, brain damage, or death. The agent should make a Simple Constitution Test with a penalty equal to the number of doses over their Constitution. Failure results in the permanent loss of one level of Intelligence. Rolling a 1 results in the agent's death. Success leaves the agent with hallucinations that can occur at any time the Chronicler desires for a limited time.

Addiction: Taking more doses than the subject's Willpower in a month, and failing a Difficult Willpower Test, results in the agent gaining the 4-point Addiction (Psi Drug) Drawback

THE ZONE [INJECTED] 1 RP FOR 6 DOSES

MKULTRA PROFESSIONS ONLY

Onset Time: 10 minutes **Duration:** 12 hours

While researching different ways of inducing deeper trances in psychics, MKULTRA scientists stumbled on this drug, which gained the moniker "the Zone" by psychics that used it. The Zone essentially induces a coma-like stage in the psychic, but this particular mental state is directly linked to psychic power use. While it worked wonders, too many psychics never emerged from the coma.

Effects: The subject enters coma in which he can utilize all of his psychic disciplines not requiring line of sight or a waking state. The character gains +2 to both Strength and Art of psychic abilities for the duration of this coma. Once the drug's effect ends, the character awakens refreshed. Multiple doses result in the character gaining an additional +1 per dose.

Overdose: Taking more doses than the agent's Constitution results in an overdose. The character enters a coma indefinitely. Time within the coma passes very quickly (months seem like days) and the character is able to continue using his psychic disciplines, but cannot wake himself. Only four Success Levels on an Intelligence and Medicine (Neurology) Task by a caretaker (not an Extended Task) can bring the character out of the coma (the Chronicler may design an alternative recovery game mechanic if desired).



CBF98

Chapter Three

Occult





CHAPTER 3.1 — OCCULT HISTORY

To outsiders, the history of magic and the occult entails a bizarre series of madmen and crazed cults that arise spontaneously and dissolve quickly. Magicians and occult scholars sift for patterns amid the chaos, and discover the vast and obscure histories of the many secret societies that have existed throughout human history. All but a few seekers are satisfied with these answers, and look no further. Those that try to dig even deeper and find yet another layer of secrets waiting.

Humans are not alone on the Earth, and some of the other beings here on Earth seek to manipulate and control humanity. Since several of these non-human groups have a deep and abiding interest in magic and the occult, it is unsurprising that the true history of human magic is intimately tied up with the hidden factions which seek to rule mankind.

Chroniclers should note that most of the information discussed below focuses on mystic developments in Europe and the western hemisphere. Parallels can be drawn from this material to other areas of the globe, but obviously the specifics will vary. The following information is of primary use in an Aegis-based campaign.

ORIGINS OF THE SPECIES

When the Atlanteans arrived on Earth over 175,000 years ago, they discovered a sentient, albeit backwards, species. The Atlanteans considered them a potential slave race and nothing more. The Piloni were two legged, covered in a thick layer of fur and built primitive shelters. However, the Piloni were subtle users of natural, Essence-based magic, which intrigued the Atlanteans, although the Piloni were quick to realize the Atlanteans meant no good for them or their planet.

The Atlanteans wanted followers, and the Piloni made bad slaves. Around 150,000 years ago, the Atlanteans decided to create a new species in the image of themselves, just as their founders had. Splicing their own genes with that of the Piloni, they created the first Neanderthals. As the Atlantean hostilities with the Greys continued throughout the galaxy, the Atlantean scientists hypothesized that they could create a slave race with powers equal to the Greys by splicing Grey DNA into the existing Neanderthals. After debates and arguments, experimentation began. Mixing the genetic makeup of Atlantean, Neanderthal, Piloni and Grey, 100,000 years ago their experiments finally bore fruit, creating Homo sapiens: a race quick to be trained, easily influenced, with psychic potential. Their first task as a race was the eradication of the Neanderthals.

Some of these Homo sapiens started uttering prophecies about the future, while others demonstrated physical strength beyond anything their physiology would allow. Many of these prophetic humans became priests, worshipping their Atlantean creators as gods. Their "gods" quickly saw humanity's potential as warriors, training and equipping them to battle both the Greys, and each other in their petty disputes.

However, somewhere in that genetic makeup, hidden within the millions of transposons, "junk DNA" produced a diverse side effect - along with the potential for psychic power was the production of Seepage, a force that would grow more powerful as the population rose. Over the thousands of years that followed, the Pilosi remained hidden from the world, developing the dangerous art of manipulating the Seepage energies, based on their ancient manipulations of Essence. A few Pilosi were corrupted by the Seepage at first, unaware of the differentiation. Over time, through trial and error, the Pilosi adapted their abilities to safely manipulate the Seepage, and to filter the harmful effects, creating new rituals and avoiding corruption.

SEEPAGE AND ESSENCE

The fragile relationship between Seepage and Essence is covered in detail in **Chapter 3.2: Seepage**. The Pilosi and their ability to use Essence based magic, as well as manipulating Seepage, are detailed in **Chapter 5.2: Cryptozoology**.

The Pilosi occasionally taught rebel humans who escaped Atlantean domination the secrets of ritual magic to manipulate the Seepage. Human shamanism derives from the Pilosi, the majority of which are natural shamans. The humans were quick to learn ritual magic, although impatient for more powerful results, adapting the rituals for themselves. While the Pilosi had to take care to avoid corruption, humanity seemed to be less sensitive to its debilitating effects. This may have been because humanity is the actual cause of the Seepage itself. With help from the Pilosi, human rebels and revolutionaries plotted to overthrow the Atlanteans and free humanity from their rule. Approximately 12,000 years ago, the human Akki'r led a revolt which began in the Atlantean city of Tro'don. This revolt, aided by Pilosi magics and the mystic substance called orichalcum (see p.109), eventually destroyed the city of Tro'don.

Word of the defeat at Tro'don was spread by the Pilosi and the humans across the globe. Worldwide, humans started showing discontent and unrest toward their Atlantean masters. The Atlanteans gathered to discuss this with the Nameless Priests, who, by this time, were lost to insanity. The Nameless Priests declared they had forgotten their origins, and as punishment declared the Atlanteans should destroy all they had created, including the great cities they had built, and work in the background, manipulating and influencing humanity from the shadows.

The destruction of Tro'don convinced most Atlanteans that magic was a potent weapon. Some viewed it as a threat, while others saw it as a powerful tool, but all of them recognized that magic was a force of great power. Since that time, both the Pilosi and the Atlanteans have maintained a keen interest in human magicians and magical practices. For many years, the Pilosi sought out human magicians as companions and students, in an effort to help bridge the gap between the two species and to better study the Seepage that the humans produce. The Atlanteans worked hard to foster prejudice against the Pilosi, but the Pilosi continued to walk among humans disguised by powerful illusions, trying to uncover the secrets of the Seepage. They began to kidnap human children who possessed significant magical potential, teaching them the true nature of the Pilosi and becoming strong allies.

Whether isolated or integrated, the Pilosi were always deeply concerned with mystic matters. Most Atlanteans addressed magic only in an effort to eliminate it. They continually investigated the genetic makeup of humans, trying to isolate the gene that produces Seepage, psychic potential and magic use. To date, they have failed. A few Atlanteans, however, did begin to investigate magic, with a view to tapping its power. This was not an easy task. All Atlanteans are Voids and incapable of perceiving all but the most obvious magical effects. The Atlanteans visited human magicians, usually in the guise of gods or powerful spirits. Sometimes they rewarded the humans with small nanotech devices that were seen as items of powerful magic. Other times, the Atlantean kept a careful watch and interacted often, learning all it could about the magician's abilities. In a number of cases, the magician began to resent the Atlantean's interference, and threaten the Atlantean in some fashion. These magicians were usually killed in a highly obvious fashion to deter others with similar thoughts, or were subjected to genetic experiments to aid their research.

Atlantean nanotechnology is incredibly powerful and versatile, but human magic can foretell the future and transcend the limitations of time and space in a manner impossible for even the most advanced conventional technologies. These powers had a great appeal for those few Atlanteans who did not simply wish to eradicate all magic. In typical Atlantean fashion, those who decided to study magic did so for many hundreds of years. In time, and in spite of their limitations, these Atlanteans gradually came to a basic understanding of the rules and parameters of magic. In this era, they also collected a wide variety of magical books, and even a few enchanted items created by early Adepts. The Atlanteans also learned the true nature of the Infused and the Forsaken and feared their power. A few of the Infused proved to be too powerful for the Atlanteans. The Atlantean Ori'don was even killed by one of the Infused. After this disaster, the Atlanteans often supplied human heroes with special weapons to help them hunt down and kill all Infused they found.

By the 8th century B.C., the worst infestations of Infused had all been banished and most human magicians had been co-

ATLANTEAN RESEARCH

With their vast resources and unlimited years of research, it would only be a matter of time before an Atlantean managed to track down the elusive mix of genes that causes Seepage. One Atlantean discovered such a gene matrix and started work isolating its properties for replication and adaptation for Atlantean use. The Nameless Priests were horrified, claiming the Seepage the work of the Leva'ans (Beast that is Not of the Nameless). Despite the Seepage being the result of their own genetic tampering millennia ago, the Nameless Priests were adamant, claiming the Seepage must be evil as it corrupts humanity, deforming them into creatures similar to those that blighted Alan's. The Atlantean researcher had his memory erased, and all research into making Atlanteans capable of interaction with the Seepage destroyed. Atlantean research has since become focused on control, preferably through the use of expendable humans. They revel in the harmful effects the Seepage has on the Greys, but remain thankful of their natural protection from its corrupting influence.

A few Atlanteans continue the work illegally. Hoping to isolate the gene to allow psychic abilities, without any of the Seepage's harmful effects. However, their insular nature means that they continue alone, failing to cooperate, and failing to advance.

opted by the various Atlantean-run temples. The fear and distrust of independent, free-thinking magicians found in most human civilizations was fostered by Atlanteans who feared magicians they could not control.

For both Atlanteans and humans, the next 1,000 years was an era of great progress in the study of the occult. The foundations of Taoist magic were developed in China. An early variety of Ceremonial magic arose in Persia and was further refined in Hellenistic Egypt. The large states of this era had sufficient wealth and power to support a number of priests and other government-sponsored magicians. Behind these states, watching carefully, the Atlanteans observed and directed much of the magical research of the day, amassing an enormous quantity of occult information. However, that material was scattered and, as usual, was rarely shared. Although most Atlanteans possessed more occult knowledge, more books of rituals, and a greater understanding of the occult than any human, they were completely incapable of using any of it, due to their inability to manipulate the Seepage themselves.

By the 4th century B.C., the Atlanteans studying the occult understood it well enough to embark upon a lengthy campaign to use the Seepage for their own ends. From helping in their ongoing conflict with the Greys to granting them vast powers, a few Atlanteans wished to have the powers of the Seepage at their command. Several Atlanteans even dreamed of developing nanotechnology that would give them direct access to the Seepage. However, the majority of the Atlanteans feared magic and continually strove to eliminate its use among humanity. By the 2nd century B.C., a compromise was reached and this magical research was mostly confined to isolated monasteries in the East and to Atlantean-controlled mystery cults in the West.

The classical mystery cults, like the Orphic, Isiac, and Elusinian mysteries, were all fronts for Atlantean activity. Atlanteans played the roll of the various gods who appeared in the highest-level ceremonies. They directed the cults through the priests and used them to continue their research and to serve various political ends.

THE WANE OF THE PILOSI

By the 2nd century B.C., as humans continued to expand and the Piloni continued to be killed or driven away, the Piloni began to acknowledge their failure. Most Piloni retreated from all contact with humanity. However, legends of ancient inhuman magicians who were marked in some fashion still remain. The two most famous of these non-human magicians were Hanuman, the monkey-god of Hindu legend, and Hermes Trismegistus, also known as Hermes-Thoth, named after the baboon-headed god Thoth. Hermes-Thoth taught the secrets of magic and magical metalworking techniques to the ancient Egyptians and later to a few Greek magicians.

In these early days, the Piloni who refused to abandon humanity sometimes even mated with humans. The children of such unions usually had powerful magical gifts. Merlin, the legendary magician at King Arthur's court was a half-breed Piloni, as were Simon Magus and the Taoist alchemist Yu Tzu.

In response to Atlantean machinations, Piloni in China worked with Taoist monks and hermits to influence various Chinese emperors. In the West, some Piloni continued to kidnap various magically gifted humans, including the famous British prophet and musician Thomas the Rhymer. These humans lived among the Piloni and learned to see the world as the Piloni did. A few of these individuals took home "faerie" husbands and brides. Even today, especially in Ireland, the last stronghold of the European Piloni, numerous children are born with various magical "faerie gifts" and are usually Supernatural Foci. These children often prove to be natural magicians as well.

While many continental European and English rulers were unwitting pawns of the Atlanteans, Scotland and Ireland remained Piloni strongholds until much later. The English campaign to wipe out Irish and Scottish culture which began in the 7th century A.D., including the Catholic effort to stamp out the Celtic Christian Church, was largely motivated by an Atlantean plot to wipe out the Irish and Scottish Piloni. This plan succeeded in Scotland, but a few Piloni still survive in Ireland. In France, the last Piloni died with their Cathar allies in the 13th century.

By this time, the vast majority of Pilosi in Europe had been killed or driven out. The Inquisition was developed in the 14th century to root out heretics and political enemies to the Church and served to hunt down the last few Pilosi-trained magicians in Western Europe. Unfortunately, this plan worked too well, and the Inquisition began hunting down everyone who practiced magic, including those engaged in research for the Atlanteans.

THE RESURGENCE OF SECRET SOCIETIES

With the Pilosi threat removed, the European-based Atlanteans who continued to study magic reasserted themselves. To protect their work from the threat of the Inquisition, and to keep the magic hidden from the vast majority of humanity, these Atlanteans recreated a less overtly religious version of the old mystery cults. These new secret societies allowed powerful humans to gather together and make plans, under the watchful eyes of the disguised Atlanteans in their midst. In addition, these same secret societies became an excellent place for Atlanteans with an interest in the supernatural to train magicians and psychics, and to engage in magical experiments.

The idea of secret societies spread rapidly among the Atlanteans. Soon, they reached every corner of the civilized world. While less openly hostile than their European counterparts, the human rulers of China and the Middle East were still quite suspicious of magicians who performed unusual and potentially dangerous experiments. The secret societies run by the Atlanteans provided a perfect setting for the humans to practice magic with no outside interference.

By the 16th century, Freemasonry and a few of the other Atlantean-run secret societies were firmly in place. The elaborate titles and strict hierarchy that marked most European secret societies were a direct result of their Atlantean origins. These secret societies were ostensibly private clubs for the wealthy, where influential people met and exchanged information. Most of the non-Atlantean secret societies created by imaginative humans were nothing more than that. However, the Atlantean-created societies were also places where Atlanteans could discretely influence important humans as well as engaging in occult research. In typical Atlantean fashion, most of these organizations had highly complex and secretive structures. Not only did none of the human members realize that the organizations were actually run by non-humans, most of the human members never even knew that they belonged to an organization which had the study and practice of magic as one of its primary purposes.

Like all Atlantean-derived organizations, these secret societies were inherently unstable. Competition, in-fighting, and constant rivalry meant that few of these organizations lasted more than a hundred years and most did not outlive their human founders. However, splinter groups and rival organizations formed constantly and the Atlanteans monitored most of these groups and secretly controlled the ones that looked most promising.

While most Atlanteans who were interested in the occult were content to work behind the scenes, controlling large secret societies, a few took a more direct approach. The most famous of these Atlanteans was known in the 16th century as John Dee. Dee studied everything about the occult known to the Atlanteans. He devised complex and elaborate rituals to contact various spirits and uncover answers about the true nature and potential of magic. Unfortunately, he was entirely incapable of performing these rituals on his own. He was forced to use Edward Kelley, a powerful Supernatural Focus who was also a rather inept British con man. Dee designed the rituals for Kelley, who performed them and talked to the spirits that appeared. Dee formulated the questions, Kelley asked the spirits and relayed their responses to Dee. Dee's grand effort was largely a failure. Many of the spirits communicated though telepathy instead of actual speech and Kelley's mind proved incapable of fully understanding the concepts conveyed to him. Since that time, several Atlanteans, including Dee himself, have been searching for intelligent, highly trained occultists in an attempt to repeat these same experiments with a partner more able to produce useful results.

However, in the 16th and 17th century, the failure of Dee's efforts and the fragmented nature of the secret societies greatly limited the magical knowledge gained during this era. While these societies allowed the Atlanteans to influence the fate of nations using both magical and mundane means, their long-term accomplishments were few.

Around this time the scientific revolution began in the West and belief in magic and the supernatural faded. The Atlanteans who abhorred magic users instigated this social upheaval to uncover their fellows who attempted to study and master the supernatural. Most Atlanteans encouraged human disbelief in the supernatural and by the early 19th century, in the West, only the superstitious and uneducated still believed in magic.

THE VICTORIAN OCCULT REVIVAL

The rise of colonialism in the 19th century finally provided the Pilosi with a chance to once again influence European civilization. In the mid-19th century, Helena Petrovna Blavatsky emigrated from Russia to the United States. She settled in New York and used her prodigious magical gifts to become a popular spirit medium. In time, she married Henry Steel Olcott and, urged on by dreams sent by the Pilosi, the couple visited India, hoping to discover spiritual enlightenment. They visited powerful Pilosi who lived in the jungles and were transported to a Pilosi stronghold in Tibet. There they were taught that humanity must learn to use both scientific rationalism and magic to reach its true potential. Convinced of the value of this message, Blavatsky and her husband returned to the United States and in 1875 founded the Theosophical Society, which was dedicated to allowing everyone to unlock their full magical potential.

Once this new threat was recognized, the European Atlanteans responded in kind and convinced a prominent British member of the Theosophical Society, Dr. Wynn Wescott, that magic was inherently dangerous and should be kept secret from the ignorant masses, who might misuse it. Working with S.L. MacGregor Mathers, a Masonically trained magician, he formed the Hermetic Order of the Golden Dawn in 1888. The Order of the Golden Dawn sought out magically gifted individuals, especially among the middle and upper classes, and carefully trained them in typical secret society fashion. Their leaders directed the performance of a wide variety of rituals, some of which served to thwart the aims of the Pílosi, while others were used to influence more mundane events in the 19th century. In addition, the Golden Dawn served as a way to co-opt a large number of magically interested and talented people, keeping them and their money out of the hands of the Theosophists. Most importantly, many prominent British literary figures were members of the Golden Dawn, and Golden Dawn ideas were spread in the poetry of Yeats and the popular writings of Bulwer Lytton.

The Atlanteans planned to expand the Golden Dawn throughout Europe and the United States. Unfortunately, they had not counted on Aleister Crowley. Born in 1875, Crowley was probably the most magically gifted human of the 19th century. Drawn to the vast magical knowledge held by the Golden Dawn, Crowley joined the secretive group in 1898. He rapidly became a close associate of Mathers. Unknown to Mathers, Crowley's powerful magics enabled him to notice that one of Mathers's visitors was actually an Atlantean. Crowley devoted himself to trying to learn more about this mysterious visitor. After numerous divination rituals Crowley became certain that the Golden Dawn was secretly controlled by malevolent non-human interests. He tried to convince Mathers to rid the Order of this influence. The attempt failed and the two engaged in a magical duel which left Mathers seriously ill and under a curse which caused him to be thrown out of the Order in 1900. Crowley left and founded his own magical society. Shortly before WWI, the Golden Dawn fragmented from the same infighting and conspiracies that destroyed almost all Atlantean-influenced secret societies. However, Crowley's OTO (Ordo Templi Orientis) still exists today.

Crowley never worked with either the Atlanteans or the Pílosi, and never knew more than the vaguest of hints about either group. However, he had a major effect on both of their plans for humanity's investigation of the occult. Crowley had no use for secrecy for its own sake and published a large amount of Golden Dawn material as well as a number of his own books. For the first time ever, books that actually described the basics of occult practice were printed in mass-market editions. The explosion of occult interest and knowledge in the 20th century was in large part due to Crowley's actions.

THE 20TH CENTURY

The 20th century was a time of great discoveries in the occult. Crowley and numerous magicians who followed after him were

well-educated members of a society that believed in scientific rationalism as the basis of its philosophy. The blend of scientific thought and occult practice proved to be extremely powerful. Human magicians learned a great deal about the theoretical basis behind magic and shared this knowledge widely, first through books and letters, and later over the Internet. While the Atlanteans already possessed much of this knowledge, they were severely handicapped by their inability to perceive most subjective supernatural phenomena. Further, normal, mundane human intuition proved beyond the Atlanteans. Mastery of the true nature of magic seemed as unattainable as ever.

In response to the disruption of the Golden Dawn by Crowley, the few Atlanteans who remained interested in the occult turned their efforts to starting more secretive organizations. Fortunately, each organization is usually under the control of a single Atlantean, and they rarely work together. If the Atlanteans controlling these organizations ever decided to cooperate, they would control much of the economy and many of the governments of the First World. However, this cooperation is never likely to occur. In fact, a number of these groups actively work against each other. The stock market crash of 1929 was in part caused by conflict between three such organizations.

In the 1920s and 30s, various Golden Dawn splinter groups spread throughout Britain and the United States, training a number of prominent occultists. Unfortunately, this renewed interest in the occult was not confined to occult scholars. In Austria, Adolf Lanz founded the Germanen Order in 1912, after creating the New Templars three years prior. This group had as its basis a series of rambling documents written by mad occultist Gourenot des Mousseaux in 1869. Mousseaux had somehow uncovered evidence of the Atlantean efforts to control humanity. Unfortunately, he was an extreme anti-Semite and immediately assumed that these secret manipulators must be Jews. Influenced by these documents and their own prejudices, Lanz and his fellows also assumed that the Jews were attempting to control the world.

From these small beginnings the belief in the bogus international Jewish conspiracy was born. A few members of these early anti-Semitic groups were powerful magicians who used their magics to uncover further evidence of Atlantean involvement in human affairs. However, their prejudices never allowed them to see beyond their certainty that the Atlanteans were Jews. This movement disgusted a few Atlanteans, but many more were fascinated in humanity's irrational hatred. None felt compelled to put a stop to it because human life meant little to the immortals, and they feared that discrediting the Jewish conspiracy might accidentally reveal the Atlanteans.

In 1931, Hitler and Himmler were initiated into the most powerful of these German occult organizations, the Secret Doctrine. When Hitler became Chancellor of Germany, he decided that the only way to put an end to the threat was to exterminate every Jew in the world, along with other groups like gypsies and homosexuals who he believed were allied with the Jews in

their effort to control the world. In a surprising display of cooperation, a number of occult groups, including several offshoots of both the Theosophical Society and the Golden Dawn worked together to help stop the Nazi occult threat. These occult groups, like nearly everyone else in Europe and elsewhere, could do little to prevent the wholesale slaughter of the Jews. Again, few Atlanteans cared, and those that did let their own interest in secrecy dictate their actions.

After Dunkirk, on that cool Lammas night at midnight in 1944, several hundred British magicians of all traditions gathered for a ritual that could have been primarily responsible for turning the tide of the war, and halting Hitler's invasion plans. Several magicians gave their lives during the ritual to ensure it would work.

After the war, the Pilosi made another attempt to transform Western culture away from its hierarchical Atlantean-based structure. When Gerald B. Gardner founded the new religion of Wicca based upon Pilosi-derived writings carefully preserved by a few rural British mystics, the Pilosi decided that the time might be right to use religion to spread their influence. In the early 1960s, the Pilosi sent dreams designed to spread their ideas to prominent psychically open people like Professor Timothy Leary and Dr. John Lilly. Other Pilosi also influenced Westerners to investigate a wide variety of natural psychedelic drugs that enabled them to temporarily perceive the world in a manner similar to that used by the Pilosi. Many of the wealthy and dissatisfied youth of Europe and the United States traveled to the Far East and other remote corners of the globe in search of other ways of life. The Pilosi used dreams and visions to influence many of these travelers. Some even met with a few of them and sent them back as messengers of a new way of life.

These Pilosi efforts in part created the counterculture movement of the 1960s, of which the study of magic was an intrinsic part. From the basics of meditation to learning to see auras or directly experience the life within a plant or animal, Pilosi-derived techniques spread throughout the West. The increased environmental awareness of the 1960s was also part of the Pilosi plan as a number of the remote regions where they still lived were under increasing development pressure, threatening their extinction.

This increased interest in the occult also revitalized the remnants of the various Atlantean magical secret societies. New Golden Dawn-based magical orders sprang up all over the United States and Europe. The Pilosi efforts of the 1960s removed many of the previous cultural barriers against magic and magicians. As a result, more people were involved in the occult than ever before in human history. Books on magic became available in almost every bookstore. While most of these books are written by charlatans or fools, a few actually contain essential, if basic, information.

Also during the 20th century, the Pilosi were able to perform a few truly vast rituals using unwitting human aid. While their numbers continue to shrink, the Pilosi are by no means impo-

tent. They appear to have discovered how to tap into vast unfulfilled needs possessed by many humans. They are still struggling with how to best use this power.

In the meantime, an ever-increasing number of purely human occult cabals have also formed, fragmented, and spread. These cabals attract the attention of the Atlanteans or Pilosi sooner or later, but some develop real occult power before that happens. This power actually forestalls non-human infiltration or control, and prolongs the cult's independence.

THE OTHER VISITORS

The 20th century also marked the entrance of another player in occult conspiracies. The Greys have been observing Earth since 1903, and began taking an active role in the late 1940s. The Greys have an intense interest in the Seepage; unfortunately, close proximity to powerful magical phenomena injures Greys. Since the creation of Grey hybrids in the 1940s, the Greys have been able to obtain much more information about magic and the Seepage. While both the Atlanteans and the Pilosi seek to harness the vast power of the Seepage, the Greys seek to eliminate it. Even though several previous efforts have met with disaster, the Greys remain fascinated by Adepts who seek to modify or shape the Seepage. Adepts working on such projects are fervently sought out, and carefully watched.

Today, the Greys know much more about the Seepage, however, this knowledge has only served to make them more afraid. Seepage is far more powerful than they expected. After a Grey ship was destroyed when its crew attempted to capture a demon, the Greys have been much more circumspect in their dealing with the Seepage and its manifestations.

Meanwhile, a few Atlanteans have started to understand that high concentrations of Seepage energy actually harm the Greys, and have redoubled their efforts to harness magic and the Seepage. Since the 1950s, some Atlanteans have been persuading their human agents to perform rituals designed to concentrate and direct increasingly large amounts of Seepage energy. Other Atlanteans are attempting to organize occult organizations all over the planet to simultaneously perform a single mass ritual that will destroy, or at least seriously cripple Greys everywhere. The current interest in UFOs can be partly attributed to Atlanteans seeking to increase fear of the Greys and so further shape the Seepage against them. In spite of thousands of years of research, the Atlanteans still do not have a complete understanding of magic and Seepage. The Pilosi have wisely stayed out of the Atlantean-Grey conflict. They would love to destroy the Atlanteans, but fear the mysterious Greys almost as much.

Like the Atlanteans, the Saurians are essentially psychic Voids. Of late, a few Saurian commanders have become interested in the weapons potential of psychic powers, but magic and the Seepage are still considered primitive human mythology by all but the reclusive "Dreamspeakers".

THE REST OF THE WORLD

Most of Aegis' experience with magic and the occult is focused on the West. However, The Chinese Boxer Rebellion and the Amer-Indian Ghost Dance are two occasions when "native" magic was used to fight oppression. Both attempts failed overall, but reports indicate that some of the Native American Ghost Dancers and the Chinese Boxers managed to make themselves immune to firearms. Unfortunately, magical techniques have never been suitable for mass usage. Too many untrained followers, unaware of the nature of the rituals they were performing, desperately went through the motions only to be shot and killed. While magic could not change history in these rebellions, in another, equally terrible rebellion, magic did rule the day.

In Haiti, the native religion Voodoo evolved as a home-grown blend of Catholicism and African beliefs. The Haitian rebellion of 1791 was largely successful because of the magics used by Voodoo Houngans and Mambos involved. Napoleon's attempt to crush the ongoing rebellion in 1802 encountered the kind of ill luck and disaster which indicate magical interference.

The tiny Himalayan nation Bhutan, just North of India, was never successfully conquered by the British. It was tiny mountainous land, and the entire British army could not take it. According to local legend, in the late 19th century hundreds of Bhutanese monks enacted a grand ritual to ensure the safety of their land. To this day, Bhutan remains secure from outside interference. In Europe, Switzerland remains similarly insulated. Proving that small groups can use magic to defeat a larger enemy. If the place or the numbers of people involved are too large, however, sufficient magical energy is impossible to coordinate and control, and the attempt is likely doomed to failure.

THE QUEENS TOME

Although sponsored by one of the more powerful occult conspiracies in the 20th century, the most significant breakthrough in supernatural knowledge in centuries was performed by a recluse. Jasper Hodgewell, the son of a wealthy shipping magnate, was always a bookish type. At college in the early 1940s, he became interested in the occult. His talent for comprehending and explaining the nature of the paranormal soon came to the attention of Theodore Montague and his associates. He was enticed to join by promises of access to the Club's small but rich occult library.

Hodgewell spent three years pouring through books. He discovered weaknesses in the Montague library and identified books that would enrich the collection. Montague soon had several associates working just to procure the books Hodgewell requested. The groundwork for the excellence of the Montague libraries today stems from this time, and Hodgewell's work.

In the course of consuming years of occult knowledge, Hodgewell snapped and became a Scholar Adept (see *Corrupted*, p.133). Soon after his corruption, Hodgewell began his opus, a volume that would come to be known as the Queens Tome. He refused to share his work as he was writing. Indeed, his paranoia led him to develop an elaborate cipher as he penned the tome. Montague somehow knew that Hodgewell was producing a seminal work and left him to his own devices. Even so, Montague resolved to wring everything he could out of the scholar and then dispose of him. Montague did not count on dying in a supernatural assault by magicians associated with the Watch.

After Montague's death, the Club dissolved into chaos. For a time, Hodgewell and his work were forgotten. Hodgewell took this opportunity to slip away. So complete was his understanding of the supernatural at this time, however, that he was able to complete the Tome in 1950, without access to the Montague library.

In 1983, Aegis managed to secure the Tome, but not before its keeper removed several important pages. Still, the revelations that Hodgewell scrawled in the fever of his corruption have significantly changed, and enhanced, mankind's supernatural abilities.

TODAY

More humans have learned about magic and the Seepage than ever before. Moreover, a number of human occult groups including CAPS, the Lodge of the World Tree, and several others have learned about the various alien invaders on our planet and are using their new knowledge to uncover the plans of the aliens and sometimes to defeat them. The days of unfettered manipulation by the non-humans appear over. Indeed, a number of humans are starting to take control of their powers, and fight against domination.

MAGICAL TRADITIONS

Different cultures have different styles of magic, but at heart, all magic appears the same. As the Queens Tome discusses, Seepage is *the* vast source of raw supernatural power. Unlike a provocation by a Focus, magical rituals tap into the Seepage in highly controlled and directed ways. Magic can be used to affect the will or senses of any living being. It can heal subjects or drive them insane. The most powerful magic can even allow the magician to kill someone, or to travel across the world in the blink of an eye.

The basic magical rituals of the traditions below seem largely the same. Traditional effects – healing, divination, curses, and blessings – are common the world over. The modern era has

also spawned new rituals. Today a Voodoo priest may use magic to win the lottery or to curse their neighbor's car, while a Kabbalist may use a ritual to help a candidate win an election. On the other hand, the individual styles of magic performed are different enough that a Voodoo priest would have significant trouble performing ceremonial magic, and a Wiccan priest would have trouble performing a shamanic ritual.

While there are a multitude of styles of magic in the world, this section focuses on four general categories: ceremonial magic, Caribbean magic, shamanism, and Taoist magic. While these terms are used in many contexts, and have been granted many meanings, for ease *Conspiracy X* uses relatively precise definitions for each. In this classification scheme, each of these four is a largely independent tradition of magic that has been used for many centuries by a wide variety of people. For the most part, the view of these traditions has been shaped by the types of practices found in the North America, the site of most Aegis activity.

Despite the wide range of current mystical practices, these traditions all seem readily adaptable to the theories and nomenclature of the Queens Tome.

CARIBBEAN MAGIC

Caribbean magic appears to be a syncretism of various African religions, Christianity, and a few elements of ceremonial magic. Caribbean magic is intimately tied into several Caribbean and South American religions - Voodoo, Santareia, and Candombley being the most widespread. Each of these faiths exists independently of the practice of magic, and the vast majority of those who practice these religions are not involved in the supernatural. However, the magic is used as a part of some religious practice, and Caribbean magical rituals share many elements with Caribbean religious ceremonies.

While there are significant differences between these different faiths, the heart of Caribbean magical practice is similar. Caribbean mages view their practice as summoning and compelling the spirits of the living and the dead, and making deals with those spirits too powerful to bind. Performing a ritual involves preparing and purifying the ritual space by drawing special symbols, burning incense and other ritual cleansings. After these preparations, the desired spirits are called and tempted with offerings ranging from food and drink to animal sacrifices. Sometimes, the ritual is actually enacted as the magician sets out the offerings and then performs various dances and chants to summon the spirit. This frequent traffic in spirits appears to condition the Caribbean mages to view them just as humans. Some are good, some bad, but most just want to get through the day without suffering.

Other types of rituals are often much more subtle than those comparable ones of the traditions covered below. A healing ritual might consist of merely giving the subject some herbal tea, and bandaging the wounds with cloth covered with a few mystic symbols. Affecting a distant subject usually involves manipulating a small doll or figurine that is somehow linked to the subject, or which represents the subject.





The tools of Caribbean magic are usually quite simple and made from the objects of everyday life. Spirits may be bound in empty baby food jars or coffee cans, charms are often only trinkets made from sticks and colored yarn. Caribbean magicians may have a few specially consecrated tools, but most of their paraphernalia are simply ordinary household objects put to unusual purposes. Caribbean magicians occasionally sacrifice domestic animals like chickens or goats during their rituals, however, stories of human sacrifice are greatly exaggerated. Regardless of their tradition, only the most evil and depraved magicians perform human sacrifice. The vast majority of Caribbean magicians would be just as horrified as anyone else to discover one of their number performed such acts.

Caribbean mages appear to view the Seepage in terms of a spiritual plane of existence. They certainly recognize the spirits and other sentient manifestations discussed in the Queens Tome. The most interesting aspect of Caribbean magicians is their pedestrian view of the spirit world. This is far different than the dire warnings contained in the Queens Tome.

CEREMONIAL MAGIC

Ceremonial magic is the basic tradition of Western Europe. It evolved out of the Greco-Egyptian magic of the late classical era and has been strongly influenced by Gnosticism, Hermeticism, and Jewish Kabbalism. Modern ceremonial magic was first formalized in the early 16th century, shortly after the first Western translation of the Hermetic Corpus and various Arabic works on magic in the 15th century. Agrippa's 16th century work on Occult philosophy and the Greater and Lesser Keys of Solomon are the heart of all modern Western occultism.

In the late 19th century, both the Hermetic Order of the Golden Dawn, a British organization of occultists, and the Theosophists, lead by Madame Blavatsky, revived the Western occult tradition and incorporated elements from India and the Near East into both the rituals and the philosophy. Since that time, the occult has remained very popular in the West. Today, many individuals have studied the Western traditions and have built upon the world of the Golden Dawn. Not content with merely following the old ways, many have

CARIBBEAN TRADITION

Caribbean magicians have special affinity to spirits. All Rituals to summon, bind or banish ghosts or ascended ghosts receive a +2 bonus. When dealing with nonhostile spirits, Caribbean magicians will frequently attempt to coax or cajole them when seeking their aid. Spirits are aware of Caribbean magicians' facility with binding rituals. Since most spirits prefer to avoid being bound, they are generally receptive to entreaties by such ritualists.

The close relationship between most ghosts and Caribbean magicians means that during a Spirit Possession ritual, the spirit need make no Test to stay in possession of its host unless the host wills it. Finally, Caribbean magicians do not have to test for corruption should a Summon Spirit or Spirit Possession ritual fail.

CEREMONIAL TRADITION

Ceremonial magicians specialize in group magic, and can use this ability to effect more than one target with a ritual. Normally, there is a penalty for this of -2 for every additional target, but this is halved if a Ceremonial magician leads the ritual. For example, to cast a ritual on three subjects, there is usually a -4 penalty. This penalty is reduced to -2 when the primary magician is from the Ceremonial tradition.

The Ceremonial magician's group focus also applies to SP bonuses for ritual participants. Even those who are necessary to meet the minimum participant level of a ritual may contribute +15SP per person (rather than the +10SP as discussed in the Ritual Teamwork section (see p.91). Thus, any ritual performed by a Ceremonial magician that requires 3 participants will receive a +30SP bonus in meeting the required Threshold. Similarly, those rituals requiring 5 participants will receive a +60SP bonus.

created new traditions of occult practice based upon the principles of ceremonial magic.

Wicca and many other neo-pagan faiths are partially derived from ceremonial magic and share similar roots. Some of these religions are also working magical traditions. Recently a few dedicated scholars have stripped away the medieval trappings from ceremonial magic and practice old-style classical hermetic Greco-Egyptian magic.

In most cases, the basic patterns of ceremonial magic are maintained, just the details vary. Most Western magic begins with the magicians consecrating the ritual space. This is done by drawing a circle within which the ritual will occur and calling on the power of the guardians of the four elements -- Earth, Air, Fire, and Water -- to bless and empower the ritual. Once this has been done, the magician calls upon the desired names of power, which can be angels, pagan gods, or demons, according to the wishes of the magician. It would appear that such practices help focus the magi, and stimulate the local Seepage slightly.

Using the laws of magic (see p.81), the caster then enacts a simulated version of the desired result. If the point of the ritual is to harm someone, the caster will break or destroy a doll or figurine representing the person to be harmed, or perhaps draw an ancient sigil representing the destructive power of the God Mars. Similarly, if the caster wants luck or money, the ritual may involve creating a charm covered with symbols representing her desires, which the caster will carry around. The pattern is used to direct the Seepage in the manner desired.

Most ceremonial magic involves specially made or blessed tools. Ritual knives are used only for certain purposes, and are otherwise kept wrapped in silk or stored in special boxes. Incenses and elaborate paraphernalia are very common in the practice of ceremonial magic. The ritual space should ideally be

a specially prepared and decorated room, which is used for nothing else. It would appear that such preparations imbue the items with a seeming purity, perhaps in an effort to ward off corruption.

Ceremonial magicians usually view magic almost akin to science. Magic is believed to work according to strict, invariant laws, and magical rituals make use of these laws to change the world in the desired manner. For some, the spirits and gods called upon in the rituals are beings of vast power who aid the magician because they are asked in the proper manner. For others, the spirits are merely temporary manifestations of the magician's own power. A number of rituals of ceremonial magic can be performed by a single magician, but many others require the presence of several magicians and assistants. It is important to note that, in the United States and Western Europe, most magic that Aegis agents will encounter will be some variant of ceremonial magic.

As the Queens Tome details, much of the patterns and capacities of Seepage are subject to "natural laws." In this sense, Ceremonial magic appears to have a relatively solid basis.

SHAMANISM

Shamanism appears to be the first form of magic that humans learned. It was developed by and for people who were already doing magic. Shamanism focuses on channeling a person's already existing gifts, and learning to navigate the netherworld.

Shamanism is a largely solitary practice. In general, magicians leave their body and interact directly with the local supernatural forces. Shamanic magic generally requires that the ritual area be blessed with drawings, drumming, and chanting. After this initial blessing, the magician enters a deep trance and shapes mystic forces with their imagination and their desire. Some shamans use drumming, ecstatic dancing or deep meditation to enter their trances. Others use a wide variety of strong psychedelic drugs to induce the desired state of altered consciousness. Once in this state, shamans believe that their "souls" journey out of their bodies and interact with a multitude of spirits. Some are spirits of the living and the dead, others are spirits of places or natural phenomena like storms, plagues or volcanoes. Manipulation of these spirits, though coercion or bargains, creates the desired changes in the mundane world. The subjective and internal nature of shamanic practice means that almost all shamanic rituals are performed alone, or involve a single shaman working with one or more passive subjects.

Today, most shamanic cultures are found in the far north -- Alaska, Lapland, Siberia, and Mongolia. However, shamans are also found in Korea, among various Native American tribes, and among the native peoples of the Amazon jungle. Recently, many people involved in the New Age movement have begun investigating shamanic practice. A few of these people have become powerful magicians. Shamanism is also the only tradition of magic that is sometimes learned without a teacher.

SHAMANIC TRADITION

Shamans are particularly attuned to the ambient energies of the Seepage, and have a special affinity for what some call the astral plane. All Shamanic magicians must be Supernatural Foci. Further, primary magicians from the Shamanic tradition receive a +2 bonus when casting Scrying and Visitation rituals.

All shamans require some aid to enter the altered state of consciousness necessary to cast rituals. This altered state is necessary for both single and multi-participant rituals. For most rituals, the shaman may use some form of meditation. Shamans who meditate must have a Trance skill at least equal to the “skill” level of the ritual being performed. After an hour of meditation, the shaman must pass a Willpower and Trance Task. If this fails, the ritual cannot be performed unless the mediation is repeated. Since it is performed before the ritual is attempted, failing the Trance Task does not risk corruption. Some shamans use hallucinogenic drugs or other non-meditational techniques to achieve the proper state of altered consciousness.

All Shamanic rituals may be enacted alone, even if the description specifies that multiple participants are needed. Shamanic magicians specialize in creating charms. They do not incur any penalties when using rituals to create charms (see p.91).

Some shamans, most likely those who are also Supernatural Foci, are taught magic by a ghost or other spirit which takes an interest in them.

Shamanic rituals are often similar in appearance regardless of the exact form or the specific purpose of the ritual. When shamans attempt to affect distant people or places, they project their consciousness out into the semi-conscious realm, and shape the energy around that person or place. If the shaman is working with a subject who is actually present within the ritual space, the shaman will perform a variety of symbolic actions upon the subject. The subject may be fed exotic herbs, painted with elaborate designs, massaged, or simply told a story. During the entire ritual the shaman will be in a deep trance and will be aware of little except the ritual and the subject. Most shamanic rituals require little paraphernalia, but some shamans use special masks and costumes to more closely align themselves with the forces they are trying to contact.

Research suggests that shamanism recognizes the entity/place outside all of us that the Queens Tome labels the Seepage, and each person’s link to those energies. They also appear to seek a closer relationship with the semi-conscious energies of the Seepage by altering their own mental state to match that of the Seepage. This would appear a highly dangerous activity, but the incident of corruption among shamans appears no higher than in other traditions. Perhaps a higher per-

centage of shamans are Seepage-sensitive, or Foci. Perhaps they have other protections that have not been identified.

TAOIST MAGIC

Taoist magic is in some ways a blend of strict martial arts discipline, shamanism and ceremonial magic. Taoist magicians use many trappings and techniques similar to ceremonial magic. However, they combine these rituals with precise movements, deep mediation and occasionally specially prepared potions, powders, and incense. Taoism is generally regarded as a religion of contemplation and repose, but the purpose of this contemplation is to understand the mysteries of the universe. Taoist magicians use this understanding to subtly affect the world around them.

Taoist magicians can work both alone and in groups. They appear to have no specific preference as is the case with shamans and ceremonial magi. Taoists are very conscious of their environment. Initial studies of the geomantic practices of Feng Shui suggest that it is more than just a comforting psychology. It appears to actually redirect the flows of Seepage energy, and may be used to transform malevolent Pools or Loci into neutral or even benevolent ones.

Most Taoist practices designed to affect the magician or other living subjects involve physical motion. The rituals strongly resemble elaborate martial arts exercises. The magician uses these forms to charge her body with directed Qi (Chi) energy and then release it towards the target. Summonings and rituals designed to affect the physical world usually involve elaborate paraphernalia, as the magician will brew up a storm in a special teapot, or perform a divination by gazing into a mirror whose frame has been decorated with the appropriate symbols. Tiny gateways made of

TAOIST TRADITION

All Taoist rituals must be cast after a certain period of meditation, although that meditation may involve physical movement and exertion. Thus, the Taoist must concentrate for at least a minute, and succeed a Willpower and Trance Task. If this fails, the ritual cannot be performed unless the initial preparations are repeated. Since it is performed at the beginning of the ritual, failing the Trance Task does not cause corruption.

Taoists blend physical training and movement with their mystic arts. All Taoists must purchase Martial Arts skill to at least level three. The better she is at Martial Arts, the more Seepage is drawn to the Taoist. An additional D4(2) Seepage Points per level of Martial Arts is drawn to the area (in addition to that summoned by the Ritual Task). This Seepage is summoned after any meditation and during the Ritual Task.

All Taoist rituals may be enacted by the primary magician alone, even if the description requires multiple participants.

THE RITUAL SKILL

Although the concepts originate in very different cultures and mindsets, some aspects of certain traditions do exist in other traditions, others do not. Some are parallel but significantly altered. Indeed, full comprehension of the intricacies of multiple traditions may not be possible. True understanding of any tradition requires internalizing certain core mystic concepts. Such deep knowledge may interfere with similar mastery of different and possibly contradictory theories from another tradition.

Because of this, when a ritualist learns the art of performing certain Rituals, her Ritual (Type) Skill is usually focused on one of these four traditions, for example Ritual (Ceremonial). This does not limit the agent in the choice of Rituals that can be learned and used, though it does change the actual ritual procedure depending upon the tradition.

silver are used to bar the passage of spirits, and swords made of coins are used to drive off demons and to break magical bindings.

Taoist magic is primarily practiced by secluded monks and by extremely dedicated martial artists who have fully grasped the mysticism inherent in all martial arts practice. It is largely practiced in the Orient, but many centers of Taoist learning have arisen in North America. Of course, legends of ancient hermits or wizened old monks with superhuman powers in the mountainous regions of the Asian continent abound. No doubt these are Taoist magicians, if they exist at all.

Once again, this tradition seems to have a firm grasp of what we call Seepage, and the means to manipulate it. It is interesting to note the varying ways Seepage lends itself to control by a human. From science-like experimentation, to conscious alteration, to physical motion, the methods vary significantly. The "magic item" concentration of the Taoists bears further study. The Queens Tome speaks precious little along those lines.

THE LAWS OF MAGIC

An exhaustive review of magic practices suggests that three primary laws of magic exist. Simple rituals may make use of only one law, while long and difficult rituals combine all three laws into a single complex whole. Given the peculiar nature of mystic energies, the practices associated with these laws usually make no rational sense whatsoever. There is no rational connection between burning a doll which has someone's hair attached to it and the person dying in house fire. However, the magician's unconscious perceives there to be such a connection, and so burning the doll actually does create an effect on "reality." The universal laws of magic may be termed The Law of Similarity, The Law of Contagion, and The Law of Names.

THE LAW OF SIMILARITY

This law states that things that appear to be the same are connected in a magical sense. A sculpture of a person or a particular house is magically connected to the person or the house depicted. This law is manifest in those rituals seeking to bring prosperity that use real money. Invariably, the magician picks up and pockets the money, or in some other manner signifies his taking possession of the money. The law of similarity applies to actions as well as physical representations. Not only will using a model car help the magician affect a real car, but breaking or otherwise destroying the model car in the ritual will aid in efforts to harm or destroy the car. Combining similar objects with similar actions is by far the best method of using this law.

THE LAW OF CONTAGION

This law states that objects once connected retain a magical connection long after they are physically separated. A lock of a person's hair is connected to the person from which it comes; a car's spark plug is connected to that car; a clod of dirt is connected to the field from which it was taken. The law of contagion is used in every ritual that requires some connection between the ritual and the target.

The law of similarity may be viewed as one built upon the foundations of human psychology. A number of occultists claim that the law of contagion is evidence that psychic residue adheres to all objects. Some psychics can read these traces directly, while clairvoyants and other magicians use these traces to contact or affect the objects or people that left these traces. So far no one has discovered scientific proof of the existence of these traces, but some recent developments in quantum physics suggest that some type of physical connection may, in fact, exist.

THE LAW OF NAMES

The law of names simply states that to name something is to have power over it. If a person's or a spirit's true name is known, that being may be influenced. While often presented as an arcane magical principle, this law is in many ways fairly obvious. Unless the subject of the ritual can be clearly identified in the minds of all the participants, it will be impossible to produce the focus and concentration necessary to empower the ritual. A descriptive or unique name ideally creates such identification. Because of the importance of names, many powerful spirits, who wish to avoid being summoned, will attempt to guard their names carefully. Occultists who summon numerous beings, and keep extensive journals of the names and abilities of the beings they have summoned, often loose control at some point. Horrid deaths and burned libraries are the usual result of these interactions.



CHAPTER 3.2 — SEEPAGE

“Some have been researching and experimenting with these forces for centuries. Unfortunately, the more one studies the Seepage and comes to truly comprehend its very being, the more one opens to its corrupting influence. Eventually, one slips under its dark surface without so much of a ripple... The paranormal is so varied and diverse, it becomes impossible to determine its limits and means. Yet it has learned how to crawl out of our minds, how to build horrors that strike deeply into the human psyche. Perhaps it knows us because it IS us”

- *The Queens Tome*

In the main *Conspiracy X* rulebook, the concept of the Seepage was introduced. A manipulative force that is spawned by humanity’s own untapped psychic ability. This section looks in detail at the force known as Seepage, and provides some ideas for its origins and effects. Broken down into short sections for easy reference, Chroniclers should feel free to alter or adapt any of the aspects to better fit her campaign. Offset text provides inspiration and guidance for Chroniclers wishing to merge their *Conspiracy X* game with *WitchCraft* or other **Unisystem** games.

SEEPAGE

Seepage is the uncontrolled psychic energies that stem from mankind itself. It is a psychically active world-mind guided by humanity’s own fear. We naturally contribute to it every day, an endless supply of psychic energy seeping out of our bodies as our “aura”. It leaks out into the world as psychic phenomena waiting to happen. It is guided by our fear and is responsible for all supernatural activity. It pools into certain locations, corrupts individuals and manifests in our reality.

Even though we have more control over our psychic potential, the increasing population continues to feed the levels of Seepage at a growing rate.

SENTIENCE

The Seepage is not simple energy as it is psychic in nature. Over time it becomes semi-sentient, twisted and insane, lurking beyond normal perceptions. It feeds on the beliefs of mankind, preying on human fear. It can build upon superstitions of an area – that haunted house no one dare enter, the tales of werewolves on the moors or vampires preying on Romanian innocents. Or it can manifest itself, sparking a new level of fear and paranoia in a region. The stories then spread and with them the belief and the fear so that these manifestations can solidify

into enduring phenomena. It can also enter the hearts and minds of mankind, corrupting individuals and twisting their bodies as they sink deeper into insanity.

AMBIENT SEEPAGE

Seepage pools in places of fear, superstition, belief and paranoia. Places where fear and stress or other strong emotive states are high, the Seepage gathers and grows. Murder scenes, prisons, churches or any place with highly charged emotions can become a Pool. Times of superstition, such as full moons, solstices, etc. increases the amount of ambient Seepage, as subconsciously humanity expects the paranormal to occur at these times. Seepage is now so strong from our increased population and stress that there are few places on the planet where Seepage is not present, even in the smallest form. It reaches around the world like choking tendrils, stretching into outer space.

It covers the world like a blanket of psychic ability. It calculates possible futures, links minds across the globe and infects the subconscious. It goes by many names, such as Aura, Quintessence, or the Astral Plane, but in reality it is the collection of humanities own psychic potential, seeping from our minds.

POOLS AND LOCI

The Seepage is abstract, incomprehensible and generally unseen. It normally works through manifestations (Telepathic Illusions (TIs), Phenomena, and spirits) and humans (Foci and Infused). Inside paranormal locales, Telepathic Illusions or Phenomena can occur without Focus or Infused intervention.

Seepage is a semi-sentient energy but horribly disperse; therefore, as the energy pools so does its intellect. The higher the Seepage Level the closer it comes to awareness. This is represented by increased (and possibly more directed) paranormal activity. Since supernatural forces are psychic in nature, the apparent mind of the Seepage in particularly potent zones will reflect the beliefs of those contributing to its existence (the local populace and Foci). In a Seepage Level 3 area the supernatural forces would be fully self-aware and exceptionally dangerous.

Pools and Loci are areas of significant supernatural activity. Any place that may hold superstition can become a pool -- churches, ancient mansions, and other locales of belief and fear. Only widely believed and distinctly supernatural settings become Loci. All Loci have distinct and lengthy histories that surround their macabre existences.

Everyone except Voids and Psinks can feel the power of such places and most will respond to this power on an emotional level. Places that have been temples and churches for centuries, a millennium or even longer will feel holy and peaceful to almost everyone. Similarly, sites of horrific murders or foul magics will cause a shiver to go up the spine of all but the least

AMBIENT SEEPAGE POINTS TABLE

Seepage Level 1 (normal ambient Seepage)	1-10 SPs (or roll D10(5))
Seepage Level 2 (minor place of power, agitated Pool)	5-50 SPs (or roll D10 x 5(25))
Seepage Level 3 (major place of power, agitated Locus)	30-100 SPs or more (or roll (D10 x 7) +30(65))
Times of Power	+5 points at noon or midnight (lasts D4(2) Turns). +5 Points during a full moon (or the day before or after). +20 Points during a solstice or equinox. +30 Points on the four days of power (Imbolc: Feb 2nd, Beltane: April 30th, Lughnasadh: August 1st, and Samhain: October 31st).
Presence of a Focus	+2 x Willpower of the Foci (cumulative for multiple Foci, or multiple levels of the Focus Drawback).
Presence of a Psink	-2 x Willpower of the Psink (cumulative for multiple Psinks, or multiple levels of the Psink Drawback).
Presence of a Ritual	+D4(2) per Success Level of the ritual being performed.

These figures are a guideline. Chroniclers who prefer a more dynamic supernatural presence may increase the SPs in any given area, just as Chroniclers who wish to limit the amount of paranormal activity should reduce the SPs to suit.

sensitive. Aegis is currently engaged in a vigorous debate over such sites. Some claim that human activities like worship or murder actually create Loci and Pools. Others argue that some unknown feature of the landscape creates such regions, and humans simply respond to such places in certain ways, building churches on some, and committing atrocities on others.

In any case, Loci and Pools vary considerably in the type of supernatural effects that they are likely to produce. A peaceful holy site is unlikely to produce dangerous fires, and a malevolent cemetery is unlikely to produce visions of angels. The Seepage itself is unaware of what is “evil” or “peaceful”, influenced by the surrounding beliefs and any underlying ambient Essence (see below), although a “peaceful” site’s Seepage is bound to be contaminated over time, tainting any peace with a sinister undercurrent. In the early years of the 21st Century, “peaceful” sites have become harder and harder to find.

Determining the character of a particular Locus or Pool can be essential, especially if the characters are planning on performing magic on that site. Often local legends or stories can give useful clues to the character of such places. In the absence of legends and stories, anyone who succeeds in a Basic ESP Hunch Test will immediately understand the intent and the rough power level of any Locus she is currently occupying. Similarly, Clairvoyance allows a psychic to determine the intent and power level of such a site.

BENEVOLENT AND MALEVOLENT SITES

As the Seepage and Essence in the world pool in similar locations, it is only natural that some sites will become more harmful than others. Places of calm, such as forests, churches and religious sites may be infused with the superstitions of the population around them, but the energy is calmer, more positive, influenced by the larger amounts of Essence under the surface of the Seepage. More malevolent sites, such as places of high superstition, stress or sacrifice, will be far stronger in Seepage, smothering any influence the small amounts of Essence may have.

BLUE SEEPAGE

After genetic manipulations by the Greys to produce a hybrid closer to their natural form, some of the later generation dolphin-Grey hybrids (nicknamed “Blues”) produced their own Seepage (see p.99 of *The Extraterrestrials Sourcebook*). Tainted by their genetic makeup, this Seepage works slightly differently than human Seepage. Blue Seepage gathers in Pools and Loci as before, although the superstitions and fears have been “influenced” and produces nautical monsters and undersea terrors. Blue Seepage often pools with human Seepage to jointly fuel manifestations and make phenomena more powerful.

ESSENCE

Essence is the amount of spiritual energy a character has within themselves. It measures the strength of the character’s soul and life force. It is temporarily drained by strong emotions (like fear, stress and hatred). Totally draining a human being of Essence can lead to death. Essence is regained naturally and internally, almost like recovering blood after donating.

Essence is an internal measure of the spirit. It is drained from failed Fear Tests, released as Seepage. Any Essence that is released from the human body becomes Seepage (except in rare instances such as Voids and Psinks). This release of Seepage can be read as “auras”.

AMBIENT ESSENCE

Essence that has been released from the human population has been “polluted” by humanity and is released as Seepage. Where there may have been ambient Essence centuries ago, there is little evident now. Seepage is like an oil that floats on the natural currents of Essence found in nature, choking it and corrupting it. In places far from superstition and population, ambient Essence flows freely, but these places are few and far between. In the past, Essence was all that flowed over the Earth, now the Seepage is so strong it radiates into space.

AMBIENT ESSENCE VS. AMBIENT SEEPAGE

If the Chronicler is merging *Conspiracy X* with other **Unisystem** games, she will notice the areas of high ambient Seepage are similar to areas of high ambient Essence. While it is true that Essence naturally rises at times and places of power, so does the Seepage, choking it and holding it down. Essence is inaccessible through the Seepage. While some powerful magicians may try to access the natural Essence to perform more natural “Invocations”, it would be like dipping a bucket into a well with a thick film of oil on the surface. Essence would be recovered, but Seepage would be brought with it, tainting the magic and leading to Corruption. Only the Piloni have mastered a way to access the Essence without Corruption.

ESSENCE USE

Essence is not used to power any abilities or spells. The only exceptions are the Piloni, who have the incredibly rare ability to “filter” the Seepage out to access the uncorrupted Essence, and use it to power spells (see p.164).

ESSENCE AND PSYCHICS

Most psychics do not use Essence directly, but their powers have the side effect of strengthening their spiritual energy. A psychic's Essence Pool gains an additional point for every level of Strength and Art in any and all Psychic powers she possesses.

In other **Unisystem** games, Psychics with the Essence Channeling Quality can increase their psychic Strength by boosting it with Essence. Chroniclers will notice that this is not available in the gritty world of *Conspiracy X*. Chroniclers wishing to merge the systems may introduce Essence Channeling to their game and allow this boosting of psychic Strength, though this should replace the spending of Endurance or Life Points (see p.37). This expenditure of Essence may appeal to Chroniclers who wish to make the Grey threat more dangerous, limiting this ability purely to Greys.

SEEPAGE, ESSENCE AND EXTRATERRESTRIALS

Most of the extraterrestrial races have no ability to perceive or manipulate the Seepage. Greys have experienced such a violent and negative reaction to exposure to the Seepage, and its effects on their sensitive psychic abilities, that they loathe Pools and Loci. Any Grey that enters such a location will find their psychic Strength and Art of all abilities reduced by the Seepage Level of the Pool/Locus. Their psychic sensitivity makes them vulnerable to the surge of Seepage that accompanies Telepathic Illusions and other phenomena. Any Grey within the presence of such manifestations immediately take a number of Life Points damage equal to the Seepage Points spent on the phenomena.

Having such a negative reaction to the Seepage, they cannot read auras. Their psychic abilities are so controlled and tuned that Greys do not release Seepage themselves, and find the human's psychic leakage abhorrent.

It is said that Precognition taps into the "collective-unconscious" mind of the Seepage, almost asking the Seepage for an insight into the most likely outcome. This could be why the Greys are unable to use Precognition.

SEEPAGE AND PRECOGNITION

It is interesting that the Blues are capable of psychic precognition while their Grey creators are not. It is worth noting that both metahumans and Greys, races with powerful psi that generate no Seepage, are incapable of precognition, whereas both the human and Blue races, both less powerful and the only known races who generate psychic Seepage, are capable. It is very likely that psychic visions of the future are somehow empowered by psychic Seepage, but the exact nature of that connection is as yet unknown.

Atlanteans are also unable to perceive the Seepage, giving off no aura and remaining unable to manipulate the Seepage in any way. Although they have tried genetically to isolate the rare element that makes a person psychic to give themselves these powers, they remain Voids.

Saurians may be technically Voids (at least in game terms), producing no Seepage themselves, there is nothing physiologically barring them from sensing or manipulating the Seepage. The Saurians are only dimly aware of the Seepage and the supernatural, and



have not had chance to develop any sort of capacity to sense or manipulate it. Dreamspeakers have been on the Earth far longer than any of the hostile Saurians that are invading, giving them chance to develop some limited magical capabilities. Aegis fears the prospect of Saurians developing psychic or supernatural capacities, finding the idea of Saurian Corruption a worrisome idea.

However, the extraterrestrial races have an Essence Pool. Research is inconclusive, although Aegis believes that they still lose Essence from fear, just as humans, although this Essence release does not become Seepage. Aegis is still investigating this phenomenon.

VOIDS AND PSINKS

Voids are outcasts, typically mistrusted and ill-reputed by no actions of their own. A normal human's basic empathic and ESP abilities pass invisibly over a Void, and without that basic psychic evaluation, doubt blossoms (of course there are exceptions). As a result, Voids are routinely loners and self-reliant. As such a result, they are often drawn to logical and deductive skills. Aegis is fully aware of the value of Voids, especially when dealing with psychics and ritualists. With Aegis' policies about psychics (recruit them or kill them), Cells containing Voids (or Psinks) are routinely used when dealing with them.

Voids are immune to Basic ESP (this explains their odd "feel" to normal humans). A person using ESP against them, or in relation to them, simply receives a vaguely disturbing "blank" feeling. Further, Voids cannot see any Telepathic Illusions and are usually unaware of these effects, though they can witness physical phenomena as normal. They radiate no Seepage, even in times of stress or failed Fear Tests (this is released as Essence), leaving no impression of any aura.

Psinks are unexplainable to psychics and parapsychologists alike. This stems from the attempts to classify them as a subgroup of Voids, instead of those with psychic powers of their own. Normal people within the influence of a Psink lose all ESP abilities (both Basic or Strong).

Psinks counter psychic, ritual, and supernatural effects directed at them or in their range (see the core *Conspiracy X* rulebook (p.195)). In regard to the Seepage, the Psink presents an equally disruptive effect, destroying SP at a rate of double

AURA READING AND THE GIFTED

If Chroniclers are merging their games, incorporating the Gifted into their *Conspiracy X* stories, the release of Essence at times of stress or fear can be read as normal. Voids and Psinks, who do not give off Seepage, may still release Essence during times of fear, which will only be detectable to the Gifted, and not to any psychics or ESP use.

PSINKS AND ESSENCE

It is possible, if Chroniclers have merged *Conspiracy X* with other **Unisystem** games, that Psinks not only drain Seepage from the area around them, but also filter it to become Essence. Could it be that Psinks are nature's way of restoring the world, in a similar way to the rainforests replenishing the Earth's oxygen? If Chroniclers choose this option, any ambient SPs lost due to the Psinks' presence are converted to ambient Essence Points.

the Psink's Willpower, multiplied by the level of the Psink Drawback, per hour when inside a Pool or Locust. People usually feel drained or tired in a Psink's presence.

Psinks and Voids have a tendency to be less aware of the supernatural than most. They can be seen as fearless or deliberately ignorant of the supernatural, but the truth is that many of them just don't believe in it. Essentially psychically "blind", they cannot see the most common form of paranormal manifestation: Telepathic Illusion. Most Psinks and Voids never encounter anything that they cannot logically explain.

FOCI

Picture the strange and unexplainable occurring routinely, and realize that this is the life given to a Focus. The supernatural world is centered upon her being, and wherever she happens to be becomes saturated with arcane forces. Most Foci, while not necessarily loners, are quite odd and somewhat estranged from the people around them. Bizarre quirks occur within her environment, life is very different for her than normal people. A wrong number telephone call, turns into a date, who turns out to be an ex-boyfriend, who turns out to be a vampire, who explodes into flame on the way over to pick her up. This may be an exaggeration, but for Foci it goes with the territory.

If there is anything the Foci have in common, it is their avoidance of each other. Whether from experience or instinct, they know that too many Foci in one place can generate problems beyond their abilities to handle them. Fortunately, Foci are rare, and their gathering does not occur often. Where strange occurrences can be amusing and detrimental with one Focus, gathering of Foci can be dangerous or even deadly.

FOCUS PROVOCATIONS

A Focus can use herself as a starting point for a supernatural event and, when it is successful, produce any number of unusual results. They can all be categorized as either Telepathic Illusions or Phenomena.

There are no limitations on how many times a Focus can use her powers; however, if she provokes them too often, the

FOCUS PROVOCATION TABLE

1	Astral Conjunction!
2	Teleportation (p.89)
3	Levitation (p.89)
4	Divination (p.88)
5	Pyrokinesis (p.89) or Telekinesis (p.89)
6	Mirage (p.88) or Apparition (p.87)
7	Vortex (p.88) or Circle (p.88)
8	Ball Lightning (p.88)
9	Harm / Healing (p.89)
0	Fear / Calm (p.89)

A description of the effects listed may be found at the page numbers indicated. An Astral Conjunction result means roll twice on the table and generate twice the usual Seepage Points for the manifestations. An equal amount of Seepage Points must be spent on each manifestation.

Seepage will surely teach her the error of her ways. When a Cast Member Focus uses her power, she is dicing with the Chronicler. The law of probability states that she will have to answer for the blatant use of her abilities at some point.

Not all Foci generate the same pattern of manifestations. When creating a Focus character, the Chronicler may allow the player to use the default Focus Invocation Table given nearby, or to customize the table to represent the particular idiosyncrasies of the Focus' connection to the supernatural. The player must keep the items on the table that are listed nearby, but she may change the order in which they appear (except Astral Conjunction! -- that entry may not be moved) and choose one if a choice is available. This allows the player to decide which manifestations are most often generated by the Focus and which are more rare. Once the player has created a customized Focus Invocation Table, that table rather than the default is used and may never be changed.

PSEUDO-FOCI

An unfortunate side effect from the Grey hybrid program has produced a number of Pseudo-Foci. They produce no Seepage, yet are capable of psychic abilities. However, if any of their abilities fail them, they are prone to a sudden massive release of Seepage. This blast usually results in an unconscious Provocation, agitating the Seepage around them into manifesting.

SEEPAGE MANIFESTATIONS

The core *Conspiracy X* rulebook hints at the many manifestations and phenomena that occur at locations of high Seepage concentration, and the strange effects that can manifest from Provocations. A detailed list of manifestations is presented

below, though this is in no way comprehensive. Chroniclers should feel free to create their own paranormal effects to suit a story or location.

TELEPATHIC ILLUSIONS (TI)

Telepathic Illusions fall into three rather distinct categories depending on the nature of the illusion that the manifestation creates: apparitions, mirages, and vortices. This diversity makes Telepathic Illusions one of the most versatile and flexible of manifestations. Telepathic Illusions can scare, disorient, and mislead in an infinite number of ways. Even seasoned operatives often find themselves caught off-guard by a particularly vivid or terrifying illusion. The controller of the Telepathic Illusion (whether this is a Focus or the Chronicler) describes its appearance and controls the illusion through the life of the manifestation.

The number of Seepage Points poured into a Telepathic Illusion determines its lifespan. A 5-10 SP illusion is fleeting and lasts D10(5) seconds, a 20 SP illusion will persist for up to D10(5) minutes, while 40 SP ensures that the illusion will remain for a full hour.

APPARITION

Apparitions are TIs that possess the form of a creature or creatures, or, more rarely, an object. Primarily appearing as visual illusions, they can also incorporate sensations of touch, sound, smell, and taste. Examples include spectral figures, a momentary changing of one's own appearance (undertaking a demonic visage, coupled with a smell of brimstone), haunting voices, or phantom hounds. As with all TIs, the illusions occur only within the minds of those affected, and no direct harm can come from their passing. The number or size of the apparitions should be

judged by the demands of the story or the desires of the Focus calling them. Particularly ambitious apparitions may require the expenditure of 5-20 SP in addition to those spent for duration.

MIRAGE

A mirage, as the name might suggest, is an environmental illusion, abstract and otherworldly in nature. Mirages are a common TI for haunted houses and religious figures. Bleeding walls or rocks, an unearthly fog, and the formation of an inexplicable cold spot are documented occurrences. Although the least direct of the supernatural visions, they can be most effective in altering the overall tone of a situation. The size of the mirage should be judged by the demands of the story, or the desires of the Focus calling it. Particularly complex mirages may require the expenditure of 5-20 SP in addition to those spent for duration.

VORTEX

A vortex is a Telepathic Illusion that works directly on the senses rather than creating a particular vision. A vortex can throw off perspective, seem to twist objects out of shape, alter the sensation of gravity's pull, increase or decrease sound or light sensitivity, distort perception of size, or cause other sensory adjustments. These have a tendency to be more bizarre than frightening, but have a powerful effect on those caught within their influence nonetheless. Perception or Dexterity Tests may be demanded to perform actions within a vortex, with penalties equal to half the number of additional SP expended (above those expended for duration).

PHENOMENA

Any time a Telepathic Illusion manifests, there is a chance that it will be accompanied by a Phenomenon (and often ectoplasm) to lend credibility and possibly evidence to witness' claims.

Many Phenomena are routinely encountered by those who investigate the paranormal and arcane. A few of the most common are detailed below. Chroniclers should not consider this list exhaustive. Research into the paranormal will uncover a great deal of phenomena that can be adopted, including the liquefaction of metals, spontaneous human combustion, speaking in tongues, or making solid objects (such as walls) insubstantial for short periods of time. All are manifestations frequently associated with both the presence of a Focus and recurring supernatural activity in Pools and Loci.

BALL LIGHTNING

The presence of ball lightning has always left mystery in the wake of its passing. It has been described as a ball of light several inches to several feet in diameter, varying widely in color.

Often seen during or just before large storms, it appears as flying spheres ignoring the pull of gravity and wind's current. In areas of relatively low paranormal activity, ball lightning is usually harmless, either dispersing upon contact with a physical object or passing through it intangibly. In greater Seepage areas, ball lightning has been known to explode violently, causing severe damage.

Once manifest, ball lightning appears suddenly and floats slowly (no more than 2yds per second) as directed by the controller. It lasts for up to 30 seconds per level of Seepage in the area. At the end of this time, the controller rolls D10 and adds the Seepage Level of the area. If this "Test" fails (less than nine) the ball lightning fizzles out and disappears. However, a success means the ball lightning explodes violently. The Seepage Points in the area dictate the damage and half the range in yards of that damage. Thus, if after manifestation, the local area held 13 Seepage Points, an exploding ball would do 13 points of damage over an 6-yard diameter area. Chroniclers who prefer to have more devastating effects may multiply the damage by the number of Success Levels gained in the Test.

Only 10 SP are needed to manifest ball lightning. If a Focus invokes more than one ball, a separate Test to gain control must be made for each.

CIRCLE

Circles are unique manifestations of the supernatural. They generate a momentary bubble of force that leaves its mark on the surrounding terrain. This power becomes most noticeable when vegetable matter is about, presenting itself as the more famous crop circles. However, circles are always just circles, and therefore cannot explain all the variations labeled crop circles. Although harmless, circles can even leave their imprint on durable substances (circular cracks spreading out through pavement). Oddly, what this power seems to indicate is a failure of a more significant Phenomenon. It is as if the supernatural suddenly wells up, but then fails to take form and spirals out, leaving a circle in its wake. Each 10 SP spent on a circle increases the diameter by ten yards.

DIVINATION / VISION

There are a number of locations known for their unpredictable visions. This manifestation results in sudden supernatural visions that provide actual true information about a place, person or event both past and future. The area can expend 5 SPs to produce a brief flash of the past or future of the location, lasting a few seconds, or expend greater amounts (from 10-50 SPs) for in-depth, fully immersive visions that could last many minutes. This can be particularly dramatic if the location wishes the agents to witness the horrors of the past as they unfolded.

FEAR / CALM

Supernatural locales are known for heightening certain senses. This will depend upon the location, whether the area is known for calm (a church, temple) or for fear (haunted house, murder scene). Everyone within the area of the Pool or Locus becomes filled with a sense of peace and calm, or terror. Anyone is effected by this unless they pass a Simple Willpower Test. The feeling can be made stronger, resulting in penalties to the Test, through the expenditure of SP, 5 SP per -1 penalty to resist. Those who fail the Willpower Test will be subject to the effects. Calm produces the inability to act in any hostile manner. Fear results in rolling on the Fear Table (see *Conspiracy X* core rulebook, p.161). Instances of "calm" sites are becoming increasingly rare.

HARM / HEALING

Some locations have been known to have a healing effect on people. One or more injured or ill people at the site will be healed. This manifestation can heal wounds, diseases, and, in rare cases, long-standing, but non-genetic, physical handicaps such as blindness. Healing can stabilize a wound for no SP, and restore LPs at a rate equal to half the SP spent. These healing sites are becoming rare as the Seepage corrupts the sites to becoming more vindictive and harmful. More malicious sites cause the reverse, people at the site (a Focus can control who is affected) being wracked with severe pain as the Seepage energy courses through their bodies. Unless they succeed in a Difficult Willpower Test everyone affected will take damage equal to half the SP spent.

LEVITATION

Levitation is a very specific but powerful variation of Telekinesis and an excellent example of how the chaotic power of the supernatural can be much more powerful than psychic abilities. When it manifests, the controller can cause herself or anyone in the area to act as if under the influence of a successful levitation use of the Telekinesis psychic ability (see p.46), but no roll is needed. The Strength level is equal to half the SP. Expending 10 SP levitates a person for D10(5) Turns. At the end of that time, the controller decides if the effect continues. If so, another set of SPs are spent (if available), and the power level and duration are recalculated.

PYROKINESIS

Supernatural pyrokinesis is almost identical to the psi ability of the same name (see p.44). Also, like the Telekinesis phenomena, supernatural pyrokinesis is automatically successful and does not require a roll. The Strength level is equal to one quarter (round down) the SP in the area before the manifesta-

tion occurs. 10 SP provides one Turn of the ability. At the end of that time, the controller decides if the effect continues. If so, another 10 SP is spent, and the Strength level is recalculated.

TELEKINESIS

Except for its duration, the supernatural manifestation of telekinesis is nearly identical to the psychic ability of the same name. Unlike the psychic ability, however, supernatural telekinesis is automatically successful and does not require a success roll. The Strength level is equal to half the SP present in the area just before the manifestation occurred. Telekinetic manifestations last D10(5) Turns per 10 SP spent. At the end of that time, the controller decides if the effect continues. If so, more SP is spent, and the power level and duration are recalculated.

TELEPORTATION

Teleportation is the spontaneous movement of an object or objects from one point to another without traveling the corresponding distance in between. The most common result of an uncontrolled teleportation is a fish fall, which is a sudden anomalous rain of small animals or other organic matter from the sky. Falls happen as often out of a clear and cloudless sky as they do during a storm, and though fish are a common precipitant, so are frogs, insects, worms, salamanders, and grain. Teleportation may also be the cause in many cases involving displaced animals, that is, kangaroos found in the American Midwest, panthers roaming the English countryside, and alligators in the sewer systems of large northern cities.

In low Seepage areas, teleportation is capable of moving only a few small animals or a single object. In highly supernatural zones, a huge number of small creatures or even a human could be teleported. Distance is not an obstacle for the psychic nature of the supernatural, but for some reason organic matter seems to be much more prone to teleportation than inorganic. It is also important to remember that although there are no strict limitations, unique objects cannot be teleported. Also, the objects are teleported, not spontaneously generated. They came from somewhere and, depending on what they are, they might be missed.

If a Provocation causes a teleportation, the controller decides what is going to teleport into the area and where. 10 SP can teleport several (up to a few dozen) very small animals or objects. 20 SP can teleport a single larger animal or a few hundred small items or creatures. These latter objects may appear over a period of several seconds or minutes. 40 SP can teleport a large creature, even a human, several smaller animals, or a legion of tiny animals that may continue to appear for up to half an hour.



CHAPTER 3.3 — RITUALS

PERFORMING RITUALS

In most cases a ritual is performed by succeeding at an Intelligence and the appropriate spell level Task (for example: Intelligence and Bind Zombie Task). This could be varied if the ritual involves many complicated dance steps, in which case Dexterity would be used. Certain conditions apply to each ritual: some require a certain number of participants (all of which should be familiar with the ritual to be used), others require excessive preparation. The Chronicler should apply

modifiers to the roll depending on various factors: increasing the area of effect, extending the duration, quality of (or lack of) link to the target, increasing the number of targets to be affected, casting the ritual instantly (if possible), unconsecrated ground, etc. In times of crisis, an agent may attempt to crack open an occult tome and try to invoke magic without preparation, although this is counted as an unskilled attempt and should be heavily penalized.

Each spell has a Threshold Level. This is the minimal number of Seepage points (see p. 83) that must be available and expended in order for the ritualist to complete the spell successfully. Without the requisite Seepage, the spell is unpowered and fails to work. However, the act of performing a ritual tends

MODIFIERS TO RITUALS TABLE

Effect	Modifier	
Increasing Area of Effect	-3	Doubles area of effect
Instant Casting	-5	Rushing the ritual to produce instant effects
Unprepared Ground	-2	Using an area unconsecrated for the ritual
Additional Targets	-2	per additional target
Link Quality	+2/-2	depending upon the quality of connection to the target
Unskilled in the Ritual	-2/-4	depending upon complexity of ritual

to draw Seepage energy to the area, and an additional D4(2) Seepage Points are available to power the ritual for every success level of the ritual's Task.

If enough Seepage is expended but the spell Task fails, the potential for Corruption exists. All ritualists involved must pass a Difficult Willpower Test. Failing this means that the Seepage has managed to worm its way into the ritualist and take root, starting to corrupt the agent and twist her psyche (see p. 126). A roll of one on a spell Task should always result in corruption.

CHARMS

All rituals must have a well defined target. In many cases, subject of the ritual is present at the ritual. However, especially when using curses or other harmful magic, the target is not present. To affect a distant target, a charm may be used. The magician casts the ritual as normal onto the charm and the charm must be physically given or touched to the target. It is at this time that the effects of the charm take form.

A charm must be large enough to be easily held; nothing smaller than a dime or a postage stamp can be made into a charm because it is simply too small to be comfortably used. However, charms need not be solid objects. Potions that the target drinks or powders that are blown onto the target are both common charms. Such disposable charms affect the first target they contact. Permanent charms like coins affect everyone who carries them, for the entire duration of the ritual. If desired, charms may also be used with spells that affect places or objects. The charm is simply placed in or on the desired place or object.

Charms are particularly effective as potions to be thrown or ingested when the time to cast the ritual is short. A ritualist can prepare a handful of charms that can be taken into a dangerous situation for times of need.

LINKS

Other than a charm, the only other way to affect distant targets is through a link. This link must either be a piece of an object, something from a certain place, or some object that has a direct personal connection to a living target. Bits of hair or fingernails are traditionally used, but favored clothing, jewelry or other items close to the target will all work.

Links do not last forever. Most rituals involve destruction or transformation of the link. Even if the link is not physically destroyed, the act of using it in a ritual will render it a link to the site of the ritual rather than to the place or individual. When collecting psychic links for use in a ritual, it is best to gather as many as possible, since each item may only be used once. For example, hair from one hairbrush should be enough to perform numerous rituals, as long as the hairbrush has not been used by multiple parties. If a link to someone other than the intend-

ed target is accidentally used, the ritual will work as desired, but the target will be the source of the link, not the desired target.

Using a wide variety of different links to one target like photographs, bits of hair, and a favorite watch will give the magician a +2 bonus to the Ritual Task. However, if any of the links used in the ritual are actually connections to someone or something else, the resulting conflict will cause the ritual to fail and will require everyone involved to resist corruption.

RITUAL TEAMWORK

Many rituals require multiple magicians to work together. In any ritual, one of the most skilled magicians is chosen as the leader of the ritual, and is called the primary magician. Other ritualists may assist with the spell being performed, but their level of ability determines how helpful they are. Ritualists who know the ritual being performed are termed "disciples" for the purpose of that particular spell. They provide a +1 bonus to the primary magician, contribute an additional D4(2) per Rituals Skill level in Seepage Points to meeting the Threshold, and reduce the time taken to cast the spell. Add together the number of disciples, and divide the time taken to perform the ritual by that number. For example, if there are three additional ritualists, the time necessary to perform the ritual is divided by three. A three hour ritual will take only one hour to perform. The maximum number of additional ritualists to be utilized in this way is limited by the Rituals skill of the primary magician.

Additional helpers are called "neophytes" for the purpose of the spell. They have the Rituals Skill, but are not skilled in the particular ritual being performed. They do not contribute to the minimum participant level, but they do produce additional Seepage Points for the purpose of the Threshold requirement of the ritual. Each additional neophyte draws an additional Seepage Point for every level they have in the Rituals Skill. If they are of the same tradition as the primary magician, they may contribute 2SP per level.

However, certain numbers of participants (primary magician and disciples) focus even more Seepage. Having three participants provides an extra 45SP, five brings an extra 60SP, and seven supplies 105SP.

RITUALS

Listed below are a number of rituals that may be purchased initially during character creation, or learned later during Downtime. These rituals expand greatly on those in the *Conspiracy X* main rulebook. This list is not exhaustive. Players and Chroniclers should feel free to modify them, or create entirely new ones, using the guidelines presented in main rulebook.

Versions of each of the rituals presented below may be found in each of the four traditions discussed in this book. In general, these basic rituals are part of any mystic tradition and practice. Of course, certain traditions may have more expertise in certain areas, and certain magical organizations have concentrated on certain rituals.

ADRENALINE RUSH

Threshold: 24 **Range:** Link
Duration: 1 hour **Area:** 1 target
Length: 20 minutes **Participants:** 1

Effect: Traditionally, this ritual was used before battles. The subject's body is filled with magical energy and temporarily brought to the peak of efficiency. If successful, this ritual has the same effect as the Adrenaline Surge Quality (see p.63 of *Conspiracy X*). Further, the target ignores all damage (no penalties or consciousness Tests). Once the ritual duration ends, the subject immediately suffers all damage effects. Also, while the ritual is in effect, the subject must make a Difficult Willpower Test to avoid rushing any complex action.

This ritual is usually performed by the occultist on another. It may be performed by the magician on herself, but doing so imposes a -1 penalty. Also, this ritual may be performed on a group of individuals with the usual penalties (see p.90).

Description: This is almost always a very loud and active ritual. Weapons, uniforms, and loud noises are common props.

AMNESIA

Threshold: 45 **Range:** Link
Duration: Permanent **Area:** 1 target
Length: 1 hour **Participants:** 1

Effect: This ritual removes the events surrounding a single specific incident from the subject's memory. The incident being removed cannot have happened more than three days prior to the time the ritual is performed. Any time the subject is reminded of the incident, she may make a Difficult Willpower Test. If this succeeds, the subject immediately remembers all of the suppressed memories. However, if the magician possesses links to everyone who remembers the incident, all of their memories of the same incident can be erased in one ritual. Performing this ritual on multiple subjects at once imposes a penalty.

Since the human mind is uncomfortable with large blank spaces in memory, the subject's mind will create memories to fill up the hole. If the magician desires, this ritual can also be used to influence the exact nature of these replacement memories. Bizarre or fantastic memories will be rejected, but seemingly normal memories can be implanted. These false memories serve to mask the blank space created by this ritual. Using this ritual to both remove memories and to suggest the structure of the replacement memories imposes a penalty of -2.

Like the Grey Amnesia lens, this ritual is far from perfect. Even if no one reminds the subject of the lost memories, they may resurface in the subject's dreams in several weeks or months. Hypnosis can fully restore the memories if the subject has any reason to suspect the true nature of these dreams.

This ritual will only work on beings with some human ancestry who retain their connection to the Seepage - humans, Grey-human hybrids, and the Infused. It has no effect on Greys, Saurians, Saurian Men in Black, Atlanteans, Voids, Psinks, and Psychic Burnouts. The power gathered to perform the ritual simply dissipates harmlessly.

Description: Some object representing the memories is usually burned or otherwise destroyed during this ritual. Alternately, the magician may verbally repeat the memories over and over, slowly blurring the statements into nonsense.

BANISH SPIRIT

Threshold: 16 **Range:** Ritual Space
Duration: Instant **Area:** 1 target
Length: 1 hour **Participants:** 1

Effect: This ritual can be used to banish a spirit from a person or place. A possessed person can be exorcised and a haunted house can be "cleansed." Banishing does not return the spirit to some "lower realm" or "spirit world"; instead the spirit disperses. However, the pattern of the spirit's essence remains in the vague flows of the Seepage and it can be summoned again. Summoning a banished spirit effectively recreates it; the spirit does not exist between the time it is banished and the next time it is summoned.

Unless previously bound, spirits will attempt either to flee or to attack the ritualist and disrupt the banishing. The spirit is banished as soon as the ritual is completed. As listed, the ritual will work only on ordinary ghosts. More powerful spirits (such as demons) may resist the banishing with a Difficult Willpower Test against the Ritual. This ritual cannot be performed using a link.

Description: When used to rid a person of possession, this usually involves restraining the subject and threatening the spirit inside with various magical implements or cleansing the person with water, salt or sometimes fire. Similar procedures are used to remove a spirit from a place, often involving incenses, candles or reciting of verses.

BIND SPIRIT

Threshold: 10 **Range:** Ritual Space
Duration: Varies **Area:** 1 target
Length: 30 minutes **Participants:** 1

Effect: As soon as the Bind Spirit ritual commences, the spirit is bound and may take no action except generating Telepathic Illusions in an attempt to interfere with the ritual. If the ritual is

successful, the spirit is bound until the next sunrise or sunset. At that point, the spirit is free from the magician's control unless another binding is performed. Depending on its power and how it has been treated, newly freed spirits either flee or attack the ones who bound them. However, it is common practice for the magician to command the spirit to depart. This command effectively banishes the spirit and disperses the supernatural energy that imbues it. In this case, the spirit may not reappear until it is summoned again. The basic version of this ritual will only affect ordinary ghosts and poltergeists. A somewhat more complex ritual (+25 Threshold, 3 Participants) allows the magician to bind and control ascended ghosts. A notably more complex ritual (+45 Threshold, 5 Participants) allows the magician to bind demons (each must be learned separately).

Any version of the Bind Spirit ritual may be performed simultaneously with any of the summoning rituals. However, performing the ritual in this fashion requires that a separate magician perform each ritual in the same ritual space.

Description: This ritual usually requires the magician to create some type of object that effectively binds the spirit. Usually this binding is actually attached to, or incorporates, the psychic link to the spirit. Specially tied knots, woven tapestries, complex sigils, rings, and even chains or lockets worn by the magician all function as binding objects. If the binding object is broken, the spirit is instantly freed.

BLESSING OF FORTUNE

Threshold: 9 **Range:** Ritual Space
Duration: 24 hours **Area:** 1 target
Length: 1 minute **Participants:** 1

Effect: A successful blessing the equivalent of the Good Luck Quality (1) on an individual for a 24 hour period. This ritual is designed to affect only a single subject. It can be used to affect multiple targets, with the usual penalties.

Description: This is an exceptionally simple ritual. The magician touches the subject and either draws something on her skin or gives her something to carry.

BLESSING OF PROTECTION

Threshold: 32 **Range:** Ritual Space
Duration: 24 hours **Area:** 1 target
Length: 20 minutes **Participants:** 1

Effect: This ritual protects the subject from harm. It provides the subject with supernatural protection, reducing the multiplier of any damage taken by one per success level of the ritual Task (to a minimum of one). For example, if the ritualist has two Success Levels, damage that would normally D6 x 8(24) points, would do D6 x 6(18). This ritual can be extended to protect multiple subjects, with the usual penalties.

Description: The subject is usually given some object to carry, or a special herbal medicine to swallow. In some versions of the ritual, the magician paints designs upon the subject or even draws an image of the subject protected by special armor.

BLESSING OF PROSPERITY

Threshold: 35 **Range:** Ritual Space
Duration: special **Area:** 1 target
Length: 20 minutes **Participants:** 1

Effect: This ritual aids the subject in obtaining desired material possessions. The ritual subtly manipulates a multitude of factors to insure that the subject of the ritual will receive, or be able to afford, the next object they wish to requisition or purchase. The ritual allows the subject to add one level to her Resources Quality until the Chronicler decides the increase is no longer necessary. The apparent source of this temporary boost in wealth seems perfectly natural. The character suddenly comes across some additional money, a superior decides that the character deserves some additional help as a reward for past services, or some similar boon.

Description: Acts relating to the acquisition of the desired money or object are performed in the ritual. The magician may write herself a fake check for the appropriate amount, or create a model of the desired object.

BLESSING OF SKILL

Threshold: 35 **Range:** Ritual Space
Duration: 24 hours **Area:** 1 target
Length: 10 minutes **Participants:** 1

Effect: This ritual makes the subject temporarily better at a given skill. For the duration of the ritual, a single skill is increased by one per success level of the ritual Task, up to a maximum equalling the Willpower of the ritualist. This skill must be one which the subject knows at level one or greater, and the skill being increased must be specified when the ritual is cast. If this ritual is cast on an individual who is already under the influence of a previous Blessing of Skill, the second ritual automatically fails as the Seepage energies become confused.

Description: This ritual involves images and actions associated with mastery of the skill to be increased. In some versions of the ritual, the subject even puts on a mask of some easily recognized master of the skill.

CALL WEATHER

Threshold: 74 **Range:** special
Duration: special **Area:** see below
Length: 2 hours **Participants:** 5

Effect: No ritual can make snow in the middle of a heat-

wave or create a hurricane in the desert, but this ritual can cause any type of weather that is reasonable to both the location and the time of year. If the ritual is successful, the desired type of weather gradually forms over the next few hours, or in more extreme cases, over the next few days. After that, the weather lasts as long as is reasonable for a condition of that type. A storm may last for several hours, a tornado may last an hour or less, and a hurricane or a heat wave may last for many days. Once created, the magicians who created the effect have no control over the weather conditions. This ritual directly affects weather conditions over several dozen to several hundred square miles. Using a link to another location, it is possible to affect the weather of a distant region.

Description: Different versions of this ritual are performed in very different ways. Some involve performing actions reminiscent of the desired weather conditions, turning on a fan and throwing buckets of water around for a storm, for example. Other versions require the magicians to paint or sketch a picture of the desired weather. Most Shamanic versions simply require those involved to hold objects associated with the desired weather conditions and envision such weather.

CARDIAC ARREST

Threshold: 90 **Range:** Link
Duration: Permanent **Area:** 1 target
Length: 3 hours **Participants:** 3

Effect: This is one of the most powerful attack rituals known. The magician directs hostile energy at the target's body and, if the ritual is successful, the target's heart stops. In game terms, the target immediately sustains D10 x 5(25) points of damage and may have to pass a Survival Test. The greatest advantage of this ritual is that it is almost entirely untraceable. All medical evidence will show that the victim suffered an ordinary heart attack. Only psychics have a chance of determining that this heart attack was caused by magic.

Description: This is a very violent ritual. Some object representing the target, usually a statue or photograph, is attached to the link, and then destroyed in the course of the ritual. Many versions include a small wax figurine that is stabbed through the heart. Shouts and violent actions are also frequently a part of this ritual.

CAUSE WOUND

Threshold: 38 **Range:** Link
Duration: Permanent **Area:** 1 target
Length: 1 hour **Participants:** 3

Effect: This ritual causes the target's body to injure itself. The target suffers D6(3) x Willpower of the primary magician in damage. This wound seems to have natural causes, the most precise medical examination will fail to detect any evidence that the

wound was caused through supernatural means. Spontaneous hemorrhaging, hernias, mysterious sprains, and injuries due to sudden falls which occur while the ritual is being cast, are all examples of the types of injury inflicted by this ritual.

Description: A statue, photograph, or other object representing the target is usually broken or damaged in some way. In many versions of the ritual, the type of damage inflicted on the object influences the type of injury the target suffers.

CURE CORRUPTION

Threshold: 28 **Range:** Ritual Space
Duration: Instant **Area:** 1 target
Length: 2 hours **Participants:** 3

Effect: This ritual purifies the mind and body of the subject from the adverse affects of Seepage corruption. To benefit from the ritual, the subject must be present and conscious. In many cases, it is advisable to forcibly restrain subjects who have been significantly corrupted.

The difficulty of the ritual depends on the level of corruption of the subject. If the target has not gained any stages of corruption yet, no penalty is imposed. For every stage of corruption gained, a -1 penalty is imposed. Those that have snapped and become Forsaken or Infused incur a -6 penalty.

If the ritual is performed successfully, the subject receives a D6 x 2(6) damage from the strain involved. The subject must then pass a Simple Willpower Test (as modified by her level of corruption; see prior paragraph). If successful, the subject rolls a D10 and consults the Ritual to Cure Corruption Effects Table to determine the effects. If the subject fails, the ritual succeeds but the subject's connection to the Seepage is entirely destroyed. She gains the Psychic Void Drawback (p. 76 of *Conspiracy X*).

CURE CORRUPTION EFFECTS TABLE (ROLL D10)

1-2: The subject develops an adverse reaction to the Seepage and becomes a Psink instead of a Void. The corruption, and all its stages, is removed.

3-4: Subject remains corrupted and keeps the first two stages of corruption she attained. All other stages are removed.

5-6: If the subject was a Focus, this ability is lost. Otherwise, the subject is fully cured with no ill effects.

7-8: Subject remains corrupted and keeps the first stage of corruption she attained. All other stages are removed.

9-10: Subject is totally cured with no ill effects. The corruption, and all its stages, is removed.

If the spell Task fails after the Threshold has been reached, the subject automatically gains one stage of corruption and immediately Tests to see if she snaps. An Infused becomes instantly enraged and has access to Seepage Points equal to her Willpower plus the Threshold level of the ritual. In addition, everyone else involved in the ritual must Test to see if they have been corrupted.

CURSE OF ILL WILL

Threshold: 9
Duration: 24 hours
Length: 1 minute

Range: Ritual Space
Area: 1 target
Participants: 1

Effect: This basic curse has exactly the opposite effect of the basic Blessing of Fortune ritual. For the duration of the ritual, the target gains the equivalent of the Bad Luck Drawback (1). For obvious reasons, this ritual is generally performed on a subject who is not present, using a link, or is embedded in a charm. Like the Basic Blessing ritual, this ritual can also be used to affect multiple targets, with similar penalties.

Description: This is another extremely simple ritual. The magician need only touch the subject or the link representing the subject.

CURSE OF INEPTITUDE

Threshold: 42
Duration: 28 days
Length: 20 minutes

Range: Link
Area: 1 target
Participants: 1

Effect: This ritual makes the subject temporarily worse at a given skill. For the duration of the ritual, a single skill that the subject knows is decreased by one per success level of the ritual Task, up to a maximum equalling the Willpower of the ritualist. The skill may not be reduced below one, and it must be specified when the ritual is performed. If this ritual is cast on an individual who is already under the influence of a previous Curse of Ineptitude, the second ritual automatically fails as the Seepage energies become twisted.

Description: In most versions of this ritual, objects associated with the skill are burned or otherwise destroyed.

CURSE OF POVERTY

Threshold: 40
Duration: 28 days
Length: 20 minutes

Range: Link
Area: 1 target
Participants: 1

Effect: This ritual is the reverse of the Blessing of Prosperity. Subjects of this ritual become temporarily poor and out of favor with their employers. Until the next full moon, subjects of this ritual have their Resources Quality lowered by one level. All funding and uses of her Influence Quality become temporarily

harder as a multitude of factors work against the subject. Once again, all such problems appear to have a natural explanation. Lost cheques, bureaucratic errors and grudges by superiors all conspire against the subject for the duration of the ritual.

Description: In format, this ritual is often the reverse of the Blessing of Prosperity. Models of objects are destroyed, and money or images representing money are burned.

CURSE OF VULNERABILITY

Threshold: 54
Duration: 24 hours
Length: 20 minutes

Range: Link
Area: 1 target
Participants: 1

Effect: This ritual makes the subject more vulnerable to harm. For the duration of the ritual, the multiplier of any damage inflicted is increased by one for every Success Level of the ritual.

Description: Often, the psychic link to the subject is touched to a variety of weapons. In other versions, the magician sings or tells a story about how the subject is harmed or killed by attackers, and how the subject is powerless to resist those who attack her.

DEFUSE SEEPAGE

Threshold: 6
Duration: Instant
Length: 2 minutes

Range: Ritual Space
Area: Ritual Space
Participants: 1

Effect: This ritual is performed during the course of another ritual to safely drain its power and cancel its effect. If performed successfully, the energy necessary to perform the ritual being countered will not be available, and the ritual that is the target of this effect will fail without any dangerous release of Seepage energy or any chance of corruption. The Defuse Seepage ritual must be performed within the actual area of the ritual it is intended to stop, while the target ritual is actually being performed.

It is impossible to make a charm based on the Defuse Seepage ritual. The ritual may be performed at a distance if the primary caster possesses a psychic link to the primary caster of the target ritual. However, both rituals must still be performed simultaneously. If the Defuse Seepage ritual fails, the other ritual is not stopped, but everyone present must make a Test to resist corruption. If performed using a psychic link, only those people actually present at the Defuse Seepage ritual may be corrupted. If the ritual is successful, the ritual defuses D10 x 3(15) SP for each Success Level.

Description: This is by necessity an extremely simple and quick ritual. The magician usually says a few words and burns a small object collected at the site of the ritual. Generally the ritual is performed in whispered tones and the object is burned with a small cigarette lighter.

DIMINISH BODY

Threshold: 26
Duration: 24 hours
Length: 1 hour

Range: Ritual space
Area: 1 target
Participants: 1

Effect: This ritual allows the magician to reduce either the target's Strength, Dexterity or Constitution attribute, by one point. Only one attribute may be altered at a time. If this ritual is cast on an individual who is already under the influence of a previous Enhance or Diminish Body ritual, the second ritual automatically fails as the Seepage energies become muddled and twisted. Subjects of this ritual do not physically change, they simply become less capable of feats for the duration of the effect. It is usually cast using a charm or link to a target, though if the magician attempts to use this ritual to reduce one of her own attributes, the ritual suffers a -1 penalty.

Description: Usually the target, or a figurine representing the target, is inscribed with symbols and words representing the attribute being affected. Alternatively, the subject is given special herbs to eat or drink, or a special amulet to wear.

DISPEL MAGIC

Threshold: Special
Duration: 24 hours
Length: 1 hour

Range: Ritual space
Area: 1 target
Participants: 1

Effect: This ritual dispels the effects of a single magical ritual that has been cast upon one or more participants. To be used successfully, this must be cast to remove the effects of a *specific* ritual. Divination rituals may be needed to determine the exact nature of the ritual affecting the subject or subjects. While this ritual affects everyone involved, it has no affect upon anyone not under the influence of the ritual being dispelled. This ritual can be performed in a more or less elaborate fashion depending upon the power of the ritual being dispelled.

The Threshold of the Dispel Magic ritual is equal to that of the ritual to be dispelled. The dispelling magician then makes a resisted Willpower and Ritual Task, against the Task of the ritual to be removed. If the Task is failed, not only does the dispel fail, the subject may also be corrupted.

Description: All subjects of this ritual are touched and manipulated by the magician. They may be massaged, chanted over, or spun around. Alternatively, subjects may have smoke blown over them or be asked to jump over a small fire. In some versions, the subjects must immerse themselves in a specially prepared bath designed to "wash the magic away."

DISTORTED PERCEPTIONS

Threshold: 34
Duration: 24 hours
Length: 2 hours

Range: Link or Charm
Area: 1 building sized location
Participants: 3

Effect: Like the Telepathic Illusion Vortex, this ritual distorts the perceptions of everyone inside the building that is the target of the ritual. Shapes and colors will be distorted, the pull of gravity will seem to vary in both intensity and direction, and everyone's sense of direction will be nearly useless. As before, only those susceptible to Telepathic Illusions can be affected by this ritual. The ritual also affects only subjects within the targeted place. Once someone manages to leave the enclosed space, the effects of the ritual vanish instantly. Due to the nature of the magic involved, the target of this ritual can only be a building or other large location. It is impossible to cast this ritual upon a person or other living being. Everyone in the area affected by the ritual suffers -2 to all Perception-related Tasks and Tests. All other Tasks incur a -1 penalty from the confusion and vertigo produced.

Description: A model, photograph, or drawing of the target of this ritual is often covered with random designs like inkblots. Also, this ritual commonly uses thick smoke and loud noises as part of the trappings designed to represent the confusion to be created.

DOMINATION

Threshold: 162
Duration: Permanent
Length: 3 hours

Range: Link
Area: 1 target
Participants: 5

Effect: This ritual allows the magician to control and direct the inner workings of the subject's mind. The magician is actually able to rewrite part of the subject's personality to suit her needs. If the ritual is completely successful, the magician may insert a single statement into the subject's mind. This statement becomes one of the core beliefs of the subject. Statements ranging from "You are madly in love with me" to "You will never betray any agents of the NDD" will be equally accepted and believed. This ritual is exceedingly powerful, but also dangerous. Minds are very resilient and actively resist tampering, resisting this with a Difficult Willpower Test. If the ritual fails, everyone participating in the ritual must resist corruption.

This ritual will only work on beings with some human ancestry who retain their connection to the Seepage - humans, Grey-human hybrids, and the Infused. It has no affect on Greys, Saurians, Saurian Men in Black, Atlanteans, Voids, Psinks, and Psychic Burnouts. The power gathered to perform the ritual simply dissipates harmlessly.

Description: The statement to be inserted into the subject's mind is repeatedly chanted, written, or otherwise represented for the duration of the ritual. The subject, or the link to the subject, is placed in the center of the ritual space.

EMOTIONAL AURA

Threshold: 18 **Range:** Ritual space
Duration: 24 hours **Area:** 1 target
Length: 20 minutes **Participants:** 1

Effect: This ritual affects how others react to the target. The magician can choose a single emotion as the dominant reaction everyone will have when they encounter or imagine the subject. Emotional reactions like fear, love, distrust, anger, can all be produced with this ritual. However, the magician cannot determine how various individuals will react to these emotions. A loved one at home will react very differently from a stranger on a dark city street to a person who has been subjected to an aura of fear. Such reactions will be perfectly normal and highly idiosyncratic. One of the most disturbing affects of this ritual is that the subject is not directly affected at all. Her emotions are unchanged and the only way she might suspect that something magical has been done to her is through the reactions of others. While this ritual is often cast on someone without their knowledge, it is also used by many magicians to provide themselves with temporary charisma or similar useful affects.

This ritual will only work on beings with some human ancestry who retain their connection to the Seepage - humans, Grey-human hybrids, and the Infused. It has no affect on Greys, Saurians, Saurian Men in Black, Atlanteans, Voids, Psinks, and Psychic Burnouts. The power gathered to perform the ritual simply dissipates harmlessly.

Description: The subject, or a link to the subject, is often painted, or otherwise adorned with colors and objects representing the desired emotional aura.

ENHANCE BODY

Threshold: 26 **Range:** Ritual space
Duration: 24 hours **Area:** 1 target
Length: 1 hour **Participants:** 1

Effect: This ritual allows the magician to increase either the target's Strength, Dexterity or Constitution attribute, by one point. Only one attribute may be altered at a time. If this ritual is cast on an individual who is already under the influence of a previous Enhance or Diminish Body ritual, the second ritual automatically fails as the Seepage energies become muddled and twisted. Subjects of this ritual do not physically change, they simply become capable of greater feats for the duration of the effect. As with Diminish Body, this is usually cast using a charm or link. If the magician attempts to use this ritual to enhance one of her own attributes, the ritual suffers a -1 penalty.

Description: Usually the target, or a figurine representing the target, is inscribed with symbols and words representing the attribute being affected. Alternatively, the subject is given special herbs to eat or drink, or a special amulet to wear.



HASTEN CORRUPTION

Threshold: 20
Duration: Instant
Length: 1 hour

Range: Ritual space
Area: 1 target
Participants: 3

Effect: The most terrifying thing about the process of corruption is the slow mental deterioration before the final change occurs, and the chance of becoming Forsaken. This ritual can help with both problems. If the Ritual Task is successful, the subject must immediately make a Difficult Willpower Test. If she fails, she snaps and must immediately check to see if she becomes Infused or Forsaken. In addition, when rolling that Willpower Test, subtract two from the number of stages held when calculating the Difficulty Level. If the subject succeeds, she will gain an additional stage of corruption, unless a 10 was rolled (see Rule of 10).

ILLUSION (MAJOR)

Threshold: 50
Duration: 28 days
Length: 2 hours

Range: Link or Charm
Area: 1 building sized location
Participants: 3

Effect: This ritual allows the magician to alter the appearance of any single building. Both the interior and exterior of the building may be affected. This ritual may be used to hide a room in a building, or to disguise the uses to which it has been put. The decor may be entirely changed, and doors, or even entire rooms may be completely hidden. However, any illusory furniture or stairs created by this ritual are completely intangible. Attempting to climb down an illusory staircase will result in a serious fall as nothing supports the subject. If desired, this ritual can even be used to create extremely unusual effects like bleeding walls, snarling werewolves romping through the house and similar horrific scenery.

ILLUSIONS

All of the illusions produced by these rituals are Telepathic Illusions without any reality or solidity. An illusory chair cannot support weight, and an illusory dog cannot bite. Although Telepathic Illusions seem to affect all five senses, including touch, they cannot do damage of any kind and are essentially intangible. Someone reaching down to stroke an illusory dog would feel fur, but if her hand slipped she might end up seeing her hand actually pass into the dog. Seeing your hand pass through a seemingly solid wall or person is a highly disconcerting experience and will startle almost anyone. Illusions that are disrupted in such a way vanish as the subject's mind rejects the obviously false input. Psinks, Voids, Psychic Burnouts, Atlanteans, Saurians and cameras cannot perceive magical illusions at all.

Description: Once again, a model, photograph, or other image of the target of the ritual must be present at the ritual. This image is then altered, usually through sculpture or drawing to resemble the desired illusion. Alternately, the magician may tell a vivid story about the building. When the story is finished, the ritual is complete.

IMMORTALITY

Threshold: 120
Duration: Permanent
Length: 12 hours

Range: Ritual space
Area: 1 target
Participants: 5

Effect: This ritual is one of the most difficult and rarest of all magics. It actually increases the target's lifespan. Every time the ritual is performed, the subject becomes younger by D10 x 2(10) years. Due to the strain involved, this ritual may only be performed once a year upon a given subject. Also, after the ritual has been completed, the subject will be unconscious for the next full day. If the Ritual Test is failed after the Threshold is met, the subject ages D6(3) years in addition to risking corruption. Casting more than once per year negates the effect of any previous use and causes D10 x 3(15) LPs of damage.

Description: This is an intensely demanding ritual that involves sustained chanting, drumming or other, similar activity, as well as either deep meditation or exotic exercises performed by the subject. All versions of this ritual involve the subject consuming unusual substances such as powdered gemstones, unusual herbs or odd chemicals. If the ritual is successful, the substances consumed by the subject will not cause any poisoning or other harm. If the ritual fails, the subject incurs a D10(5) injury.

INFECTION

Threshold: 20
Duration: Permanent
Length: 10 minutes

Range: Ritual space
Area: 1 target
Participants: 1

Effect: This ritual is designed to corrupt the subject. If the ritual succeeds, the subject must make a Test to avoid corruption (as on p.202 of *Conspiracy X*). The classification of being the individual is becoming -- Predator, Adept or Prophet, etc. -- is determined by the individual performing the ritual. The actual archetype, however, may be set by the subconscious desires of the subject. If the subject manages to resist the corruption, the energy summoned will rebound upon the magician. In that case, the magician must Test to resist corruption, exactly as if the ritual had failed. If the individual performing the ritual is already Infused, this backlash of energy has no effect. The subject must be physically present for the ritual. This ritual may not be performed using charms or links.

This ritual will only work on beings with some human ancestry who retain their connection to the Seepage - humans, Grey-

human hybrids, and the Infused. It has no affect on Greys, Saurians, Saurian Men in Black, Atlanteans, Voids, Psinks, and Psychic Burnouts. The power gathered for this ritual, being of such hostile and corrupting intent, will result in the magician having to Test to resist corruption, as if the ritual had failed.

Description: The subject is almost always restrained and the magician usually tattoos, paints, draws, or sometimes actually carves images and symbols associated with madness and corruption on the subject's skin. In other cases, the magician performs odd and disturbing chants and strikes or even bites the victim at the climax of the ritual.

INSANITY

Threshold: 96 **Range:** Link
Duration: 28 days **Area:** 1 target
Length: 2 hours **Participants:** 3

Effect: This ritual temporarily drives the subject mad. The specific type of madness may be roughly determined by the magician. Any ordinary type of madness, including paranoia, schizophrenia, or catatonia, may be produced using this ritual. However, the exact specifics of the madness, such as who the paranoia is directed against, or what voices speak to the subject, come from the mind of the subject, not the will of the magician.

The madness produced by this ritual uses and builds upon the subject's normal fears and insecurities. These problems are now magnified to such a degree that they overwhelm the mind of the subject. The insanity produced using this ritual appears to have a perfectly natural cause, and will respond normally to medical and psychiatric treatment. Also, this insanity is only temporary. After approximately a month, the insanity will end and the subject will revert to their original state.

Once the initial preparation for the ritual has begun, the target may resist with a Difficult Willpower Test. Failing this, the target is subject to the insanity, amplifying any mental Drawbacks the character has. If the target has no mental Drawbacks, the Chronicler may temporarily assign a new one based upon suitable circumstances or recent experiences.

This ritual will only work on beings with some human ancestry who retain their connection to the Seepage - humans, Grey-human hybrids, and the Infused. It has no affect on Greys, Saurians, Saurian Men in Black, Atlanteans, Voids, Psinks, and Psychic Burnouts. The power gathered to perform the ritual simply dissipates harmlessly.

Description: This ritual usually involves mutilating an image or object representing the subject, and damaging the link to them in some way. Breaking a mirror with an image of the subject reflected in it is common part of this ritual.

INVISIBILITY [ILLUSION]

Threshold: 34 **Range:** Ritual space
Duration: 1 hour **Area:** 1 target
Length: 30 minutes **Participants:** 1

Effect: This ritual renders the subject unnoticeable. Except for Voids, Psinks, electronics, etc. which are not affected by any illusionary magic, anyone who encounters the subject will simply not notice her presence. The subject will not be seen, her footsteps will not be heard and if she is wearing perfume no one will smell it. However, if the subject makes loud noises, strikes anyone, or otherwise draws attention to herself, the effects of the ritual will cease and the subject will be immediately noticeable. While any form of violent melee attack by the subject will immediately dispel the ritual, other attacks may be made. Firing a silenced rifle or pistol will not dispel the ritual since the subject is not obviously the source of the attack. It is best when under the influence of this ritual to behave in a relatively stealthy fashion. Remember, electronic surveillance records and reacts to the presence of the subject, since illusions do not affect machinery in any way.

Description: Producing heavy incense or smoke, putting on black or camouflaged clothing, and applying gray face paint are all common elements of this ritual.

MALFUNCTION

Threshold: 40 **Range:** Link
Duration: Permanent **Area:** 1 target
Length: 30 minutes **Participants:** 1

Effect: When this ritual is successfully cast upon a single complex device like a car, a computer, or even a watch, the device malfunctions. The magician focuses the energy of the Seepage into disrupting the normal functioning of the target. This ritual only affects a single device. Cars, locks, computers, tanks and even passenger jets are all single devices. Power grids, computer networks, and the security systems of large installations are all composed of a number of discrete devices and may not be affected as a whole using this ritual. If this ritual is successful, the device malfunctions and fails. All damage caused by this ritual appears to be the result of wear, shoddy maintenance and other, similarly natural causes.

If successfully cast on a subject with nanotech internals or nanotech devices, the Chronicler determines a random nanotech system. Roll on the Nanotech Malfunction Table (see p.49 of *the Extraterrestrials Sourcebook*) and apply the result to the device.

Description: In all versions of this ritual, some image or figure representing the device or object is burned, broken, or otherwise destroyed.

MIND RIDING

Threshold: 25
Duration: Ritual length
Length: 3 hours
Range: Link
Area: 1 target
Participants: 1

Effect: This ritual allows the magician to invade the mind of the target of the ritual. For the duration of the ritual, the magician is able to perceive all sensory stimuli experienced by the subject. All sounds are heard, all sights seen, and all pain felt. If the subject is wounded during the course of the ritual, the magician receives 1LP damage for every wound of any type that the subject receives. However, the magician has no access to anything the subject is thinking. Also, the magician may not influence the subject in any way or even communicate with the subject. Psychics may perceive the presence of the magician, but the results of the ritual are otherwise entirely unnoticeable. The first 30 minutes of the ritual are needed to establish the link between the magician and the subject. The remaining time, up to three hours, can be spent in the subject's mind. The magician may end this ritual at any time without danger of corruption.

This ritual will only work on beings with some human ancestry who retain their connection to the Seepage - humans, Grey-human hybrids, and the Infused. It has no affect on Greys, Saurians, Saurian Men in Black, Atlanteans, Voids, Psinks, and Psychic Burnouts. The power gathered to perform the ritual simply dissipates harmlessly.

Description: In most versions of this ritual, the magician dons a mask, which can be as simple as a blown up photograph, of the subject and holds or ingests the psychic link to the subject. While the magician inhabits the subject's mind, the magician is in a light trance. The magician may maintain this trance even in the face of external stimulus. In other words, shaking the mage will not "wake" him and thus will not end the ritual.

NATURAL DISASTER

Threshold: 100
Duration: Permanent
Length: 8 hours
Range: special
Area: see below
Participants: 13

Effect: This ritual causes a natural disaster to occur. In an area with numerous fault-lines, the ritual could trigger an earthquake. In the vicinity of a dormant, but not an extinct, volcano, the ritual can trigger an eruption. On the seacoast, the ritual could summon a hurricane or a tidal wave. The exact nature of the disaster is determined by a combination of local conditions and chance. Some regions have very little potential for natural disasters and the ritual produces nothing more than an extremely severe draught or a damaging hailstorm. In other areas, the ritual creates a violent disaster that results in thousands or millions of dollars of property damage, and a significant loss of life. This is an extremely destructive ritual, but is somewhat limited because it can only be used to affect the

region surrounding the site of the ritual. This ritual may not be cast using a charm or link. While the actual disaster may take up to a full day to occur, it can happen anytime during that day, leaving those who performed the ritual as much at risk as everyone else.

Description: This is a very loud and flashy ritual. The participants chant and scream for the destruction of the area. Maps and models of the region may be burned or destroyed, or perhaps the primary magician carves sigils representing destruction in her own body. If the destruction performed during the ritual is particularly large-scale, the primary magician receives a +1 modifier to the Ritual Task.

OATH-BINDING

Threshold: 12 + Threshold of the ritual activated upon breaking the oath

Range: Ritual space
Duration: 28 days/permanent
Length: 1 hour
Area: 1 target
Participants: 1

Effect: This ritual creates a magical oath. Anytime an individual involved in the oath breaks it, all of the other participants will be aware of that transgression. In addition, the ritual is designed so that anyone who breaks the oath will be immediately subject to the effects of one of the following rituals: Basic Curse, Curse of Poverty, Curse of Vulnerability, Cause Wound, or Induce Cardiac Arrest. These rituals need not be known by the participants to impose their effects. The exact nature of the penalty must be decided when the ritual is performed, and the penalty affects the individual every time she breaks the oath. All of the participants must be aware of the nature of the oath they are swearing and the penalties involved. If any of the participants are either unwilling or uninformed, the ritual automatically fails and everyone involved may face corruption. This ritual may be performed so that it either lasts for one month or permanently. However, all such rituals also include some provision that allows all surviving participants who have taken the oath to void the oath by mutual consent. All attempts to magically dispel the oath suffer a -2 penalty, and if the oath is dispelled from one individual, it is dispelled from all the participants. This ritual may also be performed between humans and Infused, or even between humans and spirits. When performed with non-physical beings, it is possible to have the spirit automatically banished if it breaks its oath.

This ritual will only work on beings with some human ancestry who retain their connection to the Seepage - humans, Grey-human hybrids, and the Infused. It has no affect on Greys, Saurians, Saurian Men in Black, Atlanteans, Voids, Psinks, and Psychic Burnouts. The power gathered to perform the ritual simply dissipates harmlessly.

Description: In all versions of this ritual, the oath must be sworn and the penalties must be stated out loud during the rit-

ual. Everyone participating in the oath must speak or write the entire oath. The oath only affects those participants who actually take the oath. Often magical oaths are signed in blood. At other times, the participants prick their fingers, bleed into a cup of wine and then share the drink to symbolize the binding.

PERCEIVED APPEARANCE [MINOR ILLUSION]

Threshold: 18 **Range:** Ritual space
Duration: 24 hours **Area:** 1 target
Length: 1 hour **Participants:** 1

Effect: This ritual allows the magician to change the appearance of the subject. The subject can be made to look and sound like another person, an animal, or even an object. To everyone who can perceive it, the illusion is entirely realistic to all senses. A human wearing the image of a dog will look, sound and smell like a dog. A person disguised as another person will be an exact duplicate, but only as long as the magician is familiar with the person being imitated or has access to extensive video and audio footage of this person. Anyone who actually touches the illusion will also be fooled. Someone petting a person disguised as a dog will feel fur. However, the subject of the ritual is entirely unchanged. Someone disguised as a bird or a fish will gain no ability to fly or swim. The ritual may be employed on multiple targets.

Description: This ritual almost always involves the magician applying masks, face paint or similar disguises to the subject. In a few versions, the magician instead elaborately describes the way the subject will look when the ritual is finished. Heavy incense or other means to obscure visibility in the ritual space is a very common part of this ritual.

POSSESSION

Threshold: 120 **Range:** Link
Duration: Ritual Length **Area:** 1 target
Length: 3 hours **Participants:** 3

Effect: This ritual grants the magician complete control over the actions of the subject. If successful, the subject is unconscious for the duration of the ritual. Note that the magician does not have access to the subject's mind or skills. Once the initial preparations for the ritual have begun and the ritual Task is successful, the target may resist with a Difficult Willpower Test. The subject's resistance to the effects of the ritual does not cause those involved in casting the ritual to Test for corruption. If the subject is asleep, drunk, or drugged when the ritual is performed, the subject's Willpower is reduced by one level when resisting this ritual. Subjects of this ritual are allowed to roll again to resist any time they receive any type of damage or are placed in obviously life-threatening danger. If the damage is non-lethal, the subject's Willpower is Tested against that of the primary magician. Subjects who receive lethal damage or are placed in life-threatening danger receive a one level increase in

their Willpower for purposes of this Test. If the subject succeeds at this Willpower Test, the ritual immediately ends. If the ritual ends as a result of harm to the subject, the ritual fails and all participants must immediately check to resist corruption. Unless the target of the ritual is also present within the ritual space, she does not risk being corrupted. As in the Ritual of Mind Riding, if the subject is wounded, the magician receives 1LP damage for every separate wound the subject receives.

This ritual will only work on beings with some human ancestry who retain their connection to the Seepage - humans, Grey-human hybrids, and the Infused. It has no affect on Greys, Saurians, Saurian Men in Black, Atlanteans, Voids, Psinks, and Psychic Burnouts. The power gathered to perform the ritual simply dissipates harmlessly.

Description: The preparations for this ritual are usually identical to those for the Ritual of Mind Riding. Additional magicians are needed to protect the primary magician's body and to help break down the subject's mental defenses.

PROPHECY

Threshold: 32 **Range:** Link
Duration: Length of Ritual **Area:** 1 target
Length: 2 hours **Participants:** 1

Effect: A successful prophecy grants the occultist a precognitive vision about a chosen target. The occultist may ask three "yes or no" questions about the future of some person or place. If a more open-ended result is desired, the occultist may instead gain vivid, but usually incomplete sensory impressions about the future of any given plan or endeavor. As always, this information is only valid if no further changes are made in the plans due to the information gained in this fashion. Also, the visions gained using this ritual need not reveal the success or failure of the endeavor, and are often merely images of some of the notable events that will occur.

Description: Like the Scrying ritual, the magician either enters a deep trance, or focuses on some object like a crystal ball or a mandala before seeing the visions.

PROTECTION FROM MAGIC

Threshold: 5 per level of protection
Range: Ritual space
Duration: 28 days **Area:** 1 target
Length: 20 minutes **Participants:** 1

Effect: This ritual protects subjects against the next magical ritual directed against them. It may be cast at varying levels of difficulty and complexity, depending on how much protection the subject desires.

The primary magician chooses the level of the Protection From Magic ritual. If the ritual skill Task is successful, the subject is protected. When another ritual is targeted at the subject, the

level of protection acts as a penalty against the caster's Task. Regardless of whether the resistance is successful, once the subject has been targeted by one ritual, the Protection from Magic ritual automatically ends.

If the subject is targeted with a ritual designed to affect multiple targets, all targets are protected by the subject's ritual. However, the Protection from Magic ritual does not distinguish between hostile and helpful magic. A subject protected by this ritual also resists healing and protection rituals. For this reason, most versions of the Protection from Magic may be quickly dispelled if desired. Usually this involves eating, drinking, bathing in some unusual substance like salt water, alcohol, or some specially prepared herbal mixture.

Description: Sometimes this ritual is performed by drawing designs on the subject in indelible ink. When these designs are washed off the ritual ends. Otherwise, the subject may be given something to carry or wear, and the ritual ends when the object is broken or discarded.

QUESTIONING

Threshold: 6 **Range:** Ritual space
Duration: Instant **Area:** 1 target
Length: 10 minutes **Participants:** 1

Effect: This basic divination ritual allows the magician to gain insight into his present situation. In game play, this ritual allows the magician to ask one "yes or no" question about a present event or situation. If a more open-ended system is desired, the magician receives a vision that gives hints about the event or situation in question.

Description: Shamanic versions of the ritual involve the magician simply meditating on the subject. Most other versions use some form of traditional divination including Tarot cards, the I Ching, pendulums, or even playing cards or dice.

READING THE PAST

Threshold: 25 **Range:** Ritual space
Duration: Length of Ritual **Area:** 1 target
Length: 2 hours **Participants:** 1

Effect: A successful reading grants the occultist information about the past of a specific place or object. The occultist may ask three "yes or no" questions about such past events. If a more free-form result is desired, the occultist experiences a vivid, fully sensory recreation of past events in the vicinity of the object or place being "read." This vision is so vivid that the magician actually appears to be present at the event pictured in the vision -- sounds can be heard, odors smelled, and objects touched. However, the scene is only a vision and the psychic is totally separate from the events in the vision and is wholly unable to affect the outcome of these events.

The events perceived by the occultist usually represent the most emotionally charged incidents associated with the object or place. If no such incidents apply, the objects only reveal fairly pedestrian scenes to the magician. These visions usually portray no more than 30-60 minutes' worth of time. However, more than one scene can appear in a single vision, especially if the scenes are in some way closely related, such as a murder and the later disposal of the body.

Description: This ritual involves the magician holding the object and concentrating. Sometimes the magician places himself in a deep trance. In other versions, the magician chants, dances or simply relaxes.

REPAIR

Threshold: 48 **Range:** Ritual space / Link
Duration: Permanent **Area:** 1 target
Length: 1 hour **Participants:** 1

Effect: This ritual uses the energy of the Seepage to repair broken mechanical and electronic devices. Devices that have been totally destroyed, or that have significant missing pieces cannot be repaired by this ritual. Also, devices repaired in this fashion still look quite worn and damaged; the ritual does not make a device look as good as new. This ritual cannot be applied multiple times to a device in an attempt to repair the same damage. When used on a broken object like a vase or a painting, this ritual mends and repairs broken pieces, but does not replace missing pieces. The ritual "heals" D10 x 2(10) DC of the item for each Success Level. Chroniclers should decide if this is enough to make the device operable.

Description: The magician touches and manipulates the device during the ritual. Designs may be drawn on it, parts may be moved around, or the magician may simply hold the device

In order to repair or enhance an object, some understanding of the processes necessary for such a repair is required. Straightening a dented fender, or reattaching a broken handle would require no specific knowledge. Fixing a circuit board, however, would require that the primary magician or another participant have some level of Computer Programming or Electronics skill. The skill level need not be high, even level one should be sufficient for the Seepage to take care of matters. Mystically repairing or enhancing a Grey Amnesia lens would require some highly specialized knowledge not available to many humans. Further, if the item to be repaired is large, such as a truck, some diagnostic efforts would be in order to discover the precise part or system that is broken. Such diagnosis may be performed through divination, however.

Malfunction rituals, on the other hand, usually involve simple destruction. Thus, no particular knowledge about the device or object is necessary.

and meditate. If performed using a link, an image or model of the device is manipulated.

SACRIFICE

Threshold: 0
Duration: During Ritual
Length: 20 minutes

Range: Ritual space
Area: 1 target
Participants: 1

Effect: Unlike other rituals, this ritual does not use Seepage energy, it actually produces it. The amount of Seepage energy produced depends upon the type of sacrifice. Killing a small animal or bird, such as a chicken or a goat, produces D10 x 3(15) Seepage Points. Domestic animals are preferred for these sacrifices, since they have the closest connection with humans. If the primary magician inflicts a wound on herself with a knife and collects the blood, D10 x 5(25) Seepage Points are produced. If the primary magician actually kills a human being during this ritual, D10 x 10(50) Seepage Points are produced. This Seepage energy is available for use in any ritual performed immediately after this ritual is completed. These SPs are added to those normally present due to the Seepage Level of the surrounding area, dispersing if unused in 24 hours.

Description: All versions of this ritual involve a specially prepared knife, sword or other blade. Animal and self sacrifice are fairly common in some traditions of magic, especially among Caribbean magicians and shamans. Human sacrifice is only considered a viable option by the most evil and depraved.

SCRYING

Threshold: 16
Duration: Length of Ritual
Length: 1 hour

Range: Link
Area: 1 target
Participants: 1

Effect: A successful scrying grants the occultist a detailed vision of a distant person or place. The magician may ask three "yes or no" questions about such person or place. If a less restrictive result is desired, the magician receives a detailed vision of the desired person or location. This vision takes the form of a full sensory hallucination during which the magician actually seems to visit the desired person or place. The vision is extremely vivid, but the magician cannot affect the person or location visited in any way. Since this vision does not involve any physical perception, the person or location can be perceived clearly, even in the absence of light or in weather that would otherwise make observation extremely difficult. The magician may move around and observe the person or location for the duration of the ritual.

As with all other subjective phenomena, reality and metaphor may become somewhat mixed. A vision of the interior of a safe that contains valuables may be perceived to hold objects that the occultist regards as valuable, even if they are not actually present. Such metaphorical images always reflect

real items or events occurring at the scene of the vision, but the information received in such visions is often useful without being exact. These visions always give an accurate impression of the desired location, but detailed facts may occasionally be replaced by suggestive metaphors. People or places more than 10 yards from the person or location being visited cannot be observed using this ritual.

Description: In some versions of this ritual, the magician sinks into a deep trance and has visions. In others, usually Ceremonial and Taoist rituals, the magician is awake and alert and merely gazes into a polished bowl, a pool of pure water, or a complex mandala where the visions are seen.

SEND EMOTION

Threshold: 8
Duration: Special
Length: 5 minutes

Range: Link
Area: 1 target
Participants: 1

Effect: This ritual allows the magician to influence the emotions of the subject. If the Ritual Task is successful, the magician causes his target to feel or cease feeling any desired emotion. This ritual cannot make an enemy into a friend, but it can notably alter someone's current emotional state. A bored, hostile, security guard can be made to temporarily feel both content and friendly, and a rather cold person could be made temporarily infatuated with a specific individual. If the desired emotion is to be directed at a specific target, the magician must have links to both the subject and the target of the subject's emotion. The emotions produced by this ritual are ordinary and will naturally fade or be replaced by other emotions as circumstances dictate. Also, the emotions produced using this ritual are neither overwhelming nor uncontrollable. They will not override the subject's reason or common sense except in very unusual circumstances.

This ritual will only work on beings with some human ancestry who retain their connection to the Seepage - humans, Grey-human hybrids, and the Infused. It has no affect on Greys, Saurians, Saurian Men in Black, Atlanteans, Voids, Psinks, and Psychic Burnouts. The power gathered to perform the ritual simply dissipates harmlessly.

Description: Some representation of the subject -- whether a doll, a photograph or even a candle with the psychic link melted into it -- is carved, painted or otherwise decorated with colors, objects and symbols representing the desired emotion.

SPIRIT BOTTLE

Threshold: 56
Duration: Permanent
Length: 1 hour

Range: Charm
Area: 1 target
Participants: 1

Effect: This ritual creates an object that can contain the essence of a single spirit. When the ritual is completed and the object is finished, the object will effectively imprison and con-

tain any spirit that is coaxed or forced into it. Trickery and the Bind Spirit ritual are the most common methods of forcing a spirit to enter this trap. Unlike the Banish Spirit ritual, a spirit trapped within a spirit bottle may not be summoned until it is released from the bottle. All spirit bottles are physical objects, which will immediately release the spirit if they are either broken or if the specific conditions for releasing the spirit are met. If the spirit is released without breaking the object, the object may be later reused to contain the same or another spirit. Psychics may communicate with spirits within binding objects by simply touching it. Spirit bottles can contain ghosts, ascended ghosts and demons. Spirits are commonly only released when they have agreed to perform specific services for the individual releasing them. Sensible magicians use the Oath-Binding Ritual to insure compliance with the agreement.

Description: The binding object is inscribed, chanted over, or simply blessed by the magician. The most common spirit bottles used by shamans and Caribbean magicians are actual bottles like hip flasks, wine bottles, or baby-food jars, which trap the spirit when they are closed and release the spirit when physically opened. Ceremonial and Taoist magicians often contain spirits within books or scrolls, which are blank until the spirit is contained. Spirit books fill up with exotic text when the spirit physically touches or affects it with any of their powers. To release the spirit, either the book must be destroyed, or the text must be read out loud from beginning to end by a single reader. Statues and similar objects are sometimes used to contain spirits, but must be broken to release the spirit.

SPIRIT POSSESSION

Threshold: 32 **Range:** Ritual space
Duration: 24 hours **Area:** Ritual space
Length: 1 hour **Participants:** 1

Effect: This ritual allows a spirit to possess a living human, even if the ghost does not have the Possession power (see p.150). If the subject is unwilling, a penalty of -2 is imposed on the ritual. Like the ritual Summon Spirit, this ritual requires a link to the desired ghost. If this is not done, a random ghost will inhabit the subject.

While the ghost possesses the subject, the subject is entirely unconscious unless the ghost allows the subject to remain conscious or the subject succeeds at a Difficult Willpower Test. Subjects who remain conscious can perceive the world around them and can communicate mentally with the ghost. However, they cannot control their body in any way unless the ghost allows such control. While in possession of the subject, the ghost can speak, move, and act normally, and may use all of its supernatural powers as well as any abilities it learned in life, subject to the limitations of the subject's body. The ghost does not have access to the subject's mind or skills unless the subject is conscious.

At the end of the ritual, the ghost is automatically forced out of the subject's body unless it can succeed in a resisted

Willpower Test against the host. A ghost who succeeds must make another such Test every sunset until the Test is failed. At that point, it is forced to leave its host. More powerful spirits may take possession and remain for extended periods of time, at which point the victim's best chance is exorcism through the Banish Spirit Ritual (see p.92).

It is possible to perform this ritual using a link to a distant subject, causing the person to be suddenly possessed. Magicians can use this ritual to allow themselves to be possessed without penalty. Unless a binding ritual is also performed, few individuals will allow themselves to be willingly possessed by ghosts unless they have met the ghost before and get along extremely well with it.

Description: Sometimes the subject is given the ghost's psychic link to wear. The subject dons a mask representing the ghost. Often the ghost's name is chanted while the subject is given special food and drink, or is painted with symbols.

SPONTANEOUS COMBUSTION

Threshold: 95 **Range:** Link
Duration: Permanent **Area:** 1 target
Length: 3 hours **Participants:** 3

Effect: This ritual starts large fires, and is especially good at causing living targets to be consumed in flames. Both flammable and inflammable objects may be ignited. Fires started in this manner may be put out by any normal means (i.e., smothering, fire extinguishers, etc.). The initial burst of fire does D6(3) points of damage for each level of Willpower of the primary caster. This will ignite the object (see Fire Damage on p.177 of *Conspiracy X*).

Description: Usually, the magician ignites the psychic link in a large fire or brazier. In Shamanic and Taoist versions, the magician simply holds or gazes at the psychic link, which spontaneously bursts into flame.

STABILIZE WOUND

Threshold: 12 **Range:** Ritual space
Duration: Permanent **Area:** 1 target
Length: 2 minutes **Participants:** 5

Effect: This ritual allows the occultist to give the subject's body a sudden influx of healing energy. If successful, a subject with negative Life Points is automatically healed to zero. This ritual is usually performed by the occultist on another. It may also be used by the occultist on his own body without penalty if she can remain conscious.

Description: This is usually a very simple ritual. Often it consists of little more than that magician laying hands upon the subject for a few minutes.

STRENGTHEN ITEM

Threshold: 25 **Range:** Ritual space
Duration: 24 hours **Area:** 1 target
Length: 20 minutes **Participants:** 1

Effect: This ritual allows the magician to protect an inanimate object from harm. Objects protected by this ritual add D6(3) to any Armor Value the object might have (but does not give an unarmored object an AV), and increases the DC of the item by five times the bonus to AV.

Description: The object being protected is inscribed with special symbols, washed with an exotic herbal infusion or tincture, or simply touched and chanted over by the magician.

SUMMON DEMON

Threshold: 50 + Seepage Pool of the Demon summoned (usually 60+)
Range: Ritual space
Duration: Instant **Area:** Ritual Space
Length: 8 hours **Participants:** 5

Effect: This powerful and dangerous ritual is regarded by many occultists as the pinnacle of magical achievement. The magician summons forth a powerful inhuman spirit. Unless the magician wishes to risk instant destruction by randomly summoning any demon that may be nearby, some link to the particular demon desired is needed. For many of the older and more well-known demons, their true name and their special sigil are all that is necessary to summon them. For demons that recently were living Infused, a link to the Infused's body is sufficient. Once summoned, the demon is free to do as it will unless the summoner binds it or is foolish enough to try and strike a deal with it. Demons generally have extensive Infused powers and this ritual provides them with 30 + D4(2) per Success Level in Seepage Points to spend. While most versions of this ritual simply summon the demon in an incorporeal form, other versions allow the magician to provide a living body for the demon to possess, or even a mobile object like an articulated mannequin or a suit of armor for the demon to inhabit. When the demon inhabits the object, it is able to move or operate the device in a normal fashion, including making a suit of armor walk around.

Description: The preparation for this ritual is superficially similar to those for the Summon Spirit ritual. However, this ritual is much more elaborate and complex. Complex chants and sigils drawn in blood are standard parts of this ritual. Offerings to entice and appease the demon are also provided, but are generally much more elaborate. Animal sacrifice is common as are cups of human blood, valuable gems, or items associated with pure evil such as a piece of a dead serial killer or the gun used by a famous assassin. Demons who are particularly drawn to death or suffering often react much more positively to the

summoning if a human sacrifice is provided, or if they are given a human victim to "play" with.

SUMMON HUMAN

Threshold: 34 **Range:** Link
Duration: 24 hours **Area:** Ritual Space
Length: 30 minutes **Participants:** 1

Effect: Sometimes simply named "The Calling", this ritual calls a specific person to the location where the ritual was performed. For the following day, the subject feels inexorably drawn to that location. If asked, the subject generally makes up convincing reasons to be at the ritual site. While the subject feels compelled to go to this location and does not suspect that she is under magical control, this summoning does not override the subject's morals or survival instinct. The subject will not risk death or harm anyone, unless she would normally be inclined to harm others to attain their destination. However, jobs, money and similar lesser concerns will be ignored. When the subject arrives at the ritual site, she will remain there for about an hour, killing time. At this point, the compulsion will end and the subject will act normally. If the subject cannot physically get to the ritual site, the compulsion ends when the duration of the ritual expires. If someone attempts to talk the subject out of making the journey, the attempt will fail unless the reasons given are very important to the subject, and the subject succeeds at a Difficult Willpower Test. If this succeeds, the subject is free from the compulsion.

Description: Some versions involve the magician holding the psychic link and chanting the subject's name. In others, the psychic link is attached to a statue or figurine and the figurine is tied to a thread and drawn across the ritual space.

SUMMON SPIRIT

Threshold: 12 + Seepage Pool of the spirit (usually 20+)
Range: Ritual space
Duration: Instant **Area:** 1 target
Length: 3 hours **Participants:** 1

Effect: The completion of a successful spirit summoning causes the desired spirit to manifest itself within the confines of the ritual space. Unless the magician is attempting to summon a nearby spirit, a link to the particular spirit desired is needed. Any normal psychic link to the person when she was living, such as a piece of clothing, will work, as will dirt from her grave or a chip off her headstone. A blood relative who is a parent, child, or sibling of the person can also serve as a link. Having the complete or nearly complete corpse or skeleton of the individual being summoned will provide a +2 bonus to the Ritual Task. More powerful spirits (such as demons) will impose penalties to the Ritual Task, or the more powerful Summon Demon ritual.

When summoned, most spirits manifest a visible Telepathic Illusion. Others speak invisibly or use telekinesis to move objects about. This ritual gives the spirit 7 SP + D4(2) per success level of the ritual (drawn to the ritual area as normal, see p.83) with which to manifest its powers. Unless the spirit is bound when it arrives, its reactions will depend upon its personality and the circumstances of its summoning. In general, unless the summoner has some useful information or service to offer the spirit, most spirit reactions will range from uninterested to angry.

Description: Sometimes a brazier burning incense, a mirror, a photograph or small statue is placed nearby to serve as temporary habitation for the ghost. Offerings of bread, milk or liquor are often used to entice the spirit to come. If these offerings are particularly lavish or well chosen, the spirit is more likely to be friendly to the summoner.

TELEPORT

Threshold: 82 **Range:** Ritual space
Duration: Instant **Area:** 1 target
Length: 3 hours **Participants:** 5

Effect: This ritual instantly teleports a single individual from the location of the ritual to any location that the primary magician is psychically connected. In most versions of this ritual, the actual teleportation is entirely silent; the subject simply vanishes and instantly reappears elsewhere. The Seepage removes any gases from the target area, and the subject is placed on top of any solid objects. Teleporting more than one individual is possible, with the multiple target penalties (see p.90). Using a link to teleport a distant person from her present location to the location of the ritual is also possible, but also imposes a -2 penalty. Only living targets may be transported using this ritual, although anything carried or worn by the subject is teleported as well.

Description: All versions of the ritual involve the subject passing through a doorway or across some specially designated boundary. The subject instantly vanishes when she passes this boundary.

VISITATION

Threshold: 32 **Range:** Link
Duration: Length of Ritual **Area:** 1 target
Length: varies **Participants:** 3

Effect: This is an extended version of the Scrying ritual. In addition to all of the affects of that ritual, the primary magician can actually affect the person or location visited. The magician may ask about the target's present state of mind, and near-future intentions. Visions of the target's surface thoughts will appear in the magician's mind. This "telepathic" link with the target lasts for the duration of the ritual. In addition, the magi-

cian may use the Seepage energies at the target location to move small items. Such items may be moved slowly for three Turns per attempt. However, moving objects in this fashion is quite tiring. The magician must make a Simple Willpower Test each time she attempts to move objects. If the Test is failed, the attempt fails and the ritual ends. Rituals that end in this fashion are not considered to have failed, and the participants do not risk corruption.

The first hour of the ritual is spent in preparation. After that, the primary magician is visiting the target. For the first three hours, the magician is safe. After that, she may become lost. If the magician visits beyond three hours, she must make another Willpower and Visitation Ritual Task with a -1 Penalty equal to number of hours in the visitation. This must be performed each additional hour. Staying beyond 12 hours results in the death of the magician. If any of these Tasks are failed, the magician becomes lost in the Seepage energies for D4(2) hours. At the end of that time, the magician may make another Visitation Ritual Task with a penalty appropriate for the length of time she has been away from her body.

Description: The primary magician enters a trance and remains motionless for the duration of the ritual. The role of the secondary magicians is to act as a beacon to the spirit and to protect the body of the primary ritualist. Any disturbance of the primary magician's body during the ritual causes it to fail, and the magician's spirit is forced to return to her body. If the spirit is a great distance away, the Chronicler may rule that the primary magician takes damage from this event, or that a Willpower and Visitation Rituals Task is required to return at all. Of course, while the secondary magicians may be protecting the physical body, the spirit is being exposed to the Seepage energies for the duration of the Ritual, and the secondary magicians are acting as a beacon to other spirits. At the Chronicler's discretion, additional complications may arise from this circumstance (eg increased chance of corruption, or random attack by a Seepage Entity).

WARDING CIRCLE

Threshold: 12 **Range:** Ritual space
Duration: 1 Day **Area:** Ritual space
Length: 5 minutes **Participants:** 1

Effect: This ritual creates a barrier that ghosts, demons, and the Infused cannot pass. All Warding Circles will keep such beings from crossing the boundary of the circle in either direction. This barrier must include a closed line like a circle or square that covers an area no larger than nine yards in any direction. Ordinary humans can pass in and out of the warding without hindrance. Supernatural creatures can neither move past the circle nor use any of their abilities to attempt to break the circle or to affect anything on the other side of its boundary. On its side of the circle, the spirit may act as it wills.

A number of spirits are quite annoyed at being placed in Warding Circles, but are much less angry at such treatment than being bound. If provided with sufficient rewards, some spirits will not resist being placed in a Warding Circle.

All Warding Circles have some physical mark denoting their boundaries. If the boundary of the circle is broken in any fashion, the spirit is instantly freed. While spirits may not attempt to break this boundary themselves, they can communicate with individuals outside the Warding Circle and can attempt to convince them to break the circle.

When the duration of the ritual expires, the spirit is freed. Since this ritual does not restrain a spirit until the circle is completed, it is normally performed before the spirit is actually summoned. The magician performing this ritual may create the boundary from either the inside or the outside. More powerful spirits (such as demons) impose penalties to the Ritual Task. This penalty applies when the ritualist is trying to create a circle, and should be designated by the ritualist at that time, depending on her plans for the circle's use.

Description: Some experienced magicians have the circles inlaid in stone or tile in the floor of their preferred ritual space. An area such as this would only need to be touched by the ritualist, rather than having to re-draw the barrier every time.

WILL BINDING

Threshold: 40

Duration: special

Length: 4 hours

Range: Ritual space

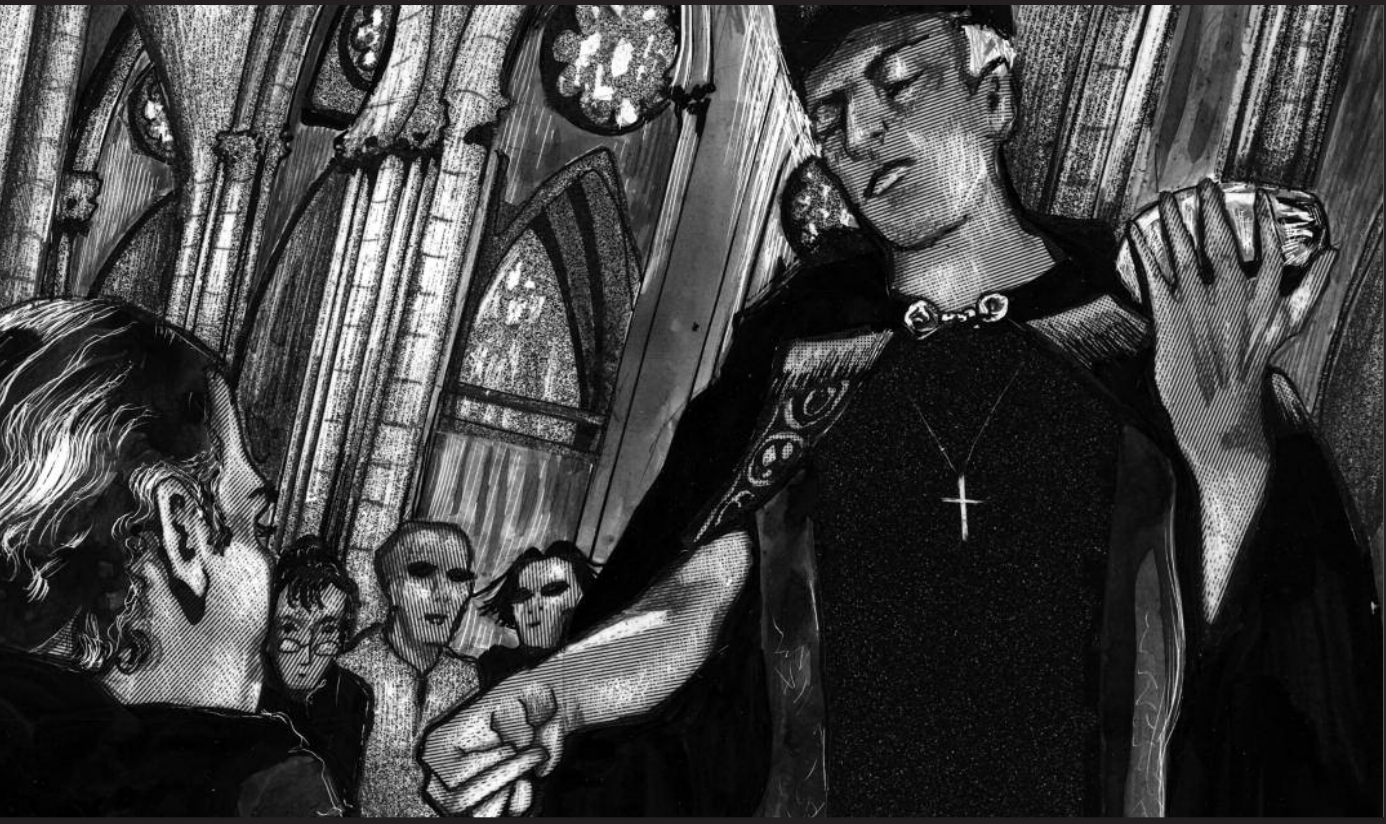
Area: 1 target

Participants: 1

Effects: Also known as the Bind or Create Zombie by darker magicians, the ritual does not actually involve raising the dead. It is, however, one of the most powerful bindings used against living humans. This ritual may not be performed using charms or psychic links. The subject must be physically present at the ritual. If successful, the subject's personality and will are suppressed to the point that she only responds to the commands of the magician who performed the ritual. The trance produced by this ritual imposes a -1 penalty to all Dexterity and Perception-related Tasks or Tests, and makes the subject immune to being knocked unconscious. This ritual may only be dispelled by performing the Dispel Magic ritual or by killing the magician who instigated the curse.

Description: The subject is bound and force-fed specially prepared substances. Otherwise, the magician draws or tattoos special sigils on the subject's body. In some versions, the magician actually buries the subject alive for several hours.





CHAPTER 3.4 — OCCULT ORGANIZATIONS

For a few, magic is a solitary endeavor. However, many rituals demand multiple participants, and the study of magic is often greatly enhanced if occultists band together into groups, united by shared goals, faith or mutual respect. There are hundreds of occult organizations. Most are relatively small, and many do not last. As old groups disperse, new ones form.

The goals and motives of each group are unique and the groups themselves are incredibly diverse. In spite of this diversity, many groups fit into three rough classifications: dark cults, magical power-brokers, and scholars. The motives, goals, and methods of each of these groups are explored in this chapter, and a detailed example of each type of group is given.

The *Conspiracies Sourcebook* contains, among other things, guidelines for creating secret societies and quantifying the nature, power and reach of these groups. Following the profiles of the groups in this book are the stats for using these groups with the *Conspiracies Sourcebook* supplement.

It is important to remember that individual members of these groups can have a wide variety of motives, and some of these may conflict with the overall philosophy of the cabal. Within one group, some may desire to work with Aegis, while others may oppose them. Additionally, when dealing with the supernatural, concepts of friend and foe can become extremely blurred. The threat of corruption waits for all occultists. Regardless of their previous motives, once corrupted, helpful allies can sometimes become deadly enemies.

USING THE CABALS

Chroniclers may use the information presented in this chapter in a number of different ways. The broader general classifications are provided for Chroniclers who want to design their own magical societies. Such groups could be Aegis foils or allies, or more likely neutral parties who find their path crossed by Aegis agents. They may be strictly Supporting Cast, or may form professional backgrounds for Cast Members.

Chroniclers may also simply adopt the example cabals discussed in each general classification as part of their campaign.

If a player chooses to become part of one of these organizations, the character's relationship with Aegis must be specified. The group may be allied with Aegis for a mission, or perhaps on a more permanent basis. Otherwise, the character must be an

infiltrator (with the Disloyal (Spy) Quality). Who is being infiltrated, however, is an open question. The character may be part of Aegis, but beholden to the mystic society. Alternatively, the character may be part of the magical group, but in truth an agent of Aegis.

ADDITIONAL PULLING STRINGS AND SPECIFIC RESOURCES

The cabals that are listed, ready for use, have additional professions that may be used for Cast Members. Due to their connections in occult circles, many detail new Pulling Strings. These should be limited to members of their respective organizations only, although costs are provided for Chroniclers who wish to allow these Pulling Strings to be purchased as Qualities. Remember, these costs should be doubled for those without the correct Influence Quality (in this case, Influence (Paranormal)).

The organizations presented have access to some limited resources that may be purchased using RPs. In addition to those presented in the core rulebook (with the Paranormal Sol), occult organizations may have access to Orichalcum, detailed below. Chroniclers should decide how this resource is available. Tome (see p.151 of the core rulebook) is also available to members of the Lodge of the World Tree and the Montague Club, in addition to CAPS. Chroniclers may create additional resources to suit her campaign.

ORICHALCUM

6 RP PER 100 MILLIGRAMS (0.003 OUNCES)

CAPS, Children of Ragnarok, Lodge of the World Tree and Montague Club Professions only

Orichalcum is an ultra-rare mystical metal discovered by the Pilosi. When smelted and fashioned correctly, orichalcum artifacts significantly enhance ritual abilities. By its very presence, orichalcum increases the ambient Seepage Points of its immediate area by D10 x 3(15). At least a gram (0.035 ounces) is necessary to achieve this affect. Thus, a normal level 1 area becomes level 2 within 3-5yds of the orichalcum.

When consumed by the magician, orichalcum is even more powerful. The metal is consumed in milligram (0.00003 ounce) units for ease (as the imperial measures are incredibly small). The time necessary to perform any ritual is divided by the number of milligrams consumed. For example, if 60 milligrams of orichalcum is consumed to perform an hour long ritual, the ritual takes one minute instead. Further, if any amount of orichalcum is consumed, no link or charm is necessary. The magician may affect anyone within line of sight.

To fashion orichalcum, a magician must have the proper skill: Craft (Orichalcum) which may not be purchased during character creation. Finding a teacher for this training should be an

adventure in itself. To consume orichalcum requires no skill, although without a teacher present for the first time, the Chronicler may induce irregular effects.

THE SCHOLARS

The vast majority of magicians are scholars. Learning the magical arts is a difficult and lengthy task that requires both great dedication and a deep love of learning. Regardless of whether the magician is a Neolithic shaman living in a cave, or a college professor studying ancient tomes in dead languages, the process of learning magic is quite similar and requires similar aptitudes.

Being a magician is a continuous process of learning. Once started on this path, many magicians find they enjoy learning for its own sake. They find that with each new ritual learned, their understanding of the world and of themselves is more extensive. For the mystically inclined, this understanding becomes an end in itself. Magic becomes a path to spiritual fulfillment. A few dedicated mystics even eschew the practice of magic for any purpose other than spiritual growth and philosophical discovery.

SCHOLARS AND ADEPTS

Many occult scholars are harmless eccentrics. Others are dedicated researchers who willingly aid those with questions about the supernatural, particularly if the questions are interesting or difficult. A few are mystics seeking to understand the spiritual nature of the world through magic. Any of these types of individual can be valuable allies. They can also become dangerous foes. The failure of a single ritual can transform a magical scholar into an Infused Adept. In some cases, no one notices and the scholar continues on, lost in her research. However, the obsessive and amoral nature of most Adept archetypes can easily lead them into areas of research which are quite depraved. Lacking both conscience and morality, Adepts will perform any experiment or ritual that might advance their understanding of the problem at hand, even if criminal, immoral, and even horrific actions must be performed.

THE LODGE OF THE WORLD TREE

HISTORY

In the religious purges of the 1950s and 60s, people of many faiths fled the Soviet Union, and the Eastern Block. In addition to members of the more commonly recognized faiths, those of shamanic backgrounds fled the oppression. As expected, many of these shamans ended up in various large cities in the United



States. One of the largest enclaves of Eastern European refugees gathered in Los Angeles. By the late 1960s, a group of several dozen, highly trained Eastern European shamans set up residence and began to exchange ideas.

Around the same time, many of America's highly educated youth became interested in the vast potential of the human mind. In the 1960s, young people experimented with psychedelic drugs and a wide variety of meditation techniques in an effort to understand both their own minds and the spiritual reality of the world. A few of the shamans taught classes to these seekers to raise money. By the early 1970s, the Eastern European shamans and the American collegians had talked a great deal and found that their different views were useful counterpoints to one another. Some apprenticed themselves to the shamans and the relationship between the two groups deepened.

By the late 1970s, a highly gifted American student named Alicia Svenski completed her training and decided to use the knowledge she had gained for more than simple divinations, blessings, and healings. She gathered a group of like-minded shamans and formed an organization dedicated to mystic knowledge. The members vowed to work to understand the spiritual nature and structure of reality, and the true nature of magic. This group took the name the Lodge of the World Tree, and has been working on these problems ever since.

MAGICAL PRACTICE

As expected, almost all of the members of the Lodge are shamans of one kind or another. Since the 1970s, the group has branched out to include shamanic practitioners from around the globe. Korean, Japanese, Native American, and even a few Amazonian shamans belong to this organization. Recently, the group has even admitted a few interested Caribbean, Taoist and Ceremonial magicians. In an effort to truly understand the basics of magic, members of the Lodge work with elements drawn from a wide variety of traditions, and attempt to discover the similarities and differences between the many disparate paths of magic.

Members of the Lodge work together to categorize, classify, and understand the various types of spiritual beings, as well as attempting to discover more about the nature of magic itself. This research often begins by collecting anecdotes from other magicians or from notes found in grimoires and occult tomes. The Lodge members are extremely practical and pragmatic in their approach to magic. If some theory seems to be true, one or more members will perform research and rituals in an effort to ascertain if the idea is indeed correct.

STRUCTURE AND DEMOGRAPHICS

The Lodge continues to be primarily based in Los Angeles, but a few smaller branches have been started in Seattle, New York and Toronto. Unlike most other occult societies, the Lodge is not secret. They publish a magazine called *The Shaman's Path*, and hold occasional lectures and workshops for those interested in exploring their

spirituality. The public persona of the organization is simply that of a group of scholarly and shamanic practitioners who are deeply interested in the cultural phenomena of shamanism. While many members freely admit that they perform shamanic magic, the Lodge does not offer public demonstrations of its magic, and non-members are never allowed to observe or participate in its rituals.

Membership is by invitation only. Most initiates are students of current members who are both exceptionally talented, and interested in understanding magic on a deep level. Individuals who contribute thoughtful articles to *The Shaman's Path*, or who participate in a number of the group's lectures and discussions, may also be asked to join. Prospective members are first questioned thoroughly by a screening committee of senior practitioners. People who demonstrate the requisite amount of knowledge and dedication are then asked if they wish to attend several of the group's private meetings.

During these meetings, the candidate is questioned about her background and interests by a variety of Lodge members. At this point, one of the more senior members performs a divination to see what the future holds if the new member joins the Lodge. Recently, a new member was discovered using the knowledge gained for criminal purposes. As a result, a fairly extensive background check is run on all prospective members. Finally, all current members able to travel to the Grand Library in Los Angeles vote on admittance. If the candidate passes all of these tests, she is notified that she is eligible for admission, and told more about its goal and purposes. If the individual accepts, a formal initiation ceremony is held and the new member is given full access to all Lodge meetings and libraries.

Currently, the Lodge has just over 400 full-time members. Several hundred other practicing shamans stay in active contact with the Lodge. Organization is quite informal. The Central Lodge in Los Angeles maintains a file on the past and current projects of each member, as well as an extensive library on a wide variety of occult topics.

Most members are shamans, but some are non-shamanic magicians or even anthropologists, psychologists, or dedicated scholars of the occult. One of the founding principles of the Lodge is that no single path to spiritual understanding exists. Various approaches are honored in hopes that this diversity of methods and opinions produces a higher and better comprehension.

The Lodge collects dues from all members based on the ability to pay, as well as obtaining revenues from its magazine and lectures. These funds are available for members to pay for their various projects. A three-member Council, elected biannually by Lodge members, administers the financial affairs of the group, and awards project support funds. Members present their proposals and if approved the money is given.

Members who abuse their privileges or use magic in a harmful way are first warned, and then asked to leave. The rest of the

membership is instructed not to contact them, and the ex-member is denied all access to Lodge facilities.

As part of their initiation, Lodge members pledge to help each other in times of need. If a Lodge member becomes corrupted, all available members of the Lodge are obligated to assist in efforts to cure the individual. If the member cannot be cured, and becomes Infused or Forsaken, it will be examined by a group of the most senior members. If the creature appears to be able to exist in society without harming others, it is free to go, and may keep its membership if it wishes. However, Infused are subject to periodic scrutiny to determine if they have become dangerous. If the former member is found to be too dangerous to go free, the Forsaken are turned over to mental health officials and the Infused are humanely killed.

ACTIVITIES

Depending upon their background, members of the Lodge can be found doing almost anything relating to the occult. Sometimes members simply investigate various supernatural questions. Many members look into any incidents of supernatural activity that they uncover. Some of these incidents are highly dangerous, and part of the initiatory oath of the Lodge requires members to attempt to solve any supernatural problems they find. More than one investigation has ended with Lodge members slaying one of the Infused or even banishing a demon. Such incidents are fortunately rare, but most members regard dealing with them a part of their duty to humanity.

While individual members are free to believe as they choose, the official position of the Lodge is highly ecumenical. Spiritual questions such as survival after death, or the existence of one or more gods, are investigated, but so far nothing resembling definitive evidence has ever been found.

RELATIONSHIPS

During the course of their investigations, the Lodge uncovered several anomalous incidents that did not fit into any known pattern of supernatural or psychic activity. In short, the Lodge uncovered evidence of alien activity. After detecting certain, limited Grey activity at a few minor supernatural sites, a few members of the Lodge began looking around for other information about the aliens. In some of these cases, Lodge investigators encountered members of Aegis or the National Defense Directorate. Thus far, the Directorate has discounted, or been hostile to Lodge activities. Several Aegis Cells have been more receptive to Lodge members. Neither organization fully trusts the other, and a few badly handled encounters could poison future relations. Nonetheless, both groups are willing to consider closer ties for now.

LODGE MEMBER PROFESSION

LODGE MAGICIAN

10(7/3) POINT PROFESSION QUALITY

Lodge Magicians may come from any ritual tradition, striving to investigate and research the realms of the supernatural. Some travel to isolated third-world nations to observe and interview local magicians, other summon a variety of spirits for discussion groups. A few perform demanding rituals to open their minds to the deep structures of magic and the Seepage.

As a Lodge Magician, the character gains the following additional levels of Skills: Ritual (type) +1 and Trance +1 as well as the following Qualities: Influence (Paranormal) 1, Resources 1 and Status 1, and the Obligation (2) Drawback.

This Profession also provides access to the following Pulling Strings: Corruption Camp, Occult Library and Ritual Support.

NEW LODGE PULLING STRING

RITUAL SUPPORT

2-POINT PULLING STRING

PREREQUISITE: LODGE OF THE WORLD TREE PROFESSION ONLY

Lodge members go out of their way to help each other. If a Lodge member needs assistance, she may ask a fellow member for it. When a character needs help for a Ritual, or needs a specific Ritual cast, and she does not know it, or is not skilled enough, she can call on other Lodge members. An Intelligence and Occult Knowledge Task, modified by the level of Influence Quality, provides a member of sufficient skill in D6 x 30(90) minutes. Penalties may be applied if the ritual is dangerous, or conducted away from a Lodge facility.

LODGE NOMENCLATURE

Through their efforts, the Lodge has gained a profound understanding of the nature of the Seepage, ritual magic, and corruption, as well as a detailed knowledge of a multitude of spiritual beings ranging from ghosts and minor spirits, to powerful beings which some call gods. While their theories are similar to those presented in the Queens Tome, Lodge scholars are uncertain as to the origin of the mystic energy, and most of their terms vary. For example, what the Queens Tome refers to as Seepage, the Lodge mystics call "astral force", the "oneness", the "shamanic state", or even the more prosaic "nonordinary reality." Lodge shamans believe that they must "enter" that "shamanic state" to perform their magic.

LODGE CONTACTS

Purchasing the Contact Quality (see p.66 of the core rulebook) to gain a contact within the Lodge is a 2-point Quality.

MAGICAL POWER-BROKERS

One of the most common types of occult organization is one dedicated to the collection of personal status, wealth, and power. These organizations are usually quite selective in their recruitment and very subtle in their goals. In most cases, no one but their closest associates are aware that the members of these organizations are even interested in the occult.

While using magic for mundane goals like wealth and power need not be harmful or destructive, most obsessively ambitious people soon decide that the ends justify the means. Rituals to aid personal success may be harmless, but are often followed by rituals to ensure the failure of competitors, and sometimes rituals designed to harm or slay rivals. Magic is the precise and carefully directed focus of will on a single goal. If the magician's goals are amoral, the magician will sink deeper into evil and depravity. In time, actions that would have previously seemed heinous become very easy to rationalize. On the other hand, these groups never engage in pointless violence or depravity for its own sake. The only way to effectively use magic as a means to attain mundane power is to use it carefully, sparingly, and with due deliberation.

Individuals who are unable or unwilling to act in a discrete manner are either not recruited, or are eliminated by the other members as a threat to the security of the organization. Members who become corrupted are either cured or killed. To maintain the necessary secrecy, groups of this type must avoid any hint of bizarre or depraved behavior.

The most important factor about power-brokers is that magic is merely a means to an end. The members know the dangers involved in magic, but regard the risks as worth the benefits they can obtain. These people avoid using magic when other, safer, methods will work equally well. Members of such organizations are cold, heartless and calculating. They may present a friendly exterior and be full of grace and charm, but they rarely let kindness, compassion, or even morality get between them and their quest for wealth and power.

USING POWER-BROKERS

When designing a *Conspiracy X* campaign, it is important to decide just how far the opposition reaches. Important choices must be made when deciding what type of power-brokers will be used in your game.

THE LODGE OF THE WORLD TREE

(for use with *The Conspiracies Sourcebook*)

CHARACTERISTICS

Curiosity Seekers: Universal

Defenders: Territorial

Magic Circle: Universal

Mutual Protection: Universal

Religious Group: Individual

PROFILE

Group Identity: Normal

Leader Identities: Normal

Member Identities: Normal

Group Goals: Normal

Structure: Self-Governed

Territory: Single Entity – Country

Membership Size: Medium

Membership Loyalty: Dedicated

RESOURCES

Military: 0 (None)

Intelligence: 0 (None)

Science & Research: 1 (Minimal)

Law: 0 (None)

Criminal: 0 (None)

Paranormal: 3 (Good)

Civilian: 2 (Decent)

KNOWLEDGE

Military: 0 (None)

Intelligence: 0 (None)

Science & Research: 1 (Minor)

Law: 0 (None)

Criminal: 1 (Minor)

Paranormal: 2 (Major)

Civilian: 1 (Minor)

PULLING STRINGS

Corruption Camp, Counterculture Friends, Occult Library, Ritual Support, Supernatural Lore

There Are No Power-Brokers: One obvious answer is that there are no such groups. The poor and the jealous start rumors about the evils of the rich, but these rumors contain no basis in fact. While less interesting than some of the other options, this choice does have its merits. Clearly, a few occultists and magicians sincerely believe that a number of important corporation heads and other wealthy entrepreneurs have achieved their position in society through the use of magic. Some magicians may take it upon themselves to “balance the karma” of these entrepreneurs through curses and other magical attacks.

This type of setting is a good introduction into the link between magic and madness, and the fact that occult theories and magical divinations must be tempered with sense and rationality or truly insane theories can be accepted as truth.

The Power-Brokers Rule The Nation: Just because a theory sounds crazy doesn't mean it isn't true. CEOs performing dark rituals in backrooms are strange, but if such rituals could guarantee them a higher profit margin, at least some CEOs would perform them.

If magic works and can be a source of vast power, powerful magicians may indeed be secretly running the country. In this case, most of the wealthiest people in the nation, and probably the world, are secretive amoral magicians. They use rituals of vast power to harm their rivals, to influence public opinion, and to warp the judgment of politicians. The power-brokers are highly organized and almost everyone who rises to a certain level of power is either recruited, financially destroyed, killed or turned into the pawn of one of the members. The only reason that these magicians do not control everything is that they do not wish to compromise their secrecy. Further, they use their magic very sparingly to avoid madness and corruption. Such a unified conspiracy of power-brokers is ultimately behind almost all occult conspiracies uncovered by the characters. They were the secret Masons who controlled the founding fathers of the United States, and they were behind the Secret Doctrine who initiated Hitler.

This possibility does raise several problems. It will be necessary to work out the relationship between the magical power-brokers, Aegis, the NDD, and the various alien factions. An organization as powerful and widespread as these would not

remain ignorant of the existence of potential rivals for long. They will be very aware of Aegis, and while they might not interfere with the disposal of rival groups, any attempt by Aegis to interfere with the plans of these power-brokers could result in Aegis being targeted for destruction. Of course, this assumes they are not the force behind Aegis Prime and its Cells.

Moderately Powerful Magical Power-brokers: What if wealthy magical power-brokers existed, but they were small and disorganized rather than large and unified. By their very nature, occult groups and secret societies tend to be their own worst enemies. Infighting, secrecy, and paranoia have traditionally meant that most magical organizations are either small or very short-lived. Perhaps the power-brokers are no exception.

There may be a vast network of occult groups who use magic to seek wealth and power. However, these groups are almost all small, they rarely work together, and few of them last more than 40 or 50 years. Thus, some of the richest and most powerful people in the United States are unscrupulous magicians, but many are not. Each group is quite secretive and most are very careful about their recruitment procedures, lest they let in someone unsuitable, or worse yet, a spy from a rival group.

Magic has a profound impact on the politics and the economy of the world, but this effect is buffered by the fact that many of these secret groups are working at cross-purposes. Also, because few of these groups have more than two dozen members, corruption and madness are not only personally repugnant, but they debilitate valuable personnel assets. Few of these groups perform more than a dozen rituals a year.

This level of occult conspiracy is a good choice for the *Conspiracy X* setting. Individual groups can be quite powerful, but none of them are running the show. Skilled Aegis operatives can avoid direct confrontation with these secret societies by pitting rival groups against each other, and, hopefully, watching them destroy each other.

THE MONTAGUE CLUB

HISTORY

In 1921, a number of WWI veterans gathered in San Francisco to discuss their experiences. In addition to the horrors of trench warfare and the wonders of Europe, this select group of Americans had been a part of other, more unique events. All members of this club, later called the Montague Club after the founder, Theodore Montague, had come face-to-face with the supernatural. Montague himself had hidden behind enemy lines in an old Church on the outskirts of Mannheim. While trapped there, he talked extensively with the elderly priest. This priest dabbled in Ceremonial magic, and shared some of his knowledge with Montague. Other members of the club had seen magic practiced by gypsies or other rural folk, or had run

into a few of the Predators and other monsters that haunted many of the battlefields.

By 1922, the Club had 23 members and a small but well-chosen occult library. After a few years of investigating the limits and possibilities of magic, Montague and the others started applying their new-found knowledge. In the heady atmosphere of the 1920s, this group of college-educated, middle and upper class young men sought economic advancement. Basic luck rituals and blessings rapidly moved into rituals designed to manipulate the fates of various companies and influence the entire stock market, largely without success. The crash of 1929 was no surprise for the members and their divination rituals. After the crash, a few carefully chosen divination rituals lead several members of the Club to become immensely wealthy by secretly selling supplies, including munitions, to Adolf Hitler and other German extremists.

Montague himself was in loose contact with the Secret Doctrine, Hitler and the rest of the Nazi elite. The Club had no creed but that of its own advancement, and many members hoped to become major trading partners with the new Nazi-controlled Europe.

While the Club's divinations showed the Nazi rise in power, the members either failed to recognize, or ignored, the signs of vast occult power assembled against Hitler. The actions of the Watch and the Lammas Night ritual greatly shocked the members of the Montague Club. Up to this time, the members of the Club had never encountered other magicians who were not either frauds or harmless scholars. Suddenly several members of the Club experienced direct supernatural attack, and Montague and others were killed during one particularly powerful ritual performed by the Watch. This disaster combined with the loss of potential wealth and power enraged the surviving members of the club. After the war, most members continued to amass wealth and power but became more guarded in their occult activities. Some went into hiding, living off their previously collected wealth. A few prepared to exact revenge.

In the early 1950s, the more rabid members of the Club began investigating the occultists who had opposed their efforts on behalf of Nazi Germany. These revenge-seekers eventually tracked down some of the Watch's more prominent occultists, the first of these had sided with Aegis when the Watch split, and revealed their non-occultist contacts under torture. By the early 1960s, they had cracked several Aegis Cells, and began monitoring communications. The Club even uncovered the plot against President Kennedy and identified the Cells responsible. Whether unwilling or unable, the militant Club members did not act to stop the assassination. Starting in the early mid-1960s, the power-brokers used a combination of powerful magics and political influence to destroy some of Aegis Cells involved. At this point, Aegis had insufficient occult resources to mount an effective counter-attack. Aegis Prime seemed at a loss, and the whole organization was threatened.

In 1966, Aegis Prime was contacted by Peter Henry

Westmane. Westmane and his Silver Circle cabal had worked with the Watch in WWII, and they had been investigating the Montague Club for several years. Westmane and Aegis Prime joined forces.

By the mid 1960s, the Montague Club had approximately 150 members, and less than 50 of these magicians were involved in the campaign against the Silver Circle and Aegis. By 1967, the tide of the battle had turned and most of the Montague Club members who had attacked Aegis were dead, insane, or corrupted. The remaining members of the Club went into hiding and did not emerge for five years. After this battle, the surviving members of the Silver Circle, lead by Westmane, renamed themselves CAPS (see p.42 of the core rule-book) and permanently allied themselves with Aegis.

In 1969, a group of five new agers lead by the young eccentric heiress Jennifer McBain began to focus on magic studies. Their first breakthrough came when they convinced a Taoist magician named Li Wong to mentor them. The San Franciscan magician was quite elderly and was simply interested in sharing his knowledge and enlightenment. So strong was this desire that he was fooled. Ignoring the Taoist emphasis on balance and harmony, they saw magic as a path to worldly advancement. In disgust, their teacher abandoned them and left San Francisco.

A wealthy lawyer that the group used began to probe their activities. He was member of the Montague Club, and found the McBain group open to his suggestions. By 1972, the entire McBain group had become Club members. McBain proved to be a brilliant adept. She eschewed Ceremonial practices in favor of her Taoist training. Within a few years, she was master of the Club.

After its revitalization by McBain, the group continued to maintain a low profile, working to bring themselves luck and occasionally curse their direct competition. As the membership expanded and spread throughout the country, McBain ignored the advice of the older members, and decided the Club needed loftier ambitions.

The Montague Club swiftly expanded their activities. Influencing politicians, swaying public opinion, engaging in industrial sabotage and murder. They became one of the most influential magical groups in the Western Unites States. With this increased power came increased notoriety, a few members became somewhat famous. In all cases, their involvement with the occult has been carefully concealed.

This rapid expansion attracted the attention of CAPS, though McBain and the Club expected their investigations. Both groups kept their troops in line, and made plans. By this time, the Club had learned of the existence of the National Defense Directorate. McBain decided to contact them. Her plan was to enlist their aid should Aegis go to war. If no such war developed, McBain determined to suborn the Directorate's mystic capabilities. What she found surprised and delighted her. The NDD had no significant occult practitioners. McBain quickly moved to fill that gap, on a strict contractual basis. While many members of both the NDD and the Montague Club are entirely unaware of this relationship, mutually beneficial ties have been formed between the leaderships of the two organizations. The NDD has since pressed more resources into developing a mystical arm, but these attempts have been subtly undermined by the Club, covetous of its service contracts with the Directorate.



MAGICAL PRACTICE

Originally a fairly typical group of Western Ceremonial magicians, the Club has left these roots behind and largely embraced the Taoist tradition of McBain's group. Almost all of the members recruited since the mid-1970s have been trained in that tradition. A number of the members perform solitary rituals using meditation and physical movement, but the large group rituals resemble a combination of magical and martial arts practice. Physical health and fitness are highly valued in the Montague Club, and members who allow themselves to become overweight or otherwise out of shape are held in low regard and denied advancement.

STRUCTURE AND DEMOGRAPHICS

The Montague Club is an extremely selective organization. Intelligent, ambitious, ruthless, and if possible, magically talented, individuals are recruited shortly after they graduate college and enter the work force. New recruits are first offered membership in an exclusive club for ambitious professionals. The

overt club goes by several names from the Society for Business Advancement, to the more sinister Blood Argent Club. These groups are presented as places to network and obtain inside information. Certain new members, carefully selected by the leadership, are then allowed to participate in special empowerment seminars. These seminars teach self confidence, practical decision making, mind-body unity, and the basics of magic. Over the next year, unsuitable candidates are gradually weeded out as their memberships are not renewed. New members who show both the proper level of interest and dedication gradually find that more of the content of these seminars deals with magic and occult philosophy. None of these seminars actually use words like magic, occult, or supernatural, and all of the ideas imparted are presented in very matter-of-fact terms. The final step in the membership process requires the candidate to actually realize that the seminars are designed to teach magic, and to ask to learn more. Those candidates that do so are given a formal initiation. Those who do not ask such questions are quietly asked to leave after two years.

Members are subject to oaths of secrecy and mutual aid. Further, initiation rituals include curses that will take affect

MONTAGUE CLUB

(for use with *The Conspiracies Sourcebook*)

CHARACTERISTICS

- Criminal Syndicate:** Territorial
- Financially Motivated:** Universal
- Magic Circle:** Universal
- Philosophical Movement:** Territorial

PROFILE

- Group Identity:** Covert
- Leader Identities:** Covert
- Member Identities:** Covert
- Group Goals:** Covert
- Structure:** Pyramid
- Territory:** Multiple Entity – Country
- Membership Size:** Medium
- Membership Loyalty:** Dedicated

RESOURCES

- Military:** 0 (None)
- Intelligence:** 0 (None)
- Science & Research:** 0 (None)
- Law:** 2 (Decent)
- Criminal:** 1 (Minimal)
- Paranormal:** 3 (Good)
- Civilian:** 4 (Grand)

KNOWLEDGE

- Military:** 1 (Minor)
- Intelligence:** 1 (Minor)
- Science & Research:** 0 (None)
- Law:** 2 (Major)
- Criminal:** 2 (Major)
- Paranormal:** 3 (Deep Infiltration)
- Civilian:** 3 (Deep Infiltration)

PULLING STRINGS

Attorney, Club Assistance, Funding, Occult Library, Personnel Tracking, Pool Data

upon betrayal, and the provision of hair, blood and samples that may be used as psychic connections. When the initiation is complete, an intensive period of training both in the general practice of ritual magic, and specific rituals is conducted. After that, all candidates are given one ritual to perform on their own. These rituals are generally designed to benefit the leaders of the Montague Club. If the ritual is performed successfully, the new member is induced and is entitled to the full benefits of membership.

Members who become corrupted immediately lose their membership. If three other members of the Club suspect someone of corruption then a divination ritual is performed. If the person is actually corrupted, they are restrained and a ritual to reverse the corruption is attempted. If this ritual fails, an accidental death is arranged. Members of the Montague Club do not usually perform more than eight to ten rituals a year and are always extremely careful in their ritual preparation, keeping the risk of corruption low. In the entire history of the organization, only five members have been killed for this reason.

Currently, the Montague Club has approximately 1,000 full members. The base of the organization is still San Francisco, but large branches exist in Seattle, San Jose, and Los Angeles, and small branches are located in Denver and New York. The Club has fully infiltrated the high tech industrial sector, and has expanding footholds in most other areas. The leadership plans to expand operations on the East Coast, but lacks the close personal contacts with the East Coast business community that are necessary.

Each local branch of the Montague Club is headed by a group of three leaders, called the Board of Governors. These three are the only members who know the true identity of the Executive Council. The Council includes McBain, as chairperson, two of her associates and two of the older members of the Club. These five still live in San Francisco, but avoid contact with anyone in the organization other than the governors of the various branches. In addition, except in emergencies, the various branches are only supposed to contact each other by relaying messages through the Executive Council.

The primary disadvantage of joining the Montague Club is that all memberships are for life. The only way to quit the organization is through death or permanent madness.

ACTIVITIES

Members of the Montague Club largely work for their own social and material advancement. Rituals of luck, curses, blessings, spells to influence the emotions, magical attacks on rivals, healing and divinations form the majority of members' mystic practices. All full members have access to the Club's extensive occult libraries, and are free to pay for instruction from the Club's more experienced magicians. Most members perform their rituals alone, or with the voluntary aid of a select few contacts within the Club.

While some of these rituals are fairly benevolent, the entire creed of the Montague Club is success at any price short of corruption. If the easiest way to eliminate a rival involves a magical attack, so be it. The rhetoric of the Montague Club is a belief in the survival of the fittest. While the members avoid senseless violence, tens of thousands of people have lost their livelihoods and several hundred people have been maimed or killed as a result of the Club's magic.

One of the quirks of the Montague Club is that magic is regarded as being too important for frivolous use. Employing magic to aid careful business practices and non-magical power-plays is perfectly acceptable, but using magic as a substitute for competence is not. Similarly, using magic for such goals as love or altruism is also seen as a sign of weakness. Members who are seen as weak or frivolous are rarely asked to help with important projects, and are quite unlikely to obtain aid from fellow members or the leadership of the organization. Some are "removed".

Most rituals the Montague Club perform for the NDD are minor. In all cases, either the local governors perform the spell themselves, or the exact purpose of the spell is kept from all of the club members who are assisting them. The primary reason the Club leaders are so secretive about their involvement with the NDD is simply that they do not wish to share the benefits of the bargain. In return for the magical assistance, the NDD provides a wide variety of useful information, as well as access to various government facilities. On one rare occasion in exchange for some potent mystic effects, the Directorate has provided a carefully supervised loan of alien technology. This, of course, has whetted the Club leaders' desire for more, and will no doubt serve as a source of tension between the groups at some point in the future.

HOW AEGIS CAN BECOME INVOLVED

There are two ways Aegis can become aware of the activities of the Montague Club. The most obvious method is through their ties to the NDD. Information of the Montague Club might be found in NDD papers or computer drives seized by Aegis. References to the Club will be quite cryptic, especially since most members of the Directorate are fairly ignorant about magic and the supernatural. The names of the Club members will be completely absent.

The other way is from a disciple of the teacher who originally taught McBain and her associates. After moving out of San Francisco, Li Wong realized that his judgment had been poor in this matter. For the next decade, he lived alone in the mountains of northern California attempting to obtain wisdom and improved judgement, and sought refuge from attack by his former pupils. After this time, Li moved to Oregon and sought highly talented students to teach martial arts and esoteric philosophy. In the late 1980s, he found a suitable student: Amanda Molton. Molton was a highly skilled martial arts instructor. In

the early 1990s, the elderly Taoist master died, but not before he performed a divination which told him that the amoral students he had trained 25 years ago were coming into possession of truly dangerous powers. He made Molton pledge herself to stopping these students.

Unfortunately, the leaders of the Montague Club had protected themselves with numerous wardings against divination and magical influence. After several years of unsuccessful research, Molton managed to uncover the existence of the Montague Club. She is entirely unaware of their goals or plans, but she is aware that this club for wealthy business-people is also an occult secret society. In 1996, Molton was recruited by Aegis after an incident where she attempted to exorcise evil spirits that turned out to be Grey psychic control. Her exemplary performance in this unusual incident impressed the on-site Aegis agents, and after an extensive background check she was asked to join.

Once her initial training was completed, she described the information she has uncovered about the Montague Club. A report was filed on HERMES and several Aegis Cells began investigating the Club.

MONTAGUE CLUB CAST MEMBERS

If desired, Aegis might already have discovered the Montague Club and could be in the process of recruiting double agents or inserting members into the Club. Most members of the Club have the Supernatural Focus Drawback. Poor, poorly educated, physically handicapped, or obviously unstable characters will not be recruited.

PLAYER

12(8/4) POINT PROFESSION QUALITY

Montague Club members, or “Players” usually come from the Taoist tradition, although there are a few remaining Ceremonial traditionalists. They are self centred, focusing on personal gain and power, and are allied with the NDD. Cast Members will be spies, working to uncover the Montague Club’s secrets for Aegis, or possibly the reverse.

As a Montague Club member, the character gains the following additional levels of Skills: Bureaucracy +1, Ritual (type) +1 and Trance +1 as well as the following Qualities: Disloyal (Spy) (3), Influence (Paranormal) 2, Resources 2 and Status 1, and the Obligation (2) and Supernatural Focus (5) Drawbacks. (If the Cast Member is not an spy working for Aegis, the Disloyal Quality is lost and the Adversary (Aegis) (4) Drawback should be taken.)

This Profession also provides access to the following Pulling Strings: Club Assistance, Funding (+1), and Occult Library.

NEW CLUB PULLING STRING

CLUB ASSISTANCE

2-POINT PULLING STRING

PREREQUISITE: MONTAGUE CLUB MEMBERS ONLY

Any full member can request that the local governors grant access to the full resources of the Club. All such requests are judged on their general usefulness to the Club at large, as well as by the services already rendered by the member requesting aid. In general, an Intelligence and Bureaucracy Task is needed, modified by the member’s Influence Quality. Particularly burdensome requests suffer a –2 penalty. Some requests are granted automatically, if the governors or Executive Council can be convinced of their merit. If the request is granted, the aid may be of any sort. Skills, money, or Pulling Strings may all be provided. Further, the most experienced magicians in the local region will aid the individual free of charge. In return, several times a year the Executive Council or local Board will call upon all members to assist them in projects for the benefit the entire Club. Most projects include large-scale manipulations of public opinion, eliminating dangerous rival corporations or magical groups, and contract missions for the NDD.

MONTAGUE CLUB CONTACTS

Purchasing the Contact Quality (see p.66 of the core rulebook) to gain a contact within the Club is a 3-point Quality.

DARK CULTS

The most obviously dangerous cabals are composed of people working together towards some strange and twisted goal. This might be the worship of a deity that demands human sacrifice, a plot to let demons walk the earth, or simply the destruction of a government, or organization. Those who are drawn into these are often highly unstable fanatics who care more about accomplishing their goals than anything else, including their own survival and sanity. A few members of such groups will even willingly attempt to become infused in order to attain the power corruption offers. They rarely have difficulty attaining this goal. Since most humans will not turn against their fellows without provocation, most dark cults have twisted but charismatic leaders as their focus. In some cases, this human leader is only a figurehead and the true heart of the cult is a malevolent spirit that speaks through them.

USING DARK CULTS

Dark cults bent on spreading chaos and destruction are a great addition to any *Conspiracy X* game. The key to making them more than a generic group of insane villains is deciding upon their motives.

Magical Terrorists: Some groups are motivated by an obsessive desire to destroy an organization or government that they view as evil. Such people do not care who gets hurt as long as the world is cleansed of the evil they perceive. The insidious thing about magical terrorists is that much of the destruction they cause will seem to have perfectly natural causes. Magically caused murder usually looks accidental. However, few magical terrorists will pass up an opportunity to engage in mundane murder and destruction, and these groups are most easily detected through their non-magical acts.

Magical terrorists almost always have comprehensible, if twisted motives. While a number of these groups are led by Infused Prophets, their basic motives remain fully human. They seek the destruction of some organization that has performed evil acts. These evil acts (in the cultists' minds) can range from violating religious taboos, to oppressing or refusing to oppress various people.

Servants of Evil Powers: Other groups have more esoteric motives. Spirits sometimes appear spontaneously at a Pool or a Locus. Other spirits occasionally appear when a ritual fails. Many of these spirits or demons will contact nearby people and promise them vast rewards. A high price tag is always attached to such bargains. While a few spirits merely ask for their servants to perform bizarre and incomprehensible acts like leaving strange offerings at the mouths of alleys, many ask for more sinister services, including human sacrifice.

No one knows why such acts benefit spirits and demons, but many occultists theorize that these beings subsist on the energies and emotions released by various actions and events. Unfortunately, spirits that need fear, pain and death to survive seem especially common. Spirits can easily read a human's aura and they will almost always choose servants who are willing to perform the services asked of them. Continued service usually leads to corruption. Most spirits find the fanatical dedication of the Infused and the Forsaken useful and are more than happy to aid in the corruption of their allies.

The most twisted of these spirits often promise that their servants' efforts will result in the spirit gaining great power and rising up to rule a world transformed into its own image. The servants are promised a place of great power in this new world. Whether any of these spirits can actually fulfil their terrible plans is up to the individual Chronicler. While world-shattering threats make excellent motivations, if the Cast Members fail, the consequences could be more extreme than either players or Chronicler want.

DARK CULT CAST MEMBERS

Although unusual, a player may want a dark cult character. To allow the character to be part of an outside organization, the cult's leader must believe that the character is able to gather power or wealth for that leader. Thus, whether actually working for Aegis or the



dark cult, the character will be given special dispensation to work with members of Aegis. Of course, if some recompense is not forthcoming regularly, such as new rituals, new or high-tech items, or even alien artifacts, the leader will revoke his blessing and most likely dispose of the agent.

THE CHILDREN OF RAGNAROK

Started by Jerome Tanner, a disaffected neo-Nazi, the Children of Ragnarok are a cult dedicated to destroying the existing social order in a fiery blaze of destruction. When the ashes settle, the Children plan to lead the newly-cleansed world out of the ruins and into an endless regime of blood and iron.

Jerome Tanner was a security guard with little future when he became involved with the neo-Nazi movement through his fascination with World War II Nazi paraphernalia. In 1992, at a gun show in Kansas City, an elderly woman who referred to herself only as Hel approached Jerome. She told him of her experiences in WWII with the SS. As they talked further, she

offered to teach him some special Nazi secrets in return for help with some of her plans.

Jerome learned the basics of ritual magic from Hel, rapidly mastering everything he was taught. Hel's divinations had led her to Jerome as he was a Supernatural Focus of great power and a willing student. Hel asked Jerome to perform a special ritual to bind the two of them together. In reality, the ritual corrupted Jerome, who has been slowly becoming a Purifier Prophet (see p.141) ever since. Jerome's will is strong, so the process of corruption is slow, though Jerome has noticed that he has become more charismatic and has attracted followers.

Hel claimed that during her days in the SS she was contacted by the spirit of the Norse Fire Giant Surtur. Surtur promised her a place by his side if she would help free him from his confinement, to cleanse the earth with fire. Surtur would then rule over the glorious new world. Hel told Jerome that she realized that she would need a partner to complete the preparations for Surtur's return, and selected him. Once Surtur has been freed, she has promised Jerome that they will both take their place at his side, to rule in his name.

CHILDREN OF RAGNAROK

(for use with *The Conspiracies Sourcebook*)

CHARACTERISTICS

- Cult:** Universal
- Magic Circle:** Universal
- Outcast:** Individual
- Paramilitary:** Territorial
- Philosophical Movement:** Individual

PROFILE

- Group Identity:** Normal
- Leader Identities:** Covert
- Member Identities:** Covert
- Group Goals:** Covert

- Structure:** Universal
- Territory:** Single Entity – Country
- Membership Size:** Medium
- Membership Loyalty:** Absolute

RESOURCES

- Military:** 0 (None)
- Intelligence:** 0 (None)
- Science & Research:** 0 (None)
- Law:** 0 (None)
- Criminal:** 2 (Criminal)
- Paranormal:** 1 (Minimal)
- Civilian:** 1 (Minimal)

KNOWLEDGE

- Military:** 0 (None)
- Intelligence:** 0 (None)
- Science & Research:** 0 (None)
- Law:** 1 (Minor)
- Criminal:** 2 (Major)
- Paranormal:** 1 (Minor)
- Civilian:** 0 (None)

PULLING STRINGS

Accomplices, Criminal Resources, Law Enforcement Personnel, Supernatural Lore

In actuality, Hel is an elderly occultist who found several Nazi books on Ceremonial magic while visiting Paris a few years ago. When she performed the rituals in the books, she was corrupted and rapidly became an Alchemist Adept (see p.131). She has significant power, but she wants much more. She believes that in a past life she was once the Fire Giant Surtur, and if the proper rituals are performed, her true nature will be revealed. At that point, she is convinced that she will gain unlimited power. She needs the help of many others to perform these rituals. Being aware that she is old and not terribly charismatic, she set out to find an appropriate puppet. Feeding Jerome's dreams of power, Hel, whose actual name is Agnes Kurtz, has managed to acquire a willing servant. Hel is also paranoid and wishes to avoid the attention and the danger that being at the head of a cult involves. Jerome has proved to be an excellent cult leader and only they know that Hel is actually in charge of the entire cult.

THE GROWTH OF THE CULT

As Jerome became increasingly enchanted by the power promised by Hel, he grew too erratic for his fellow neo-Nazis. They threatened him and told him to leave. He left, and within a week, several of them had burned to death in their homes. Particularly crazed neo-Nazis, sociopaths and people on the far fringe of the occult community began to cluster around Jerome. Naming his new organization the Children of Ragnarok, Jerome has proved to be an excellent, if insane leader. Jerome teaches his followers that the current world is corrupt and ruled by inferior races. The true race, which he calls Aryans but whose only criteria appear to be membership in his cult, are oppressed and denied their rightful place, and the false gods of the inferior peoples have displaced the worship of the pure Aryan deities.

Jerome leads his members in magical worship to honor and give power to these Aryan deities, especially Surtur. As part of these services, the group also works magic to aid them and to help further Hel's plan. Hel has told Jerome that Surtur must have help to bring about the inevitable cataclysm. In addition to performing rituals to sow chaos and destruction throughout the nation, the Children of Ragnarok perform a series of rituals at special places and times around the nation. Hel claims that the cataclysm will begin in several years, when this series of rituals is complete.

MAGICAL PRACTICE

The Children of Ragnarok are essentially old-style European Ceremonial magicians. Their rituals involve a large number of complex props, including swords, wands, central fires, special robes and jewelry. Based upon Nazi occultism, their magic has been strongly influenced by Nazi symbolism. SS Daggers, WWII Nazi insignia and similar accoutrements are used in the rituals whenever possible. All new members are forced to give Hel and Jerome samples of their hair and blood, these are used to make protection charms for Hel, Jerome and their lieutenants, known as the Wolves, to wear while



engaged in ritual practice. Members who become corrupted are allowed to continue in their membership, and most become even more devoted to the cult. Currently over 50 of the group's approximately 500 members have been corrupted.

LOCATION

Jerome and Hel live in Springfield, Illinois. They live in a large old house on the edge of town, bought with donations from the cult members augmented with prosperity rituals. The house is also home to two low-level cult members who act as their servants. The cult has members in Chicago, St. Louis, and Milwaukee, but Hel maintains the headquarters in Springfield to decrease the possibility of media coverage. The cult has a strong following in Springfield, but the vast majority of the town think of the members of the cult as "Nazi weirdoes." Hel has made a point of staging the larger cult rituals and most of the cult's destructive activities in the surrounding cities in a further effort to avoid too much local publicity.

STRUCTURE AND DEMOGRAPHICS

Hel is firmly in charge of the cult. She claims to speak for Surtur and Jerome hangs on Surtur's every word. To the rest of the members, Jerome is the head of the cult and Hel is merely an elderly aid and disciple. The cult is run autocratically. All rituals are either performed directly by Jerome and Hel, or are designed by them and given to trusted members to perform exactly as they are written. Even rituals performed purely for personal gain must be approved by Jerome. All members are presented with contracts of loyalty and service to be signed in blood. Jerome and Hel use this blood as a psychic connection to harm or destroy members who disobey them.

The cult has a strict hierarchy. Directly under Jerome are the six Wolves. A pair of Wolves each are in charge of the branches in Chicago, St. Louis, and Milwaukee. Even though the cult only has around 500 members, an inordinate number of titles and offices have been created and assigned. Jerome claims that soon the cult's membership will grow exponentially.

Like Jerome, the vast majority of the members are lower-middle class or poorer. Many recruits are from rural areas or small towns and very few have had any education beyond high school. All had extreme racial views before they were recruited. From this rather dubious pool of applicants, Hel has used both a shrewd knowledge of human behavior and magical divination to select those members who are both willing and able to perform the desired rituals. The Wolves and their aids are responsible for teaching the doctrine of the cult and the basics of ritual magic to all applicants. Most new members are with the cult for at least six months before they are allowed to participate in any of the rituals.

No one in the cult other than Jerome knows about Hel's supposed connection with the SS. Hel has convinced Jerome that she must be protected from the many forces arrayed

against them, and Jerome is quite willing to guard her and her secrecy with his life. Hel is aware that if something goes wrong with the cult Jerome is quite likely to be killed. She has already picked out several possible replacements among the upper rank of the disciples.

ACTIVITIES

So far, the rituals performed by this organization have done little other than cause a small amount of local destruction. The requirements of magical ritual, combined with the narrow-minded thinking of the members, have limited their efforts to petty acts of magical vandalism, and rituals of illness and injury directed at local politicians and other important figures. Jerome and the Wolves have taught most of the members the basics of magical practice. In addition to gathering to work the most powerful rituals, members of the group occasionally violate cult law and work magic separately from Jerome.

Recently, the group has completed all of the necessary rituals in the vicinity of the Midwestern cities where the group is based. Jerome soon plans to send groups of followers to various Pools and Loci throughout the nation. The eventual goal is to link all of these Pools and Loci together. At that point, a series of rituals will be commenced simultaneously. A vast network of supernatural power will be created, and so open the way for Surtur to appear.

CHILDREN OF RAGNAROK NOMENCLATURE

Neither Jerome nor Hel have much use for a deep or rich theory of magic. They adopt terms and concepts as they see fit, and discard them just as easily. For the most part, cultists practice magic by rote and under the sole direction of Jerome, who is carefully instructed by Hel. The magic is sustained by blind obedience, servile faith and the guiding hand of Jerome or Hel. Consistent theory or terms are superfluous.

HOW AEGIS CAN BECOME INVOLVED

Aegis Cells may become aware of the existence and activities of this organization through a variety of means. A number of non-magical neo-Nazi organizations are aware of the Children of Ragnarok, though most consider the members to be useless and deluded. Also, several members of the group have been unable to refrain from boasting of their efforts. As a result of these boasts, one member of the group, Leonard James, was even arrested in connection with the death of a local civil-rights lawyer. Unfortunately, the police were unable to prove any connection between the individual and the lawyer's death. Shortly after he was released on bail, Leonard, who had boasted about

several other rituals to outsiders, was hit by a car and remains in a coma. The police have dropped all investigations.

The key to any successful investigation will be uncovering Hel's role in the cult. She is intelligent and unlike many Infused, except for her paranoia and her obsession with unlocking more of her perceived magical potential, Hel is quite sane. In contrast, Jerome's personality is becoming increasingly lost in the archetype of the destroying Prophet. As this process continues, his delusions will be increasingly obvious and most people in his home town who are not among the ranks of his followers have odd stories to tell about him.

CHILDREN OF RAGNAROK CAST MEMBERS

CULTIST

13(10/3) POINT PROFESSION QUALITY

Many Children of Ragnarok cultists are a mass of psychological and emotional problems. More than a few have been corrupted by the supernatural. None have any significant wealth or standing in the community, and few are very well educated. Their levels of Status and Resources are usually limited to one-level and may only be regarded among their peers. It is assumed that a Ragnarok Cast Member is actually a member of Aegis, infiltrating the cult. Of course, if she is not, the Disloyal (Spy) Quality should be dropped.

As a cultist, the character gains the following additional levels of Skills: Brawling +1, Guns (type) +1 and Ritual (type) +1 as well as the following Qualities: Contacts (Supernatural) (2), Disloyal (Spy) (3), Influence (Paranormal) 1, Resources 1 and Status 1, and the Zealot (3) Drawback.

This Profession also provides access to the following Pulling Strings: Criminal Resources, Law Enforcement Personnel and Supernatural Lore.

The character's Contacts (Supernatural) refers to the cultist's ability to actually call upon an Infused or Forsaken for aid. Supernatural Lore, with regard to cultists, allows the character to gain access to a teacher or aid. The Children of Ragnarok have no occult library, and must be taught (using Instruction) new rituals. It is disturbing to note that the cult has many connections in local law enforcement. Chroniclers should restrict this Pulling String to bigoted local extremists, rather than whole precincts.

CHILDREN OF RAGNAROK CONTACTS

Purchasing the Contact Quality (see p.66 of the core rule-book) to gain a contact within the cult is a 3-point Quality.



Chapter

Four Corruption



CBE



CHAPTER 4 - CORRUPTION

CORRUPTION

Corruption is a permanent mental change induced by the Seepage. It is a phenomenon that works directly on man and occurs in degrees over an extended period. This phenomenon is extremely powerful and can be the high price paid for a poorly executed ritual or induced by a ritual curse (Vampiric Blood-letting). Those strong of will may resist the insidious effects for years, but the untiring onslaught will be their doom. The corrupted are in constant danger. They are living with the dark knowledge that they are becoming something else, drowning in forces as old as thought.

The corruption always results in the loss of identity. A corrupted individual is no longer human, but merely a wandering echo of flesh for the Seepage. Once they are fully corrupt and have “snapped” there is no salvation, they are horrors wearing a man’s skin.

Within mundanes, corruption’s true goal is to open their minds to the supernatural, attempting to turn them into Foci. It is those strongest in self who are most likely to become Foci (more accurately, one of the Infused). All those who become

corrupted are slowly melted down and then poured into one of the primal fears of man: the fear of being hunted, the fear of the unknown, and the fear of death.

The process of corruption will last only until the victim submits. The longer the corruption takes to work, the greater the amount of time the Seepage has to increase its channel with the victim. If the corruption is successful too quickly, the Seepage never establishes the pathway needed for it to keep connected. The result of a quick corruption is an individual who has the mentality of one of the Infused, but none of their supernatural power. They are known as the Forsaken, those whom the Seepage tried to win over, but failed.

With Foci, the corruption is far more dangerous. Their tie to the supernatural makes them especially vulnerable. The increased paranormal energies surrounding a Focus increases the power of corruption, making it harder to resist. When they finally swallow enough of the dark waters of the Seepage and drown, the result is always the same: an Infused.

STAGES OF CORRUPTION

In the *Conspiracy X* core rulebook, Chroniclers were introduced to the Stages of Corruption that depicted the slow decline from human to Infused (or Forsaken). Chroniclers were encouraged to select six suitable Qualities or Drawbacks

depending upon the type of Infused trying to take control. In each of the following descriptions of the types of Corrupted being, these stages are provided, though as usual Chroniclers may devise their own. Page references are also provided relating to the Qualities and Drawbacks from the core rulebook.

THE INFUSED

Once the unfortunate victim becomes corrupted, he will find the Seepage has built a channel into his soul and is pooling its energies. Although there are steps one can take to resist, once corruption is completed all one can do is drown – drown in the river of mankind's fear and unharnessed power, in the evil taint of the Seepage. Once this occurs, an Infused is born. Avatars of the Seepage, nightmares brought to life, Infused are limited in power only by what their physical bodies can take. They are the monsters that walk the night. Like Foci, the Infused have the ability to provoke manifestations. These manifestations they control completely, with a power and permanence far beyond the capabilities of a Focus. Infused boil with supernatural energy, but they emit no aura due to their total control of their power. The Infused are Seepage embodied; they cannot drown, for they are the water.

The mind of the former human is dead, or worse than dead. They have total mastery over a few manifestations such as Telepathic Illusion and Telekinesis and are not plagued by the chaotic whim of the Seepage as Foci are. The Infused also possess other abilities that Foci cannot even aspire to. One of their only limitations is in the number of manifestations they can provoke; they no longer possess the wide range of a Focus' chaotic powers. However, compared to the control they wield over the abilities they possess, this limitation is hardly significant.

Many whom corruption transforms into Infused and the Forsaken become predatory monsters, crazed magicians,

obsessed serial killers, and fiery-eyed cult leaders. However, these dark paths are not the only possible result of corruption. At its heart, corruption is not about becoming evil, it is about ceasing to be human. When the Seepage enters into the deepest reaches of a person's being, it slowly removes all facets of personality that fall outside the pattern desired by the Seepage. This pattern differs from individual to individual, and depends both on the method of their corruption and the specifics of their personality.

Someone who is full of anger and hatred may become a werewolf, if Infused, or a cannibalistic serial killer, if Forsaken. However, a scholarly magician who is corrupted by a failed ritual might instead become an Adept. This corrupted being's fascination with magic will slowly drive away friends and associates, leaving the scholar alone in an isolated cabin with only books and obsession.

By all normal standards, most of the Infused and all of the Forsaken are totally insane and entirely incapable of functioning normally in society. They need not be dangerous, however, unless they or their way of life is threatened. The isolated magician described above might never create or perform a ritual to harm anyone. However, if someone stole one of his papers, or perhaps even refused to sell him a book, the dark side of his insanity might make itself known.

Prophets are the most ambiguous of all of the varieties of the Infused. Many become leaders of dark and twisted cults, but certainly not all. Some become saint-like in their selflessness and caring, while others are merely lost in their own private communion with the forces beyond. The latter become hermits who leave their trance-like dreams only when someone comes seeking their aid and assistance.

Each of these "types" of Infused are covered below. In addition, examples of the individual archetypes are listed.

INFUSED OR FORSAKEN CAST MEMBERS

At some point, a player is going to want to portray a vampire, a werewolf or other Infused character. Such characters are extremely powerful and should only be allowed after extensive consideration. To simulate the danger and uncertainty of the corrupted, and to avoid the problem of playing a collection of powers rather than a real person, the character should start as an ordinary human with the Corrupted by the Supernatural Drawback. Normally, players who take this flaw do not choose the exact archetype and description of the creature their character is becoming. However, players who wish to play Infused may be allowed to choose these details when they generate their character.

The campaign should then include this player character's slow descent into the unnatural. If the character is not playing a Supernatural Focus, they may wind up a Forsaken rather than an Infused. If the Chronicler wishes to avoid this possibility, he could provide access to a Ritual to Hasten Corruption (see p.98).

Essentially, the process of becoming Infused will be fraught with risks and doubt. The player will not know how many stages of corruption his character will assume before the inevitable transformation occurs. He will have to roleplay all aspects of the corrupted personality, particularly the unpleasant ones. Once the character has become Infused, the player will gain all of the points due to it from the additional Drawbacks, even if this takes the Drawbacks over the limit of his character type. He can then use these points to purchase the powers listed below. In addition, he may also increase one or more Attribute by +1 as during character creation.

MUTATION

Mutation is a permanent physical change induced by Seepage. This is believed to happen only to the Infused, although Aegis is still investigating this. Mutations occur slowly, but irreversibly. The Infused's own power slowly twists its body, the beast inside leaves its mark on the flesh. The processes of mutation seem to employ an inhuman form of regeneration. Instead of healing, it alters the body. Wolfen aspects may surface, but still a man cannot become wolf. Normally, the mutation bends humans into Predators. Claws, fangs, additional mass, and fur, actually thick body-wide hair, have all been duly noted as common attributes. Rumors of sudden or periodic transformations are unjustified, it has been determined that werewolves and other lycanthropes exist, but do not physically transform as fantasized in legend. They are Infused Predators projecting the Telepathic Illusion of wolfen transformation. Although wolfen or bestial mutations are the most common, they are by no means the full extent of paranormal mutations encountered.

BANES

Banes are those objects, conditions or actions that are antithetical to the corrupted. For example, a vampiric Predator would have a violent reaction to sunlight, religious items, wooden stakes, etc. Some Banes instill fear in the creature, or enrage. Using a Bane is the best way to ensure the complete and utter destruction of the creature, and ensuring that the Infused does not return as a Demon. Some Banes are discussed in the categories below, but many Banes are specific to the individual archetypes, covered in the following entries.

ARCHETYPES

Being corrupted is at its essence leaving humanity behind and becoming a living archetype. Even if the archetype is one of love and caring, humanity is lost in the process. The essence of being an archetype is being concerned only with matter relating to that particular nature and function. Friends, hobbies, life goals and even personality quirks not directly relevant are slowly lost as the corrupted being divests itself of the remaining tatters of its humanity.

Archetypes are single, easily-defined, culturally universal concepts. Archetypes form the basis of most myths and legends. The wise magician, the holy hermit, the young hero with great potential, the wicked stepmother, the wildman or wildwoman, death personified, the berserk warrior, the sacred fool, and the evil tempter are all archetypes found in stories told throughout the world. In the West, a variety of archetypal images can be found in Tarot cards, Arthurian myths, and the legends of all the Indo-European religions.

No one knows if our existing archetypes are in some way based upon legends of the Infused and the Forsaken. Alternatively, the Seepage may create archetypal monsters as a response to the deep structures of the human mind. In either case, every corrupted being is some reflection of these archetypes.

It is important to remember that there are no "species" or "breeds" of monsters. The similarities are based upon the laws of magic and human psychology, not those of biology. Some of those who are attacked by a Predator and survive slowly become Predators. However, they need not become the same type of Predator as their attacker. The specific archetype "chosen" by any individual corrupted being depends on a combination of circumstance and quirks of their personal psychology.

As a general rule, no corrupted being adopts an archetype that is wholly alien to their former human psychological makeup. Some might take comfort in this fact. Remember, however, that within all of us lies the potential to become a number of archetypal beings -- some fearsome and deadly and all strange and inhuman. When attacked by a Predator, an angry person of dubious morals might become a cannibalistic monster who kills and consumes random people. On the other hand, a person of great faith and strong moral convictions might become a terrifying avenger who hunts down and kills anyone who transgresses their now rigid moral code. We all carry the seeds of inhumanity within us.

DESCRIPTION FEATURES

The list that follows is not meant to serve as an exhaustive list of all possible corrupted beings. The entities described merely give Chroniclers and players an idea of the range of many possible types. The archetype descriptions are set out as follows.

Archetype: The name of the particular archetype is given.

Powers: The powers commonly possessed by the archetype are listed. Both Infused and demonic version of this archetype possess these powers. The Forsaken have no powers. Remember that all demons will also have Form Body or Possession. These are guidelines for what the archetype *could* have, and Chroniclers should feel free to change these to suit the individual creature and to keep the agents guessing.

Primary Motivation: Every archetype is based on a particular obsession or motivation. These can range from simple motives like producing terror, to complex ones such as a desire to transcend the limitations of the physical world. Regardless of the exact nature of the motivation, corruption renders this motivation increasingly important, until it eventually replaces all other interests

Description: This section describes both the physical appearance of the being, as well as information on their powers and expected behavior. If the particular archetype is subject to mutation, the type of mutation will be described here.

Banes: Banes are those objects, conditions, or actions that are antithetical to the archetype. Being presented with a Bane will make both Infused and demons momentarily hesitate before an attack. Some Banes will simply make the creature flee, or, if cornered, attack wildly. When a Bane is actively used against an Infused or demon, the creature suffers a -1 penalty on all actions. Also, using a Bane to kill an Infused utterly destroys the essence of the monster, preventing the creation of a demon. Some Banes kill Infused; others merely weaken them. Banes have no innate power over Forsaken, but the Forsaken may believe otherwise. Banes may upset and repel Forsaken, and often cause them to act irrationally and become easier to kill or capture.

Demons with corporal forms may be physically attacked using a Bane. While bullets will pass through the “body” of a demon without harm, being impaled with a specially blessed spear, for example, will instantly banish the demon. Banes used as weapons do normal damage to the demon. Remember that when a demon is banished it leaves no traces behind. It had no body other than that generated out of Seepage. Demons possessing humans can be forced out when presented or attacked with a Bane. In such cases, the human immediately becomes free from possession if he can pass a Simple Willpower Test.

Demon: The demonic version of the archetype is described. In many ways, demon archetypes are identical to Infused archetypes.

Forsaken: Even these damaged victims of the Seepage remain tied to their archetypes. Their lack of supernatural power tends to make them more devious and cunning in pursuing their obsessions. Their methods and distinguishing characteristics are described in this section.

ADEPT INFUSED

The Adept Infused is a result of experimentation with the dark forces; it is not governed by the aptitude of the individual. The Seepage does not build off of the existing personality, it replaces it. Adepts quest for knowledge of the meaning of life, the universe, and beyond. Desire to know overwhelms all, and with time these spell-casting academics gather many rituals, always with some dark or fascinating goal. These Infused are not openly threatening the way a predator is. However, their desire for knowledge leads them to the darker rituals. Once angered, they become terrifying foes, armed with spells and rituals capable of tearing reality asunder.

Adepts are most often created when a magician becomes corrupted while performing a failed ritual. Adepts become fascinated with the acquisition and use of supernatural and esoteric knowledge. The exact nature of the knowledge desired depends on the individual. Some seek to perform more and greater rituals, or attempt to locate supernatural places and objects of ever increasing power. These are known as

Conjurers. Others seemingly turn their back on the magic that corrupted them and seek answers in science and technology. These are Mad Scientists.

Each variety of Adept has its own special power. Conjurers are extremely good at creating new rituals. They receive a +1 bonus to all Occult Knowledge or Research / Investigation Tasks when developing their ritual knowledge. Also, they frequently have a wide variety of Infused powers that supplement their magics. Mad Scientists have no special abilities beyond the ability to create Enchanted Devices (see below). They do not perform rituals, nor do they possess any Infused powers. Their devices, however, make them potentially much more dangerous than any other form of Infused.

Most scholars who investigate Adepts use the Conjurer/Mad Scientist division as the basis for their classifications. While useful in some ways, this division does not address the archetypal nature of such beings. Instead of explaining the motivation of the creature, the division highlights differing methodologies. Conjurers attempt to use magic to attain their ends, while Mad Scientists create bizarre mechanical or electronic constructs to attain theirs. The exact nature of these ends -- whether creating life, becoming immortal, or releasing dark powers to rule the world -- may well be identical.

Regardless of how they express their particular obsession, all Adepts use the knowledge they obtain to create something beyond themselves. This “Great Work” may be anything from writing a unified theory of magic to opening a magical gateway allowing dark beings of vast power to conquer the Earth. This work is the heart of every Adept’s existence. Most Adepts would eagerly sacrifice their own or others’ lives in order to complete this work.

Adept demons are actually quite rare. The links that bind Predators to their prey and Prophets to their followers are simply not present for Adepts. Most Adepts have little to do with the rest of humanity and so Adept demons have little reason to interact with humans.

Upon death, an Adept’s drive to produce a lasting and immortal legacy greatly diminishes. However, Adept demons can still be voluntarily and involuntarily summoned. Adept demons of all types usually act as advisors and mentors for occultists and inventors with goals similar to those the demon had in life. These demons prefer working with uncorrupted or partially corrupted humans and usually disappear once the individual becomes Infused. Assistance from such a being usually results in the eventual corruption of the individual being helped. However, the assistance of such a demon is the only way that someone who is not Infused can create enchanted devices. Unfortunately, mere mortals are incapable of fully understanding such devices, so the demon is the only one who will be absolutely certain what the device will do. The occultist or inventor may believe he is making a device to generate unlimited amounts of free energy, while in reality he could be creating a deadly bomb.

ENCHANTED DEVICES

These special devices created by Mad Scientists use the Adept's unnatural understanding of the Seepage to warp reality. Attempting to analyze these devices using normal scientific principles always fail. No normal device powered by a single transistor radio battery could start a fire anywhere it is pointed, or open a gateway to a distant country. An Enchanted Device may do such things and more by drawing on the power of the Seepage. The wonder of these devices is that they can repeatedly work magic on their own. Unlike mere charms that work only once, a Mad Scientist's device will continue to function until it is destroyed.

Almost all modern Mad Scientists firmly maintain that their devices must be complex constructs of gears or circuits. This requirement seems to stem from the modern fascination with technology. This mindset has been impressed upon the Seepage. Many older occult organizations have a supply of ancient magical items like cloaks that render the wearer invisible and armor that protects the wearer from all normal harm. These items were made by Mad Scientists long ago, and thus do not suffer from an excessive love of complexity. Unless broken or destroyed, these devices continue to work indefinitely. Many are still used long after the being that created them is dead.

Because of their unique nature, Enchanted Devices cannot be duplicated. Even an exact duplicate of such a device will merely be an odd collection of disparate parts. The true magic of Mad Scientists is that they are able to imbue these devices with special powers. Without this special connection to the Seepage, the device is useless.

Enchanted Devices that are damaged may be repaired using the Occult Knowledge skill in place of Engineering or Electronics skill. Further, all such repair tasks suffer a -3 penalty. Finally, the time to repair such devices is multiplied by five.

Enchanted Devices can be extremely powerful. Rumors exist of long-range mind control devices and even working interstellar space ships having been built by particularly gifted mad scientists. Such devices naturally attract a great deal of attention from the NDD, Atlanteans, and even the Greys and the Saurians. Even fairly benevolent Adepts can create an enormous amount of chaos simply because of the number of factions who want their creations.

ADEPT BANES

All Adepts have the same Bane -- the disruption or destruction of their Great Work. Destroying an Adept's work will instantly banish any demonic Adept. Disrupting a work in progress will weaken both demons and Infused, and will allow Infused Adepts to be safely killed. Unfortunately, threatening to disrupt or destroy an Adept's work will provoke an extremely violent response.

ADEPT FORSAKEN

Forsaken Adepts have the same desires and goals as other Adepts. They simply lack the special powers which will enable them to accomplish these goals. This realization occurs to most Forsaken at some point. Some continue their experiments in the hope of an eventual breakthrough. Others seek less savory paths to success. If the Forsaken comes across any evidence that anyone else is working on a similar project, he will become obsessed with stealing the rival's work and using it in his own creation, or with killing the rival in order to eliminate competition. Others attempt to summon demons or other beings to assist them. Most demons have little interest in helping the Forsaken and only those in need of an unsuspecting dupe will heed such summonings.

CREATING ENCHANTED DEVICES

Enchanted Devices can be anything. From invisibility ray-guns, to dimensional mirrors, from interstellar traveling portals to time-machines. The only limitation is the Adept's imagination. As the item itself is fused together with raw Seepage, the first stage of creating such a device is to calculate the Seepage needed to fuse the parts together. Imagine the device is actually a new ritual that causes the effect desired. A simple "magic bolt" would probably only require 1 SP for D6(3) points of damage (this could be multiplied to create more of an effect). Illusions would require the same amount as the Telepathic Illusion phenomena. Teleporters would require the same as the Teleportation phenomena, and so on.

Once the necessary Seepage of the effect is estimated, in order to charge the device, as well as fuse the components together, the necessary Seepage to create the device is doubled. To physically create the device, not only must the Seepage necessary be present, but the Adept will have to pass enough Intelligence and Science Tasks. This is classed as a Research Project (or an Extended Task, see p.161 of *Conspiracy X*). The Chronicler should assign a number of required Success Levels depending upon the complexity of the device and the power of the device's effects.

If successful, the device is created within the parameters of the Adept's designs. A failure during creation may result in some random and bizarre effects that can lead to an interesting Aegis investigation. Once the device is created, the Chronicler should decide the effects and any limitations – does it require regular fueling, does it need time to recover between uses, does it require a skill to actually use?

ADEPTS AND MUTATION

Adepts never suffer obvious mutations. However, many of them gain a point of Intelligence, or occasionally of Willpower. This results from their deeper understanding of the supernatural world.

REGIS AND ADEPTS

Adepts, especially Mad Scientists, are very powerful and somewhat dangerous. However, they can also be extremely useful. Aegis has a standing policy that Adepts should be captured if evidence exists that they are working on projects that might be of use. The NDD has a similar policy and more than one Adept has undergone multiple kidnappings.

BECOMING AN ADEPT

The vast majority of Adepts become corrupted when one of their rituals fail. However, a rare individual who has never practiced magic may also become an Adept. A few scientists who effectively live in their laboratories, shunning all human contact, may after many years become corrupted and end up as Adepts. Once again, the key to corruption is obsession.

ADEPT STAGES OF CORRUPTION

(PAGE REFERENCES REFER TO THE *CONSPIRACY X* RULEBOOK)

Animal Animosity (see p.64): The potential Adept's slowly growing link with the supernatural is somehow detectable by animals, making them uneasy and hostile.

Psychological Problems (Extreme Obsession) (see p.76): The great work. Not long after corruption begins, the potential Adept begins to forsake all other activity for research and study. He may suffer visibly if away from his tomes or work, usually attempting to bring his work wherever he goes.

Psychological Problems (Seriously Indecisive): Almost the opposite of the Psychological Problems (Recklessness) Drawback, the Adept knows the danger of rushing into any occult research. This will creep into everything he does, meaning that he must double check and check again any action to ensure success.

Covetous (see p.67): The Adept will always see other researchers as being more advanced in their progress. He will want to acquire that research, at whatever the cost.

Psychological Problems (Extreme Paranoia) (see p.76): The greatest fear of a potential Adept is that some rival will learn his secrets. He is secretive and suspicious to a fault.

Supernatural Focus (see p.80): The dependence upon locations of high Seepage, the constant research into channeling its powers finally takes its toll on the Adept, making him a

Focus. He suffers all of the advantages and disadvantages Focus brings.

ARCHETYPE: ALCHEMIST

Powers: Initially none, but they may gain any Infused power in the course of their experiments.

Primary Motivation: Self-transformation. Alchemists seek to use their special knowledge to transform themselves into another form or state. Some seek physical immortality, others wish to improve their bodies to reach some desired physical goal. A few want to abandon their physical form and create a body of pure energy. Alchemists create the same types of devices as other Adepts, but their ultimate goal is to use the device, ritual, or drug upon themselves. Alchemists are the type of Adept most likely to become demons. Becoming a creature of pure (Seepage) energy is a common goal for Alchemists. However, the desired transformation can take almost any form imaginable, even granting the Adept vast physical powers.

Description: Many Alchemists end up killing themselves in a spectacular or unusual fashion as they attempt to transform themselves into their desired state. Others pay or recruit desperate subjects to test these transformations for them. Most Alchemists never succeed in the transformation they seek. Those few who do must now find another goal to sustain them. Some become obsessed with transforming others into their own "perfected" state. Still others use their new abilities to become either deadly Predators or heroic figures who secretly battle supernatural beasts or dangerous criminals.



In a few cases, especially when the Alchemist becomes a being without vast supernatural powers, it will cease to be Infused. Such transformations to a highly attractive or physically perfect person, or to become immortal and ageless, will allow the Adept to resume life as a normal human being. In these cases, the obsession has run its course, and when it ended the Alchemist had lost his connection to the Seepage.

ARCHETYPE: CREATOR

Powers: Often none, some have Mesmerism to motivate their assistants and possibly Telekinesis or Divination to help with their work. Their creations often have numerous powers.

Primary Motivation: Creating a Masterpiece. To create some unique and impressive creature or device, creating life, transforming animals into people, turning lead into gold or making a machine that can teleport objects are all possible goals. The Creator's project is always something that no one has ever done before, and that others believe to be impossible. Frequently, these creations involve breaking down boundaries that others regard as inviolate such as the distinction between life and death, or the boundary between one mind and another.

Description: Like all Adepts, Creators are obsessed with their creations. Most choose projects of such difficulty that success is impossible or will only occur after many years of effort. Creators who believe they have succeeded become deliriously happy. Unlike most other varieties of Adept, the process of creation is the end-point of their desire. Once it has been reached, some Creators simply enjoy using their creations, while others seek the fame and acceptance they believe they deserve. Many



eventually pick another, even more difficult project to work on and the cycle begins again. A few simply slip away and die.

If the creation turns out to be flawed or inadequate, the Creator will become angry and will often destroy it and begin again. This is generally not a problem unless the creation is a living sentient being. Creators working on difficult projects usually produce at last one flawed creation before they succeed.



NECROMANCER

Necromancers are Adepts who seek to understand and transcend the division between life and death. Ordinary magical rituals can transform humans into will-less zombies and summon spirits, but they cannot restore the dead to life, or even the semblance of life found in the fictional undead. Necromancers want to create life out of death and perhaps entirely erase the boundaries between the two. None of them have ever truly brought the dead to life, but a few have managed to create shambling undead. Most experienced Necromancers live in isolated locations with only their odd creations as their servants. Many Necromancers have some specific reason for their obsession, such as restoring a deceased loved one to life.

Archetype: Creator

Appearance: Necromancers are usually pale and somewhat unkempt. The smell of death lingers around them.

Mutations: +1 Intelligence, +1 Willpower. Demons gain +2 to both attributes as well as +1 to their Perception.

Powers: Regeneration or Mesmerism. Demons also gain Possession, Phantasm, and Healing.

Bane: Having its work destroyed.

THE PHILADELPHIA MIRRORS

This device consists of two large mirrors. Each mirror is approximately 3ft wide and 6ft high. They are mounted on ornate frames fitted with numerous vacuum tubes and fluorescent lights. When the mirrors are attached to an electrical supply, anyone who attempts to walk through one mirror will instantly emerge from the other. These devices were created in the early 1950s by now deceased Adept Anders Sonderson. Since this time they have been owned by various wealthy collectors wholly unaware of their true purpose. For a time, both mirrors even spent time in a New York thrift shop. Most recently, they were purchased by wealthy occultist Jennifer Donnelley. Donnelley discovered references to these mirrors when researching Sonderson's work. Currently Donnelley is using these mirrors to commute between her apartment in Manhattan and her cabin in the Adirondack Mountains. However, NDD agents have become aware of the existence of these mirrors and are planning on stealing them as soon as they can locate them.

Like all Adepts, Creators are convinced of their own brilliance and will be unwilling to believe their creation is flawed until the defect cannot be ignored. Careful testing and proper safeguards are generally regarded as unnecessary, or even insulting to the Creator's innate genius.

The only harmful Creators are those who work on dangerous projects. A Creator intent on building the world's fastest automobile is unlikely to cause problems until the vehicle is road tested in heavy traffic. However, Creators who wish to raise the dead may require a source of freshly dead bodies and may not be too particular about the origin of the bodies. Also, creating sentient beings is especially difficult, whether grown in a vat, assembled from dead body parts, or even from electronic components. Many such creations are flawed and develop dangerous or even homicidal quirks, especially if the creation realizes that its maker regards it as imperfect. Victor Frankenstein is among the most famous Creators, as his exploits were circulated in the guise of fiction, but there have been numerous others.

ARCHETYPE: SCHOLAR

Powers: Divination, Telepathy.

Primary Motivation: Discovering New Knowledge. Scholars are usually the least active and least dangerous of all Adepts. Scholars are not interested in creating anything other than a body of knowledge that will help to explain something previously unexplainable. Some seek to discover the truth about a metaphysical question while others have more practical goals. Regardless of the specifics, all Scholars seek to record their theories. Many Scholars wish to distribute their theories among those who will appreciate it. Others hold their new knowledge apart, and only release it to a chosen few they trust

to use it wisely. Like most other Adepts, Scholars who succeed will often look for another more complex problem to attempt to understand.

Description: Scholars are in love with knowledge. Most would happily do without food for a week to save the money to purchase another magical tome. All Scholars have extensive private libraries and eagerly seek admittance to specialized research collections, especially restricted collections like the Vatican library. Scholars who find a useful book owned by someone else have been known to resort to theft or even threats. Similarly, a threat to the Scholar's library is regarded as more significant than a threat to the Scholar's life.

While all Scholars search books for answers, some also perform a wide variety of experiments to obtain the answers they seek. The majority of these experiments are harmless but some may require human subjects or other rather problematic components. In their quest for knowledge, Scholars regard almost any risk as acceptable, even if they are not the only ones placed in danger. Scholar Adept Nicola Tesla blacked out the entire city of Denver in the early 20th century. Some more recent Scholars have risked a massive release of radiation or poisonous chemicals into populated areas. As long as useful knowledge is to be gained, many of the more obsessed Scholars regard such events as a minor price to pay for knowledge.



PREDATOR INFUSED

Our praised and productive “competitive edge” is actually just a byproduct of man's ancient fear of being hunted. This fear can be seen in those who have a phobia of snakes, sharks, or spiders. The fear is not due to the actual danger presented by the creature, it is the creature's predatory nature that causes it to become an object of irrational fear. This stems from the roots of our existence when we were not the dominant life form on the planet. This fear is reborn within the Infused Predators – the hunters of the human race. Vampires, werewolves, and outlandish creatures such as the Wendigo have been created. Most of their supernatural abilities tie into physical prowess, although it is really determined by individual circumstances. Mutation is a common eventuality for these beasts, giving them bodies to match their minds.

Predators are obsessed with death, fear, and pain. All Predator archetypes share a number of common characteristics. Predators hunt humans. Some Predators also kill animals, but hunting and killing other humans is the defining characteristic of all Predators. A number of occultists with an interest in psychology maintain that all Predators arise out of the fear humans have of dangerous animals, combined with the unconscious realization that humans are the most dangerous animals of all. Some Predators are wild and bestial, others are subtle and cunning, but they are all hunters.

PREDATOR BANES

There are so many varieties of Predators, it is often hard to classify the various Banes required to extinguish them safely. Many are obvious, based on the superstition that fueled their creation. Vampires may be killed by sunlight or a wooden stake, werewolves with silver, etc. Often, regional variations can cause difficulties to a hunter trying to dispose of a vicious Predator, though sometimes the Bane can be simply denying the Predator its kill.

PREDATOR FORSAKEN

Failing the transformation to become Infused often results in the most dangerous of Aegis' foes. The Forsaken Predator has none of the supernatural strength or abilities, but the need to hunt and kill is just as potent. Their minds have snapped completely, leading to the creation of the nastiest of serial killers. Their motivation may be simple or completely bizarre, but these human stalkers are capable of displays of complete depravity and violence that can shock and stun the unprepared investigator.

PREDATOR MUTATION

Perhaps because they are the most physically dangerous of all the Infused, Predators are by far the most common Infused

to be affected by mutation. Some of these mutations serve to make the Predators into more proficient hunters. Others simply make them more frightening. Common mutations will see the more brutal and violent of Predators gaining +1 to Strength and Constitution, or the stealthier of stalking Predators gaining +1 to Dexterity and Perception.

AEGIS AND PREDATORS

Aegis' policy with regard to Predators, whether Infused or Forsaken, is simply eradication. For the sake of humanity, these creatures are a danger to all they encounter and Aegis has taken it upon themselves to become the hunters of these vile killers.

BECOMING A PREDATOR

Most Predators are born by being attacked by another Predator. Predators seek a close connection with their prey. Anyone who is hunted by a Predator and escapes alive, but with serious injury (reduced to half LPs or worse) must make a Difficult Willpower Test to avoid corruption. Simply fighting and being injured by a Predator does not incur this risk. Only people who have been *hunted* by Predators and survive must make this test.

Sometimes anger and obsession alone can trigger Predator corruption. Not all serial killers or mass murderers are Infused or Forsaken. Acting in such a manner, however, may cause someone to become corrupted. Also, this type of violent obsession is often found among the less stable people who spend their time hunting Predators. Hunting Predators for revenge, with hatred in your heart, is an excellent way to become a Predator. Also, people filled with anger, hatred, and rage who become corrupted because of a failed ritual may become Predators instead of Adepts.

PREDATOR STAGES OF CORRUPTION (PAGE REFERENCES REFER TO THE CONSPIRACY X RULEBOOK)

Adrenaline Surge (see p.63): Potential Predators in a killing and feeding frenzy or cornered by enemies are often capable of feats of superhuman strength and therefore should be treated with the utmost caution.

Psychological Problems (Extreme Obsession) (see p.76): This symbolizes victory over the prey and transference of its power. The compulsion can be anything from drinking blood, ritual use or worse.

Emotional Problems (Anger) (see p.68): Resulting from the primal hunting instincts.

Psychological Problems (Extreme Cruelty) (see p.76): Not surprisingly, the first reaction is nearly always violence. As the corruption progresses, he will stop resisting the Cruelty and eventually welcome it.

Psychological Problems (Serious Paranoia) (see p.76):

As a hunter itself, he is always wary of other hunters. The mental instability often causes him to see hunters where none exist.

Psychological Problems (Extreme Phobia) (see p.77):

As the corruption begins to take root he will begin to fear objects that he believes have power over him, such as crucifixes, or even the light of day.

ARCHETYPE: DESTROYER

Powers: Frenzy, Mask, Pyrokinesis, Regeneration, Telekinesis.

Primary Motivation: Violent Destruction. Destroyers perform random acts of destruction, especially acts which result in the violent deaths. Extreme violence, involving rendered bodies, significant fires and large amounts of property damage become the center of their existence. Destroyers are more common in regions cursed with long-term wars, violently oppressive governments, or other causes of large-scale destruction.

Description: The site of an attack by a Destroyer is usually easy to recognize. Destroyers prefer to kill their victims as violently as possible, hacking people apart, ripping out their throats, or simply shooting them with large caliber weapons. Successful Destroyers almost always attack their victims in isolated locations since careless Destroyers tend to attract massive police response. Almost all Destroyers gain both a point of Strength and a point of Constitution from mutation, as their bodies become highly efficient killing machines. Many Destroyers grow extremely tough claws (damage: D6(3) x Strength+1) designed to rend their victims. Other than being large and muscular, some Destroyers appear quite normal. Others become extremely inhuman, growing claws, large fangs (damage: D6(3) x Strength) and coarse fur. When engaged in killing and destruction, Destroyers use their Telepathic Illusions to project images of terror. They appear to have twisted faces with long fangs, tusks, or similar inhuman features. Most people who see such beings assume they are wearing particularly horrific masks. A few Destroyers actually avoid direct physical violence and instead use Pyrokinesis and Telekinesis to cause greater destruction.

Banes: Destroyers are creatures of violence and rebellion. They revel in destroying people, property and the social order. They may be opposed by courage and conviction. Symbols of the ordered works of society repel or destroy them. Religious symbols presented by a true believer can be used to weaken, repel, or even trap Destroyers. A Destroyer can even be trapped (as if in a Spirit Bottle) if it is forced into a closed room or box adorned with religious symbols by people of faith. A full religious exorcism performed by a priest will banish any Destroyer demon and will weaken an Infused and allow it to be safely killed.

Most Destroyers specialize in particular types of destruction. Some use Telekinesis or their great strength to simply rip peo-

ple and things apart. Others prefer to use fire, electricity, explosives, or other means. Any substance that specifically stops or inhibits their chosen form of destruction will weaken or harm them.

Finally, daring to face a Destroyer in single combat will weaken or harm it. Unfortunately, Destroyers must be faced on their own terms. Guns or other long distance weapons will have no effect on Destroyer demons and cannot safely kill Destroyer Infused. Swords, fists, and other close combat weapons all work, but any weapon that does not place the attacker in close physical proximity with the Destroyer will not. Of course, given the great physical power possessed by most Destroyers, this method of vanquishing such creatures is quite dangerous.

Demons: Fortunately, Destroyer demons are extremely rare. While many Destroyer demons retain the forms they used in life, some become incorporeal avatars of destruction. These demons sometimes possess vehicles to run people down, or buildings to kill everyone inside. The authorities usually place the blame on gas leaks, terrorism or large-scale electrical system failure. Thankfully, Destroyer demons seem to require several months or years rest after such carnage.

Forsaken: Lacking the powers of Infused or demons, most Forsaken Destroyers are fairly short-lived. These Forsaken often begin as vandals and end up as classic spree killers, where they kill in a mass orgy of death. Shotguns, axes, or other direct, highly destructive weapons are their preferred methods of attack. When the killing and destruction are at their height, Forsaken Destroyers will completely lose any instinct for self-preservation and are usually killed as they attempt to take one more victim.





ARCHETYPE: PARASITE

Powers: Thrall, Mask, Telepathy, Teleport.

Primary Motivation: Causing Slow Death. Parasites slowly drain the life from people. If possible, the Parasite endeavors to prevent its victims from learning the cause of their “illness,” even from knowing that they are dying. Parasites become the center of their victim's world and slowly drain their life while they become dependent or love their murderer. Parasites require the emotional dependence and devotion their victims place upon them at least as much as they require the actual life energy. Most of their victims are already quite shy and isolated from other people. Parasites encourage this, and if possible cut their victims off from contact with anyone else.

Description: Parasites pick a single, or occasionally several separate targets, and slowly kill them. They chose isolated or solitary targets, invalids, people who have been imprisoned alone, or simply one of the millions of lonely people found in any large city. Parasites often visit their victims secretly and gain their confidence by telling them of the wonderful life they will have together. The Parasite uses its Telepathic Illusions to prevent others from seeing it when it visits its victim. As the victim's life ebbs away, she will begin to exhibit symptoms often mistaken by doctors as a slow wasting disease, like Leukemia or AIDS. Once a Parasite has killed its victim, it will often wait a few weeks and move on to search for other prey. On rare occasions, Parasites will corrupt their victims and then carefully tend them so that they progress rapidly and without possibility of rescue. Most Parasites spend several weeks or months killing or corrupting the victims. In either case, the Parasite will always stress

that their relationship with their victim must be kept entirely secret. Some Parasites can Teleport and use this power to escape detection and to visit victims who are confined or protected.

Parasites are all affected by mutation. They have exceedingly sharp senses and generally gain a point of Perception. However, they also all have a pale and somewhat wasted appearance, much like victims of a wasting disease. Everyone except their victims, and the other targets of the Parasite's emotional influence, find their appearance disturbing. While many Infused Parasites feed only upon their victim's life energy, others supplement this feeding by actually drinking some of their victim's blood. These Vampiric Parasites usually have long slender fangs and a metabolism that allows them to digest blood.

Banes: In some sense, Parasites are disease spirits. They are repelled or harmed by any of the standard magical purifications and protections against disease, like garlic (a natural antibiotic), salt water (an antiseptic), or strong ultraviolet lights (sunlight alone is not strong enough). Unconventional occultists have also discovered that modern antibiotics dispensed from a spray bottle may be used effectively upon such beings. All of these Banes will weaken and repel Infused Parasites, and will allow them to be killed without danger of them returning as demons. When used upon demons, these methods will actually banish it.

Demons: Parasite demons are quite difficult to either detect or combat. While some have a corporeal form, many remain entirely insubstantial and appear to their victim only in dreams or other illusions. To everyone else, the victim seems to be suffering from a wasting illness. Parasite demons are common and come in a wide variety of forms. Some continue the same fatal seduction that they performed in life, others gradually become less and less human. They cease their romantic talk of life together and an end to loneliness, and concentrate only upon draining their victim's life. These demons are known as Incubi, Succubi, and Nightmares.

Incubi and Succubi are demons that become their victim's lovers and drain their lives away through endless exhausting sexual activity. Most demons can take on either form depending upon the preferences of the victim. Nightmares enter their victim's dreams and cause them horrific, and fascinating nightmares, which gradually exhaust them. All of these creatures work slowly, kill infrequently, and are exceedingly difficult to detect. Clairvoyants are best at detecting the activity of Parasite demons. Otherwise, their victims must be persuaded to talk about their odd experiences or dreams. In most cases, the Parasite will cease coming if the victim is hospitalized, but the Parasite will attempt to persuade their victim that hospitalization is unnecessary and harmful, or that it will prevent the Parasite from visiting them.

Forsaken: Lacking the supernatural means to drain and feed off their victim's life, Forsaken Parasites resort of more conventional means. Most become involved in long-term relationships with helpless and dependent victims, and slowly cut them off from all outside contact. These Forsaken are insanely



NOSFERATU

Nosferatu are an ancient variety of vampire found throughout Germany and Eastern Europe. Nosferatu are essentially spirits of disease who slowly drain their victim's lives. They are often found in places with endemic disease and plagues.

Archetype: Parasite

Appearance: Dead white skin, a somewhat wasted or emaciated appearance, and slender narrow rat-like fangs in place of canines.

Mutations: +1 Perception, +1 Strength, fangs, must drink a cup of human blood at least once a week. Demons gain +2 to both characteristics as well as gaining +1 to Dexterity.

Powers: Mask (being unnoticeable and being beautiful), Telepathy (only with someone whose blood they have drunk), Thrall (fear, love, and devotion only). Demons also gain Form Body, Phantasm, and Teleport.

Banes: Medicine, charms and protections against disease.

jealous of their victims and resent anyone having any contact with them. Once the Forsaken controls its victim's life, it may kill the victim, subtly encourage her to commit suicide, or simply keep her captive, unsure of what more it wishes to do. Unlike most of the Forsaken, these individuals only reveal their madness in the presence of their victims and are generally capable of holding down jobs and interacting with others. They will strike particularly perceptive or psychic people as a bit odd, but only those who see them with their victim will know the true extent of their madness.

ARCHETYPE: STALKER

Powers: Mask, Mesmerism, Phantasm, Regeneration, Teleport, Thrall

Primary Motivation: Producing Fear. Stalkers slowly pursue their victims, allowing them to hear or catch glimpses. They cultivate their victim's fear, and revel in it, before they kill. Stalkers prefer to avoid being seen until they are just about to kill their victims. They thrive upon the fear of the unknown. Dark unfamiliar places, ranging from the space under a child's bed to the inside of a dark deserted warehouse, produce this fear. Even a familiar city street seen at 3:00 AM, when it is barren of both people and sound, is a Stalker's playground. Stalkers can sense such emotions and seek out victims who are experiencing these feelings.

Description: Stalkers are silent killers who primarily prey upon single, isolated individuals. Anyone who is out at night in an unfamiliar and largely deserted area could potentially become the victim of a Stalker. Stalkers spend as much time as possible stalking their victims, allowing their prey to slowly become aware that something is after them. Once their prey has actually been cornered or otherwise restrained, the Stalker will, if possible, play with the victim, allowing him to escape and

recapturing him. All this is done, if possible, under conditions where the victim can not see his hunter.

Stalkers often use Telepathic Illusions to conceal themselves in swirling pitch-black shadows or cloaks of darkness. Stalkers do not usually physically torture their victims. When the victim has collapsed from fear and nervous exhaustion, the Stalker will kill him rapidly with any weapon at hand. Stalkers often have no visible mutations, but many gain an additional point of both Dexterity and Perception as their reactions and their senses are heightened to a superhuman degree. Those Stalkers who do change physically generally become thin and attenu-



SEEPAGE LEECHING

Stalkers, Parasites and other Infused sometimes “feed” off of their victims or supporters. Stalkers inspire fear in their prey, dragging out the threat to cause the victim to produce more Seepage. Losing Essence (see *Conspiracy X*, p.160-161) from fear causes the Essence to be released as Seepage. This Seepage can be tapped by the Stalker and used to fuel their powers. Seepage gained in this way can increase their Seepage Pool temporarily above their normal maximum, but this will only remain until the points are spent or an hour passes, whichever is soonest. Essence can be physically drained (and absorbed as Seepage) by Parasites in a similar way, D8(4) points per Turn can be leeches in this way, often to the extent that the victim can die from Essence loss.

Prophets can literally leech the Essence from their congregation. Purifiers absorb it from the violent actions of their followers, whereas, if the Chronicler chooses, other Prophets may gain the Seepage (at 1SP per follower) from the adoration and revelry of his congregation.

ated, with small sharp claws (damage: D6(3) x Strength) and an uncanny ability to move without making noise (add +6 to their Stealth Skill).

Banes: Stalkers can only function effectively when alone with their prey in dark, threatening environments. Confronting a Stalker as a group, surrounding it and attacking from all sides is one effective way to destroy a Stalker. Stalkers are extremely reluctant to let themselves be cornered or surrounded, and will usually revert to a mad killing frenzy to avoid having this happen. When humans band together against a common attacker much of the visceral fear that feeds Stalkers vanishes, and often the hunter can become the hunted.

Stalkers are also much more effective at night or in near or complete darkness. Attacking a Stalker in daylight or under extremely bright artificial lights will greatly hamper it. Exposure to such lights will banish demonic Stalkers. Stalkers are also extremely reluctant to enter well-lit environments. While a bright flashlight or ordinary house lighting will not harm Stalkers, it does disturb them and make them wary. To actually weaken or harm a Stalker, only direct sunlight, bright spotlights or commercial lighting are necessary.

Photographing or videotaping a Stalker cannot destroy it, but will both upset and weaken it. Like bright lights, photographs and similar media fix the form of the Stalker and remove much of its aura of fear.

Demons: When Stalkers become demons, they are especially threatening. No longer limited by natural laws or the confines of the flesh, Stalker demons can instantly appear anywhere a potential prey is alone and afraid. Many such demons stake out particular “hunting grounds” and will suddenly materialize

whenever someone is alone in this place. Some demonic Stalkers retain the same form they used in life, but many of them adopt guises like clouds of darkness or shapeless shadows with glowing eyes. Most demonic Stalkers can Teleport.

Forsaken: Forsaken Stalkers become reclusive serial killers, murdering victims in deserted places and then burying the bodies in shallow graves. Forsaken Stalkers usually pick a particular area to hunt their prey, and if they are careful enough in hiding the bodies, it may be many years before they are caught. Unlike many serial killers, Forsaken Stalkers are not concerned with particular types of death or mutilation or with specific types of victims. Anyone helpless and alone is a potential victim.



BLACK DOG

ARCHETYPE: STALKER

STR 4	DEX 4	CON 4
INT 1	PER 5	WIL 3
LP 29	EPS 38	
Spd 26	Seepage Pool 21	

Attack: Bite (D6(3) x Str+1)

Skills: Brawling 4, Dodge 1, Notice 3, Tracking 2

Powers: Divination, Mask, Regeneration, Teleport, Thrall (Fear)

Black Dogs live in wilderness areas or deserted parts of cities and are rarely seen by humans. Like all Stalkers, they are only active at night. Some occultists believe that they may be entirely ordinary animals during the day. At night, Black Dogs have featureless black hides, like a large dog-shaped piece of night. They also have large eyes that glow red or green. Many are more strange than dangerous. They simply follow or watch humans and occasionally provoke phenomena and manifestations in their vicinity. A few will hunt the people who cross their paths. Like other Stalkers, Black Dogs relentlessly pursue their solitary prey, allowing them to grow increasingly afraid before they close in for the kill. The Black Dog's Divination power is limited to prophecies of harm or death.

PROPHET INFUSED

Of all of man's fears perhaps the greatest is the fear of death. In his desire to soothe this fear, early man created stories about the dead, not to honor them, but to comfort the living. From these early beginnings, religion was born. An existence beyond our mortal coil was hypothesized. A Prophet Infused feeds on the human fear of death by becoming a figure of faith - high priests, demons, messiahs, and even the gods themselves come back to us. Based upon the beliefs held by the particular religion adopted, Infused take forms that vary from the awe-inspiring to the terrifying, from the peace-loving to the bloodthirsty. In all cases, Prophets consider themselves "chosen." Prophets of demons or inhuman deities often mutate to appear as what they believe. In whatever guise, the actions of Prophets can rarely be predicted.

Prophets are convinced that they have special knowledge and that others must be shown the rightness of these beliefs. While Predators are solitary and self-centered beings, seeking only to survive or to increase their own power, Prophets are highly social. A lone Prophet is a miserable and unsatisfied creature, and in many cases isolating a Prophet from all contact is the most effective way to destroy it. Evil cult leaders, murderous paranoids, and power-mad megalomaniacs, all intent on purging society, are candidates for Prophet corruption. Mass murderer Charles Manson, and Jim Jones, the infamous cult leader of the late 1970s, were both such Prophets. Unlike Predators, which are usually dangerous and malevolent monsters, not all Prophets are harmful. Prophets also manifest as saintly ascetics who forgo their own needs to devote their life to caring for others, and courageous crusaders who fight oppression and risk their lives to preach peace and tolerance.

Like all Infused, Prophets are no longer truly human. While Predators replace their lost humanity with corrupt desires to cause pain or death, Prophets exchange their individuality for a set of beliefs about the world and their duty to humanity. Many of these duties involve killing the enemies of their chosen way, or remaking to world into a fixed and rigid form. However, some Prophets find beliefs which set them on a path to right wrongs, or help the less fortunate.

While the Catholic Church and associated groups refuse to take an official position on this matter, many occultists are convinced that several Catholic saints were powerful Prophets. Such individuals perform valuable services for the world, but their plight is in many ways no less horrific. Their goals may be noble, but they pursue them at the cost of everything else. Leaving hobbies, friends, and ultimately loved ones behind to pursue a vision may be less destructive than leaving all of that behind to become a slaving beast, but it is no less horrible.

The legendary medieval demons of temptation and desire seem to have their origins in encounters with Demon Prophets. Similarly, at least some of the reported visions of Christian saints and angels derive from encounters with benevolent demonic Prophets. A few occultists claim that all religious belief

is nothing more than an effort to explain Seepage and its creatures. Others hold that faith is something beyond the Seepage.

Involuntary summoning is relatively common with demonic Prophets. Whenever a large group of people are all focused on worshipping, honoring and seeking to become a specific archetype, an appropriate demonic Prophet may be drawn to them and appear, using the energy of the belief to manifest. Demon Prophets are all dependent upon their followers. If the followers cease to worship or emulate them, the demons will be banished back to oblivion. Disrupting the demon's cult, and convincing its followers to cease worshipping it, is the single most effective way to banish them.

PROPHET BANES

Prophets rely on an audience. A congregation to witness their miracles, to worship and sacrifice before them. Their greatest fear is losing their followers and fading into obscurity. The Prophet's Bane is the loss of their disciples or followers. Exposing the Prophet as inhuman or false in front of them is an excellent way to ensure the safe destruction of the Prophet.

PROPHET FORSAKEN

These pitiful creatures are convinced they are set to lead the world to a better tomorrow, they just lack the charisma and supernatural abilities that make the Infused such powerful leaders. Forsaken Prophets are usually relegated to soap-box preaching, small cults in domestic houses, dodgy pyramid schemes and commanding the easily led or weak willed.

AEGIS AND PROPHETS

Prophets are possibly the most underestimated of the corrupted, but Aegis is aware of the past mistakes of Waco and Jonestown, and is not willing to let it happen again. Any Prophet encountered, whether Infused or Forsaken, will be exposed, captured or eliminated. The danger is making a martyr of it. Its ideals and methods should be exposed to its followers to not only enable a safe "retirement" of the Prophet, but also to prevent any of the Prophet's followers following in its footsteps.

PROPHETS AND MUTATION

A few of the most utterly debased and diabolic Prophets twist their outer forms to match the evil within them. The vast majority of Prophets, however, incur no obvious physical changes. Upon becoming Infused, most Prophets gain a point of Willpower, Intelligence, or Perception as their new cause strengthens their wills and sharpens their senses. Also, while they rarely look any different, some particularly violent Prophets gain increased physical capabilities.

BECOMING A PROPHET

Most Prophets become corrupted while practicing some form of religious magic. Whether a Catholic priest performing exorcism or a Voodoo Houngan summoning a Loa, when a ritual performed by a person of deep faith fails, the person may become a Prophet. Only people who have intense personal faith become Prophets. People without such faith usually end up as Adepts or occasionally as Predators. On rare occasions, people of faith who have been corrupted from the failure of non-religious rituals or even from an attack by a Predator become Prophets instead of Adepts or Predators. For a few people, religious obsession alone is enough to transform them into a Prophet.

PROPHET STAGES OF CORRUPTION (PAGE REFERENCES REFER TO THE CONSPIRACY X RULEBOOK UNLESS OTHERWISE STATED)

Honorable (Serious or Extreme)(see p.70): Potential Prophets are often under very strict codes of behavior. These may be as varied as being forbidden to enter consecrated ground or to harm a living creature.

Obligation (Total) (see p.73): One day in the corruption of the Prophet, he gives himself over body and soul to his believers. He assumes a duty to all those who profess to follow his creed.

Psychological Problems (Extreme Cruelty or Pacifism) (see p.76): Depending upon the orientation and doctrine of the potential Prophet's masters, he may become a wrathful angel of vengeance or a messiah sent to assume the sins of the chosen.

Psychological Problems (Extreme Weird Delusions - Voices) (see p.77): The potential Prophet is in direct communication with his spiritual superiors at all times. The angels and devils that watch him may choose at any moment, and through any medium, to communicate unearthly directions and taunts.

Psychological Problems (Extreme Paranoia) (see p.76): As the messengers of the divine or infernal powers, a potential Prophet knows that he must constantly be alert to the forces of the adversary lurking behind every dark corner and shadow.

Strong ESP – Hunch (see p.36, this book): It is a potential Prophet's nature to foresee the future and use that knowledge to further his master's goals. Those who complete this stage of corruption automatically gains Strong ESP in Hunch only.

ARCHETYPE: GOD-KING

Powers: Mask, Mesmerism, Regeneration, Telekinesis, Telepathy, Thrall.

Primary Motivation: Personal Power. God-Kings want to rule the world. Like Saviors, they desire to rebuild the world into a new and purer form. However, they are convinced that they must be in charge. Most God-Kings feel that they have been selected by some higher power to rule as its representative on Earth.



Description: Of all the varieties of Prophets, these are the most openly mad. God-Kings are all firmly convinced of their superiority and their destiny to rule the world. Most of a God-King's followers are not attracted to the ideal and are simply caught up in the God-King's supernatural charisma and personal magnetism. As a result, a cult of personality develops, and the followers are loyal to the Prophet and not to any higher cause. This personal loyalty makes God-Kings the most difficult variety of Prophet to stop. Most followers will disregard even radical changes in their leader's beliefs or actions, and view them as proof that the God-King has some hidden plan. God-Kings reinforce this faith through frequent, extremely violent displays of their power.

Banes: God-Kings depend on their charisma. To weaken or destroy a God-King, it is necessary to disgrace or defame it. Any successful attempt to make a God-King look helpless, stupid, incompetent, or simply ridiculous will weaken both Infused or demonic God-Kings and will allow Infused God-Kings to be safely killed.

To actually banish a demonic God-King, the demon must be made to seem so incompetent or ridiculous that a portion of its followers begin to actually revile or ridicule it. Several incidents may be necessary to actually change the follower's opinion of their leader. A variety of techniques have been used to destroy a God-King's illusion of infallible power. Sometimes uncovering their plan is sufficient. In other cases, revealing contradictions in their information may suffice. Occasionally mockery, ridicule, and practical jokes can break a God-Kings hold on its followers. While practical jokes may seem a rather frivolous way to end a

potentially dangerous threat, God-Kings usually react extremely violently if their authority is threatened.

Demons: Demonic God-Kings believe themselves to be actual gods. They desire worship and sacrifices from their followers. In return, they promise wealth and power to all those who honor them. These demons believe that they are destined to rule the entire physical universe. Some of these demons believe they are gods of a specific realm like war or death, others that they are the gods of some chosen group of people. If their worshippers provide sufficient aid, the demons believe that they will attain even greater power and be impossible to banish as they rule over their chosen.

Forsaken: Forsaken God-Kings tend to be dangerous, reclusive megalomaniacs who are constantly seeking some way to prove themselves before the world. Some rant about their destiny on street-corners. Others plan and carry out violent acts to gain the publicity they crave. When carrying out acts of terror, Forsaken God-Kings always ensure the world knows they are responsible. Their desire for publicity is often more important than the acts they plan. Fortunately, this desire for fame usually allows Forsaken God-Kings to be rapidly apprehended once they have committed some heinous crime.

ARCHETYPE: PURIFIER

Powers: Frenzy, Pyrokinesis, Regeneration, Telekinesis, Thrall.

Primary Motivation: Cleansing Evil. Purifiers see the world as base and corrupt, and are an inherently destructive archetype. Their goal is to destroy all evil and immorality. Rebuilding a new order after the old one has been destroyed is something that they rarely consider. If asked, most will talk of how the innate morality of mankind will triumph when the people are freed from the evil and oppression. Whether they strive to destroy a government, a rival faith, an organization, a single powerful individual, the entire social order, or merely an imagined conspiracy, Purifiers cannot exist without their chosen enemy.

Description: Purifiers are only found where the populace feels restricted or oppressed. This oppression turns to rage and destruction. Unfortunately, Purifiers are sometimes wrong about source of the oppression. As highly directed archetypal beings, they seek simple answers to the problems they perceive. Most Purifiers single out a group or individual, as the source of all evil and oppression. According to the Purifier, when they are destroyed all other problems will magically vanish. As well as infesting violent religious cults, a number of Purifiers can be found among various terrorist and freedom fighters throughout the world.

Banes: Purifiers are beings of violence and destruction. The only way to combat them is with non-violence and passive resistance. Fighting Purifiers and their minions just strengthens their cause and their resolve. However, standing before them,

unwilling to fight, but unwilling to let them carry out their destructive plans will weaken them and cause all but the most corrupt and violent of their followers to pause and consider the situation.

Unfortunately, the only safe way to kill a Purifier Infused is to persuade one or more of its followers to kill it. Any other form of killing runs the, admittedly small, risk that the being will return as a demon. Usually outsiders infiltrate the ranks of the followers and work to turn them against the Infused from within, but only actual followers who once believed in the being may perform the killing. If the followers can be persuaded to lay down their weapons or otherwise cease their violence, even temporarily, Purifier demons will be banished.

Demons: Purifier demons are spirits of elemental violence. They are actually able to feed on the destructiveness of their followers and receive 1 SP for every follower who is actually engaged in violent, destructive action. Mob action by the followers of a Purifier can be a ghastly scene. The demon will almost always use its new-found energy to perform further violence, using Telekinesis and Pyrokinesis. Gasoline storage tanks and natural gas mains may explode on their own, and rocks may hurtle towards previously passive observers or law enforcement officials, to draw them into the destruction.

Forsaken: Lacking the supernatural charisma of demons or the Infused, Forsaken Purifiers usually join existing violent opposition groups, or engage in solitary campaigns of terror. Like all other Purifiers, the Forsaken are obsessed with spreading their message to others and may threaten to set off bombs or perform similar heinous acts if their messages are not broad-





cast on the radio or printed in newspapers. While fully capable of careful planning and secrecy concerning their acts of terror, most Forsaken Purifiers feel compelled to speak about the enemy they hate and fear to anyone they feel might be receptive to their views.

ARCHETYPE: SAVIOR

Powers: Healing, Mask, Mesmerism, Phantasm, Thrall.

Primary Motivation: Saving People. Like Purifiers, Saviors arise when large groups of people are harmed or oppressed. Saviors seek to build a new world where their followers will be safe and happy.

Description: On the surface, it would seem that Saviors are harmless or even benevolent. Some are, but others have a vision of paradise that is abhorrent. While some Saviors work towards creating free-spirited utopias, others attempt to build rigid theocracies. Just as some Saviors attempt to convert those who oppose them, most are more than willing to fight against their adversaries, and for their cause.

Every Savior has its own special agenda. Central to the Savior is the new world order it seeks to create. This new world is usually both highly unrealistic and impossible to achieve. Some Saviors truly work for something beyond enforced prejudice and totalitarian theocracy. They sometimes catch the imagination of a great number of decent thoughtful people and leave a legacy of belief which lasts far beyond their deaths. Many occultists theorize that the more widespread modern religions have their origins in such exceptional individuals. Unfortunately, the visions of most Saviors are notably simpler and more base. Religions built upon fear and oppression are far easier to build than those based on love and respect.

Banes: Opposition, suffering and even death hold no fear for Saviors. However, all Saviors are convinced that their path to salvation and a new world is the only one possible. The only truly effective way to weaken or harm a Savior is for a person of deep faith to oppose them. Saviors can deal with adversaries who oppose them for selfish motives like power, greed or fear. However, if someone with deep personal convictions and devotion argues that the Savior's vision is harmful, destructive, or simply impossible, the Savior will be weakened and their hold



AVENGING ANGEL

Avenging Angels are Infused who exist to rid the world of all opponents to a particular leader, organization, or faith. Anyone who commits transgressions against this belief will be hunted down and killed by the avenging angel and its followers. Avenging angels usually only punish actual transgressions, shunning attacks on potential threats or to prevent future harm.

Archetype: Purifier

Appearance: Avenging angels are usually tall, slender and beautiful. Their glowing red eyes hold an insane glitter.

Mutations: +1 Strength, +1 Willpower. Demons gain +2 to both characteristics as well as gaining +1 to both their Perception and Dexterity.

Powers: Frenzy, Pyrokinesis, Thrall. Demons also gain Form Body, Possession, Teleport.

Banes: Pacifism or attack by one of its own followers.

on their followers temporarily disrupted. A person of faith can also safely kill any Infused or demonic Savior, but only if they truly believe the Savior is in the wrong.

Demons: Demonic Saviors see themselves as spirits returning to the mortal world with a vision of the wonderful after-life that awaits all true believers. They offer their followers codes of behavior and belief that will assure a place in heaven. In a few cases, these codes of behavior result in the followers joining the demon, since these prescriptions often involve performing special rituals that corrupt all who perform them.

Some occultists argue that the popularity of Spiritualism in the late 19th and early 20th century was in part due to one or more relatively benevolent demonic Saviors. These beings fed off of the faith of their believers and in return spoke of the wonderful spirit world, even summoning a variety of ghosts to prove their claims.

Demonic Savior's goal is convincing people of the proper path to salvation and surrounding themselves with a group of followers. These faithful grant the demon sufficient Seepage energy to act, and enough belief to allow it to easily return if they are ever banished.

Forsaken: Forsaken Saviors see a vision of how the world could be, but they lack the power and the supernatural understanding to help bring about this new world. Despite their lack of power, these Forsaken desperately wish to convince the world of the rightness of their beliefs. They will talk to anyone remotely willing to listen, and most will perform almost any action for a chance to present their beliefs to the world. Desperate measures are not beyond them. Forsaken Saviors will even perform suicidal acts, if it gives them a chance to present their plans and ideas before a large audience.

GHOSTS

In common parlance, ghosts are the wandering souls of dead humans. Most of the people who have had direct experience with ghosts believe this implicitly. Numerous theories have been postulated to explain the fact that only a tiny number of the many millions of people who die every year ever reappear as ghosts. Some believe that ghosts have unfinished business in the mortal world, others believe that only people who die under special circumstances, often ones involving magic or violence, return as ghosts. Most theories are no more than wishful thinking and self-delusion, but there are grains of truth contained within them.

The Queens Tome indicates that while the existence of actual immortal souls remains entirely beyond the realm of scientific investigation, ghosts are phenomena derived from the Seepage, not from the afterlife. A ghost is essentially a recording of the individual's memories and personality that has impressed itself upon the Seepage. Many of these "recordings" are quite fragmentary and contain little more than repeating patterns of action or responses to specific stimuli.

Sometimes the particularly violent death of an individual leaves a powerful impression upon the Seepage. If the individual is a Focus, his death can lead to the creation of a ghost. Impressions of this ilk can exist for undetermined periods, possessing a quasi-intelligence and sense of self. Normally, the surviving personality is different from that of the dead man. Sometimes the ghost retains some of the predecessor's traits. Keep in mind that the originator of the psyche is now dead, and what is left is a supernatural attempt to recreate it. These are sentient Telepathic Illusions, which makes them more dangerous and unpredictable. They can develop both purpose and goals, and can interact significantly with humans and the environment. They still lack the ability to touch the physical world, so any danger they present is through trickery. Ghosts cannot be harmed in traditional ways; only rituals may be used to affect them, binding or banishment being most effective.

Some ghosts bond themselves to a person, place, or object. The area to which a ghost bonds is called a haunt (likewise, a person or place is haunted). Theories hold that a bond is made to supply a constant flow of Seepage energy to the spirit. Without supernatural energy to sustain it, a ghost cannot manifest and may eventually disperse or be destroyed.

Most ghosts perform a single repetitive action. If summoned or otherwise called from the depths of the Seepage, the ghost will respond in highly predictable ways. Many ghosts will either deliver the same message to everyone they see, or will treat everyone as a specific person they know well. Often such interactions are entirely harmless. On the other hand, a ghost that reacts as if every human it meets is its murderer can be dangerous. Poltergeists are just as likely to be non-sentient "recordings" as any other type of ghost, but their ability to affect the physical world renders them profoundly dangerous. Aegis policy mandates that all obviously non-sentient poltergeists be banished or rendered harmless.

The vast majority of ghosts are incapable of remembering anything that has happened to them while they have been ghosts. Conversations an hour old are completely forgotten and mentioning them will merely confuse the spirit. In a very real sense, most ghosts are trapped in the past.

Some ghosts are different. A few unusual ghosts are fully conscious and sentient. Such ghosts can communicate clearly and are aware of their surroundings. Unlike the simpler, "recording" ghosts these spirits are even capable of learning and remembering events which happened after they died. These ghosts seem identical in both personality and memories to the actual individual.

Even these "conscious" ghosts are still nothing more than constructs of the Seepage modeled after the minds of the once-living. On rare occasions such ghosts are produced by living individuals. These spiritual duplicates, usually known as Fetches are quite rare, but strongly indicate that ghosts have no direct connection to the person they appear to be. Some parapsychologists firmly maintain that conscious ghosts do seem to be

fully sentient individuals, and that banishing a sentient ghost is tantamount to murder. Current Aegis policy is to contain or banish malevolent ghosts, and to ignore or recruit the non-malevolent ones. Wilson Jenkins (see p.145), an Aegis agent who died in the line of duty and became a ghost, still haunts the Groom Dry Lake Research Facility. He has been quite helpful to a number of operatives.

One curious phenomenon common to many ghosts is their limited mobility. Usually, non-sentient ghosts can only appear and affect the region near where they died. Some can appear anywhere in the building or the city block where they died, others are so limited that they are unable to leave the a particular room. Some ghosts appear in other places, usually their homes, and a few can only appear in the vicinity of a treasured possession or a loved one.

When a summoning ritual is used on a ghost with limited mobility, the ghost will appear at the site of the summoning. As long as the ghost is held there with summoning or binding rituals, it will appear where the magician wills. However, as soon as the ritual is ended, the ghost will return to its place or residence. Some occultists suspect that sentient ghosts can be freed from the mobility restrictions by repeated summonings. Most fully sentient ghosts have full freedom of movement and can appear wherever they wish, or wherever they are summoned.

While no one is sure of the reason, there are very few ancient ghosts. With a few notable exceptions, ghosts fade over time. Almost all known ghosts are less than 300 years old, and the majority of ghosts are less than a century old.

GENERATING GHOSTS

All ghosts use Telepathic Illusions similar to the Infused power Mask, which allow them to speak and to generate a visible form. More powerful ghosts, such as poltergeists, can create and control Phenomena, such as Telekinesis and Pyrokinesis. The most powerful ghosts, such as ascended ghosts (see below), can use Infused powers such as Possession or Form Body.

The typical non-sentient “recording ghosts” possess only these powers. Sentient ghosts, on the other hand, also possess the full range of knowledge and experience that they had when they were alive. Most sentient ghosts have between 20 and 40 levels of skills, depending upon their age at death and their background. Only skills based upon Intelligence, Perception, and Willpower, and those not requiring a physical body may normally be used by ghosts. However, a ghost in possession of someone may use any skills it knows normally, subject to the limitations of the body it is possessing. Ghosts generally do not have access to the possessed person’s skills and abilities.

CAST MEMBER GHOSTS

With the Chronicler's permission, a character might begin the game as a ghost. Players of ghosts characters must generate a previous occupation and may purchase Qualities, Drawbacks and Skills associated with this background (except Void, Psink or Psychic Burnout), using the normal character types. Unlike usual character creation, Points may be set aside and retained for the next stage of creation. The player should also work out the circumstances of their character's death.

To avoid the problem of playing characters who are simply too limited to be interesting, all character ghosts use Infused Powers, instead of the usual Telepathic Illusions and Phenomena. Ghost characters begin with Mask and one of the following Powers: Telekinesis, Possession, or Form Body, free of cost. The others may be purchased as normal. Ghost characters retain any mental Qualities or Drawbacks.

Ghosts can also have the Infused powers of Telekinesis, Flight, Form Body, Possession, Pyrokinesis, Telepathy, Divination, or Animal Control. Power costs are as normal and must be bought when the character is created, even though they cannot be used until the character has “died”. Other Infused powers are too powerful and may only be purchased at the Chronicler’s discretion. Remember that, unlike Infused, ghosts only have access to ambient SPs to fuel their powers, and do not have an internal Seepage Pool. Experience Points gained during the game can be used to purchase additional powers.

To maintain their connection to the physical world, most ghosts choose to interact with it much as they did in life. Even while incorporeal, ghosts are incapable of moving faster than a human can run. However, ghosts are capable of walking over surfaces that would not support a human, including water. Also, obstacles like walls are no hindrance to ghosts. Ghosts that have the Infused power of Flight can move very rapidly through the air, but only by expending Seepage points.

Ghosts can make interesting and unusual Cast Members. However, care must be taken for them to become neither all-powerful spies nor helpless voices in the background. It is recommended that no more than one player in a group be allowed to play a ghost, unless a special all-ghost campaign is desired.

POLTERGEISTS

The creation of a poltergeist is so similar to that of a ghost that finding a reason for their difference is difficult. Some likely factors are high Seepage levels, the means of death, and whether a Focus or one of the Infused was involved. A poltergeist is similar to a ghost in all respects, with the exception of its additional ability to invoke and control manifestations as one of the Infused. The spirit does, however, remain limited by the ambient supernatural energies of its environment.

Most poltergeists will be found in high Seepage areas. Normally, the manifestations are more frightening than damaging (extinguishing a candle flame, knocking things off of a shelf, or shutting and locking a door). Their actions are usually a series of childish tricks although some are more powerful, capable of violent or even deadly force. Telekinesis, Telepathic Illusion, and Possession (for the most powerful) are their normal range of abilities. Essentially a "living" Phenomenon, these entities effectively feed off pools of Seepage energy. Therefore, any supernatural activity has a chance of drawing their attention, and a Focus within a poltergeist's domain will invariably be noticed. A spirit within proximity of a Focus, or supernatural activity, can manifest more strongly and with greater frequency.

Throughout history, poltergeists have played many roles. The weaker ones have appeared as elves, goblins, or tortured spirits playing tricks on the unsuspecting. The strongest have bent their twisted psyches around other human concepts and appeared as angels and demons, or even gods.

ASCENDED GHOSTS

While ghosts, especially poltergeists, can be quite dangerous, most of them are simply not very powerful. Some ghosts gain significant power and become a different order of being.

Some ghosts are able to draw Seepage energy directly off of living people. A few ghosts may have learned to do this consciously, but for most this process is an accident of history and circumstance. Generally the process of enhancement only occurs with the ghost of someone famous and important. Whatever the exact circumstances, the minds and hearts of a large number of people create this ghost. The exact mechanism is unknown, but over the next few years, the collective belief of all of these people increases this ghost's power and stability. They become capable of performing a wide range of feats that can usually only be performed by the Infused and demons.

Ghosts who are empowered by the beliefs of others are known by many names and are found in many cultures. CAPS researchers refer to such beings as "ascended ghosts", but the Queens Tome does not mention them. In Voodoo, such beings are actively worshipped and are referred to as Loa. While it has never been substantiated, some of the less religious occult researchers believe that many of the miracles performed by various departed Christian saints were actually the work of ascended ghosts.

Eventually, as everyone who knew the ghost in life dies, ascended ghosts begin to lose many of their original memories and personality and become more the reflection of the followers' beliefs. However, unlike demons, ascended ghosts never entirely lose their individuality. They are a combination of real people and legend, and in time the legends predominate, but they are more complex and individual than mere archetypes.

Recently another type of ascended ghost has become common. Legendary fictional characters become so widely known and popular that many people believe in them. This belief has brought a few such figures into existence. These beings appear very seldom and generally no one but the people who actually saw them believe that they appeared. If enough stories and enough belief is generated, ascended ghosts can be formed out of raw Seepage, without needing to first accrete around a ghost.



WILSON JENKINS

INT 1

PER 5

WIL 3

Powers: Mask (appear as himself), Telekinesis, Possession

Skills: Computer Use 3, Computer Programming 4, Electronics 4, Languages (Russian) 2 and (Japanese) 2, Occult Knowledge 2, Research / Investigation 2, Science (Physics) 3, Trance 2

Wilson Jenkins was an electronics technician and computer programmer who worked in the Groom Dry Lake Facility. For many years, Jenkins worked on uncovering the secrets of alien technology, and dreaming of eventually discovering a method of allowing humans to travel to the stars. Jenkins was killed when a Grey psibot unexpectedly lashed out as it was being disassembled. Everyone in the facility was quite surprised when Jenkins showed up for work the next day. Jenkins assumes that his wish to see humanity travel to the stars was strong enough to allow his personality to survive his death. Since his death, Jenkins has traveled around various Aegis facilities and has even gone on a few missions. While he is happiest working in a laboratory, Aegis Prime has convinced him that a ghost can occasionally be quite useful on important missions.



THE DUKE

STR +2 **DEX** +1 **CON** +1
INT 3 **PER** 5 **WIL** 5

Powers: Thrall (charisma and fear), Possession, Regeneration (usable on host), Animal Control (domestic animals only), Frenzy (usable on host)

Skills: Brawling 5, Guns (Pistol) 5, Riding (Horse) 5, Throwing (Knife) 5, Tracking 5

When the weak are oppressed or injustice rules, the spirit of the eternal cowboy may show up to help save the day. Made larger than life through his many movies and the adoration of his millions of fans, his legend has endured long after his death. Today, empowered by the belief and admiration of his fans, the spirit of John Wayne enters into would-be heroes and helps save the helpless and punish the wicked. Only people who are attempting to combat evil, but are unprepared physically or mentally for the task, are likely to be possessed by this spirit.

Like all other possessing spirits, this being is fully in control of the subject's body until the possession ends. The spirit may use all of its skills and powers as if the subject's body was its own. Unlike many possessing spirits, the Duke avoids letting any permanent harm come to its host. The spirit will use its Regeneration power to make sure that the host is fully healed when the spirit leaves. While incorporeal, the spirit has no physical characteristics, but the bonuses listed above are applied to the body of anyone the Duke possesses.

SIMILARITIES BETWEEN ASCENDED GHOSTS AND DEMONS

Like demons, ascended ghosts have become creatures of pure magic and so are bound by the laws of magic. Like demons, ascended ghosts are incapable of breaking their word. Also, like demons, each ascended ghost has specific Banes and vulnerabilities based on the legends told about them. The ascended ghost of King Arthur might be vulnerable to betrayal by someone close to him, while the Voodoo Loa Legba can be more easily summoned at a crossroads.

GENERATING ASCENDED GHOSTS

Ascended ghosts are all essentially legendary figures. They are the legends of particular important or impressive people that have survived these individuals' deaths and now exist as animated concepts. As such, they can be much more complex than demons, especially early in the existence of the ascended ghost, while it still has some connection to its original personality. The powers of an ascended ghost are largely identical to those of a demon. In addition to Form Body and Possession, most ascended ghosts possess Invulnerability, Phantasm, Telekinesis, Thrall and numerous other Infused powers. Those that can form corporeal bodies usually have all of their physical characteristics equal to 4 or 5, and sometimes even higher. The older and more widely known the ascended ghost is, the more powerful it becomes. When designing ascended ghosts look to the legends of the cultural setting. King Arthur, The Eight Chinese Immortals, The Voodoo Loa Eurzuli, Jesse James, Robin Hood, Jim Morrison, Elvis Presley and Princess Diana can occasionally appear in times of need. The best guide to their behavior and actions is the legends and stories told about these beings; these legends give ascended ghosts their power.

DEMONS

Many occultists regard demons, angels, dragons, and the various other powerful, non-human supernatural creatures as denizens of some upper or lower astral realm. In truth, these beings exist merely as patterns of will and desire imposed upon the vast power of the Seepage. Another common fallacy is that none of these beings have anything to do with humanity. Most such creatures describe fantastic origins, and an existence long before human's earliest ancestors first crawled from the primordial ooze. The truth is demons, angels, and similar creatures are nothing more than the ghosts of the Infused. When the majority of the Infused die, they leave behind nothing but victims and unpleasant memories. However, some of them return in a non-corporeal form. The crucial difference is that demons are always fully sentient and are much more powerful than mere ghosts. Also, while some ghosts retain their memories and personality, demons lose all but a few remnants of their humanity.

The process of death strips away any humanity that may have been retained. Unlike ghosts, demons have impressed themselves deeply onto the fabric the Seepage. Demons never simply fade away. As the centuries pass, most demons entirely forget their human origins, becoming purely the archetype they represent.

CREATING DEMONS

Most Infused who die do not become demons. The single best way to make sure that an Infused does not return as a demon is to kill it in the appropriate manner. Exposure to sunlight will vanquish most Stalkers, while destroying their life's work will kill any Adept. Every type of Infused has its own special Bane. If these methods are used, the essence of the Infused is destroyed along with its body.

When something other than a Bane is used to kill an Infused, it may well return in a much more durable form. Some occultists theorize that Infused are only transitional forms. In their view, the final result of corruption is a demon.

Just as many corrupted individuals become Forsaken as Infused, and many Infused disperse rather than becoming demons. Thus, new demons are extremely rare. Even within a powerful Pool or Locus, no more than five percent of all Infused who are killed return as demons. The true horror of demons is that once created, they will always exist.

The key to killing an Infused without creating a demon is to understand the archetype, and through research and observation discover its vulnerabilities. If the opportunity for such investigations is not available, another source of answers lies in old legends and stories. Killing vampires with a stake through the heart actually works on some such beings.

THE NATURE OF DEMONS

While a demon may be viewed as a ghost of an Infused, a number of important differences separate demons and Infused. Even the most inhuman Infused still remembers. The sight of a former loved one may cause an Infused to hesitate a moment before attacking, and may even result in a few moments of sanity. Underneath all of the strange desires and dark motives still lay the remnants of a human personality.

When an Infused dies and becomes a demon all of its remaining humanity is lost in the final transformation. If the Infused had avoided any of the steps of corruption, these are immediately acquired. A demon may recognize a former loved one, but no compassion will be shown. At best, laughter or a few cruel comments may result. Further, every demon is a perfect representative of its archetype. Lacking all humanity, demons lack all true emotions. They react to situations, but they care for nothing outside of their plans and their own survival.

Physically, many demons are extremely similar to the Infused. Newly-formed demons often project a Telepathic Illusion that recreates its previous Infused body. Also, all

demons have either the Possession or Form Body powers, and many have both. To make matters worse, all demons that have the ability Form Body also have Invulnerability.

Not all demons retain a corporeal form after death. While most demons take on the form they had in life, a number of them prefer to attack in ways only possible for a totally insubstantial being. Roiling clouds of malevolent darkness, flying disembodied heads, enormous dragons, ethereal winged angels and other fantastic forms are equally possible for beings that lack physical form. Details of each archetype's demonic form are provided with the archetypes. Remember that Voids, Psinks and Psychic Burnouts cannot perceive the visual aspects of a demon, though they may be attacked physically.

A demon's total lack of humanity limits it in a number of ways. Being purely creatures of the Seepage, demons lack both free will and creativity. While demons can lie with ease, all demons are incapable of breaking their word once they give it. If a demon swears to never attempt to harm any member of Aegis again nothing on Earth can force it to do so. It will literally be unable to consider doing so. However, this oath will not prevent the demon from methodically killing the loved ones of every single Aegis agent. Demons are very conscious of their limits and are bound only by the exact words of any oath they swear.

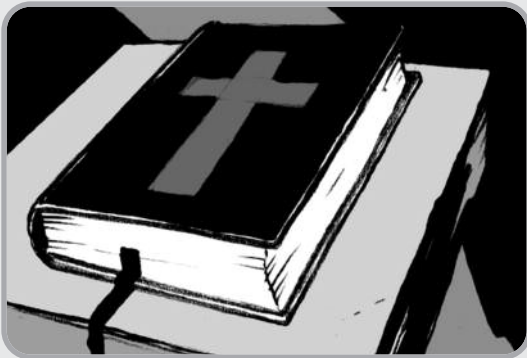
Demons power their abilities just as the Infused, using ambient and internal Seepage points.

DESTROYING DEMONS

Because of their vast power and their degree of separation from humanity, rituals to banish or permanently contain demons are usually extremely difficult. This difficulty, combined with the lack of a physical body, make demons difficult to combat. Like all incorporeal creatures, demons cannot actually be killed. They can be banished and they can be permanently contained within Spirit Bottles, but their existence cannot be ended. For Aegis agents who are not powerful magicians, demons can be extremely deadly foes. However, their very nature also provides weapons that can be used against them. Like their Infused predecessors, all demons have certain antithetical objects, or actions. More information on these Banes can be found in the individual descriptions of the archtypes.

AWAKENED BEINGS

The most mysterious type of supernatural creature is the awakened being. This term is reserved for any object or animal that has become infused with Seepage energy. In addition to gathering in places of power like Pools and Loci, Seepage energy can also naturally collect in objects and animals. It is unclear why a few objects and animals collect Seepage energy, but all known awakened beings have spent considerable amounts of time, even years, in Pools or Loci.



THE NEW ATHENS BIBLE

Archetype: Savior

Seepage Level: 1

This object is the bible in the Catholic Church in New Athens, Indiana. The bible is a large book, hand-bound in black leather. It was printed in 1857 and has since been imbued with the force of belief of the thousands who have seen it used in church services. At times, it will randomly flip itself to pages containing passages that relate to events occurring around it. The priest owner uses it occasionally as a form of divination. The book exudes an aura of holiness similar in many ways to the Thrall power. All who are in its presence feel somewhat closer to God. This effect will not make an atheist into a believer, but it can bolster someone's weakening faith. Also, the bible can occasionally provoke manifestations and phenomena. Some of these effects provide minor aid to a believer in need, such as money being teleported to a desperately poor person. Other effects serve to strike down any that attempt to harm the book, the church it is kept in, or the priest who uses it.

AWAKENED OBJECTS

While the nature of the phenomena is similar, awakened objects are quite distinct from awakened animals. Awakened objects are items that have a Seepage Level, much like a Pool or a Locus. In effect, they are localized, often mobile, Pools and Loci. Most awakened objects have a Seepage Level of 1, but the oldest and most powerful objects have rating of 2. This Seepage energy is cumulative with the ambient Seepage energy around the object. A SL1 awakened object in a SL2 Locus would generate a location with a total Seepage Level of 3. Many magicians, corrupted beings and others greatly desire such objects given their obvious utility.

Awakened objects are much more than simply mobile Seepage batteries, however. Awakened objects all possess some rudimentary consciousness and motivations. In effect, each one has its own archetype. In almost all cases, the archetype of the object relates very directly to its form. All weapons

have Predator archetypes, while an awakened microscope would have an Adept archetype. Only objects with no moving parts, like statues, or simple mechanical devices, like guns or mechanical clocks, can be awakened. Also, only well-made, high-quality, usually hand-made objects ever become awakened. Occultists assume that only the care and emotion involved in making a specific well-made object triggers in it the possibility of becoming awakened.

Awakened objects can be profoundly dangerous because they are capable of independent action. Awakened devices sometimes operate independently in accordance with their archetype. Also, awakened objects are capable of producing spontaneous Provocations. While such events are quite rare, all of the supernatural manifestations associated with Provocations can occur in the vicinity of awakened objects. To make matters worse, when using such an object to perform rituals, the magician must make a Difficult Willpower Test vs. the Seepage Level of the object (roll D10 and add the Seepage Level). If the object is within the boundary of a Pool or Locus, the Seepage Level of the area is added. If the magician fails this Test, he temporarily comes under the control of the object's archetype. This possession generally lasts for D6(3) hours, but this time period varies among objects. While the magician is not actually corrupted and gains no Infused powers, he may have to perform horrific acts before he regains control of his body.

AWAKENED ANIMALS

Awakened animals also possess Seepage energy, but this energy is not available for use by humans. The animal can produce Provocation-like phenomena and often has one or more Infused powers. Awakened animals also seem to have archetypes. The vast majority of such animals are Predators, but a few are Prophets. Becoming awakened does not make the animal any more sentient, so many of the Prophet archetypes and all of the Adept archetypes are simply beyond the range of consciousness of the animal. Generally only wild or feral animals become awakened. Most awakened animals belong to species which are of mythic importance to humanity like dogs, wolves, cats, bears, wild pigs, or horses. Awakened animals like wild dogs usually maintain a keen interest in humanity, which seems heightened by the Seepage. However, some awakened wild animals have little interest in humanity unless humans come looking for them. They lead their odd lives far from population. Their powers are rarely recognized, except by lone travelers, who often do not live to tell others.

SUPERNATURAL POWERS

The following list includes a number of special abilities powered by Seepage Points that expands upon those presented in the core rulebook. Each has a Quality Point value should the

Chronicler allow Cast Member Infused. Chroniclers should feel free to ignore the costs when creating adversaries, to keep the players guessing. Most of these powers require Seepage Points to activate, drawn from the ambient Seepage Points in the area around the corrupted being or from the internal Seepage Pool. Like ritual use, once used to power Supernatural abilities, ambient Seepage Points are consumed. Thus, the more active a corrupted being is, the lower the available Seepage Points become.

For some, like Infused and demons, internal energy may be used. These corrupted beings are so saturated with Seepage, they have Seepage Pools rather than Essence Pools. These points may be spent to power effects without using any ambient Seepage in the area. This internal Seepage Pool regenerates at the same rate as Essence Points.

OTHER SUPERNATURAL POWERS

Chroniclers should feel free to use supernatural abilities from other **Unisystem** games to increase the range of powers available. *Zombie Aspects* from *All Flesh Must Be Eaten* or *Demonic* powers from the *Angel Roleplaying Game* are excellent sources of inspiration.

PSYCHIC ABILITIES

AS PER NORMAL COSTS

Corrupted beings may purchase, or be assigned, any psychic ability available to a Cast Member. For the most part, as creatures empowered by Seepage, these beings are limited in their choices just as characters are due to the present state of human knowledge. Of course, a Chronicler might vary this restriction to present the players with something out of the ordinary and hint at possibilities in the Seepage that are unknown to parapsychologists (Psychic Vampirism comes to mind – a power that humans have not mastered but a corrupted being might display in a particularly deadly manner).

Psychic abilities are purchased or assigned to corrupted beings in the normal manner. Unlike humans, however, corrupted beings can expend one ambient or internal Seepage Point to gain a +1 bonus to one psychic ability's Strength or Art. This can be boosted multiple times, limited by the being's Willpower and the availability of Seepage Points.

Some of the powers discussed later in this section mirror or relate to psychic abilities. They are different in that they have specific effects and set Seepage Point costs. A corrupted being with one of these powers and a matching or related psychic ability decides which to use and when.

RITUAL ABILITIES

AS PER NORMAL COSTS

Like psychic capacities, corrupted beings can purchase, or be

assigned, any ritual-related skill available to Cast Members. Also like psionics, by spending five ambient or internal Seepage Points, the corrupted can gain a one-time +5 bonus to any one Ritual Task attempt. They may also use internal Seepage Points to help fuel Rituals to ensure that enough is available to meet the required Threshold. Thus, with access to enough Seepage, the corrupted become very powerful ritualists.

ANIMAL CONTROL

2 POINTS

Animal Control is very similar to Thrall, but works only on animals. Creatures within the influence of the power naturally trust and obey the desires of the corrupted being. The animals also gain an instinctive (and therefore limited) understanding of the user's wishes. In almost all cases, the animals controlled are of a specific type: alligators, wolves, rats, or vermin in general. A corrupted can affect any animals within sight, or for those animals that have a habit of hiding out of view roughly a 50-yard radius.

5 SP provides control for D10(5) Turns, after which the Seepage cost may be spent again to continue the effects. Animals succumb to this calling without question.

FLIGHT

8 POINTS

This ability enables the Infused to propel itself into the air and remain airborne while moving. Maximum altitude is one thousand feet and speeds of 40mph can be achieved. The corrupted flyer may go no slower than 15mph. Infused may not carry more than personal effects unless they spend 10SP, which allows them to carry extra weight equal to their own. The duration of flight depends upon the SP spent, 10 SP allows D10(5) minutes.

FORM BODY

8 POINTS

Useable only by incorporeal beings like demons and spirits, this ability allows the creature to form a seemingly solid body out of the energy of the Seepage. This body can act in all ways as a normal physical body, and is usually a duplicate of the body the being had while alive. Unless the being has the Invulnerability Power, this body can be affected by all normal weapons and has Life Points equal to the being's Willpower x 5. Once the Life Points are reduced to zero, the body dissipates, but no injury penalties are applicable. Further, the body is not alive and contains no internal structure. Even the most cursory medical exam will reveal that the body is far from normal. As there is some physical aspect to this body, Voids and Psinks can perceive it. The power can be disrupted as normal by the presence of a Psink, depleting the available Seepage in the area.

Forming a normal body costs 20 SP; forming a horrific or unusual body costs 30 SP.

FRENZY**4 POINTS**

Frenzy is a supernatural adrenaline rush common to many Predators. Under the influence of mind-numbing fury, the corrupted is entirely immune to pain (but not damage), capable of bone-breaking, muscle-tearing feats of strength, and blinding speed. The corrupted is in an uncontrollable berserk rage allowing only mindless attack and no use of any power that requires concentration. Any damage taken by an Infused during a Frenzy (short of instant death) is ignored until after the effects wear off. This power raises the Infused's Strength, Dexterity, Constitution and Willpower to six for the duration of the Frenzy.

10 SP spent provides D10(5) Turns of frenzy.

INVULNERABILITY**20 POINTS**

All demons who have the ability Form Body automatically gain this power. The creature is invulnerable to all attacks except those relating to that archetype's Banes. Specific Banes like sunlight and holy symbols will harm a demonic vampire, for example, but bullets or even grenades will do no damage at all. Living beings and unascended ghosts can never possess this ability. This ability has no SP cost and functions constantly.

MASK**3 POINTS**

Masking is a powerful form of TI that corrupted beings use to disguise themselves. It is an illusion limited to the corrupted being's own person. Unlike most other TIs, Mask normally has a distinctive clarity about it. Examples include making oneself "dim" (difficult to see or notice but not technically invisible), a werewolf changing his form at the sight of the full moon, and an angel glowing with the radiance of the heavens.

A 10 SP illusion creates a form that will be perceived unless a Simple Willpower Test is passed. A 20 SP illusion requires a Difficult Willpower Test. When a Test is successful, the agent can see through the illusion to the corrupted being behind it, negating any benefits that the illusion provided. Voids and Psinks ignore the effects of illusions entirely. Psinks in the area double the SP costs and may disrupt the effect with their presence.

MESMERISM**5 POINTS**

Mesmerism is a very powerful form of mental domination. When used upon a victim it can totally suppress his identity. In all respects, the corrupted being becomes the master, unquestionably obeyed by a servant. When effective, Mesmerism lasts for D6(3) hours. This power may be used on more than one person at a time but a separate expenditure of SP is required for each person.

10 SP requires the victim to make a Difficult Willpower Test to resist its dark charm, for every additional 3 SPs spent, a -1 penalty is imposed on this Test to resist. As a specifically directed effect, Voids and Psinks may be targeted, but Seepage Point costs are doubled and the Willpower Test to resist is Simple rather than Difficult.

NATURAL ARMOR**1 POINT / LEVEL**

Some corrupted creatures have toughened skin, mutated by the Seepage flowing through their bodies. Natural armor provides an AV of 1 for every level purchased and acts like regular armor in every way (including Encumbrance).

NATURAL WEAPON**VARIES**

Sometimes the Seepage causes mutation in the corrupted, producing razor sharp claws, teeth, horns and other (un)natural weapons. The more deadly the weapon, the more it costs (see table below). If the weapon does "bash" damage rather than slash/stab, reduce these costs by one. If the weapon is retractable, increase costs by one, and if the weapon is detachable (and therefore throwable) or launchable, double its costs. Missiles such as these have ranges the same as a thrown knife.

Small: One point	2 x Strength damage
-------------------------	---------------------

Medium: Two points	3 x Strength damage
---------------------------	---------------------

Large: Three points	4 x Strength damage
----------------------------	---------------------

Extreme: Four points	5 x Strength damage
-----------------------------	---------------------

PHANTASM**VARIES**

A Phantasm is an illusion created by the corrupted. Dissimilar to a Mask, these visions may incorporate properties of vortex, mirage, and apparition manifestations. Some of the corrupted are capable of fluent control and an infinite variety of images, entirely depending upon their whim. An Adept might generate an illusionary labyrinth inside his mansion to prevent the anyone from interrupting his studies. This could be classified as a 20-point Quality. Others have a single illusion that they use with frequency. It could be as subtle as the light dimming in the presence of a Prophet demon, creating disturbing lighting. If it is the only Phantasm the corrupted is capable of, perhaps it is unaware that it is even doing it. Such an advantage would cost as little as 1 point.

The SP costs modifiers are the same as for Mask.

POSSESSION

5 POINTS

By using Possession, an intangible corrupted being attempts to project the power of his being into another person's body. This initial projection of power costs 10 SPs. The goal is to suppress the victim's identity and allow the corrupted to dominate, leaving him literally inside a human's body. When the being eventually leaves the possessed body, the poor victim pays the price of the supernatural touching his mind. He must see if he becomes corrupted with a Difficult Willpower Test; failure means he succumbs.

Possession has no set duration. At every dusk and dawn, the victim may attempt a Simple Willpower Test resisted by the Willpower of the possessing Spirit, to see if he can force the spirit out.

The possessing spirit may boost his Willpower by +1 for every 10 SPs spent.

REGENERATION

3 POINTS

With Regeneration, any wound that does not kill the corrupted being outright will heal at amazing speeds. In fact, almost any wound can be healed in a twenty-four-hour period of time. Additionally, any wound suffered by a corrupted with this power will heal without medical attention.

Regeneration heals one Life Point per hour. If faster healing is needed, the corrupted can spend 1 SP to heal two Life Points in a turn.

SUPERNATURAL ATTACK

VARIES

Fuelled by Seepage, some corrupted can produce unnatural weapons, such as breathing fire or spitting gobs of acid. Such mutations are rare, but have been documented in a couple of Aegis cases. The more damage the attack does, the more it costs, as does the distance the attack can reach. Close combat attacks are cheaper than ranged attacks. Such ranged attacks have the same ranges as the average pistol. These attacks must be fuelled with Seepage, whether this is ambient or from the Infused's own internal pool. The attack costs the number of SPs it cost to purchase the Attack to begin with. For example, a ranged major attack requires 12SPs to power.

Minor Attack: Four points for close combat, eight for ranged. Inflicts D10x2(10) points of damage.

Major Attack: Seven points for close combat, twelve for ranged. Inflicts D10x3(15) points of damage.

Deadly Attack: Fifteen points for close combat, twenty for ranged. Inflicts D10x5(25) points of damage.

Massive Attack: Thirty five points for close combat, forty for ranged. Inflicts D10x10(50) points of damage.

TELEPORTATION

8 POINTS

In areas of high paranormal activity, some corrupted beings have the ability to teleport. He may teleport from one location to any other locale of his choosing, with certain limitations. The power requires an immense amount of supernatural energy, and even then cannot be done often. The corrupted must expend 30 SP and can only teleport from and to areas of Seepage Level 2 or higher. A successful Simple Willpower Test may be required to use this power, or the Chronicler may use the Teleportation psi ability (see p.50).

THRALL

6 POINTS

Thrall is supernatural emotion control. In many ways it is like empathy in reverse. Instead of sensing the emotions and feelings of others, it allows the user to push a particular emotion into the minds of those around him. A corrupted being can use this power to create unnatural fear, hatred, lust, or other emotions within his victims, which will threaten to make them lose control of their own actions. Although this ability is very potent, the corrupted never relies on this alone to create his intended mood.

Thrall can also create a field of supernatural charisma; by radiating love and trust, the words spoken by the corrupted being become increasingly hard to ignore. Only the quick of mind and the strong of self will keep their wits about them.

Although this power could be used to induce nearly any emotion, the corrupted normally are capable of invoking only one type particularly suited to their archetypes (e.g., love, fear, depression, fascination). When this power is activated, it affects everyone who can see (or hear), and lasts D10 x 10(50) Turns regardless.

A 10 SP Thrall can be ignored only if a Simple Willpower Test is passed. A 20 SP Thrall requires a Difficult Willpower Test. Voids and Psinks are immune to this area effect. Psinks also double the SP cost, and can sometimes dissipate the effects.

Chapter Five

Seekers





CHAPTER 5.1 — THE SEEKERS

INTRODUCTION

This chapter describes two new background organizations for *Conspiracy X*. Although both organizations are highly interested in cryptozoological phenomenon, they are vastly different in origin, outlook, and organization. Full information of each group is presented, as well as new professions and Pulling Strings.

The Royal Cryptozoological Society (RCS) openly promotes itself as devoted to scientific research and discovery. They are an elite group of explorers and scientists dedicated to proving their skeptics wrong. The RCS is amply funded and highly paranoid. RCS members consider themselves scholars and gentlemen. They will, however, employ any means to accomplish their goals.

The Titanidae, on the other hand, are highly secretive and have little interest in scientific inquiry. They are all trained psychics and mystics and view the world through a narrow and distorted lens. The Titanidae see themselves as holy warriors battling a determined and thoroughly evil foe. They too will resort to any tactic to gain the upper hand.

Neither group is particularly interested in governmental conspiracies, claimed alien sightings or Aegis. They should not be assumed, however, to be ignorant of these things, or to be easily duped. Either group would prove a worthy adversary should a conflict develop with Aegis.

THE ROYAL CRYPTOZOOLOGICAL SOCIETY

The Royal Cryptozoological Society is the world's premier center for research in the identification of previously unknown terrestrial lifeforms. In 1859, Sir Henry Bastable founded The Gentlemen's Explorer Club. For a nominal fee, anyone with an adventurous and scientific spirit could join the Gentlemen's Explorer Club, allowing them access to the Club's substantial collection of books and maps from around the world, as well as to lectures by some of the world's most noted explorers and scientists.

The Club moved to its current location near The House of Commons in 1874. Thanks to the generous donations of its members, the Club was soon able to sponsor its own expedi-

tions, and throughout the 1870's Club members identified hundreds of new species of plants and animals, extending their fieldwork into South America, Southeast Asia, and Australia.

Sir Henry died in 1881, and stewardship of the Club passed on to his son David. David had his own vision for the Club, and felt that the men of the Gentlemen's Explorer Club had a far greater destiny. He would only support expeditions that were looking for something extraordinary, something that no other scientist had been able to identify.

At the turn of the 20th century, the Club began to specialize in the search for lost tribes, mysterious animals, and legendary creatures, focusing on cryptozoology. Using the most up-to-date cataloging techniques, the Club compiled the finest collection of tribal myths and stories anywhere in the world. David Bastable was a firm believer that every myth holds a grain of truth, and encouraged Club members to look for new sources of truth wherever they went.

At the time of his disappearance in 1909, he was one of England's foremost authorities on central African myths and legends. He and a team of scientists vanished deep in the Congo in search of proof of the existence of a living dinosaur, known as Mokele-Mbembe. David's share in the Club passed on to his niece, Jennifer Tillbury. She made some important changes in the Club, allowing women to become members for the first time, and widened the Club's field of interest.

During the 1920s, the Club began a rebirth. Under Mrs. Tillbury's direction, the focus turned to seminars, education, and endowing chairs at British universities. She groomed Richard Page, a successful zoologist, as her successor and in 1938, turned over the Club to him. She also established a trust for the Club that included several million pounds worth of stock in her late husband's munitions concern. By the end of World War Two, the Club's financial health was secure.

In 1950, Richard Page took the final step that transformed the Club. Through friends in government and at the palace, he secured a royal charter for the Club, changing the name to The Royal Cryptozoological Society (RCS). The RCS had a small but loyal following during the first decade of its new incarnation. Then, in the late sixties, the Society began to build up a real scientific base, attracting members from notable universities and research facilities. Throughout the seventies and until Richard Page's retirement, the membership drew heavily on scientists from outside of England, becoming for the first time a truly international scientific endeavor. Page retired in 1977, setting up a board of directors to manage RCS's affairs.

Today, under the current Director of the Society, Dame Lucinda Rayburn, the RCS is one of the world's largest collections of cryptozoological data, and funds several expeditions to different parts of the world each year. The RCS has opened up branches around the world, and boasts complete research facilities in New York, Vancouver, and Sydney. Each year the Society sponsors five large scientific conferences, as well as hundreds

of lectures in universities and libraries around the world. The Society is now acknowledged as possessing one of the greatest collections of tribal folklore in the world.

The RCS Building in London is five stories, and holds the main administrative and research facilities for the Society. In 1986, the adjoining property was purchased, and a new library annex and computer facility were constructed.

The Journal of the Royal Cryptozoological Society is published in the main building, and currently has a distribution of 6,000 copies per quarter, as well as its own home page on the internet that receives hundreds of visits every day. The Continuing Education Program also publishes a bimonthly newsletter that is distributed to all members, as well as many universities.

The RCS also sponsors research programs and cryptozoological outposts around the world, and the Society gives out close to a million pounds a year in grant money. RCS resources also include a variety of specialized field equipment available to members. Two ships, the Kraken and the Leviathan are fully equipped marine research vessels of identical make, both of which are almost constantly in use. Each is 120 feet in length, and is outfitted with state-of-the-art sonar equipment, underwater cameras, pressure chambers, diving facilities, and two four-man submersibles. The RCS also maintains and operates a number of aircraft for use in expeditions, including a Lear jet, a sea-plane, several commercial prop planes, and four helicopters.

With the world's most advanced technology and most daring scientific minds at its disposal, the RCS is enjoying greater success now than ever before.

The RCS has provided some valuable recruits for Aegis, although it considers itself a purely scientific organization and does not claim to support any investigation of either the supernatural or alien activity.

However, one rumor suggests that the Society has captured a group of hairy hominids (Pilosi) and is breeding them in captivity.

The RCS is a haven for cryptozoologists, a place where they can work in a nurturing environment. The RCS is also home to a great deal of anti-university and anti-academia propaganda. Most Society members have a developed a sort of "us against the world" bunker mentality. They feel that they need to prove to the world that what they are doing is justified and scientifically valid. This competitive, almost predatory spirit within the RCS has led to several reports of Society members stealing data or even sabotaging non-Society sponsored cryptozoological expeditions. But the big question is why the secrecy? What do they have to hide? All of these questions bear further investigation by Aegis. While several Aegis agents are already in place within the Society, more are needed. Something is going on here.



CREATING ROYAL CRYPTOZOOLOGICAL SOCIETY CAST MEMBERS

Although Aegis principally recruits from governmental organizations, they are willing to draw upon almost any part of society for valuable operatives. Below is a new Profession that can be chosen during character creation. Several new Pulling Strings are also presented for RCS members only.

RCS CRYPTOZOOLOGIST 10(6/4) POINT PROFESSION QUALITY

RCS Cryptozoologists are intrepid researchers, explorers and scientists. They seek the unknown, to discover the hidden mysteries of the world and catalogue new forms of life.

As an RCS Cryptozoologist, the character gains the following additional levels of Skills: Myth and Legend (Cryptozoology) +1, Science (type) +1, Surveillance +1 and Survival +1 as well as the following Qualities: Influence (Paranormal) 1, Resources 1 and Status 1, and the Obligation (2) Drawback.

This Profession also provides access to the following Pulling Strings: Academic Espionage, Expedition Funding and Library.

ADDITIONAL PULLING STRINGS

ACADEMIC ESPIONAGE

1-POINT PULLING STRING

PREREQUISITE: ROYAL CRYPTOZOOLOGICAL SOCIETY MEMBERS ONLY

The Society has no love for the traditional halls of academia, and are willing to take steps against university professors or researchers at other institutions. The Board will spend money and influence, bribe editors and publishers, break into offices and steal documents and evidence. Basically, the Society will do whatever it takes. The only requirement is that the target of such attacks must either possess cryptozoological data or samples, or they must be proven enemies of the cryptozoological movement. The agent must succeed at an Intelligence and Intimidation Task, the higher the Success Levels, the more weight the RCS will put behind the agent's methods. Remember, with the Board, price is no object and anyone can be bought.

EXPEDITION FUNDING

2-POINT PULLING STRING

PREREQUISITE: ROYAL CRYPTOZOOLOGICAL SOCIETY MEMBERS ONLY

The RCS funds several major cryptozoological expeditions every year, spending millions of dollars and providing the best and most modern equipment available. The agent may try and convince the Board to fund a mission she has designed. The more Success Levels gained on an Intelligence and Bureaucracy Task (modified by the agent's Influence Quality), the more resources available to the agent. From simple passage and hotel accommodation, to full expedition teams or use of the Kraken or Leviathan research ships.

ROYAL CRYPTOZOOLOGICAL SOCIETY

(for use with *The Conspiracies Sourcebook*)

CHARACTERISTICS

- Civic Organisation:** Territorial
- Criminal Syndicate:** Individual
- Curiosity Seekers:** Universal
- Investigation:** Territorial
- Research Institution:** Universal

PROFILE

- Group Identity:** Public
- Leader Identities:** Normal
- Member Identities:** Normal
- Group Goals:** Public
- Structure:** Self-Governed
- Territory:** Multiple Entity – Global
- Membership Size:** Medium
- Membership Loyalty:** Mixed

RESOURCES

- Military:** 0 (None)
- Intelligence:** 1 (Minimal)
- Science & Research:** 4 (Grand)
- Law:** 0 (None)
- Criminal:** 1 (Minimal)
- Paranormal:** 2 (Decent)
- Civilian:** 4 (Grand)

KNOWLEDGE

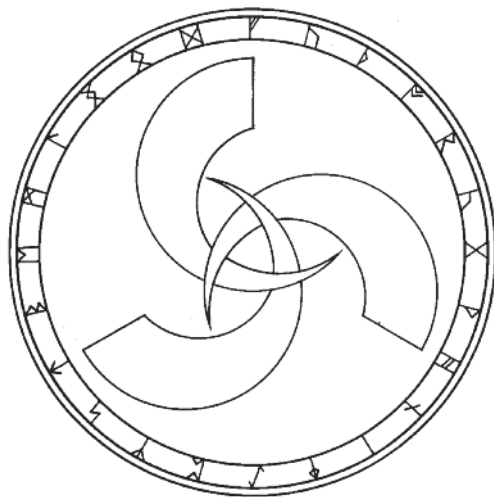
- Military:** 0 (None)
- Intelligence:** 1 (Minor)
- Science & Research:** 1 (Minor)
- Law:** 0 (None)
- Criminal:** 1 (Minor)
- Paranormal:** 1 (Minor)
- Civilian:** 2 (Major)

PULLING STRINGS

Academic Espionage, Cheaper Vehicles, Ear to the Ground, Expedition Funding, Library, Mount Expeditions, Travel Connections



TITANIDAE



ORIGINS AND BELIEFS

The Titanidae, or Children of the Titans have a long and complex mythology surrounding their origins. According to their beliefs, they were formed around 900 B.C., by a philosopher/mystic by the name of Mezentius, who preached against the standard religion of his people, the Etruscans. In order to seek greater religious freedom, Mezentius left his home in Caere, Italy and started a colony on the coast of Sicily.

Mezentius preached that Zeus and the other Olympian gods were twisted evil abominations who constantly bedeviled mankind. The true force for good in the cosmos, according to Mezentius, was not the Olympians, but rather the Titans, whom Zeus had overthrown. Kronos and the other Titans were gods before Zeus; they ruled over Earth when it was a paradise.

Mezentius' stories go back to the very beginning of it all. Before the creation of the world, there was only the demon god Chaos, who thrived on the void. Chaos, while mostly nothing, had a name, and with a name always comes being. This slight essence of being, over the course of millennia, begat more being – one of Mezentius' universal laws is that existence is always expanding, reproducing. Eventually, enough being other than Chaos coalesced to create Sky and Earth from the void.

Chaos created a race of creatures in his own image that would rule over the Sky and Earth – creatures which today are called dinosaurs. But according to the words of Mezentius, some dinosaurs possessed

a cunning intelligence and developed an advanced civilization in service to their god Chaos. These bipedal lizard races are called the Dracones by the Titanidae – and because of their worship of Chaos, they are extremely evil and hostile to mankind. Sky and Earth were helpless before Chaos' great might – so they bore children to help them overcome his evil. These children were called the Titans and their first born, Kronos, led the fight against Chaos. The war raged across the universe, but eventually Kronos and the other Titans overcame Chaos and his serpent children. Chaos was banished to what Mezentius called the Abyss, although Chaos did manage to take many of his creations with him into exile.

Kronos wiped the Earth clean of Chaos' taint by destroying the rest of the dinosaurs. Because of Kronos' role in overthrowing Chaos, Earth, Sky and the other Titans appointed him to be in charge of existence. Wanting to prove that he was a better king than Chaos, Kronos also created a race of beings, which were called Man. Kronos loved his first creations and fulfilled all their needs. Mankind lived in a virtual paradise, where there was no hardship, despair or fear. These first human beings created by Kronos were special because their souls would live forever. After their frail husks died, their souls would pass on to a newly born infant and so live another life. But these immortals could not pass on their gift to their children; Kronos blessed only those he created directly. Kronos called his creations the Titanidae, roughly translated as "The Children of the Titans."

Earth and Sky, now free from the chains of Chaos, bore more children who would live side by side with the newly created Man. None of their new progeny matched the greatness of the Titans, but a few could properly be called gods. Centaurs, elves and satyrs began to gambol about the fields of Earth's wilderness, at peace with Man. Earth and Sky wanted to care for their creations as did Kronos, so they created a pocket dimension, which Mezentius called the Goblin Universe, for their new children to go to if Man ever became too hostile towards them. The strongest of the new progeny were the so-called Cthonic gods – mostly deities of the earth and its products – such as Dionysius, god of wine, and Demeter, god of crops. Earth and Sky created these new divinities to act as mediators between themselves, Man and the Titans.

Earth and Sky were too vast and their consciousness too diffuse to pay attention to the little problems, such as a drought. The Cthonic gods were in charge of making Earth a paradise for all its varied residents.

Kronos and the other Titans realized that they too needed help regulating the world they had created. While the Titans were nearly omnipotent, they could not be everywhere at once. So each of the Titans gave birth to another race of deities, called the Olympians. The first-born was Zeus, who was forever jealous of his father Kronos. Zeus constantly plotted against the Titans and their beloved creation, Man. Eventually, Zeus and the other Olympians joined forces with some of the Chaos-spawn still living on Earth, such as the Furies, and defeated the Titans.

Zeus cast Kronos and his brethren into a horrid prison dimension called Tartarus.

Zeus immediately cast the world into a Dark Age. Man now struggled to survive under the harsh winters and severe summers sent by Zeus and his Olympian cohorts. Food became scarce and Man had to hunt to survive. But when Man hunted, he learned to kill and when he learned to kill, he learned to war with his own brothers. Soon, Kronos' Golden Age was forgotten and Man was divided into dozens of different peoples. Zeus, like Kronos and Chaos before him, created a race in his own image, called the Pilosi. While Kronos created a race out of love and passion, Zeus spawned the Pilosi out of vile envy for Man. Consequently, the Pilosi were twisted caricatures of beautiful man: their clumsy bodies towered over Man and were covered in coarse hair, and their souls were consumed with hatred. According to Mezentius, the Pilosi were remembered in tales of cyclops, ogres and giants.

Mezentius recorded all of this in an epic poem called "The Truth and the Lie" which had a unique power that compelled certain readers to come to Sicily to discover more of Mezentius' teachings. Mezentius explained that he was one of the reincarnated souls of Kronos, that he fully remembered all the lifetimes he had lived. It was the responsibility of all of the first created souls of Kronos to gather together and free the Titans from their prison in Tartarus.

Mezentius not only taught the settlers his new theology, but also how to tap into their hidden power – a heritage of their origin as the Children of the Titans. Mezentius taught his followers that they had a sacred duty to hone their abilities, and rediscover their lost memories in order to one day free the Titans and help rule mankind justly once again. However, in 475 B.C., Mezentius held a series of games honoring the fallen Titans in the fields outside the colony. Heiron approached the town with his supposed participants in the events, who were actually assassins hired from the Far East. These assassins possessed mystical arts that could counter the powers of Mezentius and his followers. When Heiron's entourage entered the town, they began an unholy slaughter of all the residents. Mezentius barely had time to bury his teachings in a sacred grove before he, too, met his fate at the sword of Heiron.

Generations passed, and the Children passed their legacy from person to person. According to Titanidae scripture, the Essenes were not Jews, but a small community of Children who had once followed the Jewish faith, but now had discovered their ancient origins as the first born souls of Kronos. The Essenes imparted their knowledge to Jesus, teaching him that his powers came from Kronos and that he was a Child of the Titans just as they were. Consequently, the Romans destroyed both the Essenes and Jesus because of the threat they posed to Roman sovereignty in the East. Most of this was written down on several scrolls, later gathered in the 10th to 13th centuries, A.D. by the Cathars. They had discovered their true origins and were attempting to create a new religion integrating Christianity

and Mezentius' ancient theology. In 1209, the Catholic Church declared the Cathars to be heretics and began a wave of attacks that finally ended in the slaughter of the last colony in 1244. The scrolls became known as the "Dead Sea Scrolls", and were initially found by a Child, who replaced them with fakes. The Children, to this day, hamper any research into these scrolls or archaeological expedition into these areas.

The Titanidae have learned from their mistakes. Again they gather, under the pretense of a harmless social club – but their goals remain the same since the time of Mezentius – to rule the world. Now, they work in secret, in the shadows – reaching out from time to time to pluck out a new member or to manipulate some event towards their own goals. They know about Aegis, the National Defense Directorate – about it all. They don't care. To them, aliens are a laughable explanation for the eternal conflict between the spawn of Chaos, Zeus and the Children of the Titans.

ORGANIZATION

The Titanidae members are organized into different levels of understanding. The Iron are just fledgling members ignorant of the group's true goals. The Bronze are taught rudimentary uses of their untapped psychic abilities and are given small tasks to accomplish. The Silver have been told their true origins and the source of their psychic abilities, but they do not yet know the true extent of the organization. The Golds are almost fully educated in the ways of the Children. Founders are the highest level of the Titanidae and they are the organization's most powerful members. They are called Founders because they have reached full cognition of their past lives, stretching all the way back when they founded Mezentius' colony. Each level requires ceremonial and often painful tasks that must be completed before the member is granted ascension to the next. Before any member can proceed to Silver, they must undergo a Labor, a mission for the Children. This can vary depending upon the skills of the member, but most are dangerous and involve some level of conflict.

Several Founders are elected to control Titanidae operations in different areas of the world. These higher authorities are called Flamens. There are four major Flamens: the Flamen Americarum, who oversees North, Central and South America, the Flamen Asiae, who runs operations in Asia, the Flamen Europae, who manages Europe, and the Flamen Africae, a newly created office for the burgeoning work in that continent.

The Titanidae claim that they are the servants of their Lord Kronos, that they seek to fulfil his will, but these only warrant their true goal: world domination. The Founders believe that they have a divine right to rule over their fellow man. Before the Titanidae assume their mantles as the protectors and rulers of Earth, they must first free Kronos and the other Titans from Tartarus. As to whether Tartarus is another dimension or another planet, no-one knows. The Titanidae seem to think it's just

somewhere else – and that their magicks will find it. So the Titanidae seek to increase their occult knowledge by any means possible. Flamens will send a team of Founders to any place that has exhibited any paranormal activity. Flamens themselves delve into libraries, hoping to unearth some new insight into magick.

Titanidae gathering places are usually called "Ships" and referred to as the "Baltimore Ship" or the "Chicago Ship". At each of these locations is a building where members are recruited, initiated and trained. The facilities are called ships because they help the lost soul of a Titanidae sail back to his true memories. All the members are passengers on the same "voyage," uncovering the memories of Mezentius' colony.

According to the Titanidae legends, there are three races of beings out there which are dedicated to destroying mankind. The first race is the Dracones – they are the serpent race created by Chaos in his own image. These creatures eventually evolved into serpent men, who supposedly were banished from the Earth when Kronos overthrew Chaos. The second race are the Goblins, who were created by Earth and Sky. These smallish creatures (resembling Greys) inhabit a "Goblin" universe, from which they occasionally emerge to bedevil mankind. The last race are the Piloni – the hairy giants created by Zeus to destroy humankind. The Titanidae are devoted to finding these creatures and either destroying them or foiling their plans.

The Titanidae do not believe in aliens – their theology does not allow for this. They know a great deal about Aegis, but they don't seem to care. What we call "Saurians" and "Greys", they call Dracones and Goblins.

The Titanidae don't believe in psychic abilities – they call any psychic, paranormal or supernatural powers "magicks". The Titanidae have broken down magick into a number of different areas: frontac (elemental magicks), hinthial (mind magicks), mari (death magicks) and netsvis (future magicks).

For the Titanidae, there is no difference between psychic abilities and ritual magick. The Titanidae view psychic ability as a sign of being magickally gifted, and therefore one of the reincarnated Titanidae of long ago. They then combine these natural abilities with dedicated study of the occult: the so-called rituals. Thus the four main branches of Titanidae magick correspond to aspects of the *Conspiracy X* world. Frontac encompasses the psychic abilities of Bio-PK, Pyrokinesis, and Telekinesis. Hinthial corresponds to the psi-abilities of Clairvoyance, and Telepathy. Mari includes ritual magicks centered around summoning and binding spirits. Netsvis is a combination of the psi-abilities Clairvoyance and Precognition and divination rituals.

A lot of the study into the Titanidae magick is done through *cecha* – tiny, handsized statues, engravings and carvings which have been imprinted with a powerful psychic signature. If any psychic holds a *cecha* for just a few moments, his mind will be awash with a sort of psychic tutorial. Many of these *cecha* contain lessons on the various aspects of Titanidae magicks; a few *cecha* are also journals about the experiences of the Titanidae.

The cecha are made of a porous material, almost like coral, but not quite as rough.

The cecha are a kind of psychotron created by the Titanidae to teach their members important lessons. The creation of these psychotrons is a closely held secret. Only the Founders know the truth about the cecha, and only a few Founders know how to empower the strange devices. The Founders create cecha using a special kind of coral that they are able to grow in only one place on Earth. Legend has it that the coral came from beyond the stars as a gift from Kronos many millennia ago. The Titanidae have kept this treasure a guarded secret for more years than most can remember. The cecha is in fact made from a coral very similar to that which forms the basis for Grey lens technology, although a Grey would find the cecha to be a very primitive device. The Titanidae can only use their coral for the purpose of storing information, and are not able to breed varieties of lens coral like the Greys. The cecha are in effect substitute teachers, allowing individual Titanidae to develop their psychic abilities without aid.

TITANIDAE CAST MEMBERS

Players wishing to create Titanidae characters have several options open to them. The most obvious is to create Aegis operatives drawn from the Titanidae ranks. These are individuals who have strayed from the official beliefs of the Titanidae, that do not believe in the arcane mythological paradigm under which the Titanidae operate. Instead they are infiltrators who seek to manipulate the organization in the interest of Aegis (or possibly the NDD).

Aegis agents operating within the Titanidae have undergone extensive psychic preparation before being sent to infiltrate the group. This allows them to overcome the detrimental effects of revealing Titanidae secrets. The preparation involves long hypnosis sessions coupled with the implantation of psychic triggers that will counter those placed by the Titanidae. Even with these aids, it is still painful for Aegis agents to reveal the secrets they have been told. Doing so requires a Difficult Willpower Test, succeeding allows the character to speak to another person for ten minutes about the Titanidae or write for half an hour. Failing the test means the character suffers a D6 x 2(6) Life Points damage. The higher the level the character holds in the Titanidae, the harder it is for them to tell secrets, so a modifier is applied dependent upon the rank (see table).

A character's rank in the organization reflects their Influence Quality level. No character may start the game with an Influence greater than 3 if they are playing Titanidae Aegis agents.

Influence Quality Level	Rank	Modifier to expose Titanidae secrets
1	Iron	-1
2	Bronze	-2
3	Silver	-3
4	Gold	-4
5	Founder	Impossible



NON-AEGIS TITANIDAE

At the discretion of the Chronicler, players may also create characters who are loyal servants of the Titanidae. In many cases these will be individuals who are infiltrating other groups such as Aegis, the NDD, or the Royal Cryptozoological Society. The Titanidae will be mainly concerned with investigating supernatural and cryptozoological phenomena. Such characters are invariably loyal to the Titanidae, and are often of Gold level. The Flamens would not trust anyone less powerful to serve as an infiltrator. This means that a character must have level 4 Influence Quality to be a Titanidae agent. Like all Titanidae they must also have some psychic ability. However, the character will not have undergone the psychic conditioning Aegis agents receive before joining the Titanidae. This means that it is impossible for them to give away any of the group's secrets. Even trying to do so results in D6 x 4(12) points of damage. A Difficult Willpower Test modified as before allows the traitor to speak for a full minute, or write for five, but she immediately suffer D6 x 3(9) points of damage. Titanidae agents may pull strings and learn professional skills and training just as an Aegis mole would. They should also purchase the Disloyal (Spy or Double Agent) Quality.

The character may also be a Titanidae mole, infiltrating Aegis. At certain times, their psychic blocks result in blackouts, during which time she reports back to the Titanidae and reveal everything she knows about Aegis. Usually, they will think they are asleep, and may be unaware of this happening. She may even be subject to other triggers that produce lying or even homicidal outbursts.

TITANIDAE MEMBER — AEGIS INFILTRATOR 19(14/5) POINT PROFESSION QUALITY

Titanidae are fanatical and secretive, believing they are the reincarnation of ancient souls, Children of the mythological Titans. Their quest is to tap into their unawakened powers, to learn magicks to aid the release of the Titans from Tartarus. However, the Cast Member is also working for Aegis, either initially as an Aegis agent infiltrating the Titanidae, or as a Titanidae who has lost their beliefs and has been recruited by Aegis.

As a Titanidae member, the character gains the following additional levels of Skills: Myth and Legend (Cryptozoology) +1, Occult Knowledge +1, Research / Investigation +1, and Ritual (type) +1 as well as the following Qualities: Disloyal (Spy) (3), Influence (Paranormal) 1, Psychic, Resources 1 and Status 1, and the Obligation (2) Drawback. They may also wish to purchase the Old Soul Quality (see below).

This Profession also provides access to the following Pulling Strings: Front Page News, Library and Occult Library.

NEW QUALITY

OLD SOUL

4 point/level Paranormal Quality

The character has been reborn many times. As a result her soul has become stronger. Characters with Old Souls tend to be very mature and precocious for their age. This Quality can be acquired multiple times during character creation (but cannot be purchased afterwards). Each level represents 3-5 previous lives lived before their current incarnation. The player may determine who these former selves were, where they lived and what they know, or leave this information in the hands of the Chronicler.

Each level adds 6 points to the character's Essence Pool, and 1 point to the Attribute Point Pool (though these points may only be spent on mental Attributes (Intelligence, Perception and Willpower)). An Old Soul is sometimes able to tap into the knowledge of her previous lives. These attempts require the character to pass a single Test using both Willpower and Intelligence as modifiers, and each attempt drains the character of 1 Essence Point, which is regained normally. When attempting to perform an unskilled Task, the character may receive a flash of knowledge from one of her previous lives. If the player took the time to decide what her character's previous lives knew, then the character gains, for that one Task, a skill level equivalent to the character's Old Soul level, but only the skills that the character knew in her previous lives are available. If the previous lives are not known, the character uses only one half of the Old Soul level (rounded down), but virtually any skill might be known. The only exception would be high-tech Skills that a previous life would be unlikely to know.

Having access to her past lives like this is a great sign of prestige in the Titanidae, and any social Tasks, or attempts to use her Influence within Titanidae circles receive a +2 bonus for each level of this Quality.

TITANIDAE

(for use with *The Conspiracies Sourcebook*)

CHARACTERISTICS

Anti-Paranormal Group: Universal

Paramilitary: Universal

Psychic Network: Universal

Religious Group: Universal

PROFILE

Group Identity: Covert

Leader Identities: Shadow

Member Identities: Covert

Group Goals: Shadow

Structure: Pyramid

Territory: Single Entity – Global

Membership Size: Medium

Membership Loyalty: Absolute

RESOURCES

Military: 0 (None)

Intelligence: 0 (None)

Science & Research: 0 (None)

Law: 0 (None)

Criminal: 2 (Criminal)

Paranormal: 1 (Minimal)

Civilian: 1 (Minimal)

KNOWLEDGE

Military: 1 (Minor)

Intelligence: 2 (Major)

Science & Research: 1 (Minor)

Law: 2 (Major)

Criminal: 3 (Deep Infiltration)

Paranormal: 3 (Deep Infiltration)

Civilian: 2 (Major)

PULLING STRINGS

Criminal Resources, Front Page News, Library, News Archive, Occult Library, Safe House

CONSPIRACY SOURCEBOOK VS PARANORMAL SOURCEBOOK

Observant (or paranoid) readers will notice that the description and profile of the Royal Cryptozoological Society (p.154-155) does not tally with those presented in *The Conspiracies Sourcebook*. This is because the description in this book presents the RCS largely according to its public face, though hinting at dark questions and rumors surrounding its activities, but representing a more innocent RCS. In *The Conspiracies Sourcebook* those questions and rumors become ugly truths, taking Page's secret agenda into account. The innocent appearance is all that those outside of the RCS' inner secret echelons can see, and it is often little surprise that it hides a darker purpose.



CHAPTER 5.2 — CRYPTOZOOLOGY

INTRODUCTION

In forbidden forest glens, deep highland lakes and lost jungle swamps, they live their secret lives, hidden from human eyes. Are they remnants of our distant ancestors, survivors of a lost age, or something completely unknown? Unfortunately, there are no absolute answers to cryptozoology's greatest riddles. Instead are presented several possible explanations for the creatures, along with ideas to help the Chronicler integrate them into her campaign.

In general, the material offered here presents a range of options for the Chronicler, running the gamut from the mundane to the supernatural. This is the beauty of cryptozoology. Although players may be familiar with the legends surrounding these creatures, they can never be sure what is really going on. The element of mystery is a very important part of every cryptozoology adventure, and even when it is over, the agents may still have only discovered part of the greater truth.

Another dimension exists to the cryptozoological adventure, one that real cryptozoologists face in their work. Having discovered this incredible information, do the players tell anyone? Does the world really need to know?

HAIRY HOMINIDS

"Hairy Hominids" are bipedal creatures that resemble men, but are covered with hair. The Almas, Bigfoot, and the Yeti all fall into this category. Legends of such hairy man-beasts originate from all across the globe, although little definitive proof of their existence has been unearthed.

Most scientists dismiss the accounts as being some sort of gorilla, ape, or orangutan. As reports by the RCS and Titanidae have shown, however, too much evidence to the contrary exists to use this explanation in every case. Certainly it is possible that sometimes wildman, Yeti, or Bigfoot sightings are actually known primates of one sort or another, but that does not account for all of the sightings.

ANCIENT ANCESTORS

Initial ideas suggest that the hairy hominids are survivors of our ancient ancestors. Many cryptozoologists believe they are surviving species of Gigantopithecus or Neanderthal man. This would account for much of what is known about the creatures. How such a population could remain hidden and genetically viable for so long is somewhat of a mystery, but it is not beyond the realm of possibility.

If the mysterious bipeds are survivors of species thought long extinct then it is likely that the isolated populations around the world would have evolved in their own ways. This would account for some of the minor discrepancies between the various sightings. Nevertheless, the basic characteristics of hairy hominids would remain the same no matter where they were found. The sidebar presents the range of hairy hominids: the larger creatures like Bigfoot and some of the Yeti sightings, to the smaller man-sized sightings such as the Almas or wildmen of the Caucasus.

They live in isolated areas where few humans travel, tending to make homes in deep forests and caves. The Neanderthal survivors have primitive tools for cutting and digging, and are primarily hunter-gatherers, living off the land with no developed agriculture. These creatures tend to group in small families



HAIRY HOMINID

STR 3-5 **DEX** 3-4 **CON** 3-5

INT 3 **PER** 3 **WIL** 2

LP (Strength + Constitution) x 4 +10

EPS (Strength + Constitution + Willpower) x 3 +5

Spd (Constitution + Dexterity) x2

Essense Pool (Total Attributes)

Qualities: Hard to Kill 2-5

Drawbacks: Physical Disability (no language)

Skills: Craft (Primitive Toolmaking) 3, Stealth 3, Survival (wilderness) 5, Throwing 2, Tracking 3

under very primitive conditions. They are dimly aware that humans are somewhat like them. They also instinctively realize that we are a threat to them in some way, and will usually flee at the sight of man.

While generally peaceful, hominids can become violent when cornered or when protecting their young. They will hurl rocks and large stones and even attack with tooth and claw. The hominids will work together as a team, and will use surprisingly advanced tactics when dealing with any outside threat.

ANOTHER EXPLANATION: PILOSI

An alternative explanation for the presence of hairy hominids is more in line with the history of *Conspiracy X*, although Chroniclers may want to mix and match explanations. The Almas might be Neanderthal survivors, but the Yeti may fall into this second category of hominids, those the Titanidae refer to as Piloni.

The Piloni once lived side by side with early homo sapiens, roving the earth in hunter-gatherer bands. The coming of human beings also brought a new phenomenon to Earth's landscape: Seepage. As human beings became more and more populous on Earth, Seepage became more and more prominent. The Piloni mastered a skill that saved them from extinction in the face of psychic superiority, a skill that continues to protect them to this day. Based upon their original ancient magic, the Piloni developed the ability to control Seepage, to mold it to their will through rituals and incantations. The Piloni are the Earth's true magicians. They pull magic out of thin air through the manipulation of human psychic Seepage.

Originally it was only the primitive priests and shamans of the old hominid races who mastered this secret ability, and they kept it to themselves. It allowed them to master their fellow hominids, becoming chiefs and kings among their people. The shamans and priest kings took to breeding among themselves, setting up entirely different communities away from the main hominid populations to encourage the genetic ability for magic. Thus, the races of mystical Piloni were born. Over the millennia, evolution and natural selection took its toll on the Earth's hominid population, the Piloni clans themselves developing in different ways, evolving into the various hairy hominids now found throughout our world.

For a long time the growing human population still treated the Piloni with respect, coming to them for aid in magical and spiritual matters, coming to be revered as gods and spirits. Also, as the population grew, their power increased from the growing raw Seepage. As humanity evolved into city dwellers, the Piloni remained few, content to live in their forests and caves. They had become very spiritual beings concerned with explorations of the soul and the realms of magic. They still gave advice to the humans who came to them, and would warmly accept the small offerings of food or art left. The Piloni became the spirits of the woods and the mountains, honored by all men.

Through their manipulation of Seepage, the Pilosi eventually reached the point where they could avoid death entirely, effectively immortal unless struck down by some unknown disease or by violence. Speech left the Pilosi entirely, and they began to communicate among themselves through a process known as soul melding, a joining of two minds in which information, memories, and feelings are exchanged instantaneously. This process does not work with humans however, and communication with them became difficult. Although they are able to understand what a human is thinking just by the fluctuations in Seepage production, the Pilosi are unable to communicate their own thoughts back to humans in anything but the simplest gestures.

The Pilosi began to fade into the background, retiring to their forest and mountain retreats. Humans began to develop their own kind of magic based on their innate psychic abilities, losing their respect for the Pilosi, hunting them in some places.

Up until the 2nd Century AD, hundreds of clans of Pilosi around the world were hunted to extinction. The few remaining groups fled from humanity, seeking refuge in the world's deepest forests and most remote mountains. Today the Pilosi have a

new enemy: scientists and cryptozoologists. These enthusiasts have gathered small pieces of evidence that the Pilosi exist. Now they hunt for proof of the Pilosi, hoping to expose their existence to the world at large.

Fortunately the magic of the Pilosi is greater today than it has ever been. Bolstered by the breathtakingly large human population, the Pilosi are able to keep their presence largely hidden from intruding eyes. The Pilosi numbers are now so low and their communities so scattered that birth rates have plunged to near zero. Only their magic keeps them alive, and whenever one of their number passes on it is a great tragedy.

THE NATURE OF PILOSI MAGIC

Pilosi magic is simply a manipulation of the Seepage, though over the centuries, the Pilosi have performed their rituals so many times that they have become ingrained in the fabric of the Seepage. The Seepage has been molded by the Pilosi in the same way over again to the point that it now naturally behaves according to certain patterns the Pilosi have created.

THE ESSENCE OF PILOSI MAGIC

Chroniclers who wish to incorporate *Conspiracy X* into other **Unisystem** games may approach Pilosi magic in an entirely different way. As mentioned in **Chapter 3: Seepage**, the Pilosi were present on Earth long before the Atlanteans manipulated genetics to create the human race. Before the humans, there was no psychic Seepage, yet the Pilosi have always been gifted magicians.

This is because the Pilosi were able to manipulate the ambient energies of the Earth. At that time this was the natural Essence: the very building blocks of creation. The rituals to manipulate Essence are similar to those used today to manipulate Seepage. However, to use these rituals today risks corruption from the Seepage energy that chokes the Essence of nature. This is another reason why the Pilosi hide from humanity, sheltering in the natural wilds, where the Seepage is thinner and access to the Essence is easier.

The Pilosi have had to adapt their rituals to filter out the harmful Seepage before they can use their natural magic. Although they learned through trial and error how to manipulate the Seepage energy, they saw its seductive powers on the humanity they taught, and after years of aiding the human occultists realized their survival was in isolation and nature. They may still use Seepage Rituals, although it is rare, preferring to use their more natural and safe magic.

The ability to filter the Seepage is unique to the Pilosi, hence why no human has been taught these rituals. It has been noted that Pilosi have mated with humans in the past, their offspring have the potential to be powerful magicians. Chroniclers may suggest that these "Gifted" with Pilosi genes somewhere in their genetic makeup are the modern Gifted that are able to cast spells (or Invocations) quickly. They innately filter the Seepage from around them through their Essence Channeling.

If this is the case, the rituals presented above can still be used, the only difference is that the Threshold refers to the amount of Essence that must be present in the area for the magic to work. Ambient Essence is usually present in relatively similar amounts to Seepage, though Essence is normally dominated by the more aggressive nature of Seepage. In areas where Seepage is weak, the wilderness, calm and natural forests for example, Essence may be limited but it is easier to access.

Chroniclers may wish to change the rituals, and use Invocations from *WitchCraft*. If this is the case, the Pilosi should use the following: Communion, Elemental Earth, Lesser and Greater Illusion, Shielding, Soul Projection and Weather Lordship. A variant of Affect the Psyche unique to the Pilosi could be used to recreate the Mind Wiping ritual.

INTELLIGENT APES

Chroniclers using other **Unisystem** games may wish to create the Pilosi using the Intelligent Ape Creation chapter of *Terra Primate* for a very different take.

The Pilosi send their minds into the greater astral network of the Seepage and there seek the wisdom of the ages. Experienced Pilosi can learn anything known to any human who ever produced Seepage, provided the Pilosi has enough time in the astral netherworld to cull the information. As such they have an amazing amount of knowledge about what goes on in this world and beyond, including the presence of aliens on Earth.

Much of the Pilosi's magic focuses on hiding their existence from humanity. The Pilosi constantly perform rituals of deception to protect them from the prying eyes of humanity. Humans will simply overlook footprints and will even ignore a Pilosi standing right in front of them. Unfortunately, the deception is not always a completely effective.

The Pilosi can also use their magic in a more direct fashion, should the need arise. They can actually manipulate an individual's mind, effectively editing and erasing memories. Even Psinks and Voids are susceptible to these effects, although it takes a great deal more manipulated Seepage to affect their minds.

Pilosi are also capable of much more dramatic rituals, but these usually require plenty of preparation time and the participation of several other Pilosi. One of the most commonly used greater rituals is the manipulation of the weather. Another popular Pilosi ritual involves the creation of very detailed illusions. If the Pilosi have ample warning of intruders they will gather to cast a complex six-hour ritual which allows them to totally reshape the appearance of everything within the region. They usually simply create dense forests or other wilderness scenes that will not arouse any attention. These serve to effectively erase any signs of the Pilosi and are capable of fooling even cameras. This is not merely an illusion of the mind but actually a fabrication of light and pure psychic energy.

Pilosi magic works along the same lines as ritual magic. The Pilosi manipulate Seepage through a combination of ritual and their own force of will. Below are examples of several Pilosi rituals, and Chroniclers should feel free to adapt them to their own needs. It is almost impossible for humans to learn Pilosi magic.

RITUALS

EARTH MOVING

Threshold: 20

Length: 1 hour

Duration: Permanent

Effect: This ritual allows the Pilosi to tunnel through rock at an accelerated rate, creating 100 yards of tunnel in only an hour. A Pilosi can sustain this pace for about 8 hours before it must rest for a day. The rock and earth simply melt away, becoming extraordinarily dense around the tunnel walls. Prolonged use of this ritual can create large underground caverns and warrens. Pilosi are also able to use this power to close off the tunnel behind them.



ILLUSION, MAJOR

Threshold: 30 **Length:** 6 hours
Range: Ritual Space **Area:** 500 yards
Duration: 3 days

Effect: For each Pilosi participating, the area affected increases by 250 yards. The ritual allows the Pilosi to control the appearance of everything within the area of the ritual at the time of the casting. Anyone coming into the area will see things as the Pilosi wish. The ritual can even change the appearance of the beings, making horses appear as unicorns, or Pilosi appear to be bear or bears, as long as they remain within the area of the ritual.

ILLUSION, MINOR

Threshold: 20 **Length:** 1 hours
Range: Ritualist **Duration:** 12 hours
Duration: 3 days

Effect: This ritual allows the Pilosi to change her own appearance to any other animal or even a person. Pilosi sometimes take the form of faeries, trolls, humans, large dogs, or anything else they find convenient. The Pilosi does not gain any abilities of the form they assume since it is only an illusion (they cannot fly if they make themselves look like a bird).

MIND WIPING

Threshold: 15 **Length:** 5 minutes
Range: line of sight **Area:** 1 target
Duration: Permanent

Effect: Mind wiping allows the Pilosi to make a human forget that they have ever seen the Pilosi. All of the human's memories of the Pilosi in the past twenty-four hours are completely erased from the conscious mind. Memory editing can be resisted if the target passes a Difficult Willpower Test. For Voids and Psinks this Test is Simple. Psychics will realize that something is going on, but not exactly what. Each additional Pilosi aiding in the ritual penalizes any resistance by -2, and adds five minutes to the casting time. Multiple targets may be effected, but this increases the necessary Threshold by +5 for every target.

SKIN OF STONE

Threshold: 18 **Length:** 1 hour
Range: within sight **Area:** 500 yards
Duration: 12 hours

Effect: This ritual creates magical body armor for one recipient, providing an AV (D8 x 5) + 20(40) with none of the EV penalties.



TYPICAL PILOSI

STR 3-4 **DEX** 3-4 **CON** 3-5
INT 3 **PER** 3 **WIL** 4

LP (Strength + Constitution) x 4 +10

EPS (Strength + Constitution + Willpower) x 3 +5

Spd (Constitution + Dexterity) x2

Essense Pool (Total Attributes)

Qualities: Hard to Kill 2-5

Drawbacks: Physical Disability (no language)

Skills: Craft (Primitive Toolmaking) 3, First Aid 3, Ritual (Pilosi) 5, Stealth 3, Survival 4, Throwing 2, Tracking 3

Each Pilosi will know a number of different rituals at a high level of proficiency (4 or 5). The specifics of these rituals are entirely up to the Chronicler. Sample Rituals are presented above.

Pilosi come in a variety of shapes and sizes, from the Neanderthal-sized Almas to the larger Sasquatch of North America and Yeti of the Himalayas. Their Attributes are similar, physical differences aside, although the Chronicler may wish to change the Strength and Constitution ratings for the larger hominids.

TRANSFORMATION

Threshold: 15
Range: Ritualist

Length: 30 minutes
Duration: 20 hours

Effect: The caster creates an illusion that she is actually a jaguar. The caster can walk around as normal, but they will appear to be a jaguar walking on all fours. The caster is also levitated an inch off the ground, allowing them to move silently. The by-product of this levitation is that it leaves behind tracks as if a jaguar had walked where the caster walked.

WEATHER CONTROL

Threshold: 32
Range: sight

Length: 1 hour
Duration: 12 hours

Effect: The caster manipulates the natural forces of the weather to change it to the caster's wishes. The more varied from the actual weather, the more difficult it is to succeed at the ritual. Imperceptible changes (a cloud covers the sun) is relatively easy (+2 to the ritual Task), significant changes (hard rain on a clear day) are harder to accomplish (-1 to the ritual Task). An extraordinary change (downpour in a desert, stopping a hurricane) is much more difficult (-3 or more to the Task). The area effected is equal to one mile per level of the caster's Willpower. The Pilosi are known to create mysterious fogs or snowstorms to cover their existence.

As part of an investigation into the Yeti, scholars uncovered reports of another humanoid being living in the desolate reaches of Mongolia. The locals called these creatures "Almas." While the Himalayans treat the Yeti with a superstitious reverence and surround the creatures with colorful tales, the indigenous Mongolian peoples treated the Almas as everyday creatures. The Mongolians felt that the Almas belonged to the real world, rather than to the mystical realm of myth.

After looking at the evidence, Soviet primatologists dismissed any relationship between the Almas and the Yeti. The Almas are small, approximately man-sized. The Almas leave prints similar to that of men, unlike the huge prints of the Yeti, and unlike the bestial Yeti the Almas seem to have some remedial skills. One man said that he left his campfire one night to gather in some stray sheep. When he returned, several Almas were sitting around the fire warming themselves. The Almas retreated peacefully into the night when they saw the herdsman. Mongolians often report that they have traded goods with the Almas – Mongolians have shown rough-hewn tools that the Almas presented to them in trade.

One report suggests that the Almas are genetically compatible with human beings. A man was supposedly kidnapped by a tribe of Almas and forced to mate with an Almas female. A son was born of the mating and after several years, father and son escaped from the Almas. The son entered a monastery and became a lama of great renown. According to rumor, this lama had mystical abilities, not the least of which was the ability to heal even those close to death. Unfortunately, the lama died before any modern scholar could question him about his origins.

Neanderthal man, according to our theories, was an evolutionary dead end and was supposed to have died out forty thousand years ago. Yet the territory that the Almas inhabit stands exactly as it did nearly five million years ago. Mongolia is only loosely settled in that area; entire towns go decades without ever being noticed. A community as small as twenty Almas could effectively reproduce without endangering itself genetically. There could be dozens of these communities dotting the mountains of Mongolia.

Mongolia is not the only area of Asia said to be inhabited by Neanderthal man. Many people in the Caucasus report hairy, ugly men living in the hinterlands of the mountains. These rustic men almost never descend out of their mountain homes, except to gather firewood or occasionally hunt. Unlike the Almas, these wild men wear primitive garments, coarsely made from animal skins and the people of the Caucasus cast a wary eye at these odd men inhabiting the wild.

In another recent discovery, one scholar was able to secure plaster footprints of Neanderthals in Eurasia. There are called Ksy-Giik. The footprints are nearly identical to the prints of Neanderthal man found in the Toraino Cave in Italy.

– Transcript of Presentation by Prof. Dmitri Porsnov

1996 Royal Cryptozoological Society "Unknown Homnids Conference"

HOMINIDS AROUND THE WORLD

The general behavior and habitats of hairy hominids around the world vary, and here we present a short section about the different types sighted. Each section includes a description of the hominid society as well as some ideas on how to include them into a *Conspiracy X* campaign.

THE ALMAS

Two different kinds of hairy hominids said to dwell in the former Soviet Union. The first of these are the Mongolian Almas, creatures said to resemble man but covered entirely with hair. The second group are said to live in the Caucasus, to wear clothes and to use tools like a man. Cryptozoologists believe that these might be remnant populations of Neanderthal man. Alternatively, they are two lost tribes of Piliosi.

The Almas of the Caucasus live in one of the more remote regions of the world, and long ago withdrew from contact with humanity. They never had a close relationship with humans and live solitary simple lives, using their magic to protect them from humans and predators, and to gather food. The Almas live in cave systems dug deep into the mountains. Their magic is especially suited to the mountains and they have developed a wide variety of rituals to aid in tunneling through and shaping rock. They live almost their entire lives underground, coming up only to gather more food. They are the only Piliosi known to engage in any form of agriculture, growing edible mushrooms in their cavern dwellings.

ALMAS ADVENTURES

Agents will have to deal with a tenuous political and economic situation. Perhaps the civil unrest in the region has roused the interest of some of the Almas. Although they bear humanity no grudge, they do fear the power that humans have, especially their potential for mass destruction. A rebel group is operating in the vicinity of an Almas settlement. The rebels had bought or stolen a nuclear weapon from the remnants of the Soviet army. They were planning to bring it into the region around the Almas and hide it there until they used it. Always in touch with the greater consciousness of the Seepage, the Almas realized just how dangerous the device is. They raided the rebel convoy and stole the bomb for themselves to protect humanity.



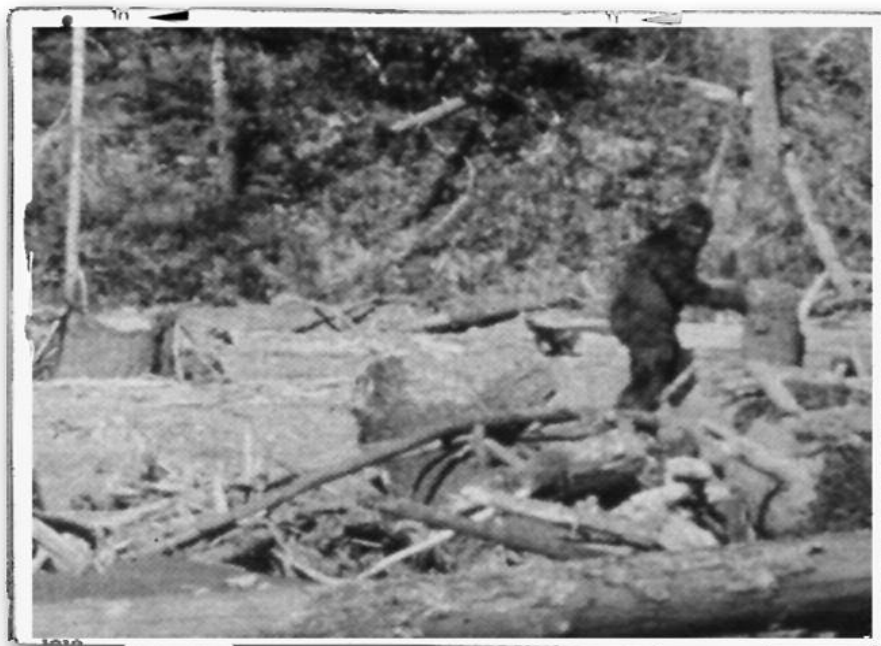
THE MINNESOTA ICEMAN

In the late 1960's, a carnival touring through mid-west America exhibited a hairy "beast man" frozen in a block of ice. The carnival owner, Hank E. Fransen, explained that the Iceman had been found years earlier floating in the sea near the Kamchatka peninsula. Noted scientists carefully studied the being through the ice and agreed that this was indeed a genuine "missing link". The story spread through the country like wildfire, but Fransen quickly hid the creature. Apparently, Fransen told a different story to the scholars when queried about the creature. The Iceman was not found in the sea, but was shot by some American soldiers in Vietnam. Fransen decided to hide the body and replace it with a life-like fake. The press called the whole affair a hoax after they saw the wax dummy of the Iceman, but the two scholars continue to believe that they had seen a real creature in the ice.

Aegis could become interested in the theft through the evidence of obvious magic or psychic power use in the raid. Trucks seemed to magically burst into flame, the earth opened up and swallowed soldiers, illusory soldiers attacked the rebels.

THE YAHOO

The Yahoo, Yourie and Yowie are all names given to the mysterious shaggy man of the Australian outback. The indigenous Aborigines believe that hairy half-men inhabit the empty stretches of Australia and are able to slip in and out of the mystical world of the Dreaming. Careful questioning and examination usually reveals that the creature seen is indeed hairy, but not necessarily bipedal. The names are of indeterminate origin (despite tour guides' claims that they are Aboriginal words) – no one quite knows how these names developed.



Aside from the numerous Indian legends about large, hairy creatures, the Bigfoot phenomenon was not recorded until 1924. A group of miners in the Mt. St. Helens area claimed to have encountered giant apes in the forest. For days, the miners were terrorized by inhuman shouts and screams. The miners managed to make it back to a cabin at the foot of a small cliff. The miners claimed that the apes bombarded the cabin roof with rocks. The miners would shoot out of the windows in the cabin, but with no effect. The next day, the apes had disappeared. The place where the ape was reputedly shot is to this day called "Ape Canyon". This sensationalistic tale was reported across the nation, though few truly believed the miners' claims.

Nearly every other incident reported with a Bigfoot is quite peaceful – the creatures almost never show any signs of hostility. There is almost no record of these sightings, except for the witness' own testimony. The descriptions vary a little, but the standard portrait of Bigfoot is a 6-9 foot tall hairy ape-man, essentially a Gigantopithecus. The plaster casts of various footprints support this size estimate, also giving us a general idea that Sasquatch weighs over four hundred pounds. Bigfoot's non-violent behavior would seem to coincide with Gigantopithecus' herbivorous nature. Perhaps Bigfoot sometimes dines upon carrion, which would describe his peculiar smell.

Other than oral testimonies, we do have two solid pieces of evidence on Bigfoot. On October 20, 1967, two dedicated Bigfoot hunters, Roger Patterson and Bob Gimlin were riding horses through the heart of the creature's country in California. On that afternoon, the two men rode up the side of Bluff Creek, where many Bigfoot tracks have been found. They came around a bend in the stream and suddenly saw a massive ape-like form squatting in a clearing. The creature rose up off its haunches and slowly made its way towards cover, seemingly unconcerned with the two men. The horses bucked wildly but Patterson somehow retrieved a film camera he had brought along for just this purpose. He filmed the beast as it made its way towards the forest. When the creature disappeared, the two hunters attempted to pursue, but to no avail. They made a few plaster casts of the creature's footprints – which we still have today.

—Transcript of presentation by Prof. John Billington
1996 Royal Cryptozoological Society "Unknown Homnids" Conference

BIGFOOT

Bigfoot is one of the greatest cryptozoological mysteries of our time, two options are presented for dealing with the Sasquatch legend. The first is that the Sasquatch are actually a tribe of ape-men, descended directly from the long dead Gigantopithecus. They have evolved past ape-like intelligence to a slightly higher level, incorporating a primitive religion and social structure into their existence. Aegis is unlikely to have any interest in this area, although there are many links between UFO and Bigfoot sightings that might arouse the suspicion of any Aegis operative.

BIGFOOT AS PILOSI

The Pilosi of the Pacific Northwest are among the more violent of their race. The Pilosi long had a mutually beneficial relationship with the local Native American Indian population, but eventually even that turned sour. They became terrors to the local human population, engaging in a hit and run war with humanity.

BIGFOOT IN THE AMERICAS

The Pacific Northwest is not the only place where Bigfoot roams – sightings occur all over America, notably in Michigan, Texas, Ohio, Pennsylvania and West Virginia. In Florida, Bigfoot is called the Skunk Ape because of its distinctive odor. In the Chiapas district of Mexico, locals describe a large hairy beast with feet twice the size of a man who is called Salvaje and lives in the nearby mountains. In Guatemala, legends tell about a race of huge half-ape, half-man creatures that dwell in the peaks of mountains. The creatures, called the Sisemite, kill men on sight but kidnap women for reproductive purposes.

BIGFOOT VS. THE NATIONAL GUARD

In the summer of 1976, several National Guard units began their annual maneuvers in rural Michigan, near Kyle Lake. Three guardsmen were sitting in a personnel carrier, talking about the day's events. Suddenly, a howling surrounded the vehicle. Huge, hairy shapes raced around the carrier and begin striking its sides. The guardsmen frantically locked all the doors and spent most of the night praying that the creatures would not break in. The monsters broke off the radio antenna, preventing any calls for help. Eventually, the young men honked the truck's horn until the creatures faded back into the forest. The next day, the three guardsmen drove into a nearby town and reported the whole affair to the local sheriff. Several men in dark suits and sunglasses arrived sometime afterwards and escorted the guardsman away.

ORIGIN OF THE WORD SASQUATCH

In the 1920's, a teacher on an Indian reserve in British Columbia began writing Indian tales for various newspapers in North America. The public loved hearing the exotic myths and legends of the Native Americans. The teacher, J.W. Burns, mentioned a legend of large, ape-like men with sorcerous powers who haunted the forests. Burns anglicized the Native American Halkomelem word for these creatures into the English word Sasquatch. The term was immediately attached to the sightings of such creatures in Canada and America.

The Sasquatch honor their dead as much as their living, believing that the spirits of the dead live on in the astral network. They are prone to creating elaborate burial mounds for their dead where they perform a variety of necromantic rituals designed to elicit aid from their fallen comrades. They protect these sacred grounds fiercely, although this has not stopped several of them from falling prey to humans.

The Sasquatch are one of the only tribes of the Pilosi to have developed any kind of martial magic. They long ago developed a ritual that would protect them from the hunter's spear and arrow, a technique which earned them a reputation among local humans for having skin made of stone.

ADVENTURES WITH SASQUATCH

Perhaps the Sasquatch have seen that the humans' ever growing interest in them is going to be a problem until they do something about it. Every year brings new Bigfoot hunters searching for proof of the elusive beast's existence and every year they come a little closer to the truth. The Sasquatch have decided to take some kind of action aside from hiding behind their magic. To this end, they have developed a scheme that, while risky, might well put off interest in Bigfoot for a long time to come.

They have decided to try and prove that the Bigfoot legends are all a myth. They plan to stage a large sighting that attracts nationwide media attention. Then they will reveal that the whole thing was a fake – the work of greedy local humans trying to bring more business into the region. The Pilosi have used their magic to plant suggestions in susceptible minds to try and take advantage of the Bigfoot mania. These people will act on the suggestions by constructing fake Bigfoot costumes, leaving fake trails, claiming UFO encounters, and so on.



>HERMES QUERY: FAERIES

689 Matches found. <Summary> available.

//Detail of encounters with Faeries 1995

Throughout 1995, a series of kidnappings occurred throughout Ireland, spurring authorities to believe that some sort of “serial kidnapper” was on the loose. In each kidnapping, no evidence of a break-in existed — only an open window by the crib. Each of the victims was a child less than a year old. The kidnappers, who remain at large, left ancient gold coins on the children’s pillows, almost as if to recompense the parents for taking the child away. Over the course of that year, almost fifteen infants disappeared, much to the dismay of the Irish police force. The last kidnapping occurred on Christmas Eve of 1995; none have been reported since that date.

Detective William Jervis from Scotland Yard was assigned to help track down this kidnapper. Jervis had been considered a top sleuth in England; his ingenious methods helped track down several notorious European criminals on British soil. Jervis started his investigation into the Faerie kidnappings on October 3, 1995. He kept in contact with Scotland Yard for several weeks, but he disappeared after his last report on All Hallows’ Eve. At first, no one worried too much about Jervis disappearing; most thought he had just gone undercover to track down some leads.

On January 1, 1996, Jervis was picked up by an elderly couple, driving on the outskirts of Dublin. Jervis was almost incoherent, making strange sounds no human voice had ever uttered. His familiar rumpled suit was replaced by an odd costume, reminiscent of a court jester’s outfit. Local authorities assumed he was drunk after New Year’s festivities and would sober up after a rest. A week later, Jervis began speaking English again, but he still spoke nonsense. Jervis claimed that he had found the kidnappers, and that they were indeed Faeries, just not the kind we think of. Jervis was committed several weeks afterwards and remains incarcerated in the Happy Home Sanatorium.



THE FAERIES

THE TRUTH ABOUT FAERIES

The faeries of the British Isles may be nothing more than the fanciful imaginings of the local people. There is no standard cryptozoological explanation for faeries, and in fact most scientists ignore fairy reports all together. However, if the Chronicler wishes, the fae could be a diminutive tribe of Pilosi.

The Pilosi of Europe are nearly entirely extinct, the faeries of the British Isles are among the few remaining. Another, smaller tribe was said to live in the Black Forest of Germany, but there have been no sightings since the mid-nineteenth century. Millennia spent hiding in caves underneath fairy mounds have led these Pilosi to evolve into a diminutive, troll-like race.

The fae are the most bitter and mischievous of Pilosi, angered that their lands have been invaded. They take petty revenges, seeking to destroy the humans who hunt them at every turn. The faeries have had to become the most adept illusionists of all the Pilosi since they live in such densely populat-

ed regions. They create illusions, disguising their appearance and walking among humans. Faeries have found that when humans become intoxicated they are able to see through their illusions. Fortunately, the level of intoxication means that few believe their drunken stories.

They hate all of humanity with a frightening passion, indulging in cruel pranks, baby snatching or even murder.

FAE ADVENTURES

It could be that a small group of faeries are causing mischief, stealing babies, and generally harassing the local populace in rural Ireland. Aegis intervenes before any serious supernatural phenomena occur. The faeries will try and drive the intruders out, harassing them, flattening tires, or setting hotel rooms on fire.

Activity centers around a fairy mound, long ago abandoned by the Pilosi, now being used by three faeries who have joined forces to make war on humanity. The Fae enter and exit the mound via magic, but if the agents burrow into the mound they will find a series of tunnels and chambers.

The Facts About the Yeti

A RCS Outreach Program Pamphlet, 1996

Truth be told, the Yeti is probably neither abominable nor a snowman, at least in any conventional sense of the terms. The appellation "abominable" conjures up horrifying images of gnashing fangs and rending claws. In fact, there is no evidence that the Yeti have ever attacked another living being, much less a human. They are, if they exist, shy, reclusive herbivores who probably want nothing more than to be left alone. Reports of the Yeti universally agree that the animal has dark hair, ranging from an orange-red to dark brown, seldom described as being more than eight feet tall.

Two kinds of Yeti have been reported: the me-teh and the dzu-teh. The me-teh are the more commonly spotted variety, and they stand somewhere between five and six feet in height on average. The dzu-teh are larger and rarer, standing as tall as seven feet and having a wider build. Both are said to live in the same region: the mountain forests of the Himalayas in Tibet, India, and Nepal. Contrary to popular opinion, the Yeti in all likelihood dwell within the forests where food and shelter are more plentiful. It is only on rare occasions that they stray out into the open snow of the higher elevations, although this is where they are more often spotted. A likely candidate for the larger Yeti is the local strain of bear which is known to stand on its hind legs. Another possibility is some variety of previously unknown orangutan that has adapted to life in the mountain forests by walking on its hind legs. The long shaggy hair of the Yeti certainly resembles that of an orangutan, and many Yeti have been described as having orange-colored hair. In the same vein, the Yeti could be some strain of forest ape.



YETI

The Yeti of the Himalayas maintained relations with humans longer than most of the world's Pilosi. The Yeti and the local Buddhist monks had a long tradition of cooperation up until the last century. By then even the reclusive Yeti saw that they were in danger from the prying eyes of man. They cut off contact with the human monks and retreated into their forest homes, preferring the forests to the open snow fields of the higher elevations. They use their magic to fashion homes out of the trees themselves, bending and manipulating the growth of the trees over time so that they form shelter, hidden by powerful obfuscation rituals.

There are less than a hundred Yeti in existence, scattered throughout the Himalayas in Nepal, Northern India, and Tibet. They are the most introspective of the Pilosi, and have the most developed mind-expanding rituals. They are sometimes called the Wanderers because of their propensity to spend a great deal of their time in the astral network. Because of their long astral journeys they are aware of much of what goes on Earth, and some have even made the voyage as far as the Grey homeland. This makes the Yeti a valuable source of information.

YETI MISSIONS

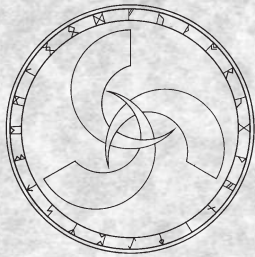
The Yeti are an unrealized resource for any Aegis Cell. The Cell may be attracted to the Yeti upon learning of reports of strange psychic activity in the remote mountains of Tibet. The Yeti have just completed a major ritual which they hope will hide them from humanity forever. The ritual was a failure and the great disturbance in the Seepage alerted several powerful psychics.

Finding the Yeti should prove difficult, but not impossible. Substantial residual psychic energy remains in the area in the wake of the failed ritual. The Yeti themselves are somewhat stunned by their failure and are in a dazed state. What they do when and if they are found is up to the players and their antagonists.



大日本名將

OTHER CRYPTIDS



Titanidae Chronicle

To: Flamen Americarum
 From: Founder Eteocles
 Re: Chupacabras Sightings

Grace to the Flamen

My own research recently led me to investigate the Chupacabras phenomenon that has been reported in Puerto Rico, Mexico and several Spanish-speaking communities in America. The Spanish word Chupacabras is translated into English as "the Goat Sucker". It was coined by the Puerto Rican media in December of 1994 to explain the finding of livestock mysteriously killed and sucked dry of blood. While the locals and the media insisted that the deaths were due to some sort of supernatural being, calm officials claimed that wild dogs or perhaps some odd cult were responsible.

The herders and farmers, however, actually saw something in their fields on those nights when their animals were slaughtered. All witnesses uniformly described a creature standing some four feet tall, with a large bulbous head and huge black eyes. The creature possessed large fangs and talons to facilitate its murderous work, while the spines along its back gave it an almost dinosaur-like appearance. The creature was covered with hair, which reportedly changed colors to match its background. Its hands and feet each ended in three sharp claws. Some people say that its legs were so powerful that it leapt over small houses without difficulty.

Although some claimed that the Chupacabras were nothing but mass hysteria and that the animals were killed by some pranksters, the animal corpses revealed some odd details. Many of the livestock were drained almost completely of blood, which is a difficult feat. The livestock further did not bear any sign of trauma other than two holes penetrating into the brain. These wounds killed the animals instantly, with a minimum of physical effort. The tissue around the puncture marks was instantly cauterized.

I became intrigued with the story because of my own work with the ancient Jewish cult of Azazel. In the book of Leviticus, the priests would annually send a goat off into the wilderness during their rites of atonement in order to appease the demon Azazel. Azazel has defied any sort of identification; contemporary scholarship considers him a bogeyman for the ancient Jews. Azazel's appetite for goats and his sinister associations with atonement may have led later Christians to identify Satan with goats and hence depict the Lord of Evil with goat horns, hoofs, etc.

In April of 1996, I was performing a dig outside Jericho sponsored by the Flamen Europae. I had told the Flamen that I had Memories of Azazel and these recollections had something to do with Jericho. By his dispensation, I was allowed to investigate my Memories further and even hire an archaeological crew.

We uncovered an extremely well hidden subterranean network of tunnels and chambers that had been undisturbed for well over a thousand years.

When I investigated the chambers, I found startling icons and statues everywhere. Although mainstream Judaism never portrayed Azazel in paintings or figurines, the catacombs contained hundreds of statues, ranging from small to huge, each with the Hebrew inscription, "Azazel". Several large rooms had large statues standing before dark stained altars. These statues bore an uncanny resemblance to the descriptions of modern day Chupacabras.

CHUPACABRAS

CHUPACABRAS REVEALED

Reports of the Chupacabras or “goatsucker” began in Puerto Rico, the creatures were soon seen throughout the Spanish-speaking communities of the region. Mexico, Texas and Southern Florida all had their own goatsucker sightings and attacks. Scientists believe that the attacks are probably the work of wild dogs or some other terrestrial animal, and certainly not some kind of demonic vampire beast. This indeed is one explanation of the phenomenon.

INFUSED

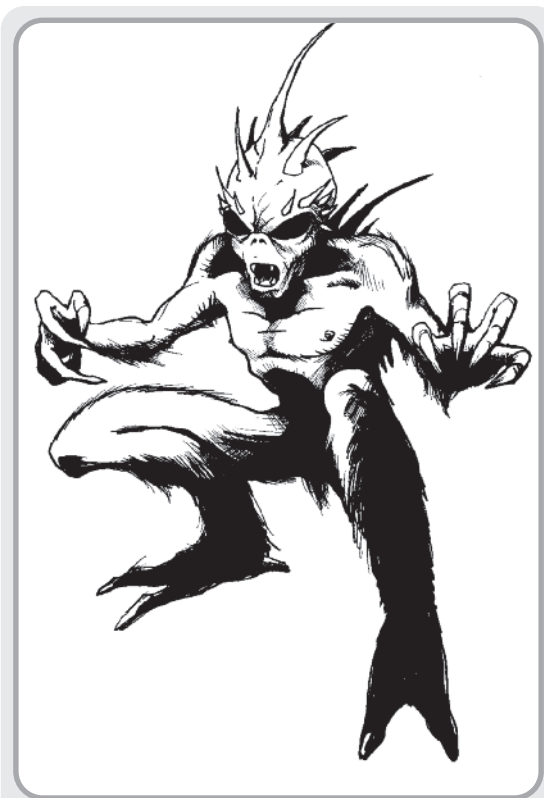
It is more interesting if something really strange is going on. The *Extraterrestrials Sourcebook* (p.102) gives one option: a Blue transformed by Seepage into a savage Infused. Presented here several other options. The Chupacabras could in fact be a human Infused just as easily as a Blue Infused, transformed into a perverse vampire, more bestial than the average bloodsucker, that has limited itself to livestock. The ravages of infusion has given him hungers he cannot control. It is all he can do not to tear into passing humans, but he manages as best he can.

TEMPORARY SEEPAGE POSSESSION

Alternatively the Chupacabras could be all in the minds of the local people. Their imaginations have been so fired by the stories of the Chupacabras – a demonic creature – that the locals have started projecting their fearful imaginings into the Seepage. The result is a series of minor possessions that affect single individuals for a short time. The local people are themselves becoming the goatsucker, although they do not realize it. The possessed individual goes out and kills in the manner of the Chupacabras, continuing the cycle of fear and superstition, meeting the subconscious expectations of the community, and feeding that psychic imprint on the Seepage.

The Seepage can alter both the victim’s body, as well as the minds of those who might witness the beast. The Seepage reaches out and allows the witnesses to see what they expect, rather than what is actually there, aided by the physical distortions.

Statistics for a possessed person would not change during the temporary insanity. It is possible that the subject’s Strength attribute might increase by one, due to an adrenaline surge, although this is not necessarily always true. Likewise, the newly enthroned goatsucker might also gain the Infused Power of Frenzy for the duration of their possession. Those possessed may be corrupted by the experience.



CHUPACABRA VAMPIRE/GOATSYCHER INFUSED

STR 4	DEX 4	CON 3
INT 2	PER 3	WIL 3
LP 43	EPS 35	
Spd 18	Seepage Pool 19	

Qualities: Fast Reaction Time

Drawbacks: Addiction (Blood, Flesh), Corrupted by the Supernatural, Psychological Problems (Cruelty, Obsession: Eat)

Skills: Brawling 4 (Bite: D6(3) x Strength +1, Claws: D6(3) x Strength), Stealth 4, Survival 3, Tracking 3

HERMES QUERY: JERSEY DEVIL

323 Matches Found, <Summary> available.

//Aegis Casefile: Investigations into killings associated with the Jersey Devil

File Date: April 3, 1996

According to old newspapers the creature first appeared in mid-eighteenth century, prior to the Revolutionary War. The most popular version of the Jersey Devil's creation had to do with Mrs. Leeds. According to the myth, Mrs. Leeds had twelve children, whom she could barely feed. Early in 1735, the local doctor told Mrs. Leeds she was pregnant with a thirteenth child, she despondently declared, "Let this one be a Devil!" When the child was born, the mid-wife declared it a boy, then screamed in horror as the child transformed and grew into a fearsome apparition several times the size of a man! The child had the head of a dog, the neck of a horse, the wings of a bat and the legs of a goat. The monster thrashed around and flew out of the tiny shack. Many variants to the legend record that Mrs. Leeds was a witch of great renown. The monster haunted Burlington and its environs for several years until a priest exorcised the creature in 1740. While the Jersey Devil disappeared from Burlington for a century, the creature was seen nearly everywhere else in southern New Jersey.

During the Revolutionary War, the Jersey Devil found a home in the desolate Pine Barrens, of New Jersey. Most sightings of the Jersey Devil were fairly harmless. Someone would catch sight of it in the treetops or by the side of a road. Someone would wake up and find some of their livestock mysteriously torn apart, and blame the Jersey Devil. Year after year, the Devil became a bogeyman for the area, providing a handy explanation for nearly everything that went wrong. The Jersey Devil usually only appeared in relatively desolate environs; he was rarely seen by more than one person at a time. The descriptions continued to be the same — a huge, hideous conglomeration of different animal parts.

In early 1909, the Jersey Devil broke its familiar pattern of behavior and invaded several populated areas of Southern Jersey and neighboring Pennsylvania. From January 16th to 23rd, the monster was sighted by thousands of frightened people. Compared to earlier descriptions, this Jersey Devil was quite small, only the size of a large dog, but its ability to cause chaos did not shrink with its size.





JERSEY DEVIL BENJAMIN LEEDS

STR 4 **DEX** 4 **CON** 3
INT 2 **PER** 3 **WIL** 3
LP 43 **EPS** 35
Spd 18 **Seepage Pool** 19

Drawbacks: Corrupted by the Supernatural, Psychological Problems (Cruelty, Obsession)

Skills: Brawling 3 (Bite D6(3) x Strength +1, Claws D6(3) x Strength), Stealth 4, Survival 2, Tracking 1

THE JERSEY DEVIL

The Jersey Devil seems to be an entirely supernatural phenomenon, but the Devil could be some kind of wild animal rather than of a monster out of hell. The Jersey Devil could indeed be Infused, or rather several different Infused who have appeared over the course of American history. Aegis reports suggest that the creature has at least two different forms: the larger, more monstrous form and the smaller dog-like form that appeared around the turn of the century. Aegis suggests that the Jersey Devil was in some way connected to the Leeds family and to a ritual performed by Benjamin Leeds during the revolutionary war. Benjamin Leeds seemed to have been working to create a homunculus, and may have trapped himself in his own creation.

Benjamin was a powerful Focus and became enmeshed in his own research, becoming what he wished to create: the dog-headed monster that became known as the Jersey Devil. Enraged by this unwanted transformation, Leeds went on a rampage, terrorizing the local community. He took refuge in the Pine Barrens in a prolonged hibernation, hidden deep within the forbidding pine forest.

Meanwhile another creature appeared around the turn of the century. This dog-like, winged being terrorized the region until it was eventually killed or driven off. This second Infused may have tapped into a portion of the Seepage remnants of the original. Recently, the original Jersey Devil, Benjamin Leeds, awoke from his long, dreamless sleep. He stayed out of sight, but may have been responsible for several unexplained sightings of winged monsters.

THE UNDERGROUND DEVILS

During the Devil scare in 1909, the newspapers of Philadelphia began running rival stories about the creature's true origins. Most people dismissed the idea of the monster as a true devil, preferring instead a rationalistic/scientific explanation for the Jersey Devil's origins. Prof. Beitkopf of the School of Science in Philadelphia provided a most interesting theory, that the Jersey Devil was a dinosaur, one that Beitkopf dated back to the Jurassic age. These creatures had survived the extinction of the dinosaurs by living in limestone caves that had sunk below the ocean's floor. Earthquakes, or some other disaster had preserved these creatures and their homes inside huge air pockets. The creatures had enough air, water and food to reproduce and survive over thousands of millennia.

LIVING DINOSAURS

THE MOKELE-MBEMBE

RCS Membership Meeting –
December 13, 1996

I would like to take a few moments to discuss the history of Mokele-Mbembe, one of cryptozoology's longest lived mysteries. The history of this creature dates back over two hundred years (although some would say it dates back millions more). Since the eighteenth century, there have been reports of strange creatures living in the lakes and rivers of west-central Africa. These creatures are said to have attacked and overturned boats and even killed humans who strayed into their territory. Legends of these lake creatures are common among various tribes throughout the region, but they have come to be classified under the Congolese name: Mokele-Mbembe.

There is a surprising amount of agreement among the various stories, and there can be no doubt that some genuine creature lies behind the myths. Numerous expeditions have been launched into the region in the past thirty years. These have met with mixed results. They all encountered natives who swore they had seen the beast. Likewise, they all found other evidence, including tracks and trails through the jungle made by some large beast.

The creature is best described as resembling an ancient sauropod, distantly related to the *Apatosaurus*. The creature has a body about the size of a hippopotamus or elephant, but with a long tail and long neck ending in a small head. Overall length is estimated to be upwards of twenty or even thirty feet. The creature resembles a reptile, except that instead of scales it has rough, grayish-brown skin. Its legs and feet resemble those of an elephant, but end in three sharp claws. The creature is said to be a herbivore, feeding primarily upon a local flowering plant that grows in abundance in the region.

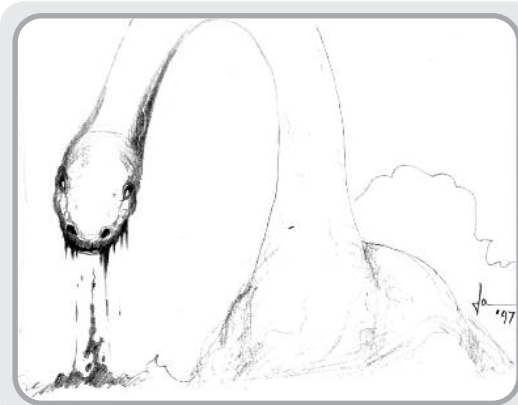
"He saw in his mind's eye the large beast traveling through the jungle, brushing aside trees as if they were bushes. He says that the beast left a strong magickal presence in its wake, and that it disturbed the magickal ether of the area. When he cast the scrying ritual to seek out the beast's lair, he was in for an even greater shock. Looking across space, our agent saw the creature feeding on the flowering plants that grow by the lake. Most of its body was underwater, and it seemed to be very quick and agile when thus immersed. This is not, however, the most shocking piece of evidence. Even as our agent looked on he felt his control over his magick slipping away from him. He had only a brief moment to look at the beast's magickal aura before he lost contact. To his chagrin he found that the sauropod seemed to actually suck in and devour the magickal energy around it!"

--excerpt from Titanidae Chronicle

The legend of the Mokele-Mbembe is one of the more fascinating cryptozoological mysteries, chiefly because it seems so plausible. Plausible may not be a word that most would apply to rumors of a dinosaur living on Earth today, but nonetheless, evidence does support this theory. It could be a kind of dinosaur, somewhat related to the long dead brachiosaur. A number of these beasts would have to exist, to have a sufficiently large gene pool to draw upon. The implication of finding such a creature would be staggering: fame, fortune, and a place in history awaits whoever first publishes proof of the infamous Mokele-Mbembe.

However, the Mokele-Mbembe may not be a million-year-old survivor of a different age. What if instead the beast is a recent addition to our planet, something that appeared only in the last few hundred years. It is possible that Saurians began experimenting with breeding life-forms from their era for food or labor. The Mokele-Mbembe could be just a kind of cow for the Saurians, bred for its meat and hide. Sometimes the creatures escape from secret underground holding pens, taking up residence in the surrounding jungle.

It may even be an experiment of the Saurians, released to see how well they fare. The experiment has another, deeper dimension. The Saurians, aware of the human and Grey psychic abilities, need a weapon they can use against these strange mental powers. The Mokele-Mbembe is just that. The great sauropods are all bred to be Psinks, disrupting the flow of psychic energy around them. For this reason alone, Aegis or Titanidae operatives might seek out the alien dinosaurs, hoping to find out the cause of strange psychic disturbances in the region.



MOHELE-MBEMBE

STR 18-22

DEX 1-2

CON 4-8

INT 1

PER 1-2

WIL 3-4

LP ((Strength + Constitution) x 5) + 50

EPS ((Strength + Constitution + Willpower) x 4) + 30

Spd (Dexterity + Constitution) x 2

Essence Pool: (sum of Attributes)

Drawbacks: Psink

Skills: Brawling 2 (Trample D12(6) x (Strength + 1)), Notice 1

THE SECRET OF THE SIRRUSH

The Serrush as Lau (excerpt)

Prof. Gene Adam

Royal Cryptozoological Society Journal, vol. 34

In 1899, the gentleman scholar, Prof. James Koldeway, devoted his considerable resources to the task of excavating the famed city Babylon, in the hopes of uncovering its mysteries. By 1902, Koldeway had unearthed an entrance to the city, dubbed "The Ishtar Gate," which stretched some hundred feet high and was covered with intricate designs of fantastic monsters. Each man-sized creature was delicately carved down to each tooth, talon and tail. Over five hundred of these beasts graced the walls of the huge Gate.

The third beast on the Ishtar Gate, called the Serrush, has perplexed us for quite some time. The creature is serpentine, but with the forelegs of a panther and the hind-legs of an eagle. The Serrush's torso is covered with scales and its long, sinuous neck is topped by a narrow, snake-like head, with either a crest or a set of horns.

In the 1920's, a Belgian big-game hunter set off into the Addar swamps with a small party of Nuer, natives to the Upper Nile who have claimed to have seen a living specimen. For days, the expedition looked for appropriate game in vain. Suddenly, a huge shape emerged from the bush, rushing towards the party. The Belgian fired several shots from his elephant gun, but to no effect. The massive creature simply shrugged off the bullets. The Belgian fell, cracked his head on a rock and lost consciousness. When he awoke, all he could do was stare at the bloody remains of his party.

In 1940, an Italian expedition into the upper reaches of the Nile disappeared without a trace. The Italians had hoped to map out the details of the Nile and Africa in order to bring greater glory to the Axis, but the expedition was obviously a failure. Recently, a tour group passed through the area and found the scattered bones of these Italians. Study of the bones revealed that a large creature with several rows of small, serrated teeth had eaten the bodies. Could this be the work of the Serrush?





SIRRUSH

STR 8 **DEX** 4 **CON** 8
INT 1 **PER** 3 **WIL** 3
LP 94 **EPS** 86
Spd 24 **Essence Pool:** 27

Qualities: Natural Armor (D6 x 2(6)), Natural Toughness

Skills: Brawling 4 (Bite D8(4) x (Strength + 1)), Notice 1, Survival 3, Stealth 4

PREHISTORIC SURVIVORS

Science quite often rediscovers animals thought long extinct. On December 22, 1938, a fishing ship caught a large, odd-looking fish. The creature measured some five feet and weighed about 127lbs. The fishermen remarked that it took several of them to bludgeon the creature. The captain decided to keep the ugly fish and saved it in ice. When the ship docked back into London, the curator of a local museum looked at the creature and immediately called in an expert ichthyologist, Dr. J.L.B. Smith. The professor proclaimed that the creature was a coelacanth fish, thought to be extinct for several million years. In the past several decades, many coelacanth have been caught in the same waters.

Like the Mokele-Mbembe, the SIRRUSH seems to be a survivor of the long dead dinosaurs. The SIRRUSH is universally believed to be a very deadly, efficient killer, with a penchant for killing humans whether or not it is hungry. It averages about forty feet in length, with a deadly bite easily capable of chopping through flesh and bone. Their hide is tough and resilient, covering a thick layer of protective muscle and fat. The SIRRUSH are skilled hunters, moving with great speed and stealth. They make their home in the swamps of the upper Nile, laying submerged, leaving only their snout and eyes above the water, waiting for prey.

As described, the SIRRUSH need not be anything supernatural or extraterrestrial. Alternatively, the creatures could be another breeding or genetic experiment of the Saurians.

MOTHMAN

Transcript of on-line conference by the RCS and InterMagic, intercepted 5/23/96

According to several different papers, the area around Point Pleasant, West Virginia was haunted by what locals called "Mothman." The first sighting occurred on November 12, 1966. Five men were digging a grave in the small cemetery of Clendenin when one man looked up and saw a strange shape. He saw what appeared to be a man, some six or seven feet tall, endowed with huge butterfly like wings crouching among the branches of a large tree. As the figure spread its wings and took flight, the other workers caught sight of the creature for about a minute.

Several days later, on November 14th, two couples were driving by an abandoned ammunition dump, dubbed "TNT", when they saw a large figure standing by the roadside. The thing appeared to be hunched over the carcass of a dog. At the glare of the headlights, the creature gazed up at the oncoming car. The witnesses screamed at the sight of the creature's glowing red eyes. The Mothman spread its butterfly wings and took to the air as the car sped past the dead dog. The monster made several dives towards the fleeing car and everyone heard several vicious blows against the car roof. After about fifteen minutes, the Mothman disappeared into the night. Several police cars were dispatched to the scene, the deputies did not find any evidence of the creature, nor even the dead dog, but they did find a pool of blood where the dog had been lying. One deputy confirmed that a local, Mr. Partridge, had reported his dog missing after it had chased some strange lights into a field. Suddenly, tiny Point Pleasant was cram full of journalists and monster hunters. The gravediggers came forward with their story so that they could share center stage with the terrified couples.

The concept of the winged human goes back into ancient history, and is one of the most common motifs in western iconography. Over the past century, dozens of people have claimed to see winged men across the country and around the world. Are these just the fantasies of befuddled witnesses who mistake a crane or other bird for a winged man? Or do these "angels" really fly among us?

ANGEL MAHER

When the Atlanteans came to Earth many posed as gods, spending years lording over the lowly earthlings, flaunting their nanotech enhanced abilities. Unfortunately one intrepid Atlantean explorer arrived too late to get in on the easy part of the game. Humans had grown, and were no longer easily impressed by simple tricks. He looked into the religions prevailing at the time, and found the symbols of Christianity to be most attractive. He settled in the heart of a religious area (West Virginia) and set about making himself God. He had read the bible and he knew that God seldom made a face-to-face appearance. For that he had servants: the angels.

In order to make his angels, he would need a few human subjects. He chose Randolph Carver, a Ph.D. candidate turned drunken derelict who had somehow ended up in rural West Virginia. The former grad student woke from his drunken stupor to discover himself in a laboratory. The Atlantean knew that Angels were supposed to have wings, butterfly wings suitably sized for an adult male (he'd never been much for feathers). He then designed nanomachines to attach the wings, build the appropriate muscle structure, and modify the human subject for flight. However, modifying the nanomachines for humans proved difficult. The nanomachines attached the wings and built up the muscle and nervous system needed to operate them. They also went ahead and made a number of other adjustments to the human subject. They distorted its face horribly, and gave it piercing red eyes that had the side effect of being able to see in the dark. Hands were turned into claws, and the subject's brain underwent some significant modification. The result was the Mothman.

Randolph went berserk. With his nanotech enhanced strength he burst from the lab and flew free. The Atlantean was heartbroken, abandoned the lab entirely and moved on to greener pastures.

Depressed, despondent, and badly in need of a drink, Randolph flew off into the night, vowing never to scare the decent folks with his horrible visage. For decades he lived in the forests and wild country of West Virginia, avoiding humanity as much as possible. He would occasionally slip into a feral state for years on end, becoming an animal in every sense of the word. Every so often the sight of civilization would jar him back to his sense and he would grieve for his lost humanity.

Recently Randolph has assumed that he cannot die a natural death. Likewise Randolph has decided that it is

unlikely that he will be able to hold on to his sanity forever without some kind of human contact. He has resolved to make a go of it, and has once again started nearing human settlements. He hopes to find some poor understanding soul who will take pity on him. Unfortunately, the horrible disfigurement the nanomachines wrought on him make it impossible for him to speak. His clawed hands making writing difficult but not impossible. He has begun leaving message scrawled on rocks or in the dirt. These are nearly illegible, desperate pleas for help. He will leave cryptic notes in the wood – arranging sticks or rocks to form letters, scrawling on the side of trees, etc. He tries to express the idea that he is friendly, but his English has grown rusty. Typical messages would be "ME NO HURT" or "ME LIKE," missives that are open to interpretation.

WINGS OVER SAN JOSE

Of course, this may be just hysteria. There never was and never will be a Mothman. The fact of the matter is, what the witnesses saw was a bird, nothing more, nothing less. But now, fueled by decades of myth about the Mothman, there have been several new sightings of the Mothman, this time in California. Campers, motorists and even a park ranger have all sworn they saw a flying man during the night.





MOTHMAN [RANDOLPH CARVER]

STR 5	DEX 4	CON 4
INT 3	PER 4	WIL 2
LP 51	EPS 38	
Spd 16	Essence Pool: 22	

Qualities: Atlantean Nanotech (Blood Surgeon Repair, Bio Battery, Aspect Modification)

Skills: Brawling 2 (Claws D6(3) x (Strength + 1)), Notice 1, Pilot (wings) 5

The Mothman has been granted the ability to fly by his Atlantean nanotech. He can achieve a height of one thousand feet and speeds up to 50mph. He may go no slower than 15mph. Carver may carry his own personal effects and up to 200lbs, including people. Flight is connected to his Bio Battery. Any flight with a duration of over 10 Turns works the same as over-exertion on a human's Bio Battery and Randolph must make the appropriate tests.

However, if the Mothman is of mundane origins, and is actually a Condor, the attributes are presented below.

CONDOR

STR 1-2	DEX 4-7	CON 1-2
INT 0-2 (animal)	PER 5-8	WIL 2-4
LP ((Strength + Constitution) x 2) +5		
Spd ((Dexterity + Constitution) x 4) +5		
Attack: Talons (D6(3) x Strength), Bite (D4(2) x Strength +1)		
Skills: Brawling 2, Dodge 2, Notice 4		

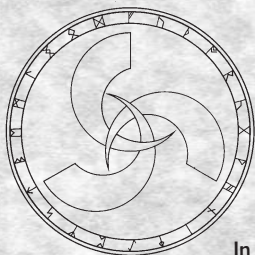
The truth is that what all these people are seeing are California Condors, the largest birds in the Western Hemisphere. The condors have a wingspan of ten feet and a body length of four feet, on average. These are big birds. They are also endangered birds, their numbers ever decreasing. At least until now.

The fact is, there is a somewhat dubious plan being undertaken by the U.S. military in one of the breeding facilities. It is headed by the same folk who approved the W.W.II era "Eyes and Ears" program of experimentation on animals. Not only are condors being bred, but they are also being trained and modified. The researchers are training the condors to come to a specific area and stay and watch humans there. They can then be told to fly on to another location or whatever else is necessary. The scientists have inserted a small device into the brains of the condors which sends them signals when activated from a remote source. The condors are trained to react in certain ways to the signals. Additionally, the scientists have equipped the condors with tiny cameras, disguised within the birds' feathers (the latest in micro-videography). These allow the scientists to

see whatever the condors see. Fortunately, the scientists have not figured out how to make the birds attack. Or have they...

PHANTOM CATS

Anomalous appearances of animals in strange places is one of the main forms of cryptozoological phenomena. These appearances can often be explained without resort to paranormal occurrences. Perhaps the cats escaped from some private zoo the authorities are unaware of, or a family pet gone missing. Sometimes it really is just an escaped animal. Sometimes it's something else entirely . . .



Titanidae Chronicle

Re: Phantom Cat of Exmoor
Exhibit: Specimen #839 Zeta

Grace to the Flamen.

In April of 1983, I noticed a number of large cat sightings in the Exmoor area of England. Rural residents all over the United Kingdom reported seeing panthers in the wilderness, but no large cats are known to be indigenous to the British Isles. The only surviving wild cat in the area is the *Felis silvestris grampia*, a small cat native to Northern England and Scotland. The Exmoor residents believed that they saw a large cat, perhaps six feet in length, weighing at least 200 pounds.

Journalists posited that the creature must be a wild dog or something quite mundane. But then the attacks began on the local livestock. Every morning, Exmoor farmers would wake up to find dozens of hens and cows brutally slaughtered. Mr. Michael Yeates, a local veterinarian, told newspapers that the wounds inflicted on the animals could have only come from a large cat. Panicked residents began fortifying their homes each night, fearing that the cat would decide to seek human prey.

Early in May, the English government dispatched a brigade of Royal Marines to the site of the killings in order to capture this creature. The Royal Marines, armed with night-scopes and high-powered rifles, encamped in the far reaches of Exmoor in the hopes of capturing or destroying the creature.

They set a trap for the creature, but thankfully, we used our gifts to hide the creature and retrieve it before the Marines could capture it. By the time we retrieved it, the creature was dead, wounded by the Marines. The creature turned out to be naked man, the body of which was stored at the Founder Council Center in Canary Wharf, London.

Studies have shown that the naked man was in fact also the Panther. The man had the power to change shapes between human and cat. We are still unsure whether this change was voluntary or involuntary. Legends speak of werewolves and such who change shape during a full moon, etc., but perhaps the Phantom Panther had greater control of its shape-changing. My own subsequent research revealed that panthers have been sighted all across the globe in unusual places – America, Mexico, China to name just a few countries. All these panthers exhibit the same sort of behavior – reckless slaughter of livestock and humans, habitation of an area for only a short time and boldness in the face of humans. True cats do not act like this at all. I believe that the Phantom Panther of Exmoor is only one of a race of shape-changing cat people who wander about the world.

EYES AND EARS

During the early days of W.W.II, the U.S. military was extremely paranoid about Nazi spies infiltrating the military in the States. Intelligence agencies also feared that many U.S. citizens would betray their own country and become Nazi fifth columnists. However, the U.S. military did not have the resources at the time to keep an eye on the entire country.

Prof. Thomas Wintner suggested that animals be used as spies and created a device that, when planted in the nervous system of various animals, could transmit what the animal saw and heard to a remote facility. Animals outfitted with this equipment could spy on virtually anyone, anytime. The military, even then prone to support dubious projects, gave Wintner his funding and dubbed the project "Eyes and Ears."

Wintner outfitted hundreds of animals with these devices. But the military was unaware that Wintner was an Atlantean

agent attempting to gather information on American society. Wintner posed for years as a scientist, but found that he was unable to truly fit in with human society; most people just thought he was weird. Unfortunately for Wintner, his Atlantean sponsor also thought he was weird as well as unreliable and lost interest in the man, abandoning him with some nanotechnology, and knowledge of how to use it.

The project wasn't that great a success. Wintner was a little nuts, preferring to implant really odd creatures, such as jaguars and kangaroos, with his nanites. A side effect of these implants was that the host creature could pass the nanites on to its offspring – thereby insuring a perpetual source of "animal spies."

Wintner has long since disappeared from human sight. At present, he is living deep underneath the streets of Baltimore, spinning incredible plots to take over the world. Wintner's lab, however, survives in rural Western Pennsylvania. A group of



BIG CAT

STR 3-6 **DEX** 4-6 **CON** 3-5

INT 0-1 (animal) **PER** 4-6 **WIL** 2-5

Life Points: ((Strength + Constitution) x 4) +5

Speed: (Dexterity + Constitution) x 2) +10

Attack: Claws (D6(3) x Strength), Bite (D6(3) x Strength +1)

Skills: Brawling 3, Dodge 1, Notice 3, Stealth 2, Survival 3, Tracking 3

NDD operatives came across the lab and began to use Wintner's machinery again. They don't know how to use the equipment at all and have mistakenly sent out a homing signal to the animals still out there. Consequently, strange beasts are popping up in the area.

STRANGE CATS AS PILOSI

Occasionally a Pilosi will get the urge to wander about the world of man with impunity. Obviously, they cannot safely journey among humans without drawing attention unless they hide their appearance. Over the centuries, some Pilosi have developed illusion magic strong enough to fool humans for an extended period of time. Unfortunately, Pilosi cannot master human speech, and the illusion does not hide the psychic impression a Pilosi leaves on the world. Humans often get an uneasy feeling when they are around a Pilosi disguised as a human, causing them to grow suspicious.

In order to avoid these problems, many Pilosi decide that it is better to use an illusion of an animal when traveling among human kind. Unfortunately, Pilosi do not have the best idea of what kinds of animals are common to what regions, assuming the form of strange creatures like panthers, kangaroos, or other seemingly anomalous animals. Humans still get an uneasy feeling around Pilosi disguised as animals, but they are more likely to write it off.

THE JAGUAR KNIGHTS

Long ago, local humans and a small group of Pilosi formed a close relationship. The humans worshipped the Pilosi as gods, made sacrifices, and revered them in every way. These Pilosi would often create the illusion that they were turning into jaguars, the resulting image, accompanied by the unnerving feeling all humans have around disguised Pilosi, made the jaguars fearsome foes in battle. These were the original Jaguar Knights.

There came a time when the relationship between the two races grew so close that the two races interbred, producing offspring that were part Pilosi and part human. The resulting children were extraordinarily hairy for humans of the region and possessed no psychic abilities. They also generated no Seepage. However, they were able to learn Pilosi magic. Over the years a whole new race developed in the region, beings that looked like humans but could use Pilosi magic. Eventually, as often happens, the Pilosi found the company of humans to be oppressive and even dangerous. Their blood had

Titanidae Chronicle (continued)

In June, 1993, Founder Iphigeneia showed me something she had uncovered on the Gulf coast of Mexico near Tres Zapotes. Iphigeneia, an expert in Mesoamerican magicks, had been tracing the origins of the Jaguar cult in Mayan and Aztec religions. Both of those peoples worshipped a Jaguar god who thrived under the light of the moon and provided Indian warriors with great strength. The Mayan Jaguar God was an unnamed deity whose sacred number was seven. This god benevolently protected the Mayans from harm. The Aztecs' Jaguar God was an evil shape-changer named Tezcatlipoca – "The Lord of the Mirror." Tezcatlipoca constantly plotted against the Aztecs and sent various monsters against them. Both Aztecs and Mayans often wore jaguar skins to increase their prowess in combat. Iphigeneia had recently uncovered evidence tracing the jaguar cult all the way back to the Olmecs, whose civilization began to grow around 1500 B.C.

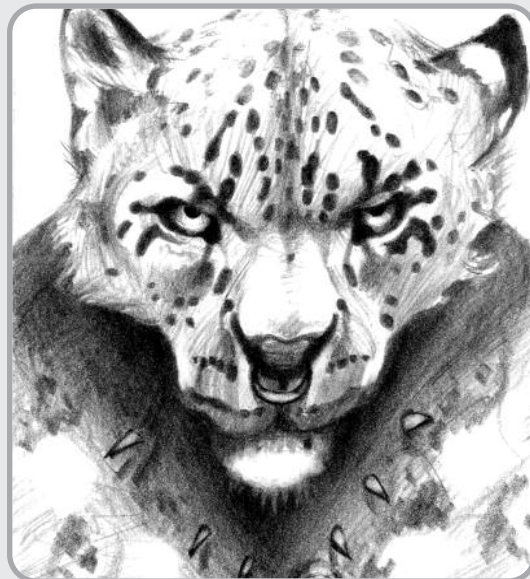
At the site in Tres Zapotes, Iphigeneia had uncovered a Olmec temple devoted to the Jaguar God himself. Here, on the holy day of Akbal, young men would become initiated into the order of the Jaguar Knights. These warriors were devoted to protecting the Olmecs from harm. The order of the Jaguar Knights became prosperous under the Aztecs and competed against a rival order called the Eagle Knights. Iphigeneia reported that the sculptures found in the temple were extraordinarily well-preserved, depicting the Jaguar Knights overcoming their foes. Several reliefs showed single knights in the process of changing into jaguars themselves! Some large combat scenes showed large numbers of jaguars leaping into the fray.

One particular inscription defied translation. More recently however, our cryptographers decoded some of the symbols and managed to get the gist of the engraving. The symbols were actually a map of human DNA which designated certain parts of the strand that are still a mystery to modern science. The inscription appears to detail the proper manipulation of the DNA to change a man into a jaguar. Because large parts of the inscription remain unreadable, we cannot as yet duplicate the process.

already been made thin by the interbreeding, and their number was decreasing. They withdrew from society, but their legacy lived on in the form of the half-breeds who took over the mantle of Jaguar Knights.

Much of Plosi magic was lost when the Plosi withdrew, and the new Jaguar Knights were never able to perform the wide array of magical effects that their progenitors could. More magic was lost, until only one ritual remained: the Ritual of Transformation, a Plosi minor illusion ritual that can only be used to make a half-breed look like a jaguar. Additionally, a telekinetic aspect to the ritual allows the caster to walk without touching the ground. Instead, they walk less than an inch above the ground, and thus make little noise in their jaguar form. Some rituals add a slight variation: the half-breed actually leaves jaguar tracks as they move.

Today there are still some remnants of the Jaguar Knights left in the world, men and women who have managed to preserve the ancient traditions and bloodlines. Many of them harbor a deep resentment towards the rest of humanity, particularly the industrial giants they see raping their world. The modern Jaguar Knights are pariahs and outcasts, living on the fringes of society.



JAGUAR KNIGHT

STR 4	DEX 4	CON 4
INT 3	PER 3	WIL 3
LP 47	EPS 38	
Spd 16	Essence Pool 21	

Skills: Acrobatics 3, Brawling 3 (Claws D6(3) x (Strength + 1)), Dodge 3, Escape 3, Martial Arts 4, Ritual (Transformation) 4, Stealth 3, Survival 2, Tracking 3

SERPENTS



Sea Serpents – The Truth behind the Hoaxes

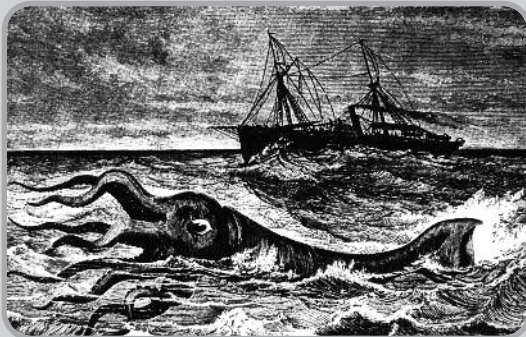
By Prof. Joseph Kotula, *American Science Magazine*, June 1995

In modern scientific circles, the sea serpent is considered the stuff of legends, a creature that harks back to a time when superstitious sailors viewed the sea with awe and dread. Before the advances of modern science, men naturally assumed that the uncharted oceans would produce beasts hostile to man.

Many so-called sea monsters have indeed been debunked, which, unfortunately, has led people to believe that every sighting of a sea serpent is also a fraud or a hoax. In 1808, for instance, a farmer on one of the Orkney Islands encountered a strange corpse lying in the sands of the beach. The creature could not be a whale, because it had a long, thin neck. Along its 50ft back was a bristly mane, unlike anything the farmer had seen before. After a few days, a storm unfortunately destroyed the corpse, but not before some bone samples had been taken. Papers throughout England dubbed this creature the Stronsasaur, after the island upon which it had been discovered.

But the Stronsasaur affair came crashing to a halt when the famed surgeon Everard Home analyzed the evidence. The good doctor had obtained copies of the evidence on the Stronsasaur because of his own interest in biology. Home studied the reports and the bones obtained from the corpse of the creature. Home concluded that the corpse was not that of a sea monster, but of a simple Basking shark. The process of decay and the force of the ocean had distorted the corpse into the shape of a sea monster. The papers all reported Home's conclusions, and a sceptical eye was turned towards all sea serpent sightings.

In 1932, a Canadian official and his wife noticed a creature in the straits of Georgia, between Vancouver Island and British Columbia. Soon, report upon report piled up about this strange serpent. A dedicated sailor, R.C. Ross, saw the creature himself and dubbed it *Cadborosaurus*, after the nearby Cadboro Bay. Like the Gloucester Serpent, *Cadborosaurus* (or "Caddie") continues to be sighted today. A few reporters uncovered local Indian myths stretching back several centuries about this beast, which the natives called *Hiachuckaluck*.



THE KRAKEN

In Jules Verne's famous "20,000 Leagues Under the Sea," an enormous squid rises from the ocean floor and attacks the Nautilus. When writing this scene, Verne was drawing upon several contemporary accounts of giant squids attacking ships. Sailors, badly shaken, would return to port talking about squids wrapping their tentacles around the masts of the ship and eating the helpless sailors. Over the past century, large squids, measuring up to thirty-seven feet, have washed ashore. These squids, dubbed Architeuthis, remain mysterious, despite the recovery of several carcasses. Some believe that the specimens are only infants – that the full adult Architeuthis might grow to over one hundred feet. Architeuthis probably dwells in the extreme depths of the ocean, so as a result a fully-grown specimen has never been found.

THE GIANT OCTOPUS OF ST. AUGUSTINE

On November 30, 1896, two boys discovered a massive carcass half buried in the sand of the beach in St. Augustine, Florida. The mass of tissue measured some twenty feet long, three feet high and fifteen feet wide. A local doctor, DeWitt Webb, examined the corpse after exhuming the body from the sands. He identified the flesh as that of an octopus. Octopi were never known to grow to such a size. Webb forwarded his findings to other zoologists, including Prof. Verrill, who concurred with Webb that the creature was indeed an octopus. Webb and Verrill saved tissue samples that were analyzed several years ago using modern DNA techniques. This recent study concluded that the tissue was of a huge octopus, named *Octopus Giganteus*, weighing as much as 13,000lbs.

The traditional sea serpent resembles a monstrously large snake, measuring scores of feet in length and having a tremendous circumference. Such an animal would likely be a constrictor if it lived on land, but in the sea it would be able to move its large mass with greater ease, and its diet would consist of fast-moving, smaller fish.

The sea serpents of legend could also be some gigantic form of eel, with powerful jaws and great agility in the sea despite its large size. It would stay near the bottom feeding on fish, tempted to the surface in search of food, or to satisfy its curiosity about passing ships. Hunting such a creature is an undertaking fraught with difficulties, requiring special diving gear or submersibles to even enter their normal territory.

MEMORIES OF SERPENTS PAST

Another explanation could point to Atlantean origins. In order to keep humans from intruding upon their hideaways, the Atlanteans created their own forms of life: nanoconstructs in the form of fabulous creatures that guarded the hidden palaces of these alien visitors.

Among the many creatures fashioned over the centuries were the sea serpents. The fearsome Scylla of antiquity was one of the more flamboyant nanotech constructs ever created, a terrifying creature larger than a humpback whale, and possessing thirty-foot tentacles ending in dog's heads. Unfortunately such a complex creation was far from stable and eventually its master lost control of it, taking residence in the Straits of Messina for several centuries before its programming finally broke down and its nanotech components disassembled.

Many Atlanteans relished the idea of pet dragons, centaurs, hydras, pegasi, and other creatures, but ultimately the problems with maintaining these nano-creatures far outweighed the mostly aesthetic benefits, and the Atlanteans gave up on them. Despite the general instability in the product line, the serpent proved remarkably durable and reliable. Nano-serpents had intelligence on par with the average human and were usually capable of speech and even emotions. On the ground, the serpents were dangerous but a little slow. In the water, however, the beasts found their true place.

Eventually the Atlanteans would move on, sometimes destroying their guardian beasts when they left. Sometimes the serpents would escape on their own, taking to roaming the world's seas. Although incapable of reproducing they are generally built to last forever. They are equipped with advanced nanites capable of repairing any damage done and have effectively unlimited power reserves. Some of these creatures have been here for over 4,000 years.

The land-based guardians were long ago hunted down and destroyed or fled to remote locations. The sea serpents have the oceans in which to hide, keeping their existence a secret for years, attacking human shipping when the mood strikes them.

Occasionally however one of these creatures will take an active interest in mankind, and will try to interfere directly in human affairs. Over the centuries several serpents have come onto the land or into lakes (see Nessie, below) and set themselves up as gods for the local humans (following the lead of their long gone creators). The serpents often demand some sort of sacrifice from their worshipers, thus assuaging their need for destruction and massaging their inflated egos.



It should be noted that on the Atlantean homeworld of Alan'ns, the seas were dominated by Leva'ans (Beast that is Not of the Nameless). These huge sea serpents had hard, chitinous exo-skeletons, their name similar to the legendary Leviathan of myth and scripture of Earth. They were deemed evil creatures by the Nameless Priests, feared and hunted by the Atlanteans. Could it be that an Atlantean scientist captured one of the beasts prior to their escape from their doomed homeworld? Maybe the Leva'ans survived the nanotech meltdown and were brought to Earth by the Greys.

SEA SERPENT

STR 10-16 **DEX** 3-5 **CON** 4-8

INT 3 **PER** 3-4 **WIL** 3-4

Life Points: ((Strength + Constitution) x 5) + 25

Endurance Points: ((Strength + Constitution + Willpower) x 4) + 20

Speed: (Dexterity + Constitution) x 2

Essence Pool: (sum of Attributes)

Qualities: If Atlantean in origin, it would have the Blood Surgeon Repair System nanotechnology, working at full efficiency.

Skills: Brawling 3 (Bite D8(4) x (Strength + 1)), Notice 1, Swimming 8

THE TRUTH ABOUT NESSIE

The Loch Ness monster is probably the most famous of all cryptozoological mysteries, spawning debate and argument, books, hoaxes, and television specials. Below are three possible explanations for the monster, and Chroniclers may use these as inspiration for their own adventures.

There's No Loch Ness Monster

How could something that big exist in large enough numbers to breed over all these centuries and still live almost entirely hidden from the eyes of man? Though there is no Loch Ness Monster there are people out there who want us to believe in the creature. One of these is David Yates, an Englishman with a vested interest in keeping the myth alive and well. An entrepreneur who saw the potential money to be made from tourism, he became an expert on the subject, setting up a shop near the loch, creating fake photographs to bring the curious.

Yates never made his millions, but he managed to support himself and his family well enough. He has since become obsessed with the idea of perpetrating the greatest prank ever: an actual sighting witnessed by hundreds of people.

Of Course There's a Loch Ness Monster

On the other hand, the legends of the Loch Ness Monster might be true. The giant amphibian could be a population of around fifty such creatures living in the lake and the accompanying network of under-

Towards an Identification of Nessie.(excerpt)

Prof. Rod Boyer

Royal Cryptozoological Journal, vol 67.



In the early 1930s, the British government began constructing numerous roads into Scotland, including ones around Loch Ness. Work crews industriously cut down the trees around the Loch that had always obscured any traveler's view of the lake. The tourists, in their new automobiles, began to escape the confines of London and travel into the Scottish countryside, and Nessie sightings exploded in 1933. Dozens of eyewitnesses called newspapers to tell them of their harrowing experiences. Usually, people saw little more than two or three humps traveling across the lake's surface. Occasionally, someone would see a head emerge from the lake, attached to a long, slender neck.

Several photos were taken in 1933 and 1934 – the most famous of which is the so-called "Surgeon's photo." A doctor's grainy photo depicted Nessie's infamous head and neck rising from the lake. This picture gained such fame that to this day it remains the quintessential depiction of the monster. One man used stuffed hippopotamus feet to create tracks, which he proudly showed excited reporters. Another man scattered goat bones around a shoreline and claimed that he had found a Loch Ness Monster skeleton. Most of these lonely souls were simply trying to attract attention; unfortunately their combined efforts discouraged further serious media interest in Nessie.

Two particular sightings in this era stand out prominently because they are the only known accounts in which Nessie appears on land. Early in the morning of July 22, 1933, Mr. and Mrs. Spicer were driving near Loch Ness when they caught sight of an enormous creature blocking the road. As the couple approached it, Mr. Spicer saw a 30-foot long beast, with a long neck, horse-shaped head, bulbous body, flippers for feet, and a thick tail. Mrs. Spicer thought the skin was gray in color – almost like an elephant. Frightened by the oncoming car, the beast crashed into the undergrowth surrounding the lake and disappeared from view. The Spicers drove quickly away. Less than six months later Mr. Grant was driving near the lake on his motorcycle. Nessie lurched from the growth around the road into the glare of the motorcycle's headlight. Panicked by the sight of Nessie, Grant lost control of his bike and skidded off the road. The monster again disappeared into the undergrowth.

In the 1960s, the Loch Ness Project (LNP) finally managed to fund a major expedition into the Loch. Unfortunately, Loch Ness's waters defy any easy exploration. The Loch's water makes visibility impossible past a few feet, even with a high powered lamp. To get around this problem, the LNP expedition mounted several cameras underwater, at a depth of forty-five feet. The cameras were connected to a sonar system that would switch the cameras on if there was contact with anything larger than twenty feet. In 1972, the expedition began its work, but weeks of tedium followed. Finally, early in August, the sonar made contact with a large creature and the camera activated. The camera got off several pictures before the sonar contact faded. When the pictures were developed, researchers saw two shots of diamond shaped flippers, measuring six feet by two feet. Though many have tried to disprove these later photos, none can dispute the clear shot of a flipper in these photos.

Since the 70s, the British government has hampered on-sight research in the Loch. The British Scientific Bureau refuses to issue any sort of permit that would allow greater access to the lake for research purposes. Despite the sonar contacts and the underwater still photos, the public lost interest in Nessie in the early 80s. The LNP, always chronically under-funded, turned to publishing postcards and popular books on Nessie in order to meet its budget needs. Unfortunately, the LNP ceased to be a true research outfit in 1991, when it became a publishing house for books on monsters, magic and New Age religions.

water caves. The creatures average thirty feet in length and resemble a plesiosaur with powerful jaws and sharp teeth, used for catching fish, eels, and other prey. The creatures tend to stay on the bottom of the deep lake and in the adjacent cave network. They are not fond of light, and have very poor eyesight, hunting through heightened senses of hearing, smell, and touch.

These amphibious creatures are not unique to Loch Ness. The creature is an amazing zoological phenomenon, but one that has relatives all over the world. Most exist in remote regions, but some can be found in areas close to civilization such as the Chessie of Chesapeake Bay, a salt-water dwelling variant.

Maybe one of these creatures stops avoiding humans and is exacting revenge upon those that plague and pollute its home, attacking boats and night fishermen. An amphibian, capable of moving on land like a walrus, capable of bursts of speed that can grab unsuspecting hikers, dragging them back to the water.

There Is and Isn't a Nessie

The two adventure ideas presented here can easily be combined into a single larger adventure. Yates has been faking many of the Nessie appearances all along and is now preparing for his final hoax. At the same time, a rogue Nessie has grown tired of its human neighbors and begins to attack the local humans. Since the lake area is full with visiting scientists and humans, there are plenty of foolish people wandering the shores of the lake at night.



NESSIE

STR 6	DEX 3	CON 7
INT 2	PER 3	WIL 3
LP 100	EPS 53	
Spd 20	Essence Pool 24	

Qualities: Hard to Kill 5, Natural Toughness

Skills: Brawling 3 (Bite: D8(4) x Strength +1), Stealth 2, Survival 4, Swimming 8

Ogopogo

The Ogopogo, a rather notorious lake monster that looks very much like a giant serpent commonly seen in Lake Okanagan, is one of the better-documented lake creatures in the annals of cryptozoology.

The resemblance between Ogopogo and other sea serpents cannot be ignored, and it is entirely possible there is some sort of connection. The fabled monster may in fact be one or more large snakes or eels living in the lake or it may be one of the same serpents created by the Atlanteans so many years ago.

The Lake Okanagan district may be the center of a strange cult, a relatively new development led by a priest, Joseph Clark, who has lost his faith in God. He has turned to the old Indian legends surrounding the lake and to the unnaturally large water snakes that dwell there, assembling quite a following among the local population. His degeneration started when his wife died, and advanced a few years later by the loss of both of his children. Clark lost all hope and faith, turning to a darker way of life. He has spent a great deal of time researching the occult, unlocking his latent psychic power. Now he holds sway over a congregation of some sixty townsfolk, all of whom are devoted to him and the snake god of the lake.

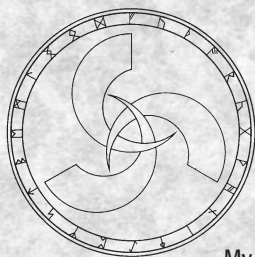
Clark has recently taken the most evil step: incorporating human sacrifice into his rituals. He is, quite simply, a mad man and a megalomaniac, likely a Prophet Infused or Forsaken.

REMNANTS OF ATLANTIS

Perhaps the minister and his cult are in fact the unwitting dupes of a malevolent alien creature. Ogopogo could be one of the ancient guardians of the Atlanteans, that made its way into the lake long ago, setting itself up as an evil god to be worshipped and revered by the local Indian population. The plan backfired when the local shamans rebelled and set up the wards around the lake, a ritual learned from the Pilosi. The serpent became trapped in the lake, unable to take vengeance on its enemies.

In the 1970s, it slowly assembled a new group of worshipers from among the local population. Now it has an appropriate leader for its cult, Clark. He is not actually a psychic, but merely under the sway of the powerful intellect of the serpent. The serpent has even learned to manipulate its nanotech skin to rhythmically change its patterns, creating a hypnotic effect that it uses to lull its worshipers into a trance-like state. It then gives them subliminal orders that they then carry out at a later date.

The serpent is still searching for a way out of the lake that traps it. But it has no real concept of magic, and is not aware of psychic powers or Seepage. Even though the warding stones are in plain sight, the beast does not know what it is looking at. Frustrated, the serpent has deduced that its inability to escape is due to the human population and has decided to destroy them all. The warding runes are beginning to fade and lose their power. They draw upon the Seepage of surrounding humans to power them, and should a large number of humans suddenly disappear, their spell might be broken.



Titanidae Forewarning

The following accounts were emailed to us by Founder Sarpedon during his research into the Ogotogo. Sarpedon discovered that most of the books and newspaper accounts were missing from the local libraries and newspaper facilities.

October 2, 1995 – Grace to the Flamen.

My preliminary work has uncovered dozens of ancient Indian myths about Ogotogo. The Chinook Indians called Ogotogo, Ook-ook mis-achie coupa (I apologize, but the spelling in the article was phonetic), translated as “the wicked one in the lake.” The Salish, who also lived nearby, called the creature N’haaith (or N’ha-a-itk) or “lake demon.” Several other Indian tribes who inhabit the area called Ogotogo various names, usually some variant of “water beast,” “death that swims in the lake” or “rain god.”

The Salish-speaking Okanagan Indians believe that N’haaith was originally a man whom the gods punished. According to legend, a young, impetuous warrior named Kel-Oni-Won killed an old wise chieftain named Ka-He-Kan, whose fame was so great that the Indians named the lake’s valley after him. The gods turned Kel-Oni-Won into the lake demon N’haaith as punishment for his crime. Consequently, N’haaith was a vicious creature, always looking to cause harm to mankind.

One foolhardy warrior named Timbasket went out alone to face N’haaith, but he never returned to the camp. Several days later, the Okanagan warriors found Timbasket’s canoe on a ridge high above the lake. According to the tribal shaman, N’haaith had left a message of what happens to those who challenge its power.

October 15, 1995 – Grace to the Flamen.

I have begun collating eyewitness accounts of the Ogotogo monster. In 1854, the trapper John MacBougall was crossing the lake when he encountered the creature. MacBougall had tied two of his horses to a raft and they were dutifully swimming behind it. The horses began to panic and were suddenly snatched from under the water. MacBougall quickly cut the tethers to the horses before his raft capsized. After making it across, the old trapper quickly drank himself into oblivion in the local tavern, delighting everyone with his tales of the creature. For the next twenty years, the communities around the lake posted guards around their settlements in case the creature came for human prey.

Until the 1970s, people sighted Ogotogo weekly. Each time, witnesses would see several dark humps swimming in the lake at a fast speed. One evening in 1934, two couples were having a romantic boat ride on the lake when they spotted a log in the water. There was a huge commotion in the water and one of the men claimed to make out the head of the creature as it dived from sight. The creature, according to many accounts, is long and serpent-like, perhaps forty feet in measurement. The head is like that of a snake, with two horn-like structures.

On August 29, 1955, the creature surfaced outside the now defunct Aquatic Dining Room on the lakefront. All the witnesses signed an affidavit that they had seen a dark shape measuring some forty feet long surface in front of the restaurant’s bay window. On July 29, 1962, Ogotogo was seen by an entire local church picnic!

August 1968, Arthur Folden and his wife were driving along Highway 97 when they spotted the rarely photographed Ogotogo. Folden, an amateur photographer, stopped his car and took out a 8mm movie camera. He shot sixty precious seconds of several humps rising and falling in the lake’s calm waters. I have seen the film – and it seems genuine enough.

The sightings have decreased ever since the 70s but the tourists occasionally provide the Bureau of Commerce with a suggestive photo. Some people claimed that Ogotogo might have been killed by excessive pollution; the local legislature responded with tougher environmental laws. Most of the town residents are pretty used to their lake neighbor. Despite several planned expeditions, there has never been an extensive investigation of the lake.

CONVERTING CHARACTERS FROM THE ORIGINAL CONSPIRACY X TO SECOND EDITION

In the *Conspiracy X* core rulebook, the Appendix offered conversion rules for adapting characters from the original game to the new Second Edition's **Unisystem** rules. The appendix presented here continues these conversion guidelines to include the detailed paranormal rules from this book. Once again, these are meant as guidelines and Chroniclers should feel free to adapt to them suit their own campaigns.

RITUALS

All of the rituals presented in the original *Conspiracy X* game are represented in this book. The Threshold of each ritual has been increased to work with the new levels of Seepage Points. Use the table below as a rough guide for converting the Threshold levels of any rituals players may have created. Chroniclers should feel free to increase or decrease Thresholds to suit their own campaign.

RITUAL THRESHOLD IN ORIGINAL GAME	UNISYSTEM THRESHOLD
1	5-9
2	10-17
3	18-24
4	25-31
5	32-39
6	40-52
7	53-70
8	71-80
9	81-89
10	90-110
11	111-125
12	126-135
13	136-149
14	150-159
15	160-180

CORRUPTION

The stages of Corruption presented are basically the same as the original game. Refer to the appendix in the core rulebook (p.249-251) to convert the Traits to Unisystem Qualities and Drawbacks.

PSIONICS

The rules for psychic powers are vastly different between the two games. Unisystem does not use Psi Points, and each discipline was only categorised Lesser or Greater. As a rough guide, Lesser classification is the equivalent of having an Art and Strength of 2-3, whereas Greater is usually 4+. Chroniclers should feel free to adjust the levels to suit any particular emphasis that has already arisen through play.

Each of the disciplines in the original game has a Unisystem equivalent. Some of the Trainings that were available to agents in the original game have been incorporated into the Unisystem abilities. If a character has any of these Trainings, the Art and Strength should be raised of the corresponding ability to reflect their heightened ability (by +1 or +2).

ORIGINAL CONSPIRACY X PSI ABILITY OR TRAINING	UNISYSTEM EQUIVALENT
Biological Psychokinesis	Bio-PK
Bioenergetics	Bio-PK
Bodywork	Bio-PK
Remote Cardiac Manipulation	Bio-PK
Telehypnotism	Telepathy
Trance	Telepathy
Clairvoyance	Clairvoyance
Bilocation	Clairvoyance
Channeling	Clairvoyance
Coordinate Remote Viewing	Clairvoyance
Dermo-Optics	Clairvoyance
Dowsing	Clairvoyance
Extended Remote Viewing	Clairvoyance
Outbound Remote Viewing	Clairvoyance
Scrying	Clairvoyance
Empathy	Clairvoyance
Psi-Warfare	Telepathy
Precognition	Cognition
Divination	Cognition
Precognitive Dreams	Cognition
Psychokinesis	Telekinesis
Apportation	Telekinesis
Jinx	Telekinesis
Levitation	Telekinesis
Micro-Psychokinesis	Telekinesis
Teleportation	Teleportation
Thermokinesis	Pyrokinesis
Retrocognition	Cognition
Psychometry	Cognition
Telepathy	Telepathy
Bio-Information Transfer	Telepathy
Domination	Domination
Dream Telepathy	Telepathy
Psi-Interception	Telepathy
Remote Influence	Domination

Psychotrons work in basically the same way as before, only their charges are now drained from the psychic's Essence, rather than actual Psi Points. Chroniclers should convert the related psi-discipline of the psychotron using the above table, and assign a strong enough Strength and Art to be able to accomplish its programmed task.

CREATURE STATS

Cast Members may encounter many creatures in the world of *Conspiracy X*, from the jungle animals of a cryptozoological expedition to the genetically recreated dinosaurs of the Saurian invaders. These stats are guides to the extremes of the creatures' abilities and should be tailored depending upon the strength and competence of the Cast Members. Chroniclers should feel free to adjust them for their own adventures.



BEAR, GRIZZLY

Strength: 8-10 Dexterity: 3-4
 Constitution: 3-5 Intelligence: 0-1 (animal)
 Perception: 2-4 Willpower: 4-6
 Life Points: ((Strength + Constitution) x 5) + 15
 Speed: ((Dexterity + Constitution) x 2) + 5
 Attack: Claws D6(3) x Strength, Bite D4(2) x (Strength + 1)
 Skills: Brawling 3, Notice 3, Tracking 3

BEAR, POLAR

Strength: 9-12 Dexterity: 3-4
 Constitution: 3-5 Intelligence: 0-1 (animal)
 Perception: 2-4 Willpower: 2-4
 Life Points: ((Strength + Constitution) x 5) + 20
 Speed: ((Dexterity + Constitution) x 2) + 10
 Attacks: Claws D6(3) x Strength, Bite D4(2) x (Strength + 1)
 Skills: Brawling 3, Notice 3, Swimming 6, Tracking 3

BIRD, TROPICAL

Strength: 0-2 Dexterity: 4-7
 Constitution: 1-2 Intelligence: -1-1 (animal)
 Perception: 3-5 Willpower: 1-2
 Life Points: ((Strength + Constitution) x 2) + 5
 Speed: ((Dexterity + Constitution) x 3) + 10
 Attack: Bite D4(2) x Strength
 Skills: Brawling 1, Dodge 3, Notice 3

BOAR, WILD

Strength: 2-4 Dexterity: 2-3
 Constitution: 2-3 Intelligence: -1-0 (animal)
 Perception: 1-3 Willpower: 2-4
 Life Points: ((Strength + Constitution) x 3) + 5
 Speed: ((Dexterity + Constitution) x 2) + 5
 Attack: Bite D8(4) x (Strength + 1)
 Skills: Brawling 1, Dodge 2, Notice 2, Tracking 2

DINOSAUR, APATOSAURUS (BRONTOSAURUS)

Strength: 18-22 Dexterity: 1-2
 Constitution: 4-8 Intelligence: -1 (animal)
 Perception: 1-2 Willpower: 3-4
 Life Points: ((Strength + Constitution) x 5) + 50
 Speed: (Dexterity + Constitution) x 2
 Attack: Trample D12(6) x (Strength + 1)
 Skills: Notice 1

DINOSAUR, PTERADON/PTERODACTYL

Strength: 1-2 Dexterity: 4-6
 Constitution: 1-3 Intelligence: -1 (animal)
 Perception: 4-6 Willpower: 2-3
 Life Points: (Strength + Constitution) x 3
 Speed: ((Dexterity + Constitution) x 4) + 5
 Attack: Claws D6(3) x Strength, Bite D4(2) x (Strength + 1)
 Skills: Brawling 2, Dodge 1, Notice 4, Tracking 2

DINOSAUR, STEGOSAURUS

Strength: 8-10 Dexterity: 2-4
 Constitution: 2-4 Intelligence: -1 (animal)
 Perception: 2-3 Willpower: 2-4
 Life Points: ((Strength + Constitution) x 5) + 10
 Speed: (Dexterity + Constitution) x 2
 Attack: Bite D6(3) x (Strength + 1), Spiked Tail D10(5) x (Strength + 2)
 Skills: Brawling 1, Notice 2

DINOSAUR, TRICERATOPS

Strength: 12-14 Dexterity: 2-4
 Constitution: 3-6 Intelligence: -1 (animal)
 Perception: 2-3 Willpower: 2-4
 Life Points: ((Strength + Constitution) x 5) + 5
 Speed: ((Dexterity + Constitution) x 2) + 5
 Attack: Horns D10(5) x (Strength + 1)
 Armor Value: D8(4) + 4 (head and neck), D4(2) + 2 (body)
 Skills: Brawling 3, Notice 2
 Suggested Apeworld: Primal Apes

DINOSAUR, TYRANNOSAURUS REX

Strength: 10-15 Dexterity: 4-6
 Constitution: 4-6 Intelligence: -1 (animal)
 Perception: 2-3 Willpower: 2-5
 Life Points: ((Strength + Constitution) x 5) + 15
 Speed: ((Dexterity + Constitution) x 2) + 15
 Attack: Trample D8(4) x Strength, Bite D12(6) x (Strength + 1)
 Skills: Brawling 3, Notice 1, Tracking 2

DINOSAUR, VELOCIRAPTOR

Strength: 5-7 Dexterity: 4-7
 Constitution: 2-5 Intelligence: 2 (animal)
 Perception: 2-4 Willpower: 2-4
 Life Points: ((Strength + Constitution) x 4) + 5
 Speed: ((Dexterity + Constitution) x 2) + 10
 Attack: Claws D8(4) x Strength, Bite D6(3) x Strength
 Skills: Brawling 3, Dodge 1, Notice 3, Tracking 2
 Suggested Apeworld: Primal Apes

DOG, ATTACK

Strength: 1-3 Dexterity: 3-5
 Constitution: 2-3 Intelligence: 1-2 (animal)
 Perception: 3-5 Willpower: 2-3
 Life Points: ((Strength + Constitution) x 3) + 5
 Speed: ((Dexterity + Constitution) x 2) + 10
 Attack: Bite D6(3) x (Strength + 1)
 Skills: Brawling 4, Dodge 1, Notice 3, Tracking 2

DOLPHIN

Strength: 3-5 Dexterity: 4-6
 Constitution: 3-5 Intelligence: 1-3 (animal)
 Perception: 4-5 Willpower: 2-4
 Life Points: ((Strength + Constitution) x 4) + 5
 Speed: ((Dexterity + Constitution) x 2) + 15
 Attack: Ram D4(2) x Strength (+1 per 10 yards "run-up" to impact, max +4)
 Skills: Brawling 2, Dodge 1, Notice 3, Swimming 6

**ELEPHANT**

Strength: 12-17 Dexterity: 2-4
 Constitution: 3-6 Intelligence: 0-1 (animal)
 Perception: 2-4 Willpower: 4-6
 Life Points: ((Strength + Constitution) x 6) + 30
 Speed: ((Dexterity + Constitution) x 2) + 10
 Attack: Trample D12(6) x (Strength + 2)
 Armor Value: D4(2)
 Skills: Brawling 2, Notice 2

FALCON

Strength: 0-1 Dexterity: 4-7
 Constitution: 1-2 Intelligence: 0-2 (animal)
 Perception: 5-8 Willpower: 2-4
 Life Points: ((Strength + Constitution) x 2) + 5
 Speed: ((Dexterity + Constitution) x 4) +5
 Attack: Talons D6(3) x Strength, Bite D4(2) x (Strength + 1)
 Skills: Brawling 2, Dodge 2, Notice 4

MONKEY

Strength: 0-1 Dexterity: 4-6
 Constitution: 1-3 Intelligence: 1-2 (animal)
 Perception: 2-4 Willpower: 1-2
 Life Points: ((Strength + Constitution) x 3)
 Speed: ((Dexterity + Constitution) x 2) + 5
 Attack: Bite D4(2) x (Strength + 1)
 Skills: Acrobatics 2, Brawling 1, Climbing 4, Dodge 4, Notice 3, Stealth 2



RHINO

Strength: 10-15 Dexterity: 2-4
 Constitution: 4-6 Intelligence: -1-0 (animal)
 Perception: 2-4 Willpower: 4-6
 Life Points: ((Strength + Constitution) x 5) + 20
 Speed: ((Dexterity + Constitution) x 2) + 10
 Attack: Horn D10(5) x (Strength + 2)
 Armor Value: D4(2) + 2
 Skills: Brawling 3, Notice 2

SEAL

Strength: 1-4 Dexterity: 2-4
 Constitution: 1-4 Intelligence: 0-2 (animal)
 Perception: 1-3 Willpower: 1-3
 Life Points: ((Strength + Constitution) x 3) + 5
 Speed: (Dexterity + Constitution) x 2 (+ 8 in the water)
 Attack: Bite D4(2) x Strength
 Skills: Dodge 1, Notice 2, Swimming 5

SHARK, WHITE

Strength: 9-12 Dexterity: 3-4
 Constitution: 4-5 Intelligence: -1-0 (animal)
 Perception: 4-5 Willpower: 2-4
 Life Points: ((Strength + Constitution) x 5) + 10
 Speed: ((Dexterity + Constitution) x 2) + 15
 Attack: Bite D12(6) x (Strength + 1)
 Skills: Brawling 3, Notice 3, Swimming 6, Tracking 3

SNAKE, PYTHON

Strength: 1-2
 Dexterity: 3-4
 Constitution: 1-2
 Intelligence: -1-0 (animal)
 Perception: 2-4
 Willpower: 1-2
 Life Points: ((Strength + Constitution) x 2) + 5
 Speed: ((Dexterity + Constitution) x 2) +5
 Attack: Bite D4(2) x (Strength + 1)
 Skills: Brawling 1, Climbing 1, Notice 3, Stealth 2, Swimming 1

SNAKE, RATTLE

Strength: 0-1 Dexterity: 3-4
 Constitution: 1-2 Intelligence: -1-0 (animal)
 Perception: 2-4 Willpower: 1-2
 Life Points: ((Strength + Constitution) x 2) + 5
 Speed: ((Dexterity + Constitution) x 2) + 5
 Attack: Bite D4(2) (+ Strength 4 poison damage)
 Skills: Brawling 1, Climbing 1, Notice 3, Stealth 1
 Suggested Apeworld: Apocalypse

SNAKE, SEA

Strength: 0-2 Dexterity: 3-4
Constitution: 1-2 Intelligence: -1-0 (animal)
Perception: 2-4 Willpower: 1-2
Life Points: ((Strength + Constitution) x 2) + 5
Speed: ((Dexterity + Constitution) x 2) + 5
Attack: Bite D4(2) x (Strength + 1) (+ Strength 3 poison)
Skills: Brawling 1, Notice 3, Stealth 2, Swimming 3

WALRUS

Strength: 3-5 Dexterity: 2-3
Constitution: 3-5 Intelligence: 0-1 (animal)
Perception: 2-3 Willpower: 2-3
Life Points: ((Strength + Constitution) x 4) + 10
Speed: (Dexterity + Constitution) x 2 (+ 8 in water)
Attack: Tusks D6(3) x Strength
Skills: Brawling 2, Notice 2, Swimming 4

WHALE, KILLER

Strength: 16-20 Dexterity: 1-2
Constitution: 4-7 Intelligence: -1-0 (animal)
Perception: 1-2 Willpower: 4-6
Life Points: ((Strength + Constitution) x 5) + 50
Speed: ((Dexterity + Constitution) x 2) + 20
Attack: Bite D6(3) x (Strength + 1)
Skills: Notice 1, Swimming 8, Tracking 2

WOLF

Strength: 2-4 Dexterity: 3-5
Constitution: 2-4 Intelligence: 0-1 (animal)
Perception: 2-4 Willpower: 2-4
Life Points: ((Strength + Constitution) x 3) + 10
Speed: ((Dexterity + Constitution) x 2) + 10
Attack: Bite D6(3) x (Strength + 1)
Skills: Brawling 2, Dodge 1, Notice 2, Stealth 1, Tracking 3



- Adept Banes 130
- Adept Forsaken 130
- Adept Infused 129
- Almas 170
- Archetypes 128
- Awakened Beings 147
- Banes 128
- Bigfoot 171
- Charms 91
- Chemcraft Resources 55
- Children of Ragnarok 120
- Chupacabras 177
- Corruption 126
- Dark Cults 118
- Demons 146
- Electromagnetic Devices 58
- Enchanted Devices 130
- Essence 84
- Faeries 173
- Foci 86
- Ghosts 143
- Hairy Hominids 164
- Infused 127
- Jaguar Knights 186
- Jersey Devil 178
- Laws of Magic 81
- Links 91
- Living Dinosaurs 180
- Lodge of the World Tree 109
- Magical Power-Brokers 112
- Magical Traditions 76
- MKultra 21
- Mokele-Mbembe 181
- Montague Club 114
- Mothman 182
- Mutation 128
- Nesse 190
- Occult Organizations 108
- Orichalcum 109
- Parapsychology 35
- Phantom Cats 184
- Phenomena 88
- Predator Infused 134
- Project Rasputin 30
- Prophet Infused 139
- Psi-Drugs 66
- Psi-Technologies 61
- Psychic Powers 36
 - Biological Psychokinesis 38
 - Clairvoyance 39
 - Cognition 42
 - Domination 43
 - Mind Probe 43
 - Pyrokinesis 44
 - Telekinesis 46
 - Telemagery 47
 - Telepathy
 - Teleportation 50
- Psychic Professions 52
- Psychic Tools 54
- Psychotrons 62
- Pulling String: Academic Espionage 157
- Pulling String: Club Assistance 118
- Pulling String: Expedition Funding 157
- Pulling String: Ritual Support 112
- Pulling String: THOTH Analysis 54
- Quality: Cultist 123
- Quality: Lodge Magician 112
- Quality: Old Soul 162
- Quality: Player 118
- Quality: RCS Cryptozoologist 156
- Quality: Titanidae Member – Aegis Infiltrator 162
- Rituals 90
 - Adrenaline Rush 92
 - Amnesia 92
 - Banish Spirit 92
 - Bind Spirit 92
 - Blessing of Fortune 93
 - Blessing of Protection 93
 - Blessing of Prosperity 93
 - Blessing of Skill 93
 - Call Weather 93
 - Cardiac Arrest 94
 - Cause Wound 94
 - Cure Corruption 94
 - Curse of Ill Will 95
 - Curse of Ineptitude 95
 - Curse of Poverty 95
 - Curse of Vulnerability 95
 - Defuse Seepage 95
 - Diminish Body 96
 - Dispel Magic 96
 - Distorted Perceptions 96
 - Domination 96
 - Earth Moving 167
 - Emotional Aura 97
 - Enhance Body 97
 - Hasten Corruption 98
 - Illusion, Major 98, 168
 - Illusion, Minor 168
 - Immortality 98
 - Infection 98
 - Insanity 99
 - Invisibility (Illusion) 99
 - Malfunction 99
 - Mind Riding 100
 - Mind Wiping 168
- Natural Disaster 100
- Oath-Binding 100
- Perceived Appearance (Minor Illusion) 101
- Possession 101
- Prophecy 101
- Protection From Magic 101
- Questioning 102
- Reading The Past 102
- Repair 102
- Sacrifice 103
- Screaming 103
- Send Emotion 103
- Skin of Stone 168
- Spirit Bottle 103
- Spirit Possession 104
- Spontaneous Combustion 104
- Stabilize Wound 104
- Strengthen Item 105
- Summon Demon 105
- Summon Human 105
- Summon Spirit 105
- Teleport 106
- Transformation 169
- Visitation 106
- Warding Circle 106
- Weather Control 169
- Will Binding 107
- Royal Cryptozoological Society 154
- Sasquatch 172
- Scholars 109
- Sea Serpents 188
- Seepage 82
- Sirrush 182
- Supernatural Powers 148
 - Animal Control 149
 - Flight 149
 - Form Body 149
 - Frenzy 150
 - Invulnerability 150
 - Mask 150
 - Mesmerism 150
 - Natural Armor 150
 - Natural Weapon 150
 - Phantasm 150
 - Possession 151
 - Psychic Abilities 149
 - Regeneration 151
 - Ritual Abilities 149
 - Supernatural Attack 151
 - Teleportation 151
 - Thrall 151
- Telepathic Illusions 87
- Titanidae 158
- Voids and Psinks 86
- Yeti 175