

# Reverberations

A Scenario for *Delta Green: The Role-Playing Game*  
Written by Shane Ivey

## Introduction

A Nineties rave drug called Reverb is back on the streets, better and stronger than ever. Now, its users and dealers have started vanishing. The Agents must identify and stop the source of the unnatural drug.

This scenario is meant to introduce new players and new Agents to Delta Green. It focuses on concepts that may be familiar to old hands: the Tcho-Tchos, the Liao drug, and the diluted version of Liao called Reverb. It takes place nominally in Chicago but could be played in another big city.

## Rumors

The DEA is investigating a network of otherwise unrelated gangs engaged in smuggling and drugs. DEA auditors reconstructed some of the network's financial books out of interviews and uncovered financial records. The audit found a disturbing pattern of mid-level "employees"—dealers—vanishing without a trace. A common factor seems to be involvement with a new hallucinogen called Reverb, a drug that does not seem to be part of the network's activities. Are these dealers all in hiding, or is the organization cleaning house?

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## Delta Green

The Program's interest was triggered by mentions of the drug Reverb, in watch lists from the days before there was a Program. In the 1990s, Reverb was connected with Chicago Tcho-Tcho street gangs that were disrupted during mafia crackdowns in the 2000s. The drug doesn't just get people high. It exposes them to unnatural forces. The Agents are to confirm a whether this new Reverb has unnatural effects, find the source of the drug, and cut off the supply. The Program also sends a disturbing warning: *The Tcho-Tchos are a corrupted people. Do not trust them.*

How much truth there is to reports of the Tcho-Tchos' unnatural corruption is beyond the scope of this scenario.

## Assets

The Agents have access to non-DG characters of the Handler's choosing. These could be player characters not yet recruited into the Program. Examples include:

- » A DEA or DOJ accountant who stumbled across the apparent trouble. The Agents must keep her close for help with research, and to keep the details from spreading.
- » An undercover DEA agent in a gang that's trying to muscle into the Reverb market and has insider expertise of the local underworld. The Agents must make contact without blowing his cover.
- » An FBI agent officially running the Agents' task force but who needs to be kept out of the loop because she's not in the Program.



## About the Tcho-Tchos

Well-educated Agents may know something about the Tcho-Tchos. Add together an Agent's **Anthropology** and **History** skills to determine how much the Agent knows or can quickly find out. The rest can be learned with research or by interviewing experts. That takes a day for each new level of information. See **WHAT EXPERTS KNOW** on page 3.

## About Reverb

The Agents can investigate Reverb's effects by talking to users, analyzing the drug itself, and interviewing Tcho-Tchos familiar with it.

## Users

The Agents can get users to talk about taking Reverb. They can easily find a couple at Studio Overground, a popular but shady nightclub. Agents who are clearly police have a harder time than civilians. Reverb isn't illegal—it's too rare to have caught political attention—but nobody wants trouble.

One user—Ella Smith, 30-year-old waitress, occasional bookkeeping student, and party girl—says it gets you high, but it's more than that. It makes time stretch, and feels like you repeat the same instant again and again. It makes dancing and especially sex better than they've ever been. It feels like the high can never end.

Damien Lucas—a 22-year-old high-school dropout who make ends meet with odd jobs and occasional dope sales—has more to tell, but he doesn't say it out loud. Not at first. He gets nervous and fearful. Getting him to open up requires careful handling: empathetic but not condescending or pitying. If in doubt, have an Agent roll for **Psychotherapy** at +20%, **Persuade**, or **Charisma** at -20%. Lucas reports time not just stretched but missing entirely. Memories of days that happened entirely differently than anyone else recalls. Visions of weird places and people. He seems to drift into a distressing reverie as he speaks. **SAN** loss: 0/1. An especially sensitive Agent (one with a mix of low **SAN** and high **INT**, **POW**, and/or skills like **Art**, **HUMINT**, and **Psychotherapy**) may suffer the "edges" of a flashback along with him. **SAN** loss: 0/1D4.

## Missing Persons

Cross-referencing missing person reports (typically filed a few days after the disappearance) with a history of experimental drug use in areas frequented by Reverb dealers finds a clear correlation.

Interviews with missing users' friends can confirm Reverb use if the interviewer succeeds with **Persuade**, or has a convincing approach and **Charisma**.

If the Agents investigate more than one missing user, they learn that the user vanished from a room that was unaccountably wrecked: furniture and walls and floor damaged like someone took a sledgehammer to them. There was no hammer. **Forensics** finds no traces of tool use—no paint, wood splinters, or metal shards, and the damage does not match the shape of any tool. There was no blood or other sign of harm.

Such a weird disappearance is distressing and heart-breaking to family and close friends. Play that up to drive home the stakes of the Agents' actions.

## Analysis

Cops and DEA have no samples of Reverb to study—it's not on any narcotics registries; there are no laws against it to enforce—but the Agents could acquire doses on the street and analyze it in a lab with an appropriate **Science** skill or **Pharmacy**. Each capsule is mostly sugar, with a small amount of MDMA—which certainly is restricted—and a miniscule, nearly trace, amount of something else. The "something else" seems to be the primary hallucinogen. It's a naturally-occurring alkaloid, probably derived from a plant. A mild psychotrope and narcotic, it affects the hypothalamus and central nervous system. But there's nothing to indicate the profound hallucinogenic effects that users report. Even a deep specialty like **Science (Neurology)** cannot discern what signals it communicates within the brain, or how. Examining it closely enough to reach that weird limitation of science costs 0/1 **SAN**.

Neurological examination of the brains of three or more frequent users—using **Medicine**—reveals that this

## >> What Experts Know

Skills	Knowledge
Anthropology and History add up to 20%–39%	The Tcho-Tchos came to the U.S. from Southeast Asia. They were allies of the U.S. against the Viet Cong, and many emigrated to the U.S. after suffering terribly in the Vietnam war. They are also known as the Tochoa, Yueh-Chi, Chauchuas, and Tachoans.
Anthropology and History add up to 40%–59%	The Tcho-Tchos were subject to deep prejudice and persecution among other Southeast Asian emigré communities, thanks in part to an odd religion that involved ritual sacrifice and self-mutilation. A well-funded advocacy group, the Chauchua-American Advocacy Alliance, struggles to protect Tcho-Tchos' reputation and improve their social, political, and economic standing. See <b>CULTURAL NORMS IN THE CHAUCHUA DIASPORA</b> on page 4 <b>CULTURE WATCH: CHICAGO NEWS AT NINE</b> on page 5.
Anthropology and History add up to 60%–79%	Tcho-Tcho names seem to follow Vietnamese, Cambodian, or Chinese linguistic traditions. The Tcho-Tcho language is very little known outside insular communities.
Anthropology and History add up to 80%–99%	French missionaries in Indonesia described the Tcho-Tchos as a withdrawn tribespeople who at first seemed friendly, but who showed a propensity for sudden ambush and violence. To the Chinese, they were the Yueh-Chi, "those with the knife smile," and were shunned as cannibals.
Anthropology and History add up to 100%+	To the Greeks, the Tcho-Tchos were the Tochoa, and they swept in and violently ruled much of what is today Afghanistan before being pushed back to the Asian wilds in the third century BCE by the Sassanid Persians. No one truly knows where the "Tcho-Tcho" people hail from or what the phrase "Tcho-Tcho" means.
Anthropology and History add up to 100%+ and the Agent has Occult 50%+	One disreputable text says the Tcho-Tchos are from Leng, a fabled mountain in the depths of China. Another says they are from a hidden city called Dho-Hna, beneath the Earth. They supposedly travel between our world and those mystical realms.
Unnatural 15%+	The Tcho-Tchos are not fully human. Ill-famed sources say they are an offshoot of humanity created by the Great Old Ones, and they secretly serve the Great Old Ones to this day.

## Amity and norms in the Chauchua diaspora

Henrietta Cole, Department of Anthropology, University of Chicago, 1126 E 59th Street, Chicago, IL 60637, USA. Published in the Proceedings of the Sixth Annual Conference of the Anthrosocial Institute (October 2011).

**ABSTRACT:** Interviews with members of Chauchua tribes in the U.S. and in their traditional homelands in Southeast Asia, cross-referenced with a review of historical literature, reveal distinctive norms that recur across the contexts of cultures into which the Chauchua assimilate. Chauchua traditions take the values of physical strength and psychological dominance that all societies treasure, and embrace them to a hypertrophic degree that excludes ideas of “fondness” or “natural affection.” There is no way to say “I love you” in the Chauchua language; the closest analogue would be “I take pleasure in your deference.” The Chauchua struggle to maintain cultural identity has necessitated an embrace of taboos such as incest and anthropophagy. Tribal hierarchies were traditionally established by power display and violence, which extend to interpersonal interactions and shape emotional rules and semantics. There are no analogs to the concepts of reciprocity and patronage: “If I share my food with you during this time of want, you ought to do a favor for me later.” In their place exists a network of threats, expressed with a richly nuanced vocabulary of abuse. Traditional Chauchua relationships do not include amity, only favorite slaves. Most notably, even familial amity emerged as a cultural trait only with the influence of surrounding cultures. By strictly Chauchua tradition, kindness is seen as a perversion. Even the weak currying favor from the strong is an alien concept, since it’s presumed that the strong simply take what they want without waiting for it to be offered. By tradition, weak Chauchua are abused as a matter of course by strong Chauchua, in ever-shifting patterns of allegiance and relative status. At the top are malevolent deities, who are owed not reverence or loyalty, but terrified obedience. Finally, we examine ways in which the Chauchua struggle for cultural identity created an imperative to dominate, betray, and manipulate outsiders, an expectation often expressed in keen attention to the “weaknesses” of compassion-based cultures.

mysterious active ingredient accumulates in the brain. It does not dissolve.

The DEA’s files purport to include chemical examinations of Reverb from the Nineties, but those examinations went missing over the years.

If the Agents ask their case officer, the Program can provide an old chemical analysis of Reverb, delivered via old-fashioned handoff at a busy park. The case officer says to bring a brown leather briefcase to swap at a park bench. The report was stolen from the DEA in the early 2000s. It matches the discoveries Agents could make for themselves, but Reverb in those days included no MDMA.

## Tcho-Tcho Interviews

The Tcho-Tcho community is embedded in the city’s larger Southeast Asian neighborhoods. Talking to Tcho-Tchos, the Agents can learn about Reverb’s source in Liao. That requires a careful, respectful approach and access to one or more appropriate skill at 40% or higher: **Foreign Language (Cambodian, Chinese, Tcho-Tcho, or Vietnamese), Anthropology, or Occult.**

The Tcho-Tcho community is insular. They expect outsiders to focus on the cannibalism and rape that appear in anthropological studies of their history, and have no

# Culture Watch, Chicago News at Nine

Aired Sept. 3, 2011, 21:49 ET

AMANDA KLINE, CULTURE WATCH HOST: I'm here with Chicago businesswoman Cho Chu-tsoo. Ms. Cho is president of Genetic Agricultural Products and she founded the Chauchua-American Advocacy Alliance. Ms. Cho, I understand you have some issues with Dr. Cole's study.

CHO CHU-TSAO, CHAUCHUA-AMERICAN ADVOCACY ALLIANCE: Thanks for having me on the show, Amanda. Let me say at the outset, I'm not here as a business owner. I'm here as a proud Chauchua, born and raised in Chicago. Go, Bulls! And you're right. But you're putting it too mildly. The fact is, this study by Henrietta Cole is nothing more than racist pseudoscience. Her so-called findings aren't fit for a phrenologist's dream-journal. The University of Chicago ought to be ashamed.

reason to indulge that interest. Agents have to overcome their suspicions. The Tcho-Tchos most willing to talk to the Agents are the ones most interested in learning more about them—especially if they sense that the Agents are aware of the unnatural. They want to turn their interviews into later access.

**INFORMAL MEETINGS:** Approaching the Tcho-Tcho community informally, Agents might meet grocer Huo Zhang, restaurateur Chey Thuy, or tea-shop owner Tran Van Giap. They are friendly and inquisitive, but strive to learn more about the Agents than the Agents learn about them. They offer tea and snacks, including stir-fried vegetables with a thick, creamy sauce that has a hot, peppery after-taste. They call it pork bon dzhow: pork ganglia paste, a delicacy.

**THE CAAA:** The Agents might contact the Chauchua-American Advocacy Alliance for background on Tcho-Tcho culture. The director is Trang Duc Bian, a retired physician in her sixties, who was born in Vietnam and gained American citizenship after her family fled for the U.S. Dr. Bian is a close colleague of CAAA founder Cho Chu-tsoo, and a dedicated member of Cho's Shukoran cult. She reports all interesting contacts with outsiders to Cho and the rest of the CAAA board. Dr. Bian is friendly, hospitable, canny, and thorough. She offers her business card to each Agent and expects theirs in return. Her office is wired for video and sound and records the meeting. If

she senses that the Agents are not being truthful about their intentions, her people launch an investigation of the Agents that may lead to dire complications after this scenario.

## About Liao

If the Tcho-Tcho conversations go well, the Agents can learn the following:

- » Reverb contains traces of Liao, the "black lotus," a very rare and sacred flower. In a painting of the flower—in the hands of a bizarre god called Shukoran, with midnight-black skin and an elephant-trunk face—it looks something like the Brahma Kamal lotus, but deep purple.
- » Liao comes from the Himalayas. It is named for a mythical Chinese alchemist who is said to have discovered its powers.
- » Liao has been sacred to the Tcho-Tchos since time immemorial. It is used in ceremonies to contact the gods and see visions of the past and future.
- » Mixing Liao into a common street drug was sacrilegious 20 years ago and is sacrilegious today. It's good that Reverb went away all those years ago.
- » Consuming Liao in the wrong amounts risks insanity.

On that last point, an Agent with **HUMINT** 40% or higher recognizes that the interview subject is withholding something worse, something more frightening than mere insanity. Further details can be gotten if the Agents treated the assertions of Liao's sacredness with respect. The subject says taking too much Liao, or exploring its revelations too deeply, risks losing oneself to hungry spirits. The Tcho-Tcho uses an old term from Sanskrit, *preta*, indicating a malevolent ghost from Buddhist and Taoist traditions. But an Agent with **HUMINT**, **Occult**, or a Southeast Asian language at 60% or better discerns something else. The phrasing and tone of voice indicate a malevolent spirit, but not a human soul. The only way to divert the *preta* is to meditate upon a wholly empty void or upon a perfect sphere, things that confuse and calm the spirit. It helps to smoke a very small dose of Liao, and to beg the forbearance of Shukoran, the hungry god who watches the paths. **SAN** loss for Agents who take this seriously: 0/1. The Tcho-Tcho offers no Liao to outsiders, but especially stealthy Agents could find and steal some by succeeding at both **Stealth** and **Search** rolls.

## Dealers

To find the source of Reverb, the Agents have to talk to the remaining dealers. The DEA files can indicate a few of the network's dealers who haven't yet vanished and might be involved with Reverb. With **Criminology** and some leg-work, they can get confirmation from a user who is tied to the streets but doesn't mind talking to investigators: Sally "High Sally" Francis, so called because she's fair-skinned, not because she's high, though she usually is.

Sally points to two dealers: Rufus LaRoyal Brown, aka "Roofie," and Lucien "Bad Luke" Riggs. Brown is in a police station, under arrest and being interrogated on a heroin charge. Riggs is at large.

### At the Station

The Agents must use **Persuade** to convince the police to let them interview Rufus Brown. A believable justification and a **Charisma** test can get the cops to obtain specific information on the Agents' behalf, but the cops don't have the leverage to make the dealer talk about Reverb's source. Or

the agents can use **Law** or **Bureaucracy** to assert DEA or FBI jurisdiction over the case and ask for the suspect to be handed over.

### On the Streets

Guided by a local expert like High Sally, the Agents could find and try to grab Lucien "Bad Luke" Riggs on the street. Done clumsily, that could easily become a shootout unless the Agents are obviously police making an arrest. Riggs usually is flanked by three or four friends, one or two with pistols.

### A Name

**Persuade** can convince Riggs or Brown to talk about the source, if the agents apply the right leverage. Emphasizing the risk of sudden disappearance and the promise of protection would do it. The dealer says the source is Spider J, a black man in his 30s. That's the only name he knows.

### Interference

If the Handler wants to make things tougher, the Agents could run afoul of rival gangs who want Reverb's source for their own purposes, police trying to do right or do wrong, or a community reporter chasing the story of Reverb's resurgence.

### Afterward

A few hours after meeting with the Agents, the dealer vanishes from a locked holding cell or a bedroom, screaming, every surface marred with gouges and scratches with no trace evidence or blood left behind.

## The Source

The agents can get some information about Spider J from the local drug cops and DEA task force: Jacob Silas Simmons, black male, age 32, U.S. Army veteran, former contractor with the heavily militarized security firm Academi (formerly Blackwater), no employment record in the last two years, no fixed address. He has family in town but sees them infrequently.

Simmons' army records indicate two tours in Afghanistan. He was court-martialed in Afghanistan for suspicion

of smuggling, but the charges did not stick and he received an honorable discharge.

Simmons appears in the files whose audit launched this whole investigation, one rank up from the dealers seemingly at risk of going missing—a “supervisor,” you might say.

Academi reps decline to say a single thing about his employment or whether he was in fact employed with them at all. A military character who talks to an Academi rep off the record can get information with **Charisma 13** or better. Reduce the Charisma requirement by 3 for an officer and by 3 for special-operations experience. The rep says Simmons worked three assignments in Afghanistan and was busted twice for taking unauthorized trips in country to meet with natives. Some suspected he was involved with drugs. The company did not make that accusation officially but declined his application for a fourth contract.

## Finding Spider

Local cops can help the agents track down Spider J, unless the agents alienated the police earlier. If that’s the case, the agents will have to get creative. They could recruit a local informant who knows everyone (High Sally would do it), if they put out some money and say they’re willing to turn a blind eye toward what the money gets used for.

Spider J stays at the Excelsior Hotel, in a room that’s in the name of a girlfriend (Tanyika Taasa Tillerson, unemployed, supported by boyfriends like Spider) but paid for with his cash. He keeps store-bought video cameras, positioned discreetly and connected to a computer and screens in his room by wifi, as a cheap security system. They watch the hotel’s entrances, the elevators and hallway on his floor, and the fire escape on his floor. The girlfriend comes and goes.

The Agents can easily learn that Spider is alert, athletic, armed, and violent. Catching him without getting anyone hurt will require forethought, stealth, and decisive action.

## The Room

But as it turns out, Spider is home and is in no position to fight or flee. His glassy eyes and the residue in his pipe indicate he’s dosed himself with Liao. A window is open,

overlooking a cluttered alley several stories below. The laptop that stored video feeds from his cameras is gone.

The Agents have a short window in which to interview Spider J. No more than an hour; maybe only a few minutes. The exact amount of time is up to the Handler. The more efficient their investigation leading here, the more time they have.

Spider can tell the Agents the following, depending on how much time they have and what questions they ask.

- » What Liao is, and what it does in Reverb.
- » At first he says “she” told him to take Liao, a lot of it. But he can’t remember who or why, and then he forgets that anyone told him to do it at all.
- » Spider got Liao drug from connections in Afghanistan. Tcho-Tcho elders controlled access to it and forbade exporting it, but Spider helped make sure they all died in a drone strike. The youth of their tribe were happier to trade.
- » Spider found the equipment to mix Liao into enough Reverb to establish a new market, and he added MDMA to punch it up. It was an ambitious move.
- » He has purer Liao not yet cut for the street. He’s surprised to learn that there’s none in his room.
- » Spider did not tell his superiors in the network about bringing Reverb back and amping it up with MDMA. He figured that if it was a hit, he could bring it in as a success. But when they found out, they started scaring his dealers and eventually came for him. He is distressed to realize he cannot remember a thing about anyone from the network.

## The Footage

The missing laptop is in the alley beneath Spider’s apartment. The woman who convinced Spider to overdose on Liao couldn’t be bothered to carry the thing around. She threw it out the window and it smashed to pieces. An Agent with **Search 40%** or higher could find its pieces.

An Agent with **Computer Science** or a relevant **Craft** at 60% or higher could repair it enough to review footage. One segment shows an unknown woman entering Spider’s apartment earlier that day, walking into the building past

people who explicitly said they never saw her. (SAN loss: 0/1.) In the grainy footage, the woman looks Hispanic or mixed-race, in her 30s or 40s, dressed professionally. Her image does not come up in any facial-recognition database. No one in the building or nearby remembers her.

For now, this is a dead end, intended to show that Spider was involved in something much more dangerous than he knew. Later, it could lead the Agents deep into the occult underworld. The woman was several ranks above Spider in the network. A longtime ally of Cho Chu-tsao, she is a sorcerer skilled at manipulating behavior, memories, and perceptions. She persuaded Spider to overdose, altered his memories, and took the remainder of his supply of Liao. Long ago, in New York, the cultists of the Fate called her the Lord of Truth.

## The Hound

As the Liao takes hold, Spider raves about things seen in the past. Agents who know enough to believe what Spider is reporting lose at least 0/1 SAN, perhaps more than once.

- » A choice moment from Delta Green's history.
- » A Mayan or Aztec pyramid bathed in blood.
- » A hardy people crossing a landscape of ice.
- » A reptilian creature standing like a man, in elaborate silk robes, in some kind of laboratory, surrounded by implements of glass and metal. Through a tall window, a dinosaur scavenges in the jungle outside. This is obviously long before humanity. If it's not a hallucination, then through whose eyes or senses is he seeing?
- » Then he's leapt too far back. He can barely conceptualize what he sees, let alone describe it. Lights and energies pulsing, intersecting, full of malice. He becomes terrified. He's looking at the essence of evil.
- » Two surfaces converge. Something comes out of the line where they meet. He can't describe it. It's like all the evil of the universe, concentrated and alive—and hungry.
- » He realizes with horror that *the thing has sensed him*. He shrieks. He begs to know why he can't come back to himself.
- » "Oh God, it's in my brain!"

If the Agents fail to stop the manifestation, a Hound of the Angles emerges from the corners of Spider's eyes and grows, looming over him and the Agents. (See **THE HOUND OF THE ANGLES** on page 10.)

The SAN loss may well be catastrophic. Agents who go temporarily insane find their understanding of physics and spirituality completely shattered. Spider was seeing things that truly happened. His consciousness really was going back in time, back to when the universe was new—and found that the universe itself was alive with inhuman evil. An insane Agent gains 5% in the Unnatural skill, or adds 1D6% if the Agent has already gained Unnatural from an insane insight before.

The Hound bloodily destroys Spider, shredding the very space-time that his shape occupies. (SAN loss: 1/1D6.) If an Agent interferes with it, or if one of them is on a dose of Reverb and Liao and therefore catches its interest, it attacks that Agent, too. But it does not pursue them, as long as it has not finished consuming Spider. It vanishes with the remains of its prey into the angles, leaving a wrecked room but no biological trace of its victims.

## Stopping the Hound

The Agents can stop that from happening by killing the dealer or rendering him unconscious.

They can escape by leaving it to devour Spider. Unfortunately, it becomes more attuned to this time and place, and hunts more Reverb users until the supply dries up and the incidents cease.

If they begin during Spider's trip, and they got instructions from the Tcho-Tchos, they can attempt to stop the Hound's manifestation. The Agents must meditate upon a wholly empty void or upon a perfect sphere. After they begin, ask each player to write down what his or her Agent is meditating upon or thinking about. Next, each should make a **POW** test. An Agent who has a well-established history of meditation, or who has mastered any unnatural rituals, gets a +20% bonus. If all are meditating on the same thing—all the void, or all the sphere—use their best roll and ignore the rest. If any meditate upon different things, use their worst roll and ignore the rest. Oppose the Agents' result with the Hound's POW test. If the Agents win, the Hound does not emerge into the wider world.



## // Delta Green //

If they obtained Liao, the Agents may attempt to follow a Tcho-Tcho tip to take a small dose. Unless the Handler decides the recipe is in an old Delta Green report, mixing Liao correctly requires having gotten instructions from a Tcho-Tcho interview subject, and then an Agent succeeding at a **Pharmacy** test. (A failed roll leaves the Agents intoxicated, with a -20% penalty to all tests, including Sanity; a fumble means any Agent who fails a CON test is pulled into Spider's disastrous trip.) Each Agent under the influence of a correct dose gains a +40% bonus to the POW test.

If the Agents understand that they stopped the Hound's manifestation, each gains 1D6 SAN.

Whether the Hound comes for Spider at some later date, and when, is up to the Handler.

## Characters

Generic cop, dealer, and federal agent templates can stand in for the Agents' antagonists and allies.

### A Cop

Officer Lowe, Stockwell, or Taslim.

**STR 13 CON 11 DEX 10 INT 10 POW 12 CHA 10**

**HP 12 WP 12 SAN 60 Breaking Point 48**

**SKILLS:** Alertness 50%, Athletics 50%, Bureaucracy 30%, Criminology 30%, Drive 40%, Firearms 40%, HUMINT 40%, Law 30%, Melee Combat 50%, Persuade 50%, Search 40%, Unarmed Combat 50%.

**ATTACKS:** .40 pistol 40%, damage 1D10.

AR-15 carbine with Eotech sight 40%, damage 1D12, Armor Piercing 3.

Baton 50%, damage 1D6.

Stun gun 50%, stuns target.

Unarmed 50%, damage 1D4-1.

**ARMOR:** Reinforced Kevlar vest, Armor 4.



### A Drug Dealer

Roofie or Bad Luke.

**STR 12 CON 11 DEX 10 INT 9 POW 10 CHA 8**

**HP 12 WP 10 SAN 45 Breaking Point 40**

**SKILLS:** Alertness 50%, Athletics 50%, Dodge 40%, Firearms 30%, Melee Combat 40%, Persuade 40%, Unarmed Combat 50%.

**ATTACKS:** 9mm pistol 30%, damage 1D10.

Baseball bat 40%, damage 1D8.

Knife 40%, damage 1D4, Armor Piercing 3.

Unarmed 50%, damage 1D4-1.

### A Federal Agent

The Agents' FBI contact or an undercover DEA agent.

**STR 11 CON 12 DEX 10 INT 12 POW 12 CHA 12**

**HP 12 WP 12 SAN 60 Breaking Point 48**

**SKILLS:** Alertness 50%, Athletics 50%, Bureaucracy 40%, Criminology 50%, Drive 50%, Firearms 50%, HUMINT 50%, Law 30%, Persuade 50%, Search 50%, Unarmed Combat 60%.

**ATTACKS:** .40 pistol 50%, damage 1D10.

Stun gun 50%, stuns target.

Unarmed 60%, damage 1D4-1.

**ARMOR:** Kevlar vest, Armor 3 (only if expecting trouble).

## The Hound of the Angles

This terrifying, geometric entity boils into our four dimensions from sharp angles and edges. Its body is composed of a thousand shards of glittering, razor-sharp fragments of space-time which move and reform in the vaguest outline of a quadrupedal predator. It hunts in a similar manner to a dog, wolf or tiger, stalking prey, taking it down, and rending it to death, leaving behind only a bloody mess before vanishing with its victim's remains into some inscrutable corner of reality.

**STR 25 CON 25 DEX 20 INT 15 POW 20**

**HP 25 WP 10 SAN n/a**

**ARMOR:** See **INCONSTANT FORM**.

**SKILLS:** Alertness 90%, Angular Apport 75%, Stealth 50%, Track (via extradimensional means) 95%, Unnatural 50%.

**ATTACKS:** Shard Sweep 65%, damage 2D6 (see **SHARD SWEEP**).

Shard Swarm 70%, Lethality 10% (see **SHARD SWARM**).

**ANGULAR APPORT:** On a successful Angular Apport skill roll, the hound can leap into or emerge from any sharp, physical angle—a corner of a room, the lip of a table, or even the hinge on a pair of glasses—effectively teleporting between those two points instantly no matter the distance. In this manner they pursue their prey, so outrunning them is an unlikely outcome, no matter the speed of escape.

**CURVED SPACE:** Exposure to large areas composed of curves, spheres or circular surfaces causes the hound's "swarm" of shards to lose coherency. The hound is well aware of this weakness, and does its best to avoid and flee such areas. Each turn of exposure to such a space causes the hound 1D6 damage. If it reduced to 0 HP from exposure to curves, the hound disintegrates and seems to fold out of three-dimensional space (likely returning it to its place of origin).

**INCONSTANT FORM:** The hound can fold, change, stretch, extend and warp its form in amazing ways, altering its size as needed from moment to moment. It can effectively attack anyone within 10 meters by directing its form to a new location. Because it has no "body" and is instead composed of a thousand swirling, reflective shards of space-time, the hound is immune to all attacks except hypergeometry.

**INHUMAN STATS:** A test of a stat with a score of 20 or higher is a critical success on any roll up to the stat's score, and on any roll of matching digits except 100, which fumbles.

**SHARD SWEEP:** The hound unleashes two "limbs" composed of shards, peppering a target with 2D6 damage. It ignores body armor but can be blocked by cover.

**SHARD SWARM:** The hound engulfs the victim in a swirling mass of shards, rendering the target down to a bloody mess with a Lethality attack of 10%. It ignores body armor but can be blocked by cover.

**SAN LOSS:** 1D6/1D20.