



THE LABYRINTH



John Scott Tynes

MYSTERY ATTRACTS MYSTERY

Born of the U.S. government's 1928 raid on the degenerate coastal town of Innsmouth, Massachusetts, the covert agency known as Delta Green opposes the forces of darkness with honor but without glory. Delta Green agents fight to save humanity from unnatural horrors—often at a shattering personal cost.

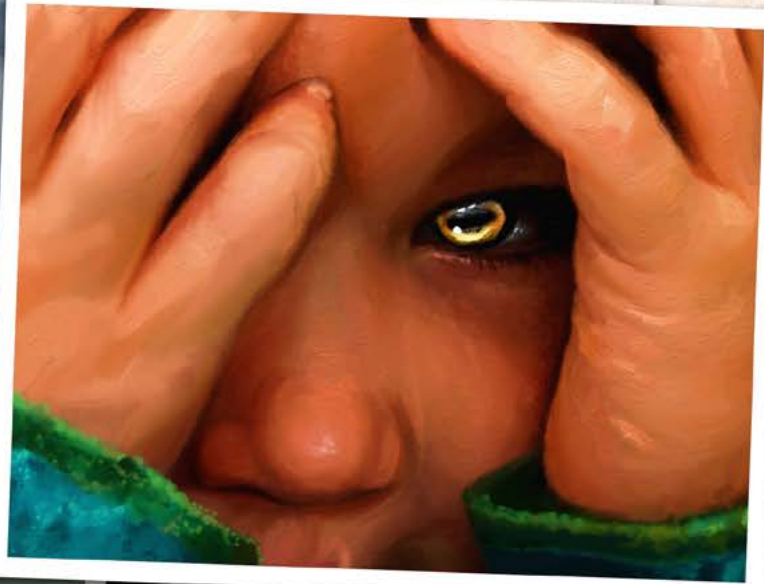
Delta Green: The Labyrinth takes Delta Green agents beyond the beltway and deep into the fissures of America in the new millennium. From the loathsome servitors of the 1% to the hardscrabble faithful of the Rust Belt, from the abusive warrens of the Internet to the lonely chambers of every human heart, from the toxic legacy of the Cold War to the doomed idealists trapped in a world they cannot save, American life has entered a labyrinth of twisty passages all alike. And while there are many ways in, there is no way out.

Written by Delta Green co-creator John Scott Tynes, this all-new collection of organizations presents ready-made sources of allies, enemies, mysteries, and surprises for your Delta Green campaign: Center for the Missing Child...The Dream Syndicate...Agent Renko...The Witness Alliance...New Life Fertility...The Lonely...The Sowers...and The Prana Sodality.

Each group has its own story arc, progressing through three stages as it encounters Delta Green agents and the evils they fight. Some groups corrode, wither, and die. Others gain hideous strength and uncover profound new horrors. Each has connections to other groups, ensuring that players find fresh hells at every turn. But all are destined to change. The journey each one takes holds up a mirror to the agents themselves.

Because things fall apart. The center cannot hold. And once you enter the Labyrinth, you will never escape.

The Labyrinth is a sourcebook for **DELTA GREEN: THE ROLE-PLAYING GAME**, available from Arc Dream Publishing.

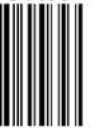


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This is a work of fiction

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DELTA GREEN

// The Labyrinth //

ARC DREAM PUBLISHING PRESENTS *DELTA GREEN: THE LABYRINTH*

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Foreword

I'VE HEARD SOME PEOPLE MAKE THE CASE THAT we're in the Golden Age of Roleplaying Games. Now that you're holding in your hands a new *Delta Green* book written by John Scott Tynes, that case is closed. We're there. But let's not get ahead of ourselves. Why is this book so important?

Delta Green was a landmark RPG release of the 1990s. Fusing H.P. Lovecraft's mythos with modern-day action and intrigue, it transformed that mythos into an imminent menace that felt perfectly at home in that decade. The Cold War was over and tension between the world's powers was a thing of the past. The Internet promised to unite us all in an enlightened, information-rich environment where prosperity could reach each and every one of us. The utopia we'd dreamed of was finally within our grasp. *Delta Green* showed us how cosmic terrors could lurk in that modern world's nooks and crannies, reaching out from its hiding places to taint and destroy everything we looked forward to. In a time of hope and optimism, *Delta Green* provided a delightful escape to a cynical, twisted world where going out fighting was a luxury.

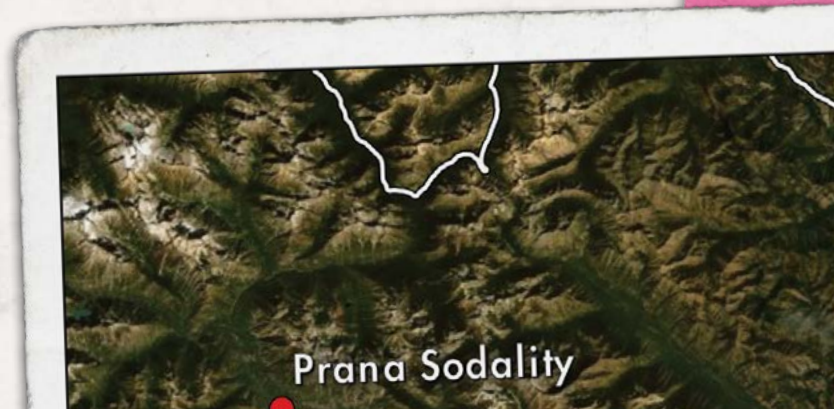
And then, well, everything that happened between THEN and NOW happened. Say what you will about global thermonuclear warfare, but at least the end it promised was mercifully swift, and was served up without a legion of braying jackasses polluting every possible channel of human communication. I've seen *The Day After*, *Testament*, and *Threads*. I did not think we'd hurtle to our doom along this particular trajectory. We live in a world of inverted tyranny, where the worst among us have their say, their way, and their day. The shit didn't just hit the fan. It passed through the blades, aerosolized, and reached every corner of modern civilization.

And once more, against that backdrop, Tynes comes along with a mind-cracking slab of horror that is the perfect antidote to the bullshit of our times. Once a doomed blaze of glory was the perfect escapist entertainment in a world hurtling toward a bright future. *Delta Green* gave us a vision of just how bad things could be. Today, it must compete with exactly how bad they've gotten.

Well, let me tell you, the times might be a-changin' but *Delta Green* keeps the hits coming, even in the 21st century.

Within this book, you'll find something far worse than Cthulhu or Azathoth. You'll find all the dumb, grating, miserable ills that everyone agrees need to go but that are too entrenched, too useful to the right people, for anyone to do anything about them. Internet trolls? The rich and powerful with an appetite for resources that would give Grendel indigestion? A religious sect made for incels? It's all in here, and in true *Delta Green* style, Tynes gives you the chance to go down in a blaze of (covert, heavily tamped down and conveniently explained after the fact to keep the public wrapped in merciful ignorance) glory. Our escape today is not to a world filled with horrors we can't imagine. Instead, *The Labyrinth* lets us step into our own, horrible world—but with the dismal plagues we suffer neatly prepared for demolition. It won't be pretty (what *Delta Green* op ever is?), it won't be easy (see the last parenthetical), and it won't be the kind of mission you come back from in one piece, if you come back at all (seeing a trend?). This book is your chance to do something that we, collectively, have lost touch with: the ability to look the world's ills in the eye and send them packing.

I'd be selling this book short if I ended this foreword there, but we're just getting started. The genius of *The Labyrinth* is in its handling of both sides of the horror equation. If the past 20 years have taught us anything, it's that things we think are unmitigated benefits (like maybe a global network of interconnected computers) can turn out to have a dark side. Tynes gives us enemies to struggle against, but perhaps even worse, he gives us allies who can help us. For a time.



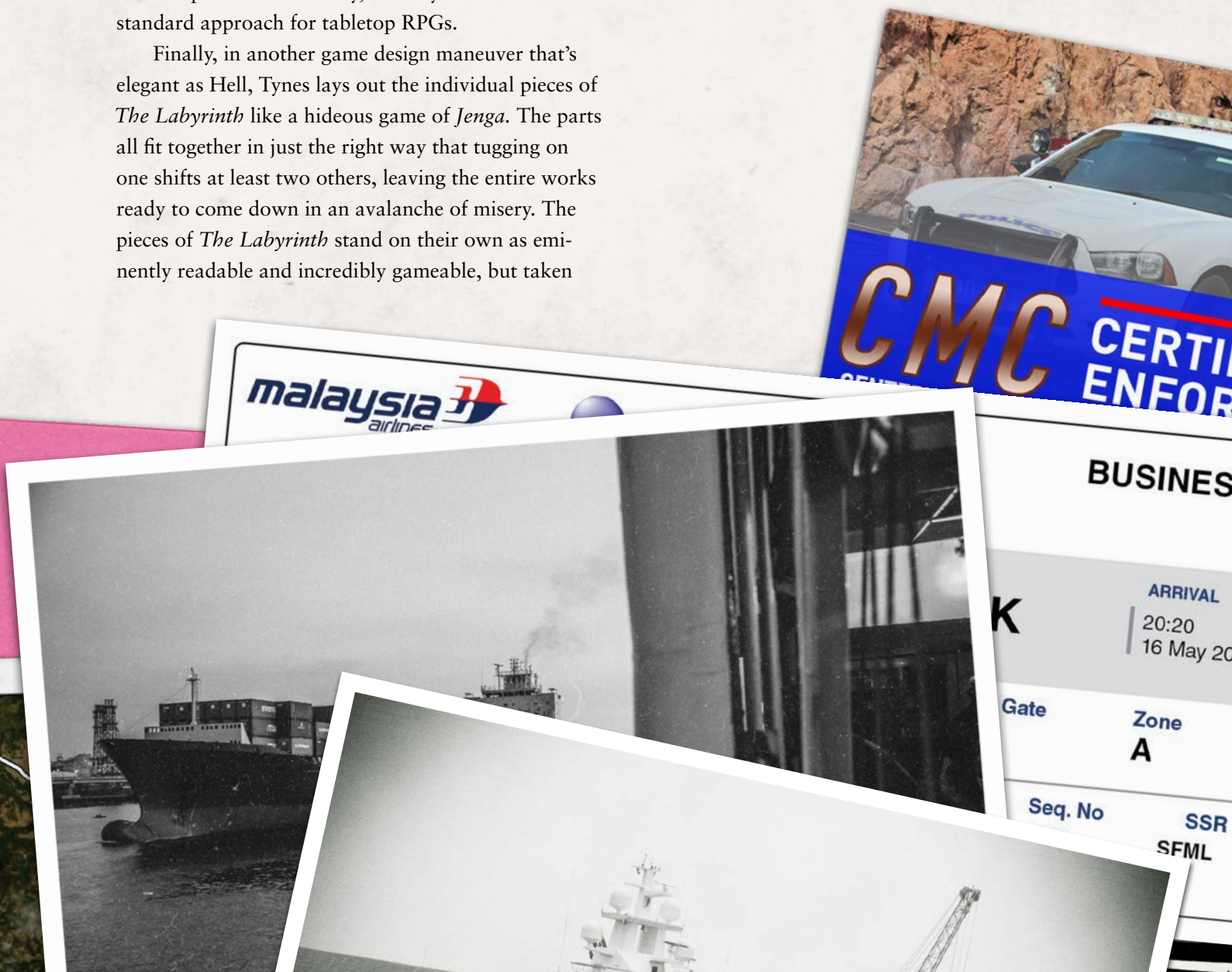
It's fitting that *The Labyrinth* creates a web of useful contacts for Delta Green operatives, all of whom harbor their own secrets—and, in time, after providing much needed aid, turn against their one-time allies. I can't think of a better way to capture how our understanding of the world has shifted since the late 1990s. Once we could divide the world: First World, Second World, Third World. Now, we're all one blob of humanity trapped on this planet, and as Walt Kelly once wrote, "We have met the enemy and he is us." In a world where 911 calls are weaponized, where too many people fear the police that walk their streets, could we see those who would crusade against evil as anything other than our next enemies? Tynes' approach to groups like the Center for Missing Children or The Witness Alliance is one of those RPG landmarks that is so brilliant it seems obvious in retrospect. If we're lucky, in five years it will be the standard approach for tabletop RPGs.

Finally, in another game design maneuver that's elegant as Hell, Tynes lays out the individual pieces of *The Labyrinth* like a hideous game of *Jenga*. The parts all fit together in just the right way that tugging on one shifts at least two others, leaving the entire works ready to come down in an avalanche of misery. The pieces of *The Labyrinth* stand on their own as eminently readable and incredibly gameable, but taken

together they weave a pattern that lights your mind on fire. I have roughly 10,000 things on my to-do list, but "Run a *Delta Green* campaign" just forced its way on there and shot up to number one.

So, here we stand in the dismal years of late-stage capitalism, an era that has somehow produced a groundswell of RPGs. We have the benefit of knowing we're in a Golden Age while it's happening. We have a new *Delta Green* book from John Scott Tynes, and it lives up to every proper noun in the preceding sentence clause. The world might be on the verge of its last, shuddering gasps, but I'll say this for our little hobby. If this be our end, it's a pretty damn glorious one.

Mike Mearls
Seattle, September 2019



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Yes No

CT scan

EMG

Bone scan

Psychological

Chiropractic

Worst Pain Ever

Stabbing, Numbness, Tingling, Pulling, Cramping, Tightness

and goes, Getting worse, Getting better, Staying about the same

Please draw where you have pain or discomfort

Right Left

Right Left

e Witness Alliance

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PSYCHOLOGICAL SERVICES' REASSIGNMENT QUESTIONNAIRE
Use Page 6 for Additional Comments

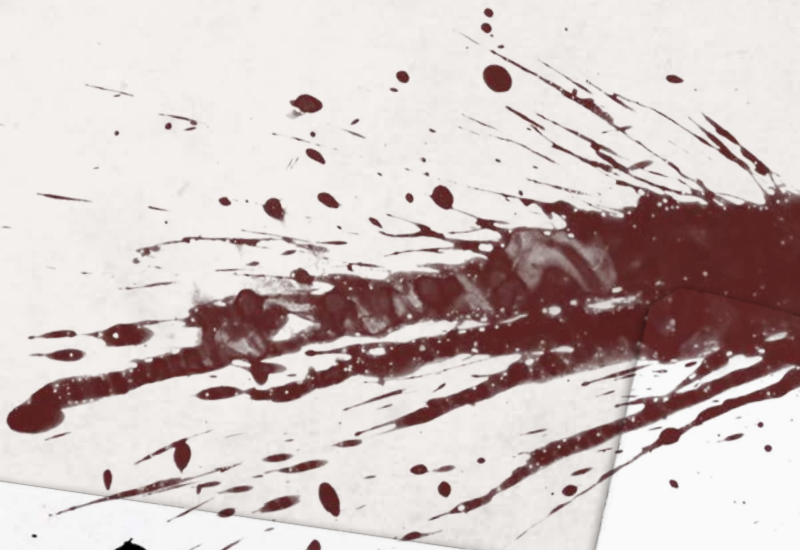
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YPNOTHERAPY TRANSCRIPT
AND [REDACTED]
...enzy Way. Until May 2003, that was something from
199.95 at the University of Oklahoma bookstore. A
...and my boots squeaked on the tile

Prana Sodality

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...wasn't about the
...sin. Lived with
...ropology.

Morse code messages; the creation and u
counter-surveillance measures; concealm
equipment and materials used in connect
agents; and the avoidance of detection
agents.

9. Upon completion of their
agents are generally provided with new
illegal's false identity is referred to
cornerstones of an illegal's "legend"
false documents concern, among other
citizenship of the illegal. Through
documents, illegals assume identities
residents of the countries to which t
the United States. Illegals will som
target-country universities, obtain e
professional associations; these act
"legend." Illegals often
together by Mossa

b2
b7C
b7D

// Introduction //

“She will not hesitate to smash the milk bottle on the edge of the marble kitchen counter and shove the jagged edges into an Agent’s throat.”



Introduction

WELCOME TO *THE LABYRINTH*.

Every Delta Green campaign needs allies and opponents. My goal for this book is to give you, the Handler, not just a set of factions to toss into your campaign as one-shots but to provide a new set of lenses through which to view the world of Delta Green and to expand the scope and depth of your campaign.

This book contains four potential allies and four clear enemies. Each chapter covers the basics of a group's history, organization, leadership, field operatives, agenda, important individuals, and a three-stage story arc that shows how the group evolves and escalates in response to the Agents' investigations. Finally, each group is given optional connections to other groups, so that you can enter this book from any chapter and still wind up someplace else. It is, after all, *The Labyrinth*.

Nothing in this book is static. All of these groups change the more you use them. And those changes give you new storylines, new characters, and new mysteries for the Agents to pursue.

Potential Allies

The potentially allied organizations have an immediate practical use in your campaign as clue dispensers. Introduce an appropriate group during an operation and then have them provide useful assistance to the Agents. Ideally, your players will soon voluntarily reach out to the group for further help—and that's when you've got them snared. Because each allied group evolves as the Agents rely on it more and more. And just as Agents lose Sanity and Bonds due to exposure to the unnatural, these groups lose their own resources and mission clarity due to exposure to the Agents.

Which Delta Green?

When this book refers to Delta Green in terms of whom the Agents work for, it's meant to be either the Outlaws or the Program depending on your campaign. Whichever you're using is Delta Green as far as this book is concerned. In the few places where it really matters, the book is specific about the Outlaws and the Program.

Center for the Missing Child

This nonprofit is dedicated to the cause of missing, exploited, and murdered children. Their practical focus is on educational outreach to law enforcement at every level, teaching them best practices and delivering research studies on their cause. In some cases, CMC volunteers serve as adjunct investigators in active cases. They collate information, search for related cases in the CMC database, and assist families of affected children with resources and emotional support. One CMC volunteer, Joe Dawant, has an unresolved history with the Atlanta Child Murders case. His obsession spirals unchecked the more he interacts with Delta Green.

Dream Syndicate

This online group of people are united in a strange experience: they have identical dreams of unnatural events. As a group they catalog their dreams, look for real-world connections, and try to identify details in their dreams that could reveal more about their experiences. This well-meaning group may have helpful dreams related to the Agents' investigations. However, one of the group's leaders is secretly a fraudulent stalker who is sexually obsessed with the founder of the group. He will lie to win the Agents' favor in an attempt to impress her, and is surveilling her constantly. When his deceptions come to light, he takes drastic action.

Agent Renko

This Russian operative of GRU SV-8 is watching the Agents for his masters, looking for opportunities to steal information or artifacts and learn more about Delta Green. But when he gets in trouble, the Agents are the only ones he can ask for help. Over time he becomes a sort of double agent, befriending the Agents but still surveilling them and reporting on their activities. He can provide useful information yet is never entirely trustworthy—and he may be lying about everything. Eventually he wants to betray the GRU and defect to the arms of Delta Green. But is even that a lie?

The Witness Alliance

This nonprofit catalogs, monitors, and publicizes hate groups so their activities do not go unnoticed. They educate law enforcement on hate-group activities and work with academics who study such groups to gather and spread information. They have strong relationships with the mainstream media and with law enforcement at all levels. Unfortunately, one of their relationships is with an academic at Miskatonic University who is a retired Delta Green agent. This man is in a precarious mental state caused by a lifetime of fighting the unnatural, and in particular due to his experiences during the collapse of the Cult of Transcendence. A researcher at the Witness Alliance is in

love with him. As he falls apart, she seeks revenge on Delta Green for what he has suffered.

Antagonists

No opponent in this book is a traditional Cthuloid cult. Instead, each opponent is a group of humans doing human-scale things, but the depths of their obsessions have led them to unnatural paths. Each has their own viewpoint on humanity and our world. They offer you the opportunity to present and portray antagonist characters who are both way off the deep end but also still capable of going on cable news to explain their activities. In general, they aren't even terribly dangerous—at first. But as Agents investigate them they climb to greater heights of power, threat, and initiative.

New Life Fertility

This private company provides very expensive but completely infallible fertility services to the global elite in the realms of politics, finance, nobility, and celebrity. While their approach is rooted in the science of in-vitro fertilization, they get a helping hand from the a substance called Lac Maternum—the milk of Shub-Niggurath. More than 15,000 babies have been

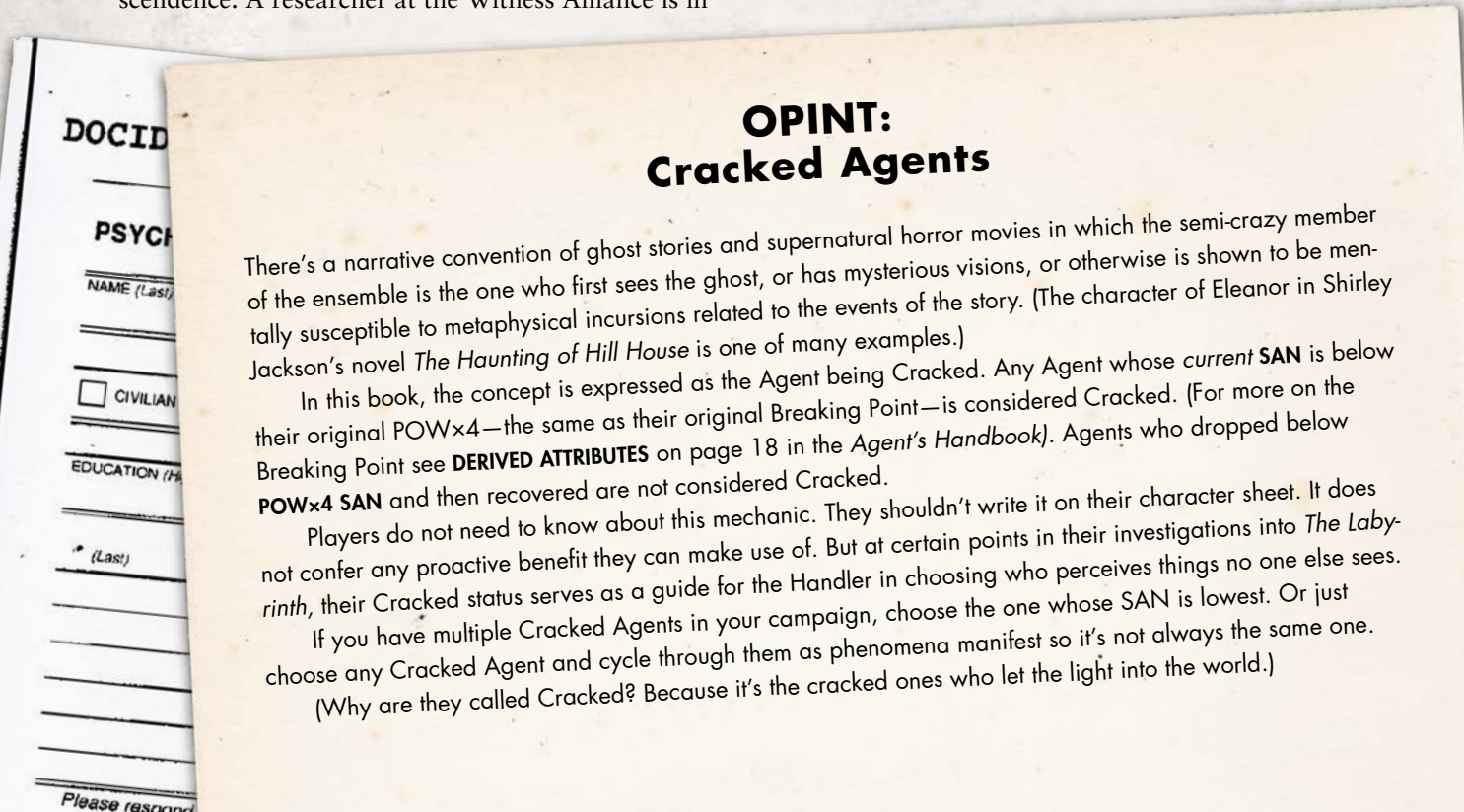
OPINT: Cracked Agents

There's a narrative convention of ghost stories and supernatural horror movies in which the semi-crazy member of the ensemble is the one who first sees the ghost, or has mysterious visions, or otherwise is shown to be mentally susceptible to metaphysical incursions related to the events of the story. (The character of Eleanor in Shirley Jackson's novel *The Haunting of Hill House* is one of many examples.)

In this book, the concept is expressed as the Agent being Cracked. Any Agent whose *current SAN* is below their original POWx4—the same as their original Breaking Point—is considered Cracked. (For more on the Breaking Point see **DERIVED ATTRIBUTES** on page 18 in the *Agent's Handbook*). Agents who dropped below **POWx4 SAN** and then recovered are not considered Cracked.

Players do not need to know about this mechanic. They shouldn't write it on their character sheet. It does not confer any proactive benefit they can make use of. But at certain points in their investigations into *The Labyrinth*, their Cracked status serves as a guide for the Handler in choosing who perceives things no one else sees.

If you have multiple Cracked Agents in your campaign, choose the one whose SAN is lowest. Or just choose any Cracked Agent and cycle through them as phenomena manifest so it's not always the same one. (Why are they called Cracked? Because it's the cracked ones who let the light into the world.)



born through this method and the first of them have reached adulthood. As they mature, they are only attracted to others of their kind. The babies they make together are no longer human. Within a decade, there will be more than 10,000 of these inhuman second-generation offspring ascending to inherit the wealth, political power, and social status of their families. And if their human families get in the way, they murder them.

The Lonely

There are lonely people and then there are the Lonely: the unnaturally alone who are haunted by a mysterious book each possesses. Every one interacts online with a mysterious person known as CptnSnshn (“Captain Sunshine”) who reinforces their fundamental loneliness and, when needed, pushes them towards the deeper levels of misery. Some Lonely become the Grim, stalkers and bullies who act both online and in real life. And some Grim become the Furious—and for a day or two, we all know their names and how many people they murdered in a sudden spasm of inexplicable violence. Behind them all is the inscrutable agenda of CptnSnshn, an avatar of the King in Yellow.

The Sowers

In dying towns across the Rust Belt, this devout Christian sect is building self-reliant communities of strong men and their weakening wives whose willpower is used to power daily rituals to Jesus. Led by a charismatic founder who disdains evangelism, the sect stays under the radar to grow their crops, cross-train their skills, visit the shooting range, and help fellow members in need. If you become a Deacon, you can do anything you want—as long as you are willing to cut the throat of an eternal angel named Azazel, who grants you existential innocence from all crimes. When push comes to shove with Delta Green, they hire a law firm to sue the government and a PR firm to get them on cable talk shows.

The Prana Sodality

This New Age nonprofit works from a remote compound in Washington state. It has developed an energy

healing technology in an old ICBM silo to help people get healthy. Unfortunately, the entire area is infested with Lloigor, and the group’s technology is opening a direct channel to those vast and alien intellects. This chapter acts as its own mini-sourcebook for the very troubled town of Stanton, home of the country’s first production plutonium reactor and a nexus for violence, sickness, and misery for hundreds of years. Stanton is haunted by ghosts, weakened by genetic and environmental diseases, and wracked by frequent spasms of grotesque violence. The day Agents arrive, they walk right into a mass shooting—and things only get worse from there.

Mapping Your Labyrinth

Your Agents will not have a map to this labyrinth of allies and enemies, but you will. The minotaur, after all, knows every twist and turn of the maze where it lives. And make no mistake: you are the monster at the heart of this labyrinth, the organizing entity who has assembled a devilish set of traps, dead ends, and misdirections to lead the Agents deeper and deeper. As their Sanity fades and their Bonds wither, the Agents are unlikely to emerge from your labyrinth alive or intact. And when each finally succumbs to their destiny, you will have achieved yours. Not because you killed the Agents or drove them insane, but because you gave them the fire in which they burned so heroically. No one wins in Delta Green—but the struggle to try delivers the drama, the excitement, and the horror that we crave.

Your personal map of the labyrinth will be very much your own creation. Mine is on pages 12–13: connections I’ve provided between every group in this book.

What’s missing? Your campaign’s operations. You likely have one or more published or invented operations in mind for your Agents to attempt. To construct your own map, begin with the next operation you intend to use. Then consider each of the four potential allies in this book. Which one might be relevant to that operation? Pick one, review it, and decide how you’re going to introduce them in play. Which

Published Operations

The Handler can integrate any Delta Green operations with one or more groups from *The Labyrinth*. Here are some suggestions.

Operation	Appropriate Group	Suggestions
<i>BLACKSAT</i>	The Prana Sodality	Bruce Weintraub is a recurring visitor at the Prana Sodality and has been converted by the Polarity Vortex.
<i>Ex Oblivione</i>	The Sowers	A small branch of the Sowers has opened in Yuma. Murder victim Homer Ryan has been an Aspirant for about three months but must marry Cierra before he can become Bound. There is nothing unusual or sinister thus far about the Sowers' actions in Yuma.
<i>Extremophilia</i>	The Prana Sodality	The Benthic Company can have connections to Tower Manufacturing in Stanton, Washington. They have shipped some rare mineral samples to Tower who are using them for experimental testing in Project HUDSON.
<i>Future/Perfect</i>	The Sowers	The Shechita Sakin that is stolen by a Sower Deacon is part of the Hunt Collection, a touring exhibit of religious artifacts collected by Arthur Hunt during his lifetime.
<i>Hourglass</i>	New Life Fertility	Gyles Root, possessing the body of Erol Salzo III, has been having dreams of Caprus and the Lac Maternum. He is beginning to understand that his progeny could be even more closely aligned to Shub-Niggurath and that in decades to come it could greatly expand his power. He has made contact with a New Life consultant based in Seattle and their business card can be found among his possessions.
<i>Kali Ghati</i>	Dream Syndicate	Dreamers have recorded visions of the Shunned Temple from ancient times.
<i>The Last Equation</i>	The Lonely	Montana school teacher Kelly Casselman could already be a Lonely before receiving the MathGeeks email that drove her insane. Investigating her could lead to her online interactions with CptnSnshn.
<i>Last Things Last</i>	Agent Renko	Renko is tailing the agents during this operation and discovers how they dealt with the thing in the tank. When he finally meets them on some future operation, he cites their actions at the tank as an example of the hardships they have faced.
<i>Lover in the Ice</i>	The Prana Sodality	Ryan Whitehead's old personal papers in the Green Box show he had a tumultuous friendship with energy-work pioneer Gunter Brandt in the late 1960s in San Francisco and that he visited the Prana Sodality in the 1970s.
<i>Music From a Darkened Room</i>	Agent Renko	Renko is watching the Agents during this operation. On their first visit to the Green Box, they find a large tapestry depicting arcane imagery. It is missing on their next visit, stolen by Renko.
<i>Night Visions</i>	Witness Alliance	Bluebird Leader, the American drone operator, went on to found the Wolves of Erik and is now a leading white nationalist. He has never forgotten what he saw that day on the drone feed from Gath Valley.
<i>Observer Effect</i>	Agent Renko	GRU SV-8 would be very interested in the events at the Olympian Holobeam Array.
<i>Reverberations</i>	Center for the Missing Child	Add a missing teenager who was using the drug.
<i>Sick Again</i>	The Prana Sodality	Keyert and Langzweil have mostly humdrum notes from an interview with a researcher from Project FORSAL they met at CalTech. They did not visit the silo but took note when the Prana Sodality briefly publicized the Polarity Vortex some years later.
<i>The Star Chamber</i>	Dream Syndicate	Two dreamers have recorded dreams derived from events at the Abominable Temple of Location TI-20.
<i>Sweetness</i>	Witness Alliance	Tampa PD have been in touch with the Witness Alliance to assess the mark left on the door of the Bernier family. Researcher Sheryl Krieger passed it on to Dr. Hawthorne who has flown to Tampa on his own to investigate. He knows DG when he sees it.
<i>A Victim of the Art</i>	Center for the Missing Child	Delay the discovery of Lauren Harrogate's body long enough that a CMC volunteer comes to town to assist the police and family.
<i>Viscid</i>	New Life Fertility	Dr. Tibalt Grieves left papers behind about New Life Fertility and his belief that they were using some unknown substance to induce unprecedented fertility.
<i>Wormwood Arena</i>	Center for the Missing Child	A CMC volunteer suspects someone may have murdered Meredith Galway's parents and kidnapped her.

REIN
Irene Lihosit
Fertility Consultant



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10-Q?
Agent Renko?



Sowers

The Witness Alliance

Sheryl Krieger
Researcher
Sheryl@thewitnessalliance.org

COMMENTS

201

There is no escape from the lethal chamber

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Submitted on 20 August 2044

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SAVE

[-] HVYRD 5 days ago
wtf is with that date?

[-] WriteWroteWraught 5 days ago
CptnSnshn hacks this shit all the time

[-] pabell79 4 days ago

[-] CptnSnshn 4 days ago

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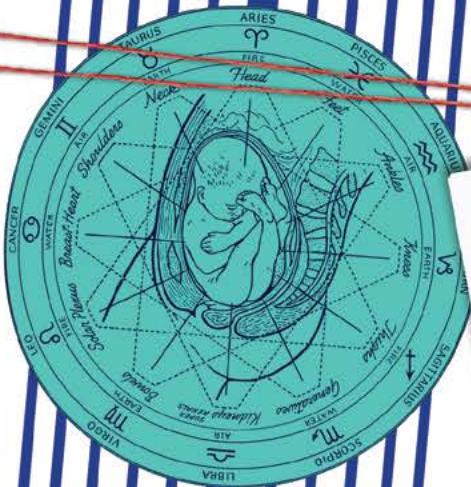
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DREAMS FORUMS

The Prana Sodality



POLARITY

important individual from that group will be the first your Agents encounter? How will you portray them and weave them into the plot of the operation? How will their first contact introduce them to other contacts from that group?

Then run the op and see how things go. Your initial goal is to establish that first contact, demonstrate the allied organization's usefulness, and leave the door open to a longer relationship. Ensure that contact has a way to reach the Agents later on, when the op is over, so you can stage another meeting if the Agents don't initiate that themselves.

With that first group in play, trace its connections in the map. Where do you go next? Consider your options and see how they line up with the next operation in your campaign. (You could even insert a group into an Agent's home scene.) The second group could be an ally or an enemy, but either way, you want to get them into your campaign while keeping the first group around as well.

Don't force it. If your next operation takes the Agents to Antarctica, there's not much the Witness Alliance can do for them. Be patient. Watch for opportunities to reconnect to the labyrinth when they arise. Let the relationships the Agents develop with the

individuals in this book deepen so further connections occur organically. When the Agents are the ones pushing deeper into the labyrinth, you're in great shape.

A Labyrinth Campaign

If you don't have a campaign in progress or in mind already, you can base one directly on this book. Use the guidelines from the *Handler's Guide* to build your own operations.

Start with an enemy group from this book. New Life Fertility is probably the best suited to being a major villain to kick off a new campaign. Review that group's entry points and decide how to construct the initial operation so it leads the players in their direction. Because New Life deals with children, the Center for the Missing Child would be a natural allied group to introduce as well. Bring in Joe Dawant as a recurring ally, establish his worth, and gradually play out his disintegration.

Over time, pull in other groups when you see the opportunity. The Lonely, Dream Syndicate, and Agent Renko are all small-scale groups. They can readily coexist within your existing campaign as smaller experiences that can play out over a limited time.



Should You Use Everything?

It's very unlikely you can use all eight groups in a single campaign, nor should you really try. Pick your main enemy and gradually introduce a couple of smaller allies and enemies. That should keep your Agents busy for quite a while. For your next campaign, select a different assortment and start all over.

Of course, some Handlers will take that as a challenge. If your players are unusually self-motivated, and are enterprising about theorizing and searching for new leads, then by all means, enter the labyrinth and see where it leads.

Don't burn your first enemy group too soon. As you'll see, they are very resilient. Even a successful early operation may leave the group with substantial resources and multiple moves to make. Let the Agents think they've scored a strong blow, give them something else to do, and then have the enemy group reassert itself further along its progression path.

Final Advice

The single most important thing you can do to successfully use this book is to pay attention to the characters. They're called Important Individuals for a reason. Fictional groups in horror gaming are often known only by the clues they leave behind: crime scenes, mad scribbling on asylum walls, or the arcane rituals they use to summon their deity. The groups in this book are different. They are not expressed through clues but

through people. I expect the Agents to *meet* these people, even the insane and murderous ones, and to have actual conversations with them. They are the vector through which the ideals, agendas, and weaknesses of the groups come through. They are how you and your players will transmute cold print into vibrant stories.

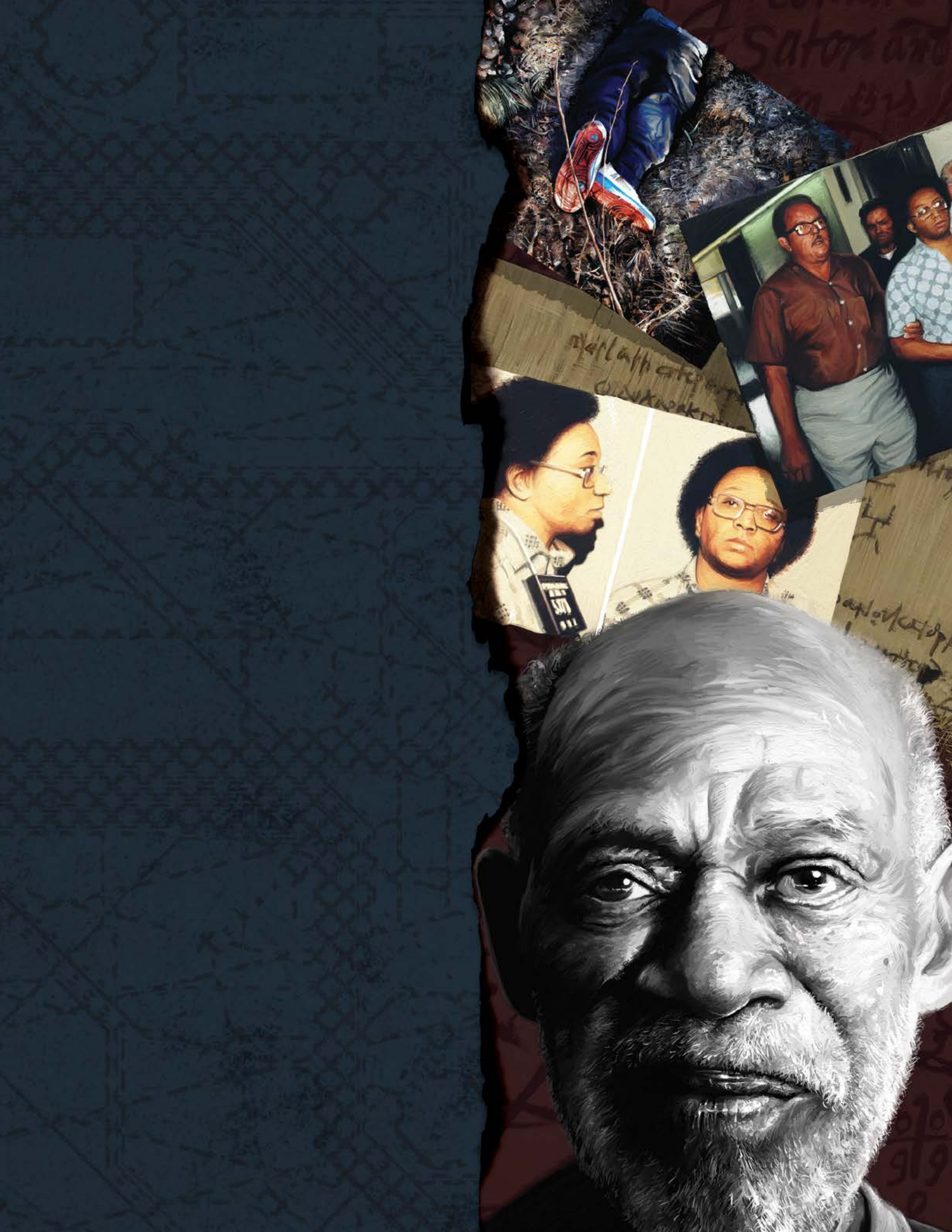
When your Agents sit down to dinner with the leaders of the Sowers, remember to portray their soul-deadened wives, who force smiles through damp eyes when asked about all the miscarriages. When Telford from the Witness Alliance doxes the Agents to strike a blow against the state, it should be a personal betrayal by someone they thought they could trust. When the daughter of the Belgian diplomat in Manhattan proudly shows her goat-eyed baby born through New Life Fertility—a child fathered by her own brother—her commitment is absolute and her pride is genuine. She will not hesitate to smash the milk bottle on the edge of the marble kitchen counter and shove the jagged edges into an Agent's throat. When Agent Renko begs them to save the children of the Jewish orphanage in Ukraine from being murdered by the GRU for the sake of unnatural research, his passion is completely genuine—unless it's all a vast lie to manipulate the Agents for his own ends, and the Agents should have a heated out-of-character argument about whether to trust him.

It's the characters that matter. Trust them to tell their tales, to share their horrors. You are the vicious beast at the heart of the labyrinth and those characters are your proxies and minions. With their help, you will lead your players through twisty little passages all alike until they realize there is no exit. There is only the journey, and the courage it takes to make it, holding hands in the dark.

John Scott Tynes
Seattle, July 2019

// Center for the Missing Child //

“Sometimes he sees them mowing
their lawns. His fingers tighten on
the wheel.”



Center for the Missing Child

Potential Ally

THIS NATIONAL NONPROFIT IS DEDICATED TO THE cause of missing and exploited children. The Center for the Missing Child (CMC) offers practical resources to law enforcement and to families including training for law enforcement; case officers who can review and support investigations; a variety of physical, genetic, and technological forensic services; on-the-ground specialists to assist task forces and families; and educational and service programs.

CMC has a strong reputation with local and federal law enforcement and a long history of lobbying for better investigative and prosecutorial standards in cases of missing and exploited children. In addition to their full-time staff they work with a large number of volunteers who are retired law-enforcement officers. These volunteers undergo extensive training and then provide services both on a rapid-response basis and for long-term investigations.

CMC's credibility, extensive network of contacts, deep resources, and on-the-ground assistance to law enforcement makes it an invaluable if unwitting ally of Delta Green for any operation involving missing or exploited children. In some ways, CMC is almost a parallel version of Delta Green itself: a network of experts who work the system across jurisdictions and beg, borrow, or steal resources to serve a greater good.

This value to Delta Green, however, may put the organization and its mission at serious risk.

History

CMC was founded in 1981 by Jordan and Sarah D'Onofrio, whose daughter Anna was abducted and eventually murdered. Her remains were not found for 15 years.

In the early days of their daughter's disappearance, the D'Onofrios were horrified by how unsophisticated missing-child investigations were. They saw little cooperation among local regional authorities, minimal

Center for the Missing Child

HEADQUARTERS: Chicago, Illinois.

STAFF: 400.

VOLUNTEERS: 700.

BUDGET: \$40 million.

FIELD OFFICES: New York, New York; Sacramento, California; Miami, Florida; Dallas, Texas.

OTHER HIGHLIGHTS: CMC assists and collects data on nearly 30,000 missing-child cases every year.

policies or procedures, and no reason to hope. They became determined to raise the bar for child investigations. With the backing of retired law-enforcement personnel and funding from their personal fortune, they created CMC to ensure future cases of missing children were investigated to the fullest and fastest extent.

By the time Anna's remains were found in 1996, missing-child investigations were dramatically transformed. The D'Onofrios and their staff had recruited extensively from the ranks of local and federal law enforcement, which bought them credibility, and the techniques they researched, documented, and promoted resulted in several early successes that brought them more funding, cooperation, and access.

The growth of the Internet led to an increasing emphasis on digital data and related crimes. CMC built technical expertise in this area and have since consulted with the largest technology companies. It has convened conferences and made connections across rival firms to establish shared standards for confronting online child pornography and other digital crimes related to children.

Today, the D'Onofrios are retired. Current CEO Karen Jacobs has been with CMC for four years. Her priorities include international parental abductions, in

which a child with a foreign-born parent is abducted and taken from the United States. That involves building relationships with the State Department and working with diplomats and embassy staff around the world. Any influence Delta Green agents could supply to assist in this new priority could result in increased cooperation and access to CMC resources.

The Organization

Most of CMC's 400 employees work at their headquarters in Chicago. Responsibilities there include general administration, development of training programs, data aggregation and analysis, case analysis oversight, and legislative strategy.

The Chicago office is also where all forensic services are performed. The facility has a cadaver lab and a technology lab. The cadaver lab never works with fresh bodies, as those services are performed by local medical examiners, but instead focuses on specialized areas such as DNA recovery, examination of bones and other aged remains, and facial reconstruction. The technology lab is primarily focused on cybercrime, coordinating with Internet companies and government agencies to catalog and track online content related to missing and exploited children. The lab also has the capability to extract data from devices such as hard drives and phones, although their decryption capabilities are more limited than those of federal law enforcement.

The four field offices are where most of the active casework is managed. Each field office has about 25 employees. Their responsibilities include active-case and cold-case analysis, volunteer recruiting and coordination, networking with the leadership of area law-enforcement organizations, and running on-site training programs. All case analysts work closely with the national analysis team in Chicago to collect and enter data, in part to look for patterns of activity that may cross local, state, and regional jurisdictions. CMC's national perspective has aided law enforcement on several occasions to identify multi-state trafficking activities, and even helped identify a handful

of serial child murderers who routinely crossed jurisdictions.

Field offices hold biannual volunteer gatherings, and volunteers must attend at least one gathering a year to maintain their credentials. These gatherings are used to disseminate the latest training, share techniques, and walk through case studies. They are also attended by senior personnel from regional law enforcement agencies, who coach volunteers in how to work effectively with task forces and families.

Operatives

CMC forensicists and case analysts rarely venture into the field. Field work is performed almost entirely by volunteers who fall into one of two categories, rapid-response consultants and cold-case specialists. A few volunteers work in both areas.

Rapid-Response Consultants

CMC's volunteer consultants are retired law-enforcement personnel with extensive training in rapid-response cases of missing children. When a consultant is dispatched to a case, he or she serves both the family and the investigators.

For the family, the consultant offers expertise and emotional support, and can arrange for free legal services, hotels, meals, counseling, and transportation.

For the investigators, the consultant joins any task forces and works to connect them with resources from CMC and from other law-enforcement organizations nationwide. The consultant can help organize case documents, suggest investigative strategies, and support communications across the task force.

Cold-Case Specialists

These volunteers are also retired law enforcement personnel with particular experience in long-term investigations. They are skilled at organizing documents and evidence, recognizing opportunities to use new tools and techniques to generate new leads, and connecting investigators with CMC resources and other organizations that can help.

A CMC specialist can take a cold case and “re-heat” it: bringing it up to date, ensuring all necessary steps have been taken, referring any new opportunities for follow-up, and connecting it with other cases in the CMC database that could produce fresh insights and unseen patterns.

Beliefs and Mandate

Above all else, CMC is committed to saving the lives of children. Its founders experienced the loss of a child firsthand and over the years their staff have encountered numerous cases that represent the worst of human behavior. It is extraordinarily mission-driven in a way that the Agents may recognize.

That said, CMC has long since learned to play well with others. As a private nonprofit and not a law-enforcement agency, CMC can only succeed by building strong relationships with on-the-ground investigators. It uses academic research, training programs, and legislative lobbying to strengthen its reputation, all of which in turn open the door to a given task force willingly accepting help from a CMC volunteer. Having a civilian volunteer join a task force is no small thing to most law-enforcement agencies, and it only happens because CMC has built such a strong reputation and vets its volunteers carefully. It then disseminates successes through newsletters, presentations at professional law-enforcement conferences, and training literature and programs to create a virtuous cycle.

CMC’s reputation is its most valuable resource. Any volunteer or case that jeopardizes its reputation is escalated immediately to senior leadership. On rare occasions, its leaders have intervened immediately to remove a volunteer from the field who proved to be a poor collaborator. They have never had to deal with anyone who was deliberately deceiving CMC about their activities, however, and have a blind spot for volunteers who work well with task forces but who also have hidden agendas. The opportunity for a Delta Green friendly within CMC to be successful is substantial.

Field Operations

CMC’s operations are in four main areas:

- » **VICTIM & FAMILY SUPPORT:** CMC assists families and victims with counseling, financial and legal assistance, and navigating the world of law enforcement. For child victims of trafficking, for example, CMC provides a “go bag” of clothes, food, money, contacts, and a comforting stuffed animal for the immediate aftermath of an escape or rescue.
- » **CASES:** CMC compiles data on cases, correlating across cases, works directly with law enforcement, provides specialized forensic services, and offers best practices to first responders.
- » **TRAINING:** CMC offers online and in-person classes in child-related investigative techniques for police, medical personnel, security firms, first responders, and others.
- » **ANALYSIS:** CMC assembles statistics, analysis, and reports on issues related to missing and exploited children.

Friendly Opportunities

Delta Green friendlies in CMC can be of real help to any Delta Green op that appears to involve an endangered child.

Task Force Mole

Local law enforcement may be hostile to federal agents or demand transparency of information sharing that goes beyond what the Agents are willing to share. Embedding a CMC volunteer on a task force, however, allows Delta Green to have a mole on the inside who can funnel information in both directions without revealing Delta Green’s involvement.

Case Analysis

For ops involving children, CMC case analysts can review documents and evidence and correlate it with their deep library of past and present cases, as well as up-to-date archives of digital data related to missing and exploited children. They can, for example, use



facial-recognition software to identify missing children who might turn up in online photos. They can analyze and discern patterns and connections between the current op and other cases that the Agents might not yet have uncovered. And they can suggest investigative strategies that might open new lines of inquiry or connect the Agents with relevant specialists.

Forensic Examination

CMC forensic artists can produce age-progressed renderings of long-term missing children and facial reconstructions of unidentified child remains. Their medical examiners can do forensic exams of old remains and other physical evidence, if they believe it is related to a child investigation. Fresh cadavers are left to local medical examiners to review.

Important Individuals

Detective Joe Dawant, Retired

Potential Delta Green Friendly

Joe Dawant is a 74-year-old African-American retired homicide detective who spent his career with the Atlanta Police Department and the DeKalb County Police Department. With the APD, he worked on the Atlanta Child Murders of 1979–1981, which ended with the arrest and conviction of Wayne Williams in just two of the twenty-eight killings and the administrative closure of nearly all the other cases. He transferred to the Dekalb County Police Department in 1998. His

last years were spent on the 2005–2006 reinvestigation of those crimes, a project that was criticized for being underfunded and unproductive.

Dawant does not believe the majority of the murders were committed by Wayne Williams, and he is haunted by his experiences on the case. He believes the political and corporate leaders of Atlanta conspired to bury the investigation, both times, to quiet the African-American community and hide the truth of what was really going on.

Dawant's theory is that a ring of white APD officers committed many of the crimes. He saw firsthand in the 1970s how some officers mistreated or even exploited African-American children, and in those days he personally knew officers who carried a "drop piece": an untraceable handgun that could be planted on a civilian killed by an officer in order to justify the shooting retroactively. Dawant's opinion is that many of the murders were opportunistic examples of deliberately excessive force committed by a coterie of officers who knew they could get away with it in the frenzy over the serial killings.

For the decades between the end of the Williams case and the opening of the reinvestigation, Dawant conducted his own personal research. He identified four white police officers with undocumented histories of excessive force, abuse of suspects, exploitation of underage prostitutes, and ripping off drug dealers of cash and merchandise. He believes these men killed at least ten of the victims attributed to Wayne Williams

and that they got away with it. While some victims may have been killed due to their roles as minor drug runners, Dawant believes others were killed just because the officers knew they could. He positively identified two of the officers as members of the Atlanta Ku Klux Klan, and suspects the other two were at least fellow travelers if not actual members.

When he presented his findings to his superiors in the Dekalb County police in 2006, they promised to refer them to the APD and City Hall. Soon after, the Dekalb County police chief was forced to resign and the investigation was closed. Dawant's meticulous evidence and reports disappeared. Dawant's next departmental vision test showed he had advanced macular degeneration and he was forced into retirement with a generous pension. Subsequent tests by a private ophthalmologist found nothing wrong with his eyes. Dawant kept the pension and went home to tend his tropical fish.

During the reinvestigation project, Dawant came into contact with CMC and was impressed with the organization. Upon his retirement, he applied to serve as a cold-case specialist. He has been certified as a rapid-response consultant as well.

The four white officers Dawant suspects of murder are still alive. He has their names and addresses. He follows their activities on social media, where they are smiling grandparents and great-grandparents. He keeps an unlicensed car in a relative's half-collapsed shed on a large rural farm and occasionally takes it out for drives past the homes of those officers. Sometimes he sees them mowing their lawns. His fingers tighten on the wheel.

Joe Dawant

Retired detective haunted by the past, age 74

STR 12 CON 12 DEX 11 INT 15 POW 10 CHA 12

HP 12 WP 10 SAN 50 BREAKING POINT 40

SKILLS: Alertness 50%, Bureaucracy 45%, Criminology 50%, Drive 50%, Firearms 40%, First Aid 30%, HUMINT 50%, Law 30%, Melee Weapons 50%, Navigate 40%, Persuade 60%, Search 40%, Unarmed Combat 40%.

ATTACKS: M1911A1 pistol 73%, damage 1D10. Unarmed 62%, damage 1D4-2.

Forensic Scientist Annabel DePasqua

Annabel is a 42-year-old Caucasian woman with a studious, professional demeanor. She is an experienced crime-scene technician and analyst. She joined CMC five years ago to pursue a mission she found particularly meaningful to her as a parent of two children.

She runs the forensics lab in the Chicago office with a staff of two part-time forensic technicians. Most of the lab's work is with cold cases, doing meticulous forensic work on behalf of police departments whose own labs are overflowing with current cases and, often, gigantic backlogs of rape kits. Her workday typically includes attempting to recover DNA, matching bone fragments among multiple victims, and examining old evidence for new opportunities offered by modern forensic technology.

Annabel has worked on a half-dozen cases with Joe Dawant. She respects his experience and no-nonsense approach, but knows nothing about his personal obsession with the Atlanta child murders.

As a child, Annabel had an encounter with what she still believes was the ghost of her great-grandmother. It's impossible to know the truth of it after all these years, but she has a curiosity about the dead and what happens after death that could lead her deeper into a relationship with Delta Green.

Annabel DePasqua

Gifted forensic scientist, age 42

STR 10 CON 11 DEX 14 INT 16 POW 13 CHA 12

HP 11 WP 13 SAN 65 BREAKING POINT 52

SKILLS: Alertness 60%, Bureaucracy 40%, First Aid 60%, Forensics 60%, HUMINT 40%, Medicine 40%, Persuade 40%, Pharmacy 40%, Science (Biology) 60%, Search 60%.

ATTACKS: None.

Case Analyst Christopher Mudede

Mudede is a 33-year-old African American born in Zimbabwe, who emigrated with his family as a child. He earned a master's degree in library science from the University of Washington-Seattle and spent five years in the Seattle Police Department managing records and evidence. He took to conducting his own

Progression

cold-case research and produced leads that led detectives to the resolution of three cases.

CMC offered Mudede a job three years ago and he relocated to whichever field office the Handler decides is relevant. There, he takes pride in correlating truly staggering amounts of data across hundreds of thousands of missing-child cases dating back several decades. He has overseen substantial improvements in data quality, indexing, and access. He has also made valuable contributions to CMC's cybercrime team, who collate and archive online evidence and imagery of crimes against children.

Mudede's work with CMC is often harrowing. Managing evidence archives in Seattle was more abstracted and remote, but at CMC, the suffering he bears witness to is slowly grinding him down. He takes satisfaction in every opportunity he has to contribute to active investigations, but the nature of the work is challenging to both mind and spirit.

At first he maintained a long-term relationship with a male partner back in Seattle, but that tether frayed and fell apart. He puts everything he has into his work, now, and at the end of each long day he numbly goes home to his small apartment where he practices meditation.

Christopher has had occasional contact with Annabel DePasqua, but has worked extensively with Joe Dawant. On three occasions, Mudede and Dawant have collaborated on rapid-response cases that resulted in convictions and they remain among the highlights of his career.

Christopher Mudede

Driven case analyst, age 33

STR 13 CON 11 DEX 12 INT 17 POW 14 CHA 10

HP 12 WP 14 SAN 70 BREAKING POINT 56

SKILLS: Anthropology 40%, Bureaucracy 50%, Computer Science 40%, Criminology 40%, History 40%, HUMINT 50%, SIGINT 40%.

ATTACKS: None.

Over the years, a few CMC volunteers and staff have crossed paths with Delta Green agents in the course of operations that included children. None learned about Delta Green and none were ever recruited as friendlies.

That changes with Joe Dawant. He's a canny detective with keen political instincts, but he's also driven by a vengeful quest for justice. When he gets involved in a Delta Green op, it's going to be for keeps.

Stage One: Investigation

For Dawant to meet the agents, he should be pulled in as either a rapid-response consultant or a cold-case specialist, depending on the nature of the op. Lacking any previous connection to Delta Green, the natural way for Dawant to get involved is by way of either the family of a child connected to the case or the law-enforcement personnel involved. One of them calls CMC, CMC calls Dawant, and Dawant gets on a plane.

First Meeting

The ideal first meeting is if Dawant is working with the family of a missing child. He could be lost in the shuffle of a task force, but when the Agents visit the family's home as part of their investigation, Dawant is there to represent the family. They insist on him being present for questioning and if the Agents ask to look around, Dawant stays with them and makes conversation.

Dawant is no fool. He knows he's old, retired, and gray. He plays the part of a helpful veteran, polite and professional. But privately, he's assessing the Agents. His instincts are good. There's something about them that isn't quite right.

Dawant will suspect them of being there with ulterior motives. His first assumption is that someone powerful wants this investigation resolved quickly and quietly, and he's skeptical of the Agents. If they ask him good questions and take his experience seriously, he relaxes and opens up. If they freeze him out, he starts asking around about them and even follow them to see what they're up to. Dawant feels fiercely

protective of the family, and of the fate of the missing child, and he's not above going out of bounds if he feels it's the right thing to do.

Glimpsing the Truth

Contrive a situation where Dawant encounters the unnatural. Maybe he tails the Agents and sees something he shouldn't. Maybe whatever is going on strikes again and he's there. One way or another, Dawant needs to have his first time. And he needs to come through like a champ: brave, experienced, cool under fire.

Afterwards, Dawant has a frank conversation with the Agents. The truth is, he feels hemmed in by his volunteer work for CMC. He loves it, but CMC doesn't investigate. They advise. And Dawant really wants to get his hands dirty again.

Getting Embedded

For the rest of the op, Dawant volunteers for anything he can. If the agents are missing a clue, Dawant turns up with a report from Christopher Mudede, a CMC case analyst at the nearest regional office who has spotted something in Dawant's notes. If the op needs a change of venue because the agents made a mess, Dawant brings up a potentially related case in another state that maybe they should look into together.

Don't try too hard. The Agents should find Dawant legitimately helpful. He can tail suspects, review documents, or attend local task force meetings. And he has the trust of the victim's family, which may count for a lot if things get weird.

Connecting with Mudede

Getting Christopher Mudede connected with the agents is a useful way to strengthen their relationship with CMC. Dawant organizes conference calls with Mudede, with whom he has a good working relationship, so Mudede can help sift through clues. Give Mudede a chance to make a meaningful contribution without just solving the case for them so that next time, the Agents may initiate a call on their own.

Wrapping Up

When the op ends, make sure Dawant survives and that he knows a lot more now about the threat of the unnatural. He plays it cool, but inside he's on fire: there's a whole world he never knew existed, it's evil, and he has an opportunity to make things better. He says his goodbyes and asks to keep in touch. He's happy to help, even on ops that wouldn't normally involve CMC.

Stage Two: Obsession

Even if the Agents don't ring up Dawant the moment the next op starts, find an opportunity for him to touch base. A simple phone call will do—maybe he sees something suspicious on the news and wants to let them know. Or he could be working a mundane case and wants to ask one of the Agents a question related to their specialty.

In turn, Dawant should reconnect the Agents with Christopher Mudede if they haven't already. Mudede's lingering Zimbabwean accent should become a recurring feature of conference calls. Some of the data Mudede presents may be useless or unrelated, but if the Agents ask him good questions he should give good answers. The more they put in, the more they get back.

Mudede has limited contact with actual investigators in the field and he finds this new relationship exciting. He can work CMC's connections to get information or make introductions for the benefit of the agents.

Private Investigation

On his own time, Dawant is sliding into a very different world. Whatever form the unnatural took in Stage One, he is now obsessed with it. He hits the library, the Internet, revisits locations from the op, and generally tries to learn all he can.

After some months of this research, Dawant gets an idea: Those four corrupt cops, the ones he tried to finger for the Atlanta child murders, must be connected to the unnatural. He starts to revisit their Ku Klux Klan ties, wondering if that was just a smokescreen for something else.

Mudede is eager to help when Dawant briefs him on this. Dawant keeps the unnatural elements to himself, but Mudede throws himself into the research. In doing so, he's putting himself at risk. No active law-enforcement personnel have requested this case, and his activities with Dawant are out of bounds for CMC. But his passion for his work leads him forwards.

Discovery

Stage Two ends when Dawant contacts the Agents urgently. His investigations have led him to another encounter with the unnatural. It's not related to the Atlanta case, but it's the real deal and he asks the Agents to lend a hand.

When the Agents arrive, they are surprised to discover that Christopher Mudede is also there. He's taken a week's vacation to join Dawant in the field. While his insights and methods are valuable, Mudede also has very limited field experience from his days in the Seattle Police Department and may get himself in trouble. As the investigation progresses, Mudede would be a good choice as a non-fatal victim for the unnatural, becoming injured physically or mentally. This creates a complication for Dawant and the Agents, but Dawant does his best to help them cover up the circumstances and prevent CMC or local law enforcement from uncovering what's really going on. Mudede returns to work forever changed and becomes a Delta Green friendly in his own right.

Whatever happens, Joe finds an opportunity during or just after the op to talk to the Agents about the Atlanta case and his theories. He doesn't see the big picture, of course. His knowledge of the unnatural is sketchy at best. He gets all kinds of things wrong. And the Agents realize: This guy is drifting over the edge into full-blown paranoia.

But he's got something to offer. He's on good terms with Annabel DePasqua, the CMC forensic scientist in Chicago, and he had her take a look at some piece of evidence related to the unnatural force he's been researching. She produced a report with valuable scientific insights. He hands it over to the Agents. It's good.

He may be going crazy. But he's valuable.

If the Agents take the report and move on, we progress to Stage Three. To avoid Stage Three, the Agents will have to take pretty strong action to get Dawant to change course.

Stage Three: Disintegration

For this stage, find an opportunity in which Annabel DePasqua can get involved reviewing forensic evidence that indicates unnatural activity. Dawant might pass her some evidence without even telling the Agents. Whatever DePasqua finds, it galvanizes her. There is a mystery here that exceeds the boundaries of science.

However you manage it, DePasqua convinces her manager that she needs to visit the current case. Dawant helps her manage the paperwork as needed to justify her presence. She may show up unexpectedly, brought to meet the agents by Dawant. She has a keen mind and is relentlessly curious, causing the Agents to either pull her further in or work to keep her at arm's length.

If they pull her in, Dawant connects DePasqua with Mudede, who again takes a few days off to come help. By this time, the Agents now have their own friendly cell within the CMC. The CMC friendlies should mostly stay at a hotel, doing research and grunt work, with DePasqua doing some forensic work at a local university or medical examiner's lab.

All of this has now deeply tied CMC personnel with Delta Green. And when the current case resolves, that relationship will soon become a vulnerability to all involved.

Eruption

Following that case, Dawant concludes that the corrupt cops he suspected of murder belong to an evil cult that worships the unnatural. For weeks, he's been tailing them in his unlicensed old car, taking meticulous notes of their activities.

Then he sees two of them get together to play golf. That clinches it. They're onto him, sharing information about the surveillance and hatching a plan to get Dawant for good. He has to act fast.

The Call

The Agents learn about this when, during another op, they get a call from a captain in the Atlanta PD. Joe Dawant is holding a retired police officer hostage. Another retired officer is at the morgue, shot dead in his driveway yesterday by a sniper from a distant car. APD has got the house surrounded. Dawant says he'll surrender, but only if he can talk to the agents.

The hostage negotiator patches them through. Play out the conversation. Dawant rants about the unnatural, about the Atlanta case, about the macular degeneration diagnosis, about the op they worked on together. He says he's got it under control. They need to fight the good fight. They need to save the children.

He hangs up. The captain gets back on the call and asks the Agents about Dawant: what's he on about, what's his mental state, can he be reasoned with.

Just then, the agents hear another voice next to the captain: "Our sniper's got a shot, sir. Should we take it?"

The captain is still on the phone. The Agents have an opportunity to say something, something that could sway him one way or the other. Something that could save Joe Dawant's life or end it.

If they hesitate, he hangs up and orders the shot. If they speak, he listens.

Damage Control

Whether Dawant lives or dies, the Agents have a mess on their hands. They've been connected with a paranoid murder suspect with whom they have previously associated. Whether they work for the Program or the Outlaws, the agents need help covering their tracks.

They get in trouble with their superior: sloppy tradecraft, putting the organization in jeopardy, and so on. To wrap things up neatly, the Agents have a penance op to perform. They have to break into the lab where Joe Dawant's DNA is being tested and swap it out with another sample stolen from the Atlanta Police Department's archives.

To succeed at this, they're going to need help from Annabel DePasqua. She is horrified by the situation with Dawant and this new request would mean

breaking the law and putting herself in real jeopardy. It's up to the Agents how to play this. They may persuade her that it's in all their best interests, or they may extort her by threatening to reveal her activities to CMC. Play this out in brief but they should succeed.

Soon after, the APD makes a shocking announcement: Dawant's DNA is connected with a sample taken from one of the murdered children in the Atlanta case. Joe Dawant is forever, and falsely, associated with the murder of a teenage prostitute in 1980.

Aftermath

The scandal of Joe Dawant triggers an internal CMC investigation and some public damage control in which the leadership distances themselves from Dawant and emphasizes his work as an outside volunteer with a credible law-enforcement background. The Atlanta Police Department and DeKalb County Police Department shoulder a much larger share of the public scandal than does CMC.

Mudede and DePasqua do their best to cover up their involvement in Dawant's activities, perhaps with some coaching and encouragement by the Agents. What happens next is up to the Handler. Their coverup may be exposed, putting the Agents in further jeopardy and publicly damaging CMC, which will also take them off the table entirely as Delta Green friendlies; or they may succeed in keeping things quiet, which only deepens their vulnerability to further exploitation by the Agents. The deeper into Delta Green they get, the more they continue to utilize CMC personnel and resources to further their new mission.

Joe Dawant may not be the last CMC member to exit the organization feet first.



Connections

Joe and CMC have several potential connections with other organizations in this book.

The Witness Alliance

CMC (described on page 16) and the Witness Alliance (page 58) are both organizations that place themselves adjacent to law enforcement. Once Joe Dawant is a friendly for the Agents, he could call them into a case involving a Neo-Völkist gang leader who has kidnapped his own child from his estranged wife and

crossed state lines with the child. Dawant has made contact with Witness Alliance researcher Sheryl Krieger (described on page 68). He wants to introduce her to the Agents, because the Neo-Völkists known as the Wolves of Erik engage in ritual worship practices that look suspicious to Dawant.

The Lonely

Christopher Mudede could be a good candidate to join the ranks of the Lonely. If so, he begins to manifest hypergeometric phenomena nearby that would draw the Agents' attention.

FD-36 (Rev. 5-22-78)

TRANSMIT VIA:

- Teletype
- Facsimile
- AIRTEL

SM

FBI

PRECEDENCE:

- Immediate
- Priority
- Routine

CLASSIFICATION:

- TOP SECRET
- SECRET
- CONFIDENTIAL
- UNCLAS E F T O
- UNCLAS

Date 12/13/80

TO: DIRECTOR, FBI
(ATTN: IDENTIFICATION DIVISION,
LATENT FINGERPRINT SECTION)

FROM: SAC, ATLANTA (7A-1835-SF3) (P) (SQ 7)

SUBJECT: ATKID;
MAJOR CASE #30;
MILTON H
(DECEASED
9/4/79;
KIDNAPING
TH:00: AT
and

UNITED STATES GOVERNMENT

Memorandum

Mr. P. Clark
Dep. Chief, Criminal Section
City Division

Child
number of
the past 5 years
Family Violence recognizes that
is just as much a crime as abu
should be treated as such.

Missing Children

- o Between 20,000 and 50,000 children are abducted in the United States and never seen again.
- o In June 1984, President Reagan opened the National Missing Children to help parents and local law enforcement track and return missing children. She has been involved in the recovery of more than 1,000 children.

Call Regarding Atlanta Deaths

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Special Task For
Deputy Sheriff

white twenty

// The Dream Syndicate //

“Pawar graduated high school and is now a sophomore at Stanford. She sometimes still dreams of Flight 370.”



The Dream Syndicate

Potential Ally

THE DREAM SYNDICATE IS AN ONLINE GROUP OF teenagers and young adults with a common interest: sharing descriptions of their dreams. Specifically, they experience recurring, unsettling dreams that feel as if they have supernatural origin and might be visions of the past, present, or future. A typical member experiences such dreams for weeks or months before seeking answers online. When they do, the Dream Syndicate is there to listen, share, and support.

While the group has plenty of hoaxers who make up dreams or just troll the members, more than 200 members legitimately experience this phenomenon on a regular basis. Many, many more show up to post about actual dreams that do not really fit the Dream Syndicate paradigm. Those tend to drift away after a few initial posts.

Delta Green will likely connect with Dream Syndicate members because this dream phenomenon relates to a current investigation. But Agents who become entangled with an emotionally charged group of young people in an online forum will incur serious risks, and so will the group's members.

History

In the spring of 2014, Jeevana Pawar was a high school student in Tulsa, Oklahoma. An active Girl Scout, she was hardworking, generous, and much liked by her peers and family. Then Malaysian Airlines Flight 370 disappeared somewhere in the Pacific and the dreams began.

The dreams were fragmentary but repetitious. In some dreams, she was aboard the plane as oxygen masks dropped from the ceiling and panicked passengers grabbed for them. In others she was in the water, peering up as the plane plunged down from the sky. And in still others she was on the surface, amidst the wreckage before it sank, and saw survivors screaming

The Dream Syndicate

HEADQUARTERS: Online.

STAFF: 2 volunteer moderators.

MEMBERS: 270 frequent. 3,000 occasional.

BUDGET: \$0.

and thrashing as they were seized and dragged under the waves by something she could not see.

Then there were dreams where she was deeper, on the ocean floor, surveying the sunken wreckage strewn across a vast basalt plain from which rose broken columns and enormous vaults carved in intricate designs and a voice spoke a word she could never remember upon waking.

These scenes were not presented intact. Each was made up of flashes and glimpses. But the images kept repeating in different configurations, night after night. Over months, she gradually understood a rough narrative, one that she could not possibly explain or justify to her family and friends. Whatever had caused Flight 370 to crash, the pilot had managed a rough water landing. But the wreckage and the few survivors had then been *pulled* down to some ghastly undersea locale.

Pawar began writing about her strange, recurring dreams on the Internet using the pseudonym of Pepper. And to her surprise, other people began showing up with similar stories. Some were also of Flight 370 and mirrored Pawar's dreams to uncanny degrees. Others were of completely different scenarios yet in recognizably similar manifestations.

After a few weeks of this, Pawar founded the Dream Syndicate group and the other dreamers she'd encountered joined her there. They continued their discussions, sharing online research and trying to parse new fragments and images from their dreams.

Pawar remained a model student and kept her new interest private from her real-world family and friends.

Growth and Understanding

Over the next several years, more than a dozen other recurring dream scenarios were identified and documented by the Dream Syndicate. Some dreamed of what was almost certainly the royal household and daily life of Imperial Russia's Romanov family circa 1916, including recurring imagery of a strange, candlelit ritual. Others witnessed vast underground tunnels through which nightmarish conical beings moved. Each scenario had to be meticulously assembled from fragmentary imagery, reconciled with that of other dreamers, and gradually clarified even if not understood.

The group has spent considerable time on Pawar's dream of Flight 370 because it represents a recognizable incident and has been experienced by three other Dreamers. They have attempted to sift for any evidence in the dream that could

reveal the location of the wreckage, but have made no useful determination. However, Pawar and the Dreamers have made one significant observation. In the moments of the dream aboard the plane when the oxygen masks drop, there is a particularly clear image of a female passenger. She is Chinese, and Pawar identified her from the published passenger rosters as Xiu Zhèng, a young woman from Hebi in Henan Province. The group has been researching Xiu in case something about her life or work could be relevant. Should there be a detail in the dream of her that no one could have known except her family, it could offer a piece of proof for the validity of the whole phenomenon.

The activities of the Dream Syndicate have passed without public notice. While the group is not private or hidden, it is very obscure and has never been written about by any media source. It is just one of millions of small, fervent online groups obsessively discussing their particular interest.



The Dream Syndicate Today

Pawar graduated high school and is now a sophomore at Stanford. She sometimes still dreams of Flight 370, but other scenarios have gradually taken more of her dreams. Because of the demands of college, she has reduced her day-to-day oversight of the group somewhat, but has been joined by a second moderator who is now intensely active every day. Pawar remains committed to the group and, inspired by her experiences, is pursuing a degree in psychology.

This other moderator is Santino Vega, a high-school student in Tampa, Florida, who uses the online name Dominator. Vega is not actually experiencing the strange dreams that Pawar and other members have been documenting. He is in fact a fraud who stumbled onto this group one day and insinuated himself into it. Vega has carefully crafted his own accounts of dream scenarios, some of which are pastiches of existing scenarios he read about in the archives and some of which are his own creation. (For example, he is one of the Dreamers who claims to have also experienced Pawar's dream of Flight 370.) He has used these to establish his credentials as a dreamer and no one in the group suspects him.

Soon after Vega first encountered the group a year ago, he figured out Pepper's real identity and is now obsessively stalking her online. He has successfully hacked the webcam on her laptop using malware he sent her, and uses it to spy on her in her dorm room at school. He uses stolen credit card accounts purchased on the darknet to send her anonymous presents. And at the Dream Syndicate, he has stepped up the group's moderation as Pawar has stepped back, enforcing the code of conduct more rigorously and slowly driving off any apparently male member that he thinks is getting too friendly with her. He wants to ensure that he can have Pawar all to himself.

Vega has a group of members who are particularly loyal to him. He communicates with them in private chat channels, where they plot to oust members they dislike. He does not reveal his infatuation with Pepper to them, but actually insists that it's she who is obsessed with him. He has on occasion shared partially nude photos of Pawar, taken covertly from her

webcam, and claimed to his followers that she sent them to him on purpose, all to impress them and keep them hooked on his leadership.

While the members of the Dream Syndicate study a legitimately unnatural phenomenon, Vega is suborning the group to his personal obsession with Pawar. He will do and say anything to keep her attention, to show his value to her, and to prevent her from leaving the group. This will become particularly problematic when the Dream Syndicate encounters Delta Green.

The Organization

The Dream Syndicate is generally a positive organization, focused on sharing challenging personal experiences and seeking common understanding. Vega's behind-the-scenes activities have not yet warped the group's public discussions.

People come to the Dream Syndicate because they are having recurring dreams and are looking for answers. If their recurring dreams seem to be related to mundane aspects of their daily life or personal history, Dream Syndicate members gently point them in the direction of other groups and medical/academic resources that may help them understand their experiences.

It's only when a new visitor's dreams seem completely unconnected to their life that the Dream Syndicate really engages. By now, they have identified some consistent elements in this phenomenon. Proper Dream Syndicate dreams are:

- » Unrelated to life experience
- » Fragmentary and confusing
- » Recurring over a long time and with high frequency
- » Mosaic-like in being many pieces of a larger scenario
- » Experienced by more than one person even if not concurrently

It takes months, sometimes even years to tease out these details. The fragments are often hard to remember and may be misremembered. Pawar has produced a guide to remembering dreams, which has specific

suggestions for trying to trigger the dream state and then recording what you recall when you wake up.

Core Scenarios

The following scenarios are some of those identified by the Dream Syndicate as having high validity, recurrence, consistency, and multiplicity (their term for multiple people having the same dream). They refer to these as “core scenarios.” Invent more as needed.

Malaysia Airlines Flight 370

Pawar’s original dream that led to the creation of the group. Two other people have reported the same dream, although one of them, Santino, is lying. Details have pretty clearly demonstrated that it’s Flight 370 they’re seeing in these dreams, but they still have no idea where this vision of the flight’s destruction is taking place.

The Romanovs

The Romanovs were Russia’s last royal family before the revolution and were executed in a basement by the Bolsheviks in 1918. In this dream, fragments of their daily life and private residence are witnessed, along with recurring imagery of a strange, candlelit religious ritual presided over by a figure likely to have been Rasputin.

Underground City

Images of a vast underground complex composed of enormous tunnels and inhabited by strange, conical creatures. This is a vision of the Great Race of Yith’s civilization in prehistoric Australia.

Cave Painter

A woman in animal skins mixes pigments on the floor of a torch-lit cave and uses them to paint imagery on the walls. Glowing eyes appear in the darkness, but she brandishes her torch and drives them off. Then a dark shape strides up behind her and its enormous jaws close over her entire head.

Space Forms

Strange, organic shapes hurtle through a field of asteroids, dimly lit by an orange sun. The shapes are difficult to see in the harsh shadows but seem to be alive. As they pass by a blue moon, the little world is wracked by enormous storms.

Cockroaches

Amongst unrecognizably decrepit and overgrown ruins, cockroaches scuttle through the wreckage. A vast shape briefly blots out the sun. Farther away, some kind of sinkhole opens and the wreckage and vegetation tumble into a void.

Operatives

While the Dream Syndicate does not conduct field operations as such, there are some helpful categories to understand within their membership.

MODERATORS: They administer the group by enforcing policies around polite behavior, expelling jerks and spammers, and generally leading the conversation as needed.

DREAMERS: These are members who have experienced, or claim to have experienced, the strange phenomena Pawar set out to document and explore.

THEORISTS: Members who engage in discussions about the topic but are not themselves Dreamers.

RANDOS: People who show up just to make trouble, post spam, make fun of the group, etc. They generally leave on their own or are expelled by the moderators.

Beliefs and Mandates

Pawar and the Theorists among the group have a variety of ideas about the phenomena they are experiencing. The more persistent theories have shorthand names that are used in discussion threads.

EMO RADIO: Incidents of great emotional power transmit their energy through time and space to receptive minds. If this is true, there have always been and will always be Dreamers who may encounter the same dreams, potentially even chronologically

before the inciting incident has even occurred. In other words, there could have been dreamers in medieval times dreaming of Flight 370 without knowing what it meant.

HIVE MIND: The Dreamers are human mutations who can mentally connect with other people worldwide. They have tried experiments in deliberately making mental contact with each other, but none have succeeded. There is occasional discussion about whether Dreamers should marry and have kids to pass this mutation forward and help humanity evolve towards a single mass consciousness.

OVERLORDS: Some people, groups, or entities are deliberately spreading these dreams for some unknown agenda. They could be higher-dimensional beings reaching down into our reality, where they manifest as fragments of space-time, or they could be aliens/government agents/foreign governments either conducting research or testing new technology to modify memories and thoughts.

INCEPTION/MATRIX: These experiences are actually signs that we are already living our entire lives in a dream reality that has occasional glitches. If it weren't for the Internet, no one would notice the telltale signs that we are not truly awake.

While there is a true diversity of opinions about the nature of the experiences, the group is unified about its mandate: to collect accounts of recurring dreams; look for overlap among the accounts of multiple people; and, when a new dream is validated, tease out every possible detail and try to determine when/where/whom the dream depicts.

Members hope that eventually, serious academic research will be performed on these phenomena. At the same time, they recognize that they have no real proof of anything, and that there are plenty of bad data and outright hoaxes among their findings. Their hope instead is that the group itself will make some kind of breakthrough and discover the truth of their experiences. To this end, some members have experimented with psychotropic drugs such as LSD and Ayahuasca in the hopes of breaking through to some greater understanding. Their findings have not been helpful or persuasive.

Field Operations

All of the Dream Syndicate's activities have been online, with no in-person meetups or actions. Week to week, much of the group's time is spent collecting new recurring dreams from visitors who stumble upon the group. They have a standard questionnaire they ask visitors to fill out about their recurring dreams, and it goes right into a simple database. Members review these and vote them up or down based on their completeness, credibility, and useful details.

For a dream to be labeled as a core scenario, it particularly requires multiplicity: more than one dreamer whose account of their recurring dream sounds strikingly similar. Lately, incidents of multiplicity are investigated by Vega, who does a technical investigation of the reporting Dreamers to determine if they are real people or if they could be hoaxers or sock-puppet accounts created by another grotesque manipulator like himself. Some of the hoaxers he exposes are innocent people he frames because they seem too friendly or flirtatious with Pawar.

Vega's hacking and social engineering capabilities are substantial. He is a veteran Internet troll, able to ferret out personal information about his targets in order to torment them, dox them, or just show how much power he feels he has over them. He has also dabbled in minor crime, such as stealing credit card data and using it to buy gifts for others or himself. On several occasions he has cracked a website, stolen users' data and passwords, and sold that data on the darknet. He is also a veteran of social engineering, calling up the customer service lines of websites and posing as another user to get access to their account. When he was younger, he twice swatted online gamers he was angry with, calling their local 911 and posing as those gamers, threatening violent acts to trigger a heavily armed and urgent police response at their homes. Both times he got away with it. But now, after seeing several swatting arrests and prosecutions in the news, he feels this is too risky to repeat unless he's really desperate or angry.

Friendly Opportunities

There are a number of ways for the Dream Syndicate to get involved with Delta Green. Your goal as Handler should be for the Agents to start investigating the Dream Syndicate itself, including identifying Pepper and Dominator and examining some of the more obviously unnatural core scenarios. Once Agents begin to interact with the group, or even just inspect it closely and figure out who is running it, Vega spots their digital tracks and the group's progression begins.

Here are a few opportunities to get started with the Dream Syndicate:

Relevant Core Scenario

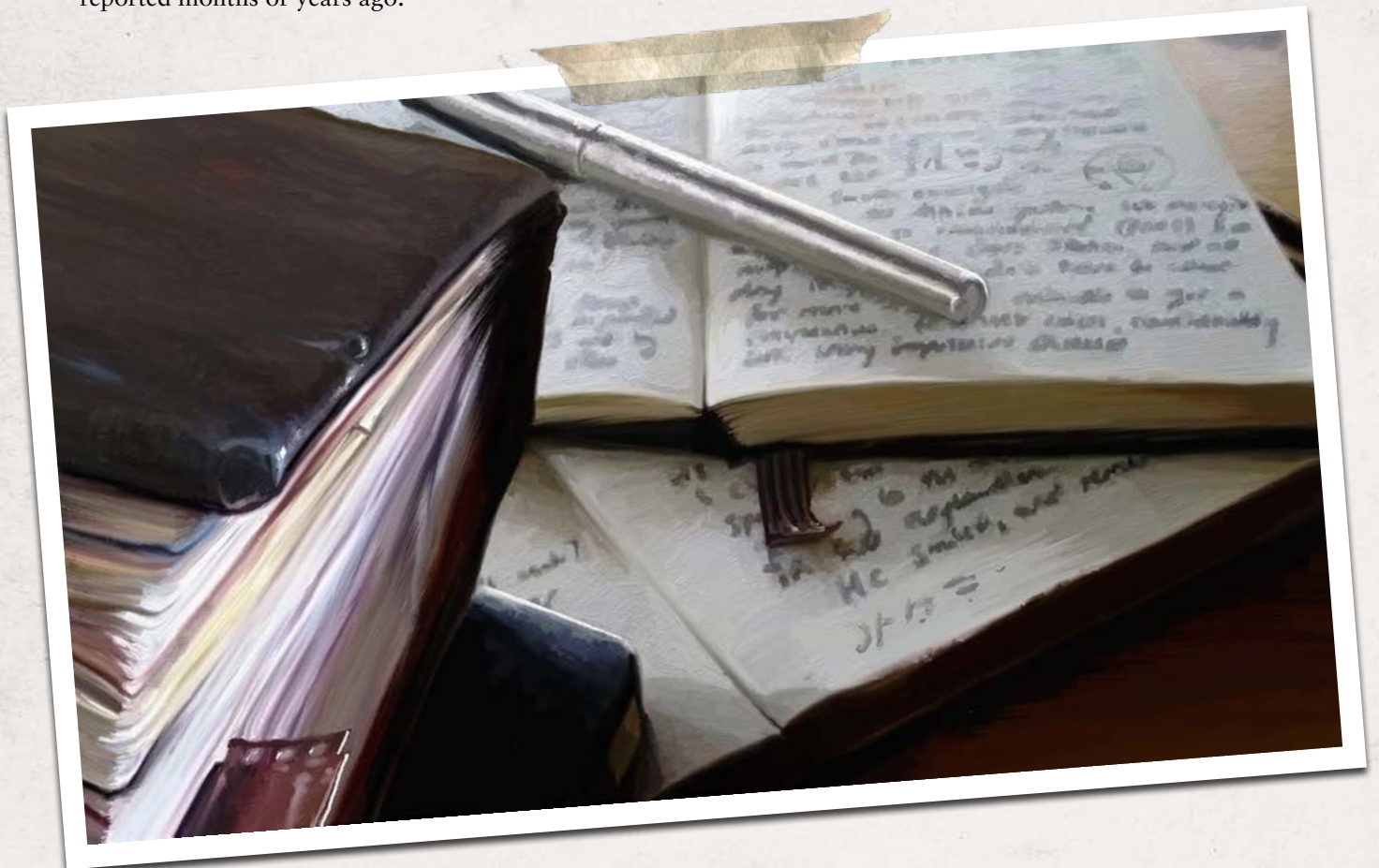
Create a new core scenario based on an upcoming adventure. When the Agents start poking around for clues, one of them discovers this core scenario at the Dream Syndicate's forum and realizes it has to be related to the current case—even if the scenario was reported months or years ago.

The Liao Drug

If Agents investigate Tong Shukoran or Genetic Agricultural Products (see the *Handler's Guide*, pages 84–85), then a Dream Syndicate member could be pursuing or already using the Liao drug as part of the Leaves of Time ritual (see the *Handler's Guide*, page 181). Repeated attempts to make the ritual work could be driving the member insane, perhaps committing crimes to fund more supplies of the drug.

Dreaming Agent

An Agent experiences the phenomenon for themselves as they start having a cryptic, recurring dream. (The Flight 370 dream is a good choice, as it will bring them closer to both Pawar and Vega.) Investigating elements of the dream turns up strikingly similar accounts of dreams at the Dream Syndicate.



Important Individuals

Jeevana Pawar

Psychology Major, Dreamer, and Potential Friendly

Pawar is an analytical and insightful young woman with a bright academic and professional future. Her experiences with recurring dreams have led her deeper into the study of the human mind, and even her early college classwork is being noticed and praised by her instructors. Barring misadventure, she will likely continue into graduate school and beyond. Despite her insights into human behavior, however, she is still in an emotional bubble of extended childhood. She has not realized there could be someone in her life who is consciously betraying, manipulating, and exploiting her.

While Pawar has been very dedicated to Dream Syndicate, she also has begun to wonder if it might backfire on her academically. Should her instructors learn about it and the phenomena it tries to explore, she could find her aspirations in jeopardy. She is starting to drift away from the group, in part due to the pressures of schoolwork, and in part because her co-moderator Dominator has been helpfully taking up the slack.

But the dreams haven't stopped. If anything, her increased awareness of the commonality of these recurring dreams has made hers recur more often, and over time to reveal themselves as multiple, distinct dreams. Pawar is some kind of receiver and the visions she glimpses are terrible insights into the unnatural. She has lost SAN over the years from her dreams. As new dreams erupt in her subconscious, she could lose even more.

Jeevana Pawar

Dedicated Stanford undergrad and founder of the Dream Syndicate, age 20

STR 10 CON 12 DEX 13 INT 16 POW 14 CHA 13

HP 11 WP 14 SAN 62 BREAKING POINT 56

SKILLS: Bureaucracy 20%, Computer Science 40%, Foreign Language (Hindi) 30%, History 20%, HUMINT 30%, Persuade 40%, Science (Psychology) 30%.

ATTACKS: *Unarmed* 40%, damage 1D4-1.

Santino Vega

Obsessively Manipulative Troll

Santino Vega is an arrogant, manipulative, and egotistical bully who takes pleasure in hurting others, in drawing attention to himself, and in demonstrating his superiority over humans and computers alike. He recruits sycophants, undermines natural leaders, and manipulates anyone who is kind to him. Prematurely cynical and bitter, Vega has adopted this persona as a way to boost his status in the little world of online trolls and to paper over the reality: that in person, he is severely socially maladjusted.

Santino Vega

High school student, stalker, black-hat hacker, age 17

STR 8 CON 10 DEX 10 INT 14 POW 12 CHA 12

HP 9 WP 12 SAN 60 BREAKING POINT 48

SKILLS: Computer Science 50%, Foreign Language (Spanish) 60%, History 20%, HUMINT 40%, Persuade 50%, SIGINT 45%.

ATTACKS: *Stun gun* 50%, damage: stun.

Unarmed 40%, damage 1D4-1.

Progression

Stage One: Entanglement

If an Agent makes any kind of contact with the Dream Syndicate, Santino Vega is on to them. He has compromised all of Pawar's online accounts and routinely reads her emails and chat threads. His malware installation on her laptop records and uploads all of her video and audio communications. He has done the same on her phone, having persuaded her to try an Android device he sent her as a gift after he compromised it extensively.

Vega's goal at this stage is simple: to impress anyone he thinks is important, so he can use that to brag to his little cabal of followers and show Pawar how awesome he is. He would love to be able to casually drop the line "I'm assisting the FBI in an important investigation, but I can't talk about it."

To do this, he inserts himself into any communications with the Agents and offers to be their contact.

“Pepper’s really busy,” he insists, telling Pawar that he’ll handle this. He intimates to her that if he can win the confidence of the Agents, that could be the key to getting real research and attention for the Dream Syndicate. He tries to intercept communications they might send her, deleting their emails or blocking their calls, so that they have to go through him.

Vega’s efforts to help take two forms. First, he dives deeper and even embellishes whatever dream brought the Agents to the Dream Syndicate. He can quickly assemble all the data they have on that dream, and even offers up personal information about the members who have experienced or investigated that dream before. That offer should make the Agents think twice.

Along the way, he leverages any information he can glean out of them to generate more content for the dream. If he learns they are on a case in Georgia, for example, he’ll modify the database or insert new reports that make subtle references to Georgia. The more the Agents engage and let slip, the more Vega will corrupt the group’s data to pull them in closer and increase his access to them.

He also begins his own investigation into the Agents. He does his best to learn their real names and employment, and can uncover whatever information the Handler wants. If any Agent arranges to meet Santino in person, or receives any kind of physical computer device such as a thumb drive from him, the



Handler can assume that Vega has compromised that Agent's computer or phone unless the Agent specifically says they are treating it as a possible malware or virus vector. Vega monitors their communications and pieces together more and more of what they're up to, so that he can stay a step ahead and provide both real and fabricated clues to increase his value to them.

Finally, Vega can investigate their investigation. Using his Computer Science and HUMINT skills, he learns whatever he can about their current work and may even generate useful clues for them. But some of his clues may be fictitious or lead them in false directions. Vega believes that will just heighten his credibility, since he won't be suspiciously right all the time.

If all goes well, the Agents come to believe Vega is a genuinely useful and helpful high-school kid with an uncanny knack for tracking down information.

Stage Two: Revelation

Sooner or later, Vega goes too far. An Agent realizes they've been hacked, or that Vega's clues are either evidence that he's breaking the law or are entirely made up.

If the Agents cool on Vega and stop communicating with him, he escalates in an attempt to get their attention again. He keeps pushing for more clues and information about their current investigation, so he can offer them as bait to get the Agents talking again.

If the Agents turn on Vega and warn him off, he gets furious at being treated with such disrespect. He recruits his minions to launch a campaign of petty harassment, using zombie computers to ring the Agents' phones with annoying frequency or even warning the targets of their current investigation. He warns Pawar that the Agents are no good, and that they could even be a sinister government group trying to exploit the Dream Syndicate's findings.

Throughout this stage, Vega behaves inconsistently. He may beg and plead with the Agents to keep helping out even while he is tipping off their targets. He may tell Pawar he's going undercover online to help the Agents, while telling his cabal of followers that the Agents are frauds. Vega doesn't try to keep his lies straight. He just has the confidence to assume

that he can spout off about however he feels right then and make it right with smooth lies and fraudulent data later. The more frantic he gets, the more erratic his behavior becomes.

Stage Three: Retribution

Throughout the progression, Pawar remains curiously absent from the campaign. This is because Vega is sabotaging her communications. She only knows what Vega tells her directly. While she is variously excited or concerned about what she hears, she is not seeing any direct contact from the Agents and is preoccupied with her studies.

Stage Three kicks in if the Agents succeed at reaching Pawar, which may have to happen in person for it to succeed. When they do, the subsequent conversation makes it clear to both her and the Agents that Vega is causing a lot of trouble and is not trustworthy.

Vega could overhear this conversation because he's tapping her webcam. Or Pawar could react by stripping him of his moderator status and kicking him out of the Dream Syndicate. Or she could just confront him in an angry phone call or text message.

However it happens, Vega realizes the game is up and lashes out. He is desperate to restore his status with Pawar and get her to finally "admit" she is in love with him, which she very much is not.

First, he and his followers swat the agents. Using sophisticated phone spoofing, they call 911 wherever the Agent is, or wherever the Agent's family is, and prompt an armed police response. The Agent has no idea what is happening when SWAT officers crash through the door with rifles aimed. If Vega sends them to the Agent's family or other loved one, that target is injured by police in the confusion, and is arrested and taken to a hospital. Vega tries to swat every known Agent separately, generating a ball of chaos and confusion that interrupts their current investigation and could even result in an accidental shootout between Agents and police.

With the Agents temporarily derailed, Vega travels to California to confront Pawar. At this point one of his followers betrays him, tells the Agents everything,

and warns them of Vega’s mission. The Agents can refer the threat to local law enforcement or head west to deal with him themselves. Ideally, by this time, they should have a pretty serious grudge against Vega.

Vega’s endgame comes when he surprises Pawar in her dorm room. He gives her the opportunity to tell him she loves him. When she is horrified and declines, he uses a stunner to subdue her.

How this plays out is up to the Handler and the Agents. If they don’t come in person, Vega calls to taunt them about the swatting and show them live video of Pawar tied up in her room. Agents may stall while local law enforcement or their own colleagues move in. Increasingly desperate and erratic, Vega livestreams his situation to his followers and a rapidly growing horde of leering, online spectators. He alternately rails against Pawar and tries to kiss her. He may name the Agents and manufacture all manner of lies about them. Mostly, he craves the attention that his desperate acts are drawing.

By the time Vega is dealt with, however that happens, his livestream has tens of thousands of viewers.

Connections

Dream Syndicate could have the following connections to other groups.

The Sowers

One Dream Syndicate member could be dreaming of Azazel. This member could be a new member of the Sowers, or perhaps the teenage child of a Sower father. In the dream, Azazel is dressed in black. He cuts his own throat with a smile, then beckons.

Agent Renko

Renko has been investigating the Dream Syndicate because one of their core scenarios relates to the SV-8 operation in the Ukraine described on page 53. He could introduce the Agents to the Dream Syndicate when he asks for help.



// Agent Renko //

“I will kill myself and leave you to deal with the mess, because I am a dead man already.”



Agent Renko

Potential Ally

PITY POOR AGENT RENKO. HE IS A LOYAL SON OF Russia, doing his best to complete difficult undercover assignments in a soulless and corrupt foreign country, with an unnatural death warrant on his head and no hope for a normal life ever again. If only he could make a connection with people who would understand, who might throw him a lifeline, then perhaps he could escape from this trap of duty and patriotism and find a new life.

Beware Agent Renko. This master manipulator works all the angles, even putting his own life in jeopardy, for the sake of pursuing his work as a double agent. He will do his best to earn trust and compassion from gullible targets and then use them to pursue his masters' agenda. He hides his true self behind a bodyguard of lies, offering a mix of legitimate insight and bogus data to avoid being too helpful while still maintaining a warm but transactional relationship with the enemy.

Which is the real Agent Renko? That's entirely up to the Handler—and even you have the freedom to change your mind over time, as your campaign and your players' actions demand. Either way, he is going to cause your Agents a great deal of trouble, from the very first moment they meet him in the middle of an operation, when he kicks their motel room door in and holds a gun to his own head.

“You have to help me. Immediately. If you don't, I will kill myself and leave you to deal with the mess, because I am a dead man already. So shut up and listen. You are Delta Green and I am Russian agent. In four minutes, the gate will open and we have to be ready for the entity that comes through. Do I have your attention now? My name is Agent Renko. Let's begin.”

Agent Renko

HEADQUARTERS: Centreville, Maryland.

STAFF: 1.

BUDGET: \$125,000.

History

Only one thing is certain about the man known as Agent Renko. He is an operative of the GRU, Russia's enormous directorate for foreign military intelligence, and he specifically works for Spetsialni Viedotstvo-8 (SV-8 or “Special Department 8”) which is the Russian equivalent of Delta Green.

Renko's history is presented here at face value. It could be an elaborate cover story created for someone who is, by his own admission, an undercover agent working for a foreign government. But if this history is nothing but a façade, it is a very thoroughly realized one. It could only have been fabricated by a large state espionage and security institution such as the GRU—which he works for, and then we are once again back down the rabbit hole of ambiguity. Ultimately, Agent Renko is Schrödinger's Spy. He is simultaneously a traitor and a double agent, right up until you decide what he really is. Even he may change his mind at the last minute, depending on which way the wind is blowing.

Personal Life

Agent Renko's real name is Fadeyka Feldenkrais. He was born in Ukraine in 1981, nine years before the country declared its independence from the Soviet Union. His father was a Ukrainian army officer and his mother was Russian, but they split up in 1993 and Renko's mother took him with her to the Russian city of Kursk. He attended Moscow State University and majored in anthropology at the Institute of World Cultures.

Renko's father was culturally but not religiously Jewish, and during Renko's twelve years in Ukraine, he mostly lived amongst the Jewish community of Kiev. When his mother took him to Kursk in 1993, he lost those connections. He has had only sporadic communication with his father since then, particularly since Russian-Ukrainian relations collapsed during the Orange Revolution of 2004–2005. He very much sees himself as Russian, but cannot forget his childhood amongst the Jews of Kiev.

No matter who Renko really is, he has one very real and very dangerous secret: He is a homosexual. If his masters at GRU SV-8 learned this, they would kidnap him, brutally interrogate him to learn if he's betrayed them, and then murder him. Renko has not had a romantic relationship with anyone since he joined SV-8, and presents himself as a committed bachelor who is married to Mother Russia. But once in a while, and only after he has taken a great many precautions, he takes an enormous risk and spends the night with an escort. For that one night, he feels like his true self.

GRU Recruitment

Not long before his university graduation, Renko was recruited by GRU SV-8 as a researcher to study legends, myths, and ancient documents from around the world. For the first three years, he had no idea SV-8

actually investigated the unnatural. That changed in the spring of 2006, when he took a research trip to Dagestan in the Caucasus Mountains in search of the Black Icons. His encounter with the Skoptsi cult there opened his eyes to a much larger and more horrifying reality than he had ever imagined.

His visit to Dagestan coincided with an operation by the Delta Green Outlaws that resulted in the eradication of the Skoptsi. During the operation, Renko maintained a cover story as a civilian academic in over his head—and was able to compromise the security of the Delta Green agents in the process. When he returned to SV-8 and delivered a thorough dossier on the Skoptsi and another on the Delta Green team and their security protocols, SV-8 promoted him and sent him for a year of military and espionage training as a field agent.

Counter-Intelligence Work

Renko now cross-specializes in both hypergeometry field research and counter-intelligence work. He completed an initial tour of duty in the United States from 2009 to 2012, which leveraged his 2006 Delta Green Outlaws contacts into a sustained penetration of both the Outlaws and the Program. That greatly illuminated the story of the schism for the benefit of SV-8's leadership.



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Renko rotated out of the U.S. for a few years and performed a similar operation on the UK government agency known as PISCES, which by 2012 had apparently recovered from its many years of infiltration by the alien insects from Shaggai. From 2012 to 2016, Renko lived in London and built a network of contacts with Russian expatriates and criminals whom he used as poker chips in his dealings with PISCES. He posed as a Russian mystery man, possibly working for the Foreign Intelligence Service (the successor to the KGB's international operations), who wanted PISCES' help in dealing with elements of Russian organized crime that had ties to the occult. PISCES agents appreciated his deep knowledge of the inner workings of the Russian mafia in London and considered him "the spy we can trust." In fact, his real mission was ferreting out and documenting PISCES' hierarchy, operations, and security protocols.

Tadjbegskye Bratva

During Renko's London assignment, he teamed with PISCES to investigate a 2014 theft from Christie's Auction House that was believed by GRU SV-8 to include hypergeometric artifacts. Renko infiltrated the Russian subculture in high-end London and encountered the Tadjbegskye Bratva (see **TADJBEG-SKYE BRATVA** on page 115 of the *Handler's Guide*), a Russian organized crime group with strong links to the extradimensional plateau of Leng. The Tadjbegskye sent an unnatural monster after him, a charnel hound, and Renko was the sole survivor from a group of four PISCES agents. Renko has since managed to banish three more charnel hounds that Tadjbegskye sent against him, and expects another to show up at any time.

Renko Today

Renko returned to the U.S. in 2017 with a new identity and a new mission: to spy on Delta Green agents and flag hypergeometric assets for confiscation by SV-8 procurement teams. He has carefully avoided any of the agents he worked with in 2009–2012, but the risk of exposure by encountering those agents remains. (You may choose such agents from any NPCs

available in your campaign, or leave this as a possible plot twist in your back pocket.)

During his current tour of duty, Renko has identified multiple hypergeometry assets for retrieval by SV-8 procurement teams, including a severed head with still-moving eyes, a sheaf of handwritten documents left behind by a cultist in Santa Fe related to the Great Race, and a specimen jar containing a gray ooze that reacts strangely to sound waves.

When not in the field, Renko lives in a comfortable apartment in Centreville, Maryland. It contains no incriminating evidence of any kind.

Renko has become extremely cynical after many years spent lying to gain the trust of brave people who are fighting to save the world. He maintains a façade of loyalty and duty, but the reality of his work has worn on him. Sooner or later, Renko will face a crisis that forces him to reconcile the warring parts of his life. When that occurs, Delta Green agents may pay the price.

The Organization

For the lengthy history of GRU SV-8, see **THE PAST** on pages 14–139 of the *Handler's Guide*. In short, SV-8 is an agency of the Russian security service, founded in 1931. While in years past they were very similar to Delta Green and sought to destroy all evidence and activities of the unnatural, under Russian President Putin they refocused their efforts on researching and using the unnatural for the benefit of the state. To SV-8, this "operational technology" provides strategic advantages that Russia must exploit. (For a quick summary of their current state, see **GRU SV-8 EVOLVES** on page 113 of the *Handler's Guide*. Their relationship with March Technologies is summarized in **THE PROFIT AND THE LOSS** on page 135 of the *Handler's Guide*. SV-8 also turns up elsewhere in this book, in the Prana Sodality chapter—see **PROJECT HUDSON** on page 157.)

For our purposes, what matters is that they know Delta Green's mission and general history (either the Program or the Outlaws, depending on your campaign); they want to acquire hypergeometrical assets; and they expect the day will come when SV-8 and Delta Green will be at each other's throats. Even so, there

are members of SV-8 who have enough respect for the horrors of hypergeometry that they prefer to keep the peace with Delta Green as much as possible. After all, regimes come and go—even those of democratically elected tyrants—and one day, a threat may rise that will require the two organizations to find common ground.

Introducing GRU SV-8

Agent Renko is probably your Agents' first encounter with SV-8. Before introducing him, you should consider how you want to use them in your campaign. The contemporary relationship between Delta Green and SV-8 is very reminiscent of the Cold War. They have a lengthy shared history, and at times have enjoyed shared victories, but the relationship today is deeply mistrustful. But even Delta Green does not understand the extent to which SV-8's mission has refocused on acquisition of hypergeometric knowledge and artifacts.

If your players engage with Agent Renko and begin digging into SV-8's history, consider running a flashback scenario that foregrounds the two groups' former alliance. Either the story of Operation SIC SEMPER TYRANNIS (see **THE COLD WAR** on pages 50–51 of the *Handler's Guide*) or the joint strike against the Karotechia (see **A MUTUAL ENEMY** on pages 90–91 of the *Handler's Guide*) would make terrific scenarios.

Even beyond Agent Renko's story, SV-8 can have an ongoing role in your campaign. Their secret partnership with March Technologies is a major plot point that could drive many sessions of play. Should their relationship with Delta Green escalate to a shooting war, Agents may be pressed into service as assassins, cleaners, or interrogators.

SV-8 and Green Boxes

One of Renko's biggest successes has been discovering the existence and protocols for Green Boxes (see **SAFE-HOUSES AND GREEN BOXES** on page 171 of the *Agent's Handbook*). He has identified six such locations, and SV-8 has carefully inventoried and installed surveillance equipment in all of them. Several significant assets in those Green Boxes have been replaced with meticulously fabricated copies that have no hypergeometric qualities whatsoever. SV-8 finds the existence

of Green Boxes a laughably amateurish breach of respectable tradecraft—not to mention a waste of actionable assets—and many vodka toasts have been drunk in delighted celebration of their very existence.

Operatives

GRU SV-8 has many types of operatives, but the ones relevant to Agent Renko's work are as follows.

Field Agents, PNDG

Agent Renko's official role is Field Agent, PNDG (*Podrazdeleniye Nablyudeniya za Del'ta Grin*; "Delta Green Surveillance Detail"). His assignment is very simple: follow his assigned targets when they are on an operation, monitor and record their activities, and watch for any evidence of hypergeometric activity (rituals, entities) or materials (books, idols, other artifacts). If he observes any such activity or materials, he is to take video footage if possible and immediately contact his superiors. They may then send a team of procurement specialists to evaluate and possibly steal/capture the assets. In extreme circumstances, they might direct the reporting field agent to intervene at once and seize what he can.

Renko is not dedicated exclusively to the Agents. Since Agents often have extended downtime between operations, he is one of three PNDG field agents who are dispatched as needed when a given group of known Delta Green agents assemble for an operation. Other PNDG field agents sometimes end up surveilling the Agents, but Renko is the primary one for this group whenever possible, as he knows their tradecraft and behaviors.

At present, SV-8 only knows of six groups of active Delta Green agents and they have just three field agents operating in the PNDG. (There are many times that number of active SV-8 field agents in North America, of course, pursuing other activities.) They expect that through continued surveillance they will eventually identify more. While SV-8 has a secret alliance with March Technologies, March is not interested in betraying Delta Green except when it suits their own purposes.

Procurement Specialists

These are SV-8 agents trained in stealing or capturing hypergeometric assets. All are based in Russia and need about 24 hours to arrive when summoned. The specific specialists who respond depend on the nature of the asset, but SV-8 has access to a wide variety of mundane thieves, hackers, and the like, as well as some specialized hypergeometry experts who can come if needed. If the asset is an unnatural entity, living or dead, the specialists may include scientists or technicians who can collect organic samples.

Most procurement operations are run by teams of one to four agents, but on rare occasions the team may number eight to 12. Depending on the asset and its procurement challenges, these agents may be mostly or entirely mundane freelancers who know nothing of SV-8 and its mission, and who are just hired to steal a book or an idol or whatever. But the more unusual the asset or its challenges, the more likely the team will include SV-8 staff with hypergeometric experience. While SV-8 has a large network of mundane (and disposable) freelancers, actual staff trusted with procurement number less than 30.

In a few very special cases, a pair of very powerful and very dangerous SV-8 sorcerers known as the Drugov Brothers have been dispatched to capture

a living entity small enough to be smuggled. Their successful specimen procurements have included an infant Deep One, a “child of Nyarlathotep,” and a still-unidentified mass of spasming tissue that is kept alive on a diet of animal blood, and which inserts parasitic dream-entities into the consciousness of anyone who sleeps in the same room. The Drugovs smuggle these creatures through a hypergeometric gate to avoid detection. The Drugov Brothers are not actually brothers nor are they named Drugov. Sometimes one of them is female.

Beliefs and Mandate

The current leadership of GRU SV-8 believes that hypergeometry can be mastered by those with the strength of will and character to do so safely—or at least at an acceptable cost—and that the resulting scientific discoveries can be put into practical use. SV-8 staff are pursuing a variety of research informed by hypergeometry, including life sciences, energy production, communications, and many more. Whenever an SV-8 researcher suffers a debilitating mental collapse, they are expelled from the organization on the grounds that they were too weak for the job.



Ultimately, SV-8 serves Russia, regardless of who is in power. Even when specific SV-8 leaders were party apparatchiks willing to suborn the greater good to their political faction, there were staff who were willing to work around them when it mattered enough to do so. In decades past, SV-8 permitted Delta Green to wipe out an entire Soviet research team whose goal was to magically extend the life of Josef Stalin so he could rule forever, because they believed the Soviet Union was better off without him. The right threat, or the wrong national leader, could cause them to change mandates again. For now, SV-8 finds it useful to work within the consolidation of political and economic power around President Vladimir Putin.

Field Operations

SV-8 field agents such as Renko may be on a single field assignment for three to five years, and are then rotated home or to a different country to avoid detection or corruption. While agents are expected to think for themselves and solve problems related to their assignment, they are discouraged from making strategic decisions in the field such as alliances, acting as double agents, and the like. That level of decision-making is reserved for more senior staff, and such work is typically carried out by experienced specialists, not regular field agents. Which means that Renko is honest in what he tells the Agents—or that he is not a regular field agent at all, but a specialist sent as a double agent to manipulate Delta Green.

Friendly Opportunities

Renko is an unusual Delta Green friendly, because he will not give the Agents any way to contact him on the grounds that the risk of exposure is just too great—at least not during stages one and two of his progression. He approaches the Agents only when he wants to. In your campaign, therefore, his role is to be a clue dispenser or helpful resource who maintains real ambiguity about his true motives. It's important that he not always be successful in his help, and that sometimes he may seem to be meddling in an

operation, so that the Agents never quite know what to think of him. As his story progresses, establish his value strongly enough that Agents will play along, even if they tell themselves it's because they expect to exploit him later on.

Here are some ways use Renko during stages one and two.

First Meeting

Renko first reveals himself to the Agents as described in the introduction, suddenly interrupting a mission with a gun to his own head and a desperate plea for help due to the imminent arrival of a charnel hound (see **CHARNEL HOUND** on page 49). This situation is detailed in Stage One of the Progression section.

Breaking Surveillance

Once their relationship is established, Renko occasionally lets the Agents see him while he is on duty. When he does this, he does not make eye contact or acknowledge them. The mere fact that they notice him at all is how he says “hello.” When he's not around, the Agents do not know if he is just playing it safe or if a different agent is surveilling them. He does not expose his comrades to the Agents.

Clue Dispenser

Renko can provide clues to the Agents, either on his own initiative or in response to requests if they meet up with him. He is willing to use his resources to find out what SV-8 knows about topics of common interest, such as hypergeometric rituals and entities, as long as it is relevant to their current operation. He will not give them anything SV-8 would consider “operational technology,” such as the full text of rituals. But he can get answers to questions such as how a ritual used by a target might work or known weaknesses of an entity. In short, if he can help the Agents out a bit and keep them safe, he's willing to do so on the grounds that they're worth more to SV-8 alive than dead. Any requests from the Agents will take four to 24 hours for Renko to research and respond. If Agents seem to be abusing this opportunity, just have Renko disappear

for a while and create uncertainty as to whether some other SV-8 agent might be tailing them instead.

Accurate Danger Warning

When you want to increase trust between Renko and the Agents, have him break surveillance to give them an urgent warning that the subjects of the current operation are going to strike the Agents soon. The first time this happens, Renko is telling the truth. Whomever the Agents are after really does come for them, and Renko's warning potentially saves their lives. Renko explains he learned this through a communications interception routed to him by his masters.

Inaccurate Danger Warning

On a different occasion, have Renko deliver an urgent warning that then does not come true. Follow it up instead with a surprise development in the case, such as a secondary target being arrested for an unrelated crime in another state and promptly extradited. The Agents may then wonder if Renko intervened to save the target from Delta Green or perhaps locked him up in order to get access to him later.

Telling Stories

Renko has plenty of stories to tell: stories about operations he's been on, about things he's just heard of, about horrible events he's witnessed. He tells the Agents these stories eagerly, always leaving out specific details such as names, places, and dates. The stories establish him as someone who has dealt with hypergeometrical threats of several kinds and who has fought cultists and worse in desperate battles. Ideally, the Agents will respond with stories of their own. Is he gathering information or just being friendly?

Procurement

During an operation within which Renko has shown himself to the Agents, have something of hypergeometric significance stolen from them. They should not initially know if Renko stole it or if the targets of the operation stole it.

Who did? That's up to you. Your goal should be to never let Renko become so mistrusted that the

Agents shoot him on sight. If they are absolutely certain Renko stole the item, that's a great opportunity to reveal that it was really the targets of the investigation and Renko is innocent. But if they aren't at all sure, or don't even consider blaming Renko, have Renko visit them on their *next* operation and apologize for stealing the item. "My masters were getting suspicious. I had to feed them something to keep them happy."

Needs Help

If the Agents really don't trust Renko and are plotting against him, stage an encounter where the targets of an investigation seriously injure him. Either the Agents witness this, or they find a bleeding Renko at a location used by the targets, or Renko staggers up to their car pleading for help.

His injuries are real and it really was the targets of the operation who hurt him. Justify this however you need, but the basic explanation is that Renko was surveilling the targets and got caught. Paranoid players may then wonder if he let himself be captured to build trust with the Agents.

Renko is injured badly enough that he needs to go to a hospital. He begs them to just drop him nearby and he'll get to the ER. If they help him, he thanks them profusely. "I know our masters say we are enemies, but we both know there is a greater evil in this world and only people like us can fight it."

Important Individuals

Fadeyka Feldenkrais

aka Agent Renko

Renko is a perfect spy: forgettably nondescript, quiet, and in drab clothing. He wears his clothes a size too large to hide his athletic build. He nearly always carries a backpack containing mundane items such as a notebook, snacks, sunglasses, a water bottle, a container of salt, a bottle of vodka, etc. He can turn on a commanding presence and powerful voice when he needs to, but normally he keeps both submerged within his unknowable heart.

Renko has an ongoing problem with the Tadjbeg-skye Bratva (see **TADJBEGSKYE BRATVA** on page 115 of the *Handler's Guide*), who want him dead. They have sent a series of charnel hounds to kill him, but thus far he has prevailed by using the ritual Closing of the Breach to trap and banish each hound.

Renko's greatest secret is his homosexuality. That is a fatal flaw in Russia's intelligence services, both because of bigotry and because they believe homosexuals are too susceptible to extortion. He has kept this secret for many years. Being in the closet this long, and at such peril, has left him very isolated and guarded. While he would never risk making a romantic overture to a Delta Green agent, the reason his entire outreach carries such conviction is because it is rooted in the fundamental loneliness and alienation he has felt for all of his adult life. But he will never divulge his greatest truth so long as he serves Russia.

Fadeyka Balanchuk

Schrödinger's spy, age 38

STR 14 CON 12 DEX 10 INT 12 POW 13 CHA 12

HP 13 WP 13 SAN 47 BREAKING POINT 39

DISORDERS: Sleep disorder.

SKILLS: Alertness 50%, Bureaucracy 70%, Criminology 45%, Drive 55%, Firearms 60%, First Aid 30%, HUMINT 40%, Melee Weapons 55%, Persuade 50%, Search 60%, Stealth 70%, Unarmed Combat 60%.

ATTACKS: Glock 26 pistol 60%, damage 1D10.

Unarmed 60%, damage 1D4-2.

RITUALS: The Closing of the Breach (Charnel Hound), Weeping Sigil.



ASSET: The Closing of the Breach (Charnel Hound)

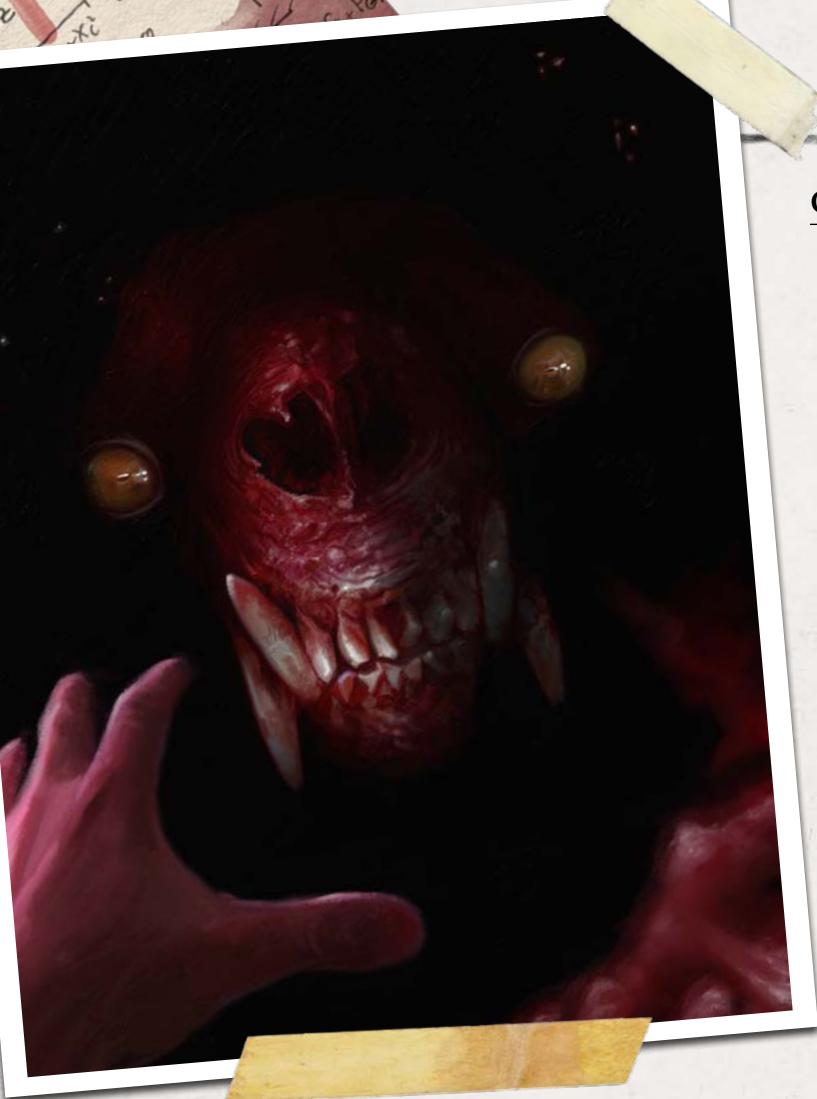
Renko can use this ritual to banish a charnel hound once it is in our reality and is close enough to be visible. It costs 5 WP and 1 SAN. As soon as the ritual begins, the hound is trapped and cannot teleport or harm anyone, but it howls and whines hideously. The ritual takes an hour to complete, at the end of which time the hound is banished to its native reality and the sorcerous binding that sent it here is nullified. Renko prefers to have assistants perform the ritual with him, each of whom contribute 1 WP towards the total. Assistants do not need to know the ritual in advance and can just follow Renko's instructions.

Charnel Hound

"It was the oddly conventionalised figure of a crouching winged hound, or sphinx with a semi-canine face, and was exquisitely carved in antique Oriental fashion from a small piece of green jade. The expression on its features was repellent in the extreme, savouring at once of death, bestiality, and malevolence...."

—H.P. Lovecraft, "The Hound"

This ancient species of hypergeometric entity has long been known to human cultists and sorcerers, particularly those of Leng (see **LENG** on page 103 of the *Handler's Guide*), for whom they are a potent symbol of mystical power. A charnel hound resemble the desiccated corpse of a very large dog with a hard, chitinous skin, vicious claws on four legs, enormous jaws, and very large, tattered wings. Left to their own devices, the hounds haunt shadowy realms where they feast on the projected higher dimensional aspects of already-dead humans without disturbing their victims' three-dimensional corpses. In short, they are scavengers who eat human bodies—but only the extradimensional parts we cannot see. While in those shadowy realms, the hounds cannot be perceived by humans except for



Charnel Hound

STR 25 CON 25 DEX 12 INT 8 POW 12

HP 25 WP 12

ARMOR: 3 points of furry chitin.

SKILLS: Alertness 50%, Relentless Apport 75%,
Flight 60%.

ATTACKS: *Claw* 40%, damage 2D6.

Bite 40%, Lethality 15%.

OTHERWORLDLY FLIGHT: The hound can “fly” in any environment, flapping its membranous wings as if against some unseen current—even underwater or in space.

In flight, the hound seems slow and clumsy, certainly more sluggish than most avians. Yet, while in flight, it may suddenly vanish as if launching away at terrific speed, passing out of everyday dimensions and through unthinkable realities.

RELENTLESS APPORT: The hound can teleport to the near vicinity of its current target, generally within 200 meters, no matter where the target may be. It only uses this ability to traverse substantial distances or to translate from its shadowy realms down to our reality. Once it has reached the target’s vicinity, the hound flies, runs, or stalks as needed. The hound enjoys the thrill of the hunt.

UNNATURAL BIOLOGY: The hound’s physiology would baffle any biologist. Making a called shot for “vitals” or another apparently vulnerable area inflicts normal damage, with no special game effect.

UNKILLABLE: If the hound loses all its hit points while in our reality, it is briefly banished to its shadowy realms but not destroyed. Should it currently be bound into someone’s service, it resumes its task within 1D100+20 minutes at full strength.

SAN LOSS: 1/1D6.

their voices, which they can project down through lower dimensions to invisibly menace their targets.

When summoned to our reality, the hounds can be bound to duties through hypergeometric rituals. Most commonly, they are used to hunt and kill those who have wronged the summoner. Once bound, a hound is still free to roam its preferred realms but fulfills its duty at the first opportunity. It stalks its target, sometimes for days, in order to stoke their fears and make the targets’ extradimensional essences more flavorful and engorged. The hound remains in its shadowy realm during this phase, existing coterminous with our reality and able to perceive its target yet be unseen in return. It projects its monstrous howl through the dimensions, however, to drive the target into increasingly delicious panic. When the target is well ripened with dread, the hound teleports nearby and launches a ferocious attack.

Progression

Agent Renko is meant to be an ongoing relationship subplot for your Agents. He is the embodiment of the Cold War archetype of the secret agent who could be working for either side. In contemporary terms, your Agents are likely to see him as a Russian offering disinformation and working to subvert Delta Green, much as his colleagues in other organizations have

done in America's electoral politics and culture wars in recent years.

Your Agents may try to drive Renko off right away, perhaps even fatally. Try to keep him around long enough to reach Stage Two, establishing his practical value and building sympathy for his loneliness. If the Agents push him away, try having him latch onto an NPC agent who unwittingly reintroduces him to the Agents to kick that stage off. ("Oh, you guys already know Renko?") Once Stage Two starts, the Agents will have a harder time just terminating this subplot out of paranoia and hopefully will get to enjoy its challenges and rewards.

If they report Renko to their superiors, they're advised to carefully lead him along and see what he might have to offer. But don't let the bosses run the story—they should delegate the heavy lifting to the Agents and ask them to use their instincts and insights. Only use direct orders from the bosses if it will make things harder or more interesting for the Agents.

The truth about who Renko is and what he wants is simply that he is a tool for the Handler. He can dispense clues, muddy the waters, incite or warn of danger, and hopefully make an emotional connection with the Agents so that they like him even when they don't trust him. He is an opportunity to introduce SV-8 to your campaign and introduce the Agents to the wider world of conspiracies that deal with the unnatural. He embodies themes of compromise, integrity, and the personal costs of each. He forces the Agents to make difficult decisions, with limited information, that affect the well-being of a specific and quite tormented human being.

Stage One: The Victim

A seemingly desperate Renko tries to connect with the Agents and get their help. This stage sets the foundation for their relationship.

Meeting Renko

During an unrelated operation, Renko kicks open the door of the Agents' hotel room with a gun pointed to his own head.

"You have to help me. Immediately. If you don't, I will kill myself and leave you to deal with the mess, because I am a dead man already. So shut up and listen. You are Delta Green and I am Russian agent. In minutes, the gate will open and we have to be ready for the entity that comes through. Do I have your attention, now? My name is Agent Renko. Let's begin."

Renko has no time for questions. If the Agents balk or try to subdue him, they all notice the following, starting with Cracked Agents (see **CRACKED AGENTS** on page 9):

- » There is a growing smell of ozone in the room.
- » The hairs on the backs of their necks stand up.
- » A sudden howling emerges, everywhere at once.

They have moments to decide. The evidence is clear that something real is happening.

Renko knows a "demon dog" (actually a charnel hound) is tracking him and will appear nearby at any minute. While he could use the Closing of the Breach ritual on his own, he believes having assistance guarantees success. He asks the Agents to stand in a circle of salt, which he pours on the floor from a grocery-store container in his backpack, and then offers them a slip of paper with a ritual incantation written on it.

Almost immediately afterwards, there is a whoosh-thump from outside the room, another howl, and then the hound charges at the open doorway. Renko immediately stands inside the salt circle and begins to recite the incantation. He gestures for the Agents to join him.

What do they do?

If They Perform the Ritual

The hound paces around the circle of salt, growling, as everyone reads the incantation. Don't forget Sanity tests for the Agents for both the hound and for performing the ritual. For Renko's version of Closing of the Breach, see **FADEYKA FELDENKRAIS** on page 48.

As the ritual continues, the lights in the room gradually flicker and grow dim. Shadows seem to crawl across the walls and distant voices chant. The assisting Agent with the lowest SAN has visions of dim, otherworldly realms and loses an additional 1 SAN.

If They Attack the Hound

If the Agents attack the hound with mundane weapons, it appears to take damage. When it loses all its hit points, it collapses in on itself and disappears.

Renko urges the Agents to give up hurting it:

“That won’t work! It will just reform and come back!”

He’s right. In about an hour, the hound reappears and resumes its mission at full strength, beginning by attacking whomever killed it last time.

If They Attack Renko

Some Agents may conclude Renko summoned the creature here, either to attack them or persuade them, and think they can dismiss it by killing or incapacitating him. Renko is very vulnerable to attack and will not leave the salt circle, so any violence directed at him results in him pleading for his life as the hound stalks them. Should Renko be killed or subdued and the ritual broken, the hound freely traverses the salt circle and attacks multiple Agents before moving on. Leave them injured and shaken but not dead.

If this is the end of Renko, SV-8 quickly puts another agent on surveillance duty. They escalate their presence and their actions, as they don’t know what Renko might have told the Agents before he died. They will consider the Agents to be significant risks and will eventually take violent action against them.

Concluding the Ritual

After nearly an hour of the ritual, the hound turns to black smoke and vanishes with a lingering, distorted howl. Renko, much relieved, sinks into a chair and pulls a bottle of vodka out of his backpack. He unscrews the cap and casually throws it away without looking where it fell.

“So,” he says, taking a hearty swig of vodka. “Let us put some cards on the table.”

Negotiating with Renko

How this scene plays out is up to you and the Agents. Renko presents as lonely, fearful, and mistrustful of his masters. He wants to establish a friendly relationship with the Agents. He is forthcoming about his work surveilling them and may give them some useful

information about the current operation. He does not mention the procurement teams or divulge any names, significant locations, or other operational data about SV-8. He has no problem sharing the mundane details of his own life and his real name. He tells them the name of the agency he works for, since it is already well known to Delta Green.

“Sooner or later, each of us might need some help. You never know. I just think it is good to have friends, you know?”

Agent Options

Agents might decide on one of several courses of action. Renko appreciates it if they take a swig of vodka. He has quite a few but leaves the open bottle with the Agents when he leaves. Clever agents take a DNA sample from the bottle and, with some legwork, may be able to confirm his stated identity.

ASK ABOUT THE HOUND: Renko will explain he has been targeted by Russian gangsters that he investigated in London, who have repeatedly sent “demon dogs” after him. This is the fourth time it has happened in three years.

AGREE ON A TENTATIVE TRUCE AND LET RENKO GO: This is Renko’s goal. He’s not looking for information or further help at this stage. He just wants to have some allies who might, if needed, provide help or even an escape hatch out of SV-8. Plus, he’s lonely.

TAKE RENKO HOSTAGE: Agents may decide to kidnap Renko and try to hand him over to their case officer or other colleagues. Anyone they contact about this is angry and tells them to let him go. “You’ve taken a Russian agent hostage? What the hell are you thinking? Let him go before this thing blows up in all our faces!” If the Agents relent and agree to let Renko go, he does not hold a grudge. “I am a spy, I understand. Maybe next time we just go get a beer?”

PUSH HIM FOR INFORMATION: Agents may demand more information as a sign of trust, maybe about their current operation or some other topic. For more on this see **CLUE DISPENSER** on page 47.

Assuming Renko leaves alive, he resumes his normal duties. He will let the Agents see him once during the operation—see **BREAKING SURVEILLANCE** on page 47.

After the Operation

Curious Agents may decide to investigate Renko further once their current operation ends. They are able to learn the basic biographical information described in the **HISTORY** section on page 42, but nothing describing his work with SV-8. He is not previously known to Delta Green.

If they report this situation to their case officer or other colleagues, they are advised to maintain relations if they see Renko again but to avoid giving any sensitive information. “Sooner or later he’ll want something important. Let’s see what it is.”

Stage Two: The Mole

Once Renko is established, let some time pass before Stage Two starts. To kick it off, find a quiet period during an operation when the Agents can be distracted for a couple of days without urgent consequences. He’s going to come to them with news and it’s not going to be good.

Renko’s Visit

The Agents spot Renko across the street, presumably surveilling them again. But this time he does something unusual: he glances at them, drops a crumpled piece of paper on the sidewalk, and walks off. The paper contains an unsigned request to meet him at their hotel room that evening at a specific time.

That evening, Renko knocks on the door. He enters with an uncapped bottle of vodka and is clearly drunk. His eyes are watery and he seems both anxious and despondent. Sitting down, he explains.

Renko has lost confidence in his mission. He has learned of an SV-8 operation in progress that he considers dangerous, immoral, and way over the line. He knows exposing an active operation to Delta Green is in violation of the oath he swore and all the work he has done over the years, but his conscience will not let him rest. He needs to divulge the secrets of this operation and hope Delta Green can do something about it.

If the Agents clearly do not trust him or push him hard on his motives, Renko begins to sob. There is no one else he can go to, he says. Even the people in SV-8 he trusts, he does not trust this much. He says if the

Agents expose him to SV-8 then he’s a dead man. He’s putting his life in their hands. Please, won’t they help?

The SV-8 Operation

The operation Renko is so concerned about can be anything you want. A sample one follows, but you can also take any Delta Green scenario you like, insert SV-8 into it, and use that. Just keep in mind that SV-8’s mission is to obtain, test, and operationalize hypergeometric knowledge, artifacts, entities, and power—their motive and agenda in the scenario should be easy to deduce.

This sample operation is based in Kherson, Ukraine. SV-8 has infiltrated a poorly funded Jewish orphanage and hidden a rare meteorite in a disused basement. This meteorite is a vessel containing a “colour out of space” (see page 188 of the *Handler’s Guide*), which has hatched and is now corrupting and draining the vitality of all the children in the orphanage. By day, when most of the staff are present, the colour is dormant. But at night it emerges and flows through the halls.

The SV-8 infiltrators are posing as medical researchers from the National Medical University of Kiev who are studying the effect of diet on pediatric health. They visit weekly to check on the children and take samples. Their true agenda is to measure the effects of the colour on the children so they can estimate its utility as a bioweapon.

The children will all be dead within a few weeks. SV-8 chose this orphanage because of its poverty and its low status in the community. Its administrators are grateful for attention from such a prestigious university. But it was also chosen because SV-8 suffers from an institutional bigotry towards Jewish people. Kherson has a sizable Jewish population, dating back more than a century, but has also been the site of anti-Jewish vandalism—including a case of arson in 2012 that burned much of a historic Jewish cemetery. As the children sicken and die, the orphanage receives little official assistance. Online, their tragedy is mocked and disseminated as evidence of God’s justice against the wicked Jewish people.

Renko grew up in Ukraine and his grandmother was Jewish. His father left the faith and married a Russian Orthodox woman, but much of Renko’s

childhood was spent around his still-observant grandmother and older relatives. When he learned of SV-8's operation, he was sickened to his core.

Assuming, of course, that he's telling the truth about any of this.

Under Surveillance

Once the Agents discuss this with Renko, and regardless of what they decide or do, they should feel like they may be under additional surveillance and possible danger. (The Agents are not actually under additional surveillance. If SV-8 suspected Renko was leaking operational secrets, he would be removed from the field immediately for interrogation.) Your job is to increase their paranoia with ambiguous events such as the following.

MYSTERY CHECKS: Ask a player what their Alertness score is. Roll some dice where they can't see. Whatever the roll was, frown and make a note.

ODD SOUNDS: One player hears a scratching at the wall of their hotel room. They may suspect they're being wiretapped. It's just rats in the walls.

PLOT TWIST: Someone mundane the Agents have interacted with, such as a hotel desk clerk, turns up dead. The death is completely coincidental. It could be a drug deal gone bad, a crime of passion, or a suicide. The replacement employee acts suspiciously, like they might be an undercover agent. In reality they're just weirded out to take a dead person's job.

Use your judgement on this. Ideally, the Agents should be worried that SV-8 suspects Renko of being a mole and that now they are in danger. But they aren't, and it all blows over soon.

Resolving the Operation

The Agents have to decide how to resolve the operation that Renko has brought to their attention. If they are intent on doing it themselves, then you've got your next session lined up. If they want to pass the buck to their case officer, play it however you want. They may respond that it's the Agents' responsibility now to see it through, or they may offer to send someone else.

If you use the sample operation provided in this chapter (see **THE SV-8 OPERATION** on page 53), the Agents have their work cut out for them and so do you. Renko can provide them with information on countermeasures that SV-8 developed for dealing with what they call the "infection," the colour out of space, if you wish. From a tradecraft perspective, the Agents should ideally destroy the colour and get out without alerting the local SV-8 team, who will likely conclude that the colour died of whatever passes for natural causes in its kind. If the Agents decide to eliminate the SV-8 team, that is a dramatic escalation in the SV-8/Delta Green relationship and results in their case officer giving them hell. Future repercussions from this operation are up to you.



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Once Renko knows the Agents resolved the operation, no matter how it happened, he keeps a careful distance from them. At some moment in their next operation, he catches one Agent's eye at a distance and offers a subtle salute in gratitude. That Agent finds the cap from a vodka bottle on their bed that evening. Inside the cap is the handwritten phrase "10-Q" (as in "Thank You").

Not Resolving the Operation

If the Agents don't want anything to do with this situation, Renko leaves them alone. On a future operation, when they're in the middle of something intense, they return to their hotel and discover an unmarked manila folder lying on the bed. It contains printed copies of various articles from Ukrainian news sites, auto-translated into English, as well as copies of police documents from the city police of Kherson, Ukraine. Forty-seven children died in a Jewish orphanage, and the resulting scandal led to the facility's administrators being arrested and charged with a variety of crimes. There is no mention of a research team from the National Medical University of Kiev. Realizing Renko was telling the truth, and that dozens of children died in agony because the Agents did nothing, costs 1/1D10 SAN due to Helplessness.

Renko tries again several weeks or months later. If the Agents finally cooperate, play out the resulting operation and then proceed to Stage Three.

Stage Three: The Defector

Renko wants out. He's ready to leave SV-8 for good, give Delta Green a lot of valuable information, and start a new life in America. Or is it all a trap?

This final phase in Renko's story begins whenever you think the timing is good. Renko knows the status of their current operation. He can wait until they conclude it, if you wish, or he can show up at a really bad time. He makes contact the same way as before: a look from across the street, a dropped piece of paper, a rendezvous at their hotel.

In person, he explains the situation. He can't take working for SV-8 anymore. They're too dangerous, too reckless, and too cynical about human life. He

wants to start over and get away from all this. He'll steal information, experimental data, a whole stack of stuff that Delta Green—and March Technologies, for that matter—would love to see.

In return, he wants a new identity. He wants a stable income for life. And he wants protection to keep the charnel hounds away permanently: a hypergeometric sigil tattooed onto his chest, accompanied by a ritual that requires someone to permanently expend 2 POW. That's a lot to ask, but without it Renko won't come in. The risks to him are too great. Renko knows this ritual as the Weeping Sigil—see **THE ELDER SIGN** on page 178 of the *Handler's Guide*—and can teach it to someone else.

Goals for the Handler

The entire point of this stage of Renko's story is to make everything really hard, really complicated, and really ambiguous for the Agents. Play Renko as both sympathetic and cynical. He presents himself as a good man who desperately wants to do the right thing but also wants to set up the best and safest life he can for himself while he has the leverage to do so.

Ideally, any session involving Renko should involve your players arguing amongst themselves. They should experience crises of faith with Renko, with their superiors in Delta Green, and maybe even with each other. Whenever they solve one problem with one side, the other side comes back with an even more unreasonable request.

The question recurs: whom do you trust? The Agents should never be entirely sure.

The Negotiation

The Agents' case officer can handle most of these requests. Sure, Delta Green is willing to relocate Renko, give him a new identity, and ensure he gets paid. (The Program can pay much better than the Outlaws.) But none of this is going to happen until Renko demonstrates good faith by supplying information up front. And the Agents have to handle the negotiations because they're the only ones he trusts.

Draw this out. The Agents are the go-betweens for a foreign agent and a paranoid U.S. cabal, neither

of whom trusts the other. It's not going to be easy. Renko will not want to give up anything until he's out, but Delta Green will want as much as they can get up front.

If Renko gives up anything at all, Delta Green wants more. They provide a list of specific hypergeometric rituals, entities, and individuals, and want Renko to spill the beans on whatever SV-8 has in its files. Renko pleads with the Agents to intercede for him, to persuade Delta Green that he's done enough already and they should move forward. He asks more of them than is politely reasonable, but so does their case officer. They are very much caught in the middle.

And there's still the 2 POW to sacrifice. That can be one Agent giving up 2 POW or two Agents giving up 1 POW each. Renko has learned the ritual and can teach it to them. But he can't cast it himself. They have to do it for him while inscribing the sigil into his skin or hiring a tattoo artist to do it.

When the Agents talk to their case officer about this, they're dismissive. "Just do it. It's not like all of you are wizards or whatever. He's too valuable to let go." The unspoken message: Renko is more valuable to Delta Green than the Agents are.

Powering the Ritual

Play out the negotiation however you wish. Try to get at least a couple of triumphs and reversals in there before resolving it. The most important thing is the Elder Sign ritual: The Agents need to complete it before everything else can ever fall into place.

If the Agents really, really don't want to give up their POW to perform the ritual, their case officer has a helpful suggestion. "It can be a human sacrifice instead. That'll give it the juice it needs. Snatch some maniac cultist you're investigating anyway, drag him into the woods, and cut his throat when you do the ritual. It'll be the only good deed he ever did."

Should the Agents decide to use a human sacrifice to fuel Renko's Elder Sign ritual, see **VIOLENCE** on page 67 of the *Agent's Handbook*. Killing a known murderous cultist in cold blood costs 0/1D6 SAN from violence; killing an innocent civilian costs 1/1D10.

SV-8 Interference

At some point during the negotiations, SV-8 becomes suspicious of Renko's activities. Or they act like they are, which is the same thing as far as the Agents are concerned. Their response comes in several possible ways:

HEAVY SURVEILLANCE: The agents are clearly, obviously being watched. This greatly complicates their attempts to negotiate with Renko. Play out scenes of losing a tail, sweeping for bugs, and generally drive home the paranoia required to safely transact a Russia-U.S. defection.

AGGRESSIVE THEFT: SV-8 breaks into the Agents' homes, cars, and current operational residences such as hotel rooms. They steal anything remotely interesting, valuable, or significant to the Agents' work with Delta Green. They particularly go for any hypergeometry assets the Agent may possess.

INTIMIDATION: Someone an Agent has a bond with is visited by thugs working for SV-8. They are attacked suddenly, badly beaten, and left alive with no words or messages to pass on. But the Agent will be sure who did this.

HIT SQUAD: Assassins attempt to murder Renko and/or the Agents. They begin with conventional methods but escalate to hypergeometry rituals if needed. Ensure the Agents have a fighting chance to defeat these guys and time the climactic confrontation near when Renko finally defects with his Elder Sign tattoo.

These challenges are meant to escalate the tension in the storyline. None of them should be fatal or dissuasive for the Agents, but should instead crank up their anxiety and determination to get this deal done.

Completing the Ritual

If the Agents go through with the ritual and sacrifice the 2 POW one way or another, Renko receives the Elder Sign on his chest and is ecstatic. He completes whatever handoff of data he's agreed to and begins his new life in America.

Whether and when an Elder Sign tattoo has any effect is up to you.

For more on Renko's new life, see **AN AMERICAN CITIZEN** on page 57.

Refusing the Ritual

If the Agents won't do the ritual and give up the 2 POW, Renko sadly he says he cannot take the risk of defecting. "They'll send something horrible after me the moment they know I'm gone," he says. "I'll have to shop this around someplace else, find somebody who will keep me safe." He says his goodbyes and leaves. If the Agents do nothing about this, Renko exits the campaign as an unsolved mystery.

If the Agents report this conversation to their case officer, they are given a new operation: Kill Renko. His information is too valuable to reach the open market. Should the Agents resist this assignment, their case officer should be ruthless. "You created this mess. You led him on. You encouraged him. Now he's going to give everything SV-8 knows to people who will weaponize it and turn it against us, against humanity. Renko has to die. Now."

Play out the assassination of Renko as you see fit, assuming the Agents go through with it. If they do, twist the screws as hard as you can. Ensure Renko gets to beg for his life, preferably already gutshot and bleeding out on the floor. If they don't go through with the murder, their case officer is disgusted with them and they don't hear from Delta Green for a few months. They run into Renko some time later. He's now a vice president of R&D at March Technologies. He pretends to have no idea who they are. "If we were really friends, I'm sure I'd remember you," he says as he and his bodyguards get into a fortified SUV and drive off.

An American Citizen

If the Agents sacrifice the 2 POW and negotiate Renko a new life in America, he is eternally grateful. He brings the information promised and gets his new identity. Assuming you decide his Elder Sign tattoo works, he is never troubled by charnel hounds again.

The resolution of Renko's story is now up to you. Options include:

MYSTERY DEATH. Renko is killed in a hit-and-run accident a while later. It could be entirely mundane, or it might have been an assassination. The Agents will never know.

UNRELIABLE SOURCE. Renko is available as a research source for the Agents. His information is sometimes helpful and sometimes dangerously incorrect. The Agents never know if he is genuinely trying to help or still fulfilling his mission for Mother Russia.

FULL TRAITOR. Renko steals and hands over a substantial amount of data over several months and then detonates a suicide vest, killing three senior Delta Green staff. Inexplicably, the Agents keep seeing Renko after his death, keeping an eye on them.

OUT AND DONE. Renko lives happily ever after. Now and then the Agents visit him or vice versa. He is living a mundane life with his new husband and is done with the entire world of clandestine intrigue. Renko is one of the lucky ones, enjoying his happily ever after while the Agents struggle on.

Connections

Agent Renko could have the following connections to other groups.

The Lonely

Agent Renko is a prime candidate to become one of the Lonely (see **THE LONELY** on page 98). If the Agents are clearly not going to trust him or engage with him, you can choose to burn Renko's storyline and instead have him lead the Agents into that one. Renko encounters CptnSnshn and receives a book, then begins to manifest phenomena. Agents can encounter the phenomena which leads them back to Renko who disappears before their eyes, leaving only his shadow behind. As he fades, a creased old photograph of a young man Renko knew in college flutters to the floor.

The Prana Sodality

If the Agents are surveilling Renko, have him take a trip to Stanton, Washington, where he visits Tower Manufacturing (see **PROJECT HUDSON** on page 157). He is interviewed there about an old case that seems newly relevant to SV-8's work with March Technologies. Renko leaves two days later, but the Agents now have a doorway into the entire Stanton situation.

// The Witness Alliance //

“Hawthorne was only gone from our reality for a few minutes, but when he staggered out, he had spent a week in an extradimensional space.”



The Witness Alliance

Potential Ally

FOR NEARLY FIVE DECADES, THE WITNESS ALLIANCE has tracked, documented, and reported on the activities of organized hate groups. In the group's early years, their focus was on white supremacists and the Ku Klux Klan, but they have expanded their agenda over time to track extremists who advocate for discrimination against immigrants, Jews, Muslims, the LGBTQ community, and women. With the resurgence of voter suppression campaigns, the social disinformation spread by foreign and domestic agitators, and the rise of Neo-Nazis, the Witness Alliance is more engaged with its task than ever.

Since the early 1990s this expanded agenda has made it a frequent target in America's culture wars. While its practices are methodical and academically driven, its findings have both been championed and refuted by politicians, activists, and law enforcement leaders. The rise of online communications has greatly expanded the domain of their research, offering new data into the activities of hate groups but also spurring greater conflict and abuse.

Some people have attempted to weaponize and exploit the work of the Witness Alliance for political or social purposes. Volunteers have at times filed false or greatly exaggerated reports on their enemies in the hopes of getting them placed on the W.A.'s list of known hate groups. Such volunteers may be problematic for Delta Green agents whose investigations lead them towards domestic extremists, as these local activists may be willing to falsify evidence for the sake of scoring points against their political enemies.

And in recent years, a retired Delta Green agent has begun using the W.A. as a proxy in his personal crusade against cults and religious sects he believes to potentially pose unnatural threats. His mission may be just, but his practices are putting the W.A. and the lives of innocent people at risk.

The Witness Alliance

HEADQUARTERS: Memphis, Tennessee.

STAFF: 85.

BUDGET: \$18 million.

History

Lucas Allan was a young freelance photographer in his hometown of Jackson, Mississippi, when three civil-rights activists were murdered in neighboring Neshoba County in 1964. His local knowledge and contacts, as well as his talent and empathy as a photographer, led to steady work for national magazines covering the civil rights movement. He strongly believed in the value of photography to bring injustice to the public eye and to serve as a witness for all those who could not be there in person.

In 1968 Allan partnered with Dewey Patterson, an African-American attorney, to found the Witness Project. Initially, their focus was collecting visual and oral documentation of the civil rights movement, to feature in traveling exhibits in order to bring greater awareness of the struggles in Mississippi and other states. But in 1972 they were joined by Dr. Margaret Langdon, a newly graduated sociology Ph.D. who had studied and developed new methods of tracking contemporary extremist groups. Together they transformed their small venture into a nonprofit, the Witness Alliance, dedicated to recording and exposing the activities of organized groups of racists.

Agenda Expansion

Through the 1970s and early-1980s, the W.A.'s focus was very much on the Ku Klux Klan and other white-supremacist organizations. They forged a partnership with the Anti-Defamation League to support the ADL's efforts at crafting the nation's first

hate-crimes law and tracked the rise of survivalist and anti-government militias.

Like many organizations, the W.A. was not swift to appreciate the threat of AIDS, nor was it historically concerned with the civil rights of homosexuals. But as the scale of the epidemic became clearer and the fearful backlash began, the W.A. changed course. In the early 1990s, it began tracking hate crimes and organized activity that sought to defame and stigmatize the gay community. This expansion was not without controversy and cost the W.A. some fundraising support, but over time this broader mission became core to the group's agenda.

Likewise, anti-Muslim activity was not particularly on the W.A.'s radar when the World Trade Center fell in 2001. But this time, their reaction was swifter. The same nationalist and extremist groups they were already tracking metastasized with the rise of anti-Muslim bigotry. This thread in the culture did not abate but evolved into a variety of movements concerned with strengthening and defending America, and more specifically white conservative and evangelical citizens.

Today the Witness Alliance broadly monitors hate groups of all kinds, as well as many extremist groups in general who are seen as posing a threat to civil society.

Alliance with Miskatonic

In 2016, Assistant Professor Geoffery G. Hawthorne IV at Miskatonic University in Arkham, Massachusetts, started the New Religious Movements Index. This project arose from his long research into abnormal psychology in groups. With the help of graduate students, Professor Hawthorne began cataloging contemporary cults, religious sects, and other fringe groups with a religious, spiritual, or magical focus.

His research was also informed by two decades of work with Delta Green. After earning his Ph.D. at Miskatonic, Hawthorne was recruited by the FBI and became a special agent in 1993, serving as a Delta Green friendly during the "cowboy years." In 1997, he was fully brought into the conspiracy and

became Agent Christopher. When the Schism happened, Hawthorne rolled right into the Program. And while he retired from the FBI in 2013 following a nervous breakdown, he remains a consultant to the Program to this day.

As an FBI agent, Hawthorne formed a professional relationship with the Witness Alliance related to his investigations into several front groups of the Cult of Transcendence, including Operation New Day, White Fire, and Americans Against Covert Enemies. Hawthorne consulted with the W.A.'s researchers numerous times and even recruited one, Sheryl Krieger, as a Delta Green friendly in 2006. Krieger and Hawthorne have continued their consultations since his departure from the FBI, and Krieger lobbied her superiors to make a public research partnership with Miskatonic's Psychology Department to support Hawthorne's work. This partnership was a crucial step in Hawthorne's ongoing progress along the tenure track at Miskatonic. But due to Hawthorne's mental instability and his relationship with Krieger, this partnership carries unseen risks.

The Organization

The Witness Alliance today is led by co-founder Dewey Patterson, who serves as chairman of the board and remains a charismatic speaker and fundraiser. But in practical terms, the organization is managed by CEO Noushin Salehi, whose parents fled Iran during the Iran-Iraq War and found a welcoming home in Michigan. Salehi had long served as a W.A. Advocate, speaking to groups at conferences and conducting training programs for law enforcement. Her promotion to CEO in 2012 made her one of the few Muslim women to lead a major secular nonprofit in America.

Under Salehi's management, the Witness Alliance has closely followed the explosive rise of anti-Muslim sentiment in America. She has forged connections with similarly aligned groups worldwide to better craft unified messaging and track international activities and incidents online. While the W.A.'s focus remains on the US, it has issued statements and research papers supporting larger human-rights efforts in

Myanmar, Congo, and other international flashpoints for internal ethnic bigotry. The Global Witness fundraising campaign of 2014–2017 raised funds to send Advocates abroad to train other groups in the W.A.'s methods and tactics, as well as hosting three-month researcher exchanges with foreign specialists. This has further broadened the group's global profile during Salehi's leadership.

The cultural conflicts that followed the election of President Trump in 2016, however, pulled the W.A.'s focus inward again. The number of tips from volunteers online and in the field has exploded. The Global Witness fundraising campaign was retired in favor of more domestic spending on both research and advocacy, as well as substantial I.T. upgrades and

DISINFORMATION

THE CULT OF TRANSCENDENCE

YELLOW CARD

This ancient, global cult engaged in centuries of machinations, deceptions, and struggles both internal and external before its destruction in 2012. Facilitated by Nyarlathotep and acting in service to the Outer Gods themselves, the cult was known for much of its existence as the Alta Vendita (the High Lodge) and descended from a syncretic stew of prehistoric cults and European conspiracies. Following disastrous experiences with the Great War, Alta Vendita reformed as the Cult of Transcendence in 1919. It dedicated itself to furthering the personal power of its leaders, who desired to transcend humanity and join the Court of Azathoth as immortal servitors.

To curry favor with Nyarlahtotep and the cosmic principles manifesting through the Outer Gods, the cult organized itself into four divisions known as sees: the See of Fear, the See of Hate, the See of Flesh, and the See of Greed. Each group in turn created or absorbed a bewildering variety of front organizations, which pursued thematic agendas relating to the corruption and debasement of humanity by all possible means.

The Bishops of the four sees were as corrupt and debased as they wished humanity itself to be. This resulted in rivalries and betrayals amongst the four. They jockeyed for power and the favor of their insane masters, who lived within a hypergeometrically trans-spatial mansion in Stockholm, Sweden, attended by headless, undead "brides of Nyarlathotep." The mansion existed in our own reality and its counterpart, the Nightmare Mansion, was located within the Court of Azathoth itself.

In 2012, Bishop of Fear Nathan Harmati destroyed the mansion and his rival, Bishop of Hate Andrew St. Claire, in a bitter betrayal. The mansion partially collapsed. For a brief time it held an open gateway to the Nightmare Mansion, before authorities detonated the remaining structure and cleared the land. Harmati went on to found a new cult, the Naya Prayasa, which still runs one of the cult's old front organizations: Americans Against Covert Enemies, a nationalist faction of conspiracy mavens and bigots who foment unrest against immigrants and other imagined enemies. These days he is a familiar face at fundraising dinners for extremist politicians.

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Operatives

new partnerships with technology companies to better track online hate speech.

Salehi's new focus is on those Silicon Valley firms, appealing to their sense of responsibility to implement better systems to monitor, track, and act upon corrosive online activities. W.A. researchers have become more active in the field over the last two years and several have been embedded for multi-month periods with technology firms to share knowledge and improve systems. In return, Salehi's presence at Silicon Valley charity events and press conferences has given those firms a perception boost that helps mitigate some of their notorious failures.

Meanwhile, the Justice Department has cut funding for agents to undergo W.A. training programs that have been regularly conducted for more than three decades. In response, the W.A. has quietly offered free admission vouchers to individual federal agents to join training sessions held for state and local law-enforcement officers.

W.A. staff work at their headquarters in Memphis, Tennessee, and rarely conduct research in the field. These days, most information they need is available online. They do, however, rely on field reports and tips from volunteers.

The main field work performed by W.A. is outreach and training, particularly for law enforcement groups but in some cases for advocacy groups, journalists, public-interest law firms, and other organizations whose work intersects with hate groups. They do this at specialist trade conferences where they can present new findings or network with colleagues rather than organizing their own events.

Researchers

W.A. researchers are experts in the messages, agendas, and "dog whistles" of hate groups. They produce profiles of groups including assessments of their membership, reach, leadership, and possible criminal activity. For groups on the rise, researchers make connections with local journalists, law enforcement, and civil administrators to gather and share information. Delta Green agents investigating some kind of fringe group who talk to local officials or reporters may be

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DISINFORMATION

THE CULT OF TRANSCENDENCE CONTINUED

YELLOW CARD

Bishop of Greed Lionel Glass also still lives. He directly runs another former front organization, the Exalted Circle. This offshoot of the old Esoteric Order of Dagon is historically allied with Deep Ones and their ilk, but with the benefit of great wealth and political power. The Exalted Circle is the most overtly similar survivor to the old Cult of Transcendence, and still can afford to field numerous agents and ritual researchers.

The ultimate lesson of the Cult of Transcendence is that the pursuit of growth to achieve power results in both operational scale and delegated authority, neither of which work harmoniously in an organization both led and staffed by secretive, paranoid obsessives. The recurring cycles of growth and collapse that Delta Green has experienced across its many incarnations are merely the flip side of the cult's scarred coin.

LONG THIS LINE

ding

referred to a W.A. researcher in Memphis who has more data to share.

Researchers almost never do field work other than attending professional conferences. But when a conference speaking opportunity happens to overlap with an area where one or more hate groups are operating, some researchers will make the rounds of local officials to bolster their connections and learn more. Sometimes they even get a tour in a squad car or reporter's hatchback to drive past a motorcycle club's headquarters or a bar frequented by neo-Nazis. These occasional opportunities for firsthand encounters are rare but much coveted by researchers.

Advocates

These staffers mostly consist of professional trainers who assemble and present resources to groups such as local law enforcement. They spend a third of their time on the road, spreading information and sharing best practices. When they make new contacts, they introduce them to researchers back at headquarters to open new lines of communication.

Advocates know a lot of cops and federal agents and are skilled networkers. An Agent who connects with one may get useful introductions—or may

unwittingly be exposed to curious officials, who wonder why the Agent is conducting their current operation and would love to share notes over a beer.

Volunteers

Many, many volunteers send tips and even reports to W.A. researchers. The majority of them these days are people on social media who tag W.A. in online threads when they encounter examples of hate speech or online hate-group activities. The W.A. is not in the business of policing the Internet, but they do pass relevant examples to researchers who may find valuable information a group is unwittingly revealing about itself online.

In recent years, the rise of highly visible hate groups among the alt-right, neo-Nazis, etc., has produced a counterforce of activists and agitators opposing and exposing them. Some of this opposition, such as individual anti-fascist activists, seek out and document activity by groups they oppose and send it to interested groups including the Witness Alliance. While there is no public relationship between W.A. and anti-fascist activists, some such activists have been particularly skillful at exposing (“doxing”) leaders, facilities, and activities of groups relevant to W.A.



Beliefs and Mandate

The Witness Alliance believes secrecy strengthens hate and exposure weakens it. More practically, they want to make it difficult for hate groups to get bank accounts, rent property, hold events, and recruit members, by calling them out for their true beliefs. They send information to local journalists and law enforcement to ensure these groups can't just quietly do their thing. They publish detailed information online and use their social media reach to rally opposition to these groups' activities. All of this is meant to add friction to everything hate groups do.

W.A. has been the subject of multiple civil suits from groups and individuals identified as practicing hate speech or tactics. In a few cases, they have revised their assessments and taken groups off their list in response to intense lobbying, particularly for groups mainstream enough to have real political power and press support that could erode popular opinion of W.A.'s work. But these revisions are rare. W.A. almost always prevails in the courts.

Field Operations

The Witness Alliance's primary field operations are outreach and training activities. On rare occasions, a W.A. researcher may venture into the field to consult with law enforcement officials on a new group or line of activity. Unusual cases such as the ones Delta Green investigates are a great opportunity to draw the W.A.'s attention if they include an element of ethnic supremacy or intolerance.

Research & Documentation

W.A. researchers perform most of their work online and through conference calls with academic researchers, law enforcement, social workers, prison officials, and other groups who regularly interact with, study, or investigate hate groups.

At headquarters, these researchers assemble and update dossiers on a huge number of hate groups. This work includes identifying leaders and gathering primary documents such as brochures, flyers, or

photos of graffiti and other ephemera. But since the early 2000s, the majority of this primary reference material has come from online sources. The heyday of mimeographed and photocopied racist newsletters and pamphlets mostly ended when the web exploded. In turn, W.A. researchers have had to build skills in exploring the more obscure corners of the web. Private message boards, innocuously named subforums within large discussion sites, and even servers on the dark web have all been penetrated and mined by W.A. researchers. Researchers often use custom scripts to download entire discussion boards in minutes for later perusal, since they often lose access swiftly and cannot rely on the same content being available a week, month, or year later.

Researchers have an ongoing argument about what to do with such discussion areas. Any evidence of criminal activity is referred to law enforcement, of course, but in the many cases where discussions likely violate the terms of service for the hosting websites, researchers are torn between lobbying for these discussions to be taken down versus letting them remain in place where they can be observed, tracked, and cataloged. In other words, do you stomp on the cockroach or do you track the cockroach when you know there will always be more? This internal debate has not yet been resolved. It means that for now, at least, researchers can often point interested law enforcement personnel (including Delta Green agents) to active discussion groups for nearly any topic or flavor of hatred they might want to investigate.

In some cases, however, these groups stay offline. After decades of law enforcement surveillance and investigation, for example, motorcycle clubs engaging in shady activities have developed an oral culture of superior tradecraft. They spread the word to avoid online activities and cell phone use in favor of face-to-face communications. This approach is more in line with their macho ethos and has served some biker-related hate groups, such as the Wolves of Erik, very well.

To study such offline groups, researchers make connections with local law enforcement and schedule regular conference calls. But when these groups are

perhaps not the highest priority for some sheriffs, researchers are known to make their own excursions into the field to learn more. This rarely involves direct interaction with the groups they're studying, but instead focuses on other members of the community who may know of them and their activities. Volunteer tipsters are especially prized as hosts for these rare trips of visiting researchers.

No W.A. researcher has ever truly gone undercover to infiltrate a hate group, but they have attended public activities posing as ordinary onlookers. In some cases, they have even marched with such groups to study their messaging and symbols firsthand.

Outreach & Education

The bulk of W.A.'s field operations is in this area. When invited to speak at a regional law enforcement conference, for example, a W.A. advocate will assemble the latest information available on area hate groups and present it to the assembled officers. On occasion, law enforcement organizations planning an undercover investigation have consulted extensively with the W.A. to learn appropriate jacket markings, catchphrases, and other signifiers that will help them pass as new recruits.

Besides dispensing intelligence, W.A. advocates also share best practices. When local officers encounter an area hate group, for example, the W.A.'s training materials guide them to identify leaders, property, online presences, public documents, and other fundamentals needed to better understand and record the group and assess the scope of their activities. All of this requires training, skill, and diligence to assemble, and the W.A. teaches officers how to pursue and profile these groups.

More broadly, the W.A. conducts a wide variety of public-facing communications, mostly online but also in speeches and other opportunities to share, inspire, and warn. Their various e-newsletters, public databases, and video productions spotlight new and established hate groups and encourage volunteers to file tips and reports with the W.A. Free curriculum materials for middle and high school students enable

teachers to help students recognize hate speech and to be upstanders, not bystanders.

Friendly Opportunities

The Witness Alliance can be a useful ally for your Agents and even comes with an active Delta Green friendly who can assist in investigations. Your goal in introducing the W.A. to your campaign is to get them in a room with Dr. Hawthorne, who will get very interested in whatever they are pursuing—with devastating consequences.

Here are several ways to open the door to Dr. Hawthorne's destiny:

Investigating the Neo-Völkists

This broad movement is composed of multiple regional organizations in North America and in Europe. Generally speaking, this a movement of white supremacists who espouse devotion to Scandinavian folk traditions—in short, they consider themselves modern Vikings. Neo-Völkists are explicitly metaphysical and religious, conducting rituals and ceremonies to Norse gods and other pagan entities from Northern Europe. They also embrace a toxic masculinity that celebrates violence, fighting enemies, personal skill with weapons, and physical fitness. While not all ride motorcycles, there is a strong overlap with the biker-gang ethos and community. In recent years, members of this movement have been prosecuted for various assault charges and one burned down a historic African-American church. Their numbers are increasing with chapters opening up across the U.S.

In short, these groups are one hypergeometry ritual away from tilting into dangerous cult activity. Investigating one such group would be a quick way to introduce Agents to the Witness Alliance, and researcher Sheryl Krieger may be encountered in the field consulting with local law enforcement in the vicinity of the Agents' current night at the opera.

Collecting Intelligence

Agents looking into any kind of hate or extremist group with a public profile will likely turn up a

general overview document on the W.A.'s website, summarizing the group's activity and history. From there, it's easy to make contact with a W.A. researcher who can send a more detailed dossier to any verified law-enforcement officer, and can also introduce them to knowledgeable sources among local communities where the group operates.

The W.A.'s dossier will likely include a list of known leaders, property records, any primary documents obtained from online sources, and a catalog of slang, jargon, symbols, and other signifiers of the group's identity and agenda. All of this can be of real help to Agents, although it will then put them on the W.A.'s radar. And the W.A.'s advocates are skilled networkers who will be eager to connect the Agents with other law-enforcement personnel, making introductions the Agents may not necessarily want.

Building a Cover Story

Investigating an ordinary hate group is an outstanding cover story for federal law-enforcement personnel whose real agenda is investigating an unnatural incident. To bolster their cover story, Agents can connect with W.A. staff. From there, they can network with local law enforcement to explain why they're driving into the backwoods and shadowing that quiet guy who lives with his three brothers on a farm encircled by birch trees with green glass bottles hanging from the branches. Having a W.A. advocate vouch for the Agents is a great way to buy credibility with local officials.

Of course, that same cover story means the Agents may need to do some actual investigating of the ordinary hate group to maintain credibility. If they manage to anger that group, they may find their tires slashed or their identities doxed online and not be sure which group was responsible.

Important Individuals

Advocate Gregorio Marichal-Borgos

"Goyo" is a gregarious and knowledgeable advocate for the Witness Alliance. He specializes in leading training sessions and seminars for law-enforcement

personnel, social workers, and officers of the court on the legal nature of hate crimes. He also has a particular fervor for bullied LGBT youth arising from his childhood in Cuba, where he was born as a female gendered child, before he came to America as a teenager to transition to a man and live with his aunt in Miami. He has lived as a man since he was seventeen and uses he/him pronouns. He graduated from law school in 2008 and joined the W.A. in 2014.

Goyo speaks with a mild Cuban accent that he cranks up in the presence of other Latinos, and is fluent in Spanish as well as English. He wears a leather eyepatch as the result of an assault he suffered in college. While exiting a trans-friendly bar, he was accosted by two drunks who attacked him and gouged out one of his eyes in the ensuing street fight. Both men were successfully prosecuted.

He is passionate about his work and loves to introduce colleagues to each other. He sees himself as a community organizer whose community is law enforcement, and he is very comfortable operating in that world. Several hundred officers have gone through his training programs and he has the respect of nearly every one.

In private, Goyo feels like a man without a country. His immediate family in Cuba rejected him when he tried to be his real self, and he has no real contact with anyone he knew for the first 14 years of his life. His aunt in Miami, whom he calls Tia Pili, is the only family he has left and he adores her. He covers his loneliness and isolation with charm and lively conversation, but alone at night he remembers the breezes coming off Nuevitas Bay and the music wafting up from the street. He longs to go back and be welcomed.

Gregorio Marichal-Borgos

Advocate for justice, age 34

STR 14 CON 12 DEX 12 INT 14 POW 13 CHA 16
HP 13 WP 13 SAN 58 BREAKING POINT 52

SKILLS: Alertness 30%, Athletics 40%, Bureaucracy 40%,
Computer Science 30%, Drive 40%, Foreign Language:
English 70%, Persuade 50%.

ATTACKS: *Unarmed* 50%, damage 1D4.

Researcher Sheryl Krieger

Sheryl has always wanted the best for people. Compassionate and empathetic, her conscience was stirred by injustice from a young age and she has devoted her life to the betterment of humanity. She spent several years as a journalist at midwestern media outlets, where she chronicled the activities of racist and extremist groups before joining the Witness Alliance as a researcher in 2002. When FBI Special Agent Geoffrey Hawthorne began working with the W.A. as part of his investigations into hate groups, it was Sheryl who became his research partner and, in 2006, a consulting friendly for Delta Green.

Krieger has had very limited exposure to the unnatural. On her one true Delta Green field operation, she joined Hawthorne in surveilling a ceremony conducted by Operation New Day that summoned an avatar of Nyarlathotep, but the equipment in their monitoring van went haywire before she saw anything. Yet she *felt* something, a presence in the nearby woods that briefly touched her mind and left with her a new awareness of the vastness and emptiness of existence. The result, however, was a greater determination to light a candle rather than curse the darkness. She redoubled her commitment to the Witness Alliance and all it stood for.

Krieger has no awareness of the Schism and does not know about the Program and the Outlaws. Her contacts have all been with the Program, as that is the faction Hawthorne allied himself with. But if the Agents are members of the Outlaws, she will assume they're in the same organization as Hawthorne. It's all Delta Green to her.

Krieger & Hawthorne

Early in their professional relationship, Krieger fell in love with the witty, intelligent Geoffrey Hawthorne. He did not reciprocate, but neither did he form romantic attachments with anyone else. His quiet reserve and obsession with fighting unnatural evil left no room in his life for someone else. For years, she kept him in her heart and did whatever she could to support him, turning aside other possible partners in favor of her hope that one day he would love her.



When Hawthorne returned from the Cult of Transcendence's disastrous collapse in Stockholm in 2013, however, everything changed. His lengthy treatment in a mental hospital left him cold and remote, incapable of mustering his old charm. And when he was finally released, he busied himself with his return to academia. It wasn't until he saw an opportunity to further his career and partner with the W.A. that he resumed regular communications with Krieger, an overture she both resented and longed for. Hawthorne is a shell of the man she loved, but she loves him still.

Delta Green, however, is a different story. She loathes Delta Green and holds it responsible for Hawthorne's breakdown and subsequent mental problems. When she reached out to her main contact to complain about the extensive and damaging pharmaceutical treatments Hawthorne was receiving in the mental hospital, she was told it was for the best if he never recovered at all. "He did his job," she was told, "and now he's done."

Sheryl Krieger, however, is just getting started. She's spent her career putting together the pieces and uncovering the truths and operational details of secretive groups with extreme beliefs.

Now her target is Delta Green itself.

Sheryl Krieger

Vengeful researcher, age 45

STR 11 CON 13 DEX 11 INT 15 POW 14 CHA 12

HP 12 WP 14 SAN 62 BREAKING POINT 56

SKILLS: Bureaucracy 65%, Criminology 25%, HUMINT 60%, Law 30%, Occult 35%, Persuade 70%.

ATTACKS: *Unarmed* 40%, damage 1D4-1.

Volunteer Telford Giverny

Telford is an angry young man. He's agitated about the government, about politics, about police, about right-wingers, about fascists, about the president, and a lot more besides. His social media is a ravaged landscape of blocked friends and family who failed to live up to his ideals or disagreed with him about whether punching aspiring Nazis was an effective method of enacting social change. Since he was a teenager, most of his political activities have been online, where he leaps into the daily fray of arguments, taunts, trollings, and outrage. He is the living embodiment of the XKCD webcomic in which a character refuses to go to bed because *someone is wrong on the Internet*.

But about two years ago, Telford got organized. At a march for equality, he met two other young men like himself, and they decided on the spot to work together in their anti-fascist activities. Since then, the three of them have attended numerous civic and political events to carry signs, get in shouting matches with political opponents, and stand ready to intervene should someone they hate begin actively hating on someone else.

Work With the Witness Alliance

Lately, Telford and his friends have begun looking into a local hate group which you can choose or create as needed. Finding only minimal information about this group on the Internet, and specifically on the Witness Alliance website, they have begun their own program of research and surveillance. Their goal is to document the group's leaders and activities, report them to the W.A., and maybe even infiltrate the group to learn enough to disrupt them by exposing members to public shaming. Their initial tips and reports to the W.A. have been welcomed, and Telford and his friends have had a conference call with W.A. researcher Sheryl Krieger to discuss their findings.

Telford's fervor is sufficient that he may manufacture evidence for the sake of the greater good, and specifically to punish that group and get it shut down. Should the Agents come to town using a cover story of investigating that group, Telford is likely to feed them bogus information in hopes of driving them

towards a confrontation with the group that will result in arrests.

Risks for Delta Green

Agents who encounter Telford and think he is being helpful would do well to remember that he is an anti-fascist and that he sees the U.S. government as a fascist regime. As long as the Agents are useful to Telford, he'll be useful to them. But if he comes to realize they aren't serious about their investigation into his enemies, he will conclude they are just another bunch of bootlickers in the service of their fascist masters with no real interest in the pursuit of justice.

If Telford suspects the Agents have a hidden agenda, he will start surveilling them to learn what they're really up to in the expectation that they may be here on nefarious business, just like the FBI was when they investigated the Civil Rights movement in the 1960s. Depending on what he learns or suspects, he may attempt to expose the Agents or even dox them online. And as with his local hate group, Telford has no qualms about manufacturing evidence about the Agents in the service of the greater good.

Telford works a steady job as an auto mechanic. He is single and lives alone, spending most of his free time online.

Telford Giverny

Anti-fascist agitator, age 23

STR 16 CON 14 DEX 13 INT 14 POW 12 CHA 13

HP 15 WP 12 SAN 60 BREAKING POINT 48

SKILLS: Alertness 40%, Computer Science 55%, Craft (Mechanic) 40%, Drive 60%, History 30%, HUMINT 30%, Persuade 40%, Unarmed Combat 50%.

ATTACKS: *Unarmed* 50%, damage 1D4.

Dr. Geoffery G. Hawthorne IV

Born to an old-money family on Cape Cod, Hawthorne pursued a career in psychology. His family, initially proud, became unsettled as his interests drifted towards the extremes of human behavior. His pursuit of a Ph.D. in abnormal psychology from Miskatonic University, and the extracurricular investigatory activities he pursued related to that degree, drove a wedge

between him and his family, who did not attend his Ph.D. ceremony. Their distaste was forever enshrined in 1993 when he became a special agent for the FBI. They never knew of his recruitment by Delta Green as a friendly in 1997 nor of his transition into the Program after the Schism.

While Hawthorne was involved in numerous Delta Green operations over the years, his focus was very much on proactively investigating known cults and other fringe groups to assess their capabilities and risks. In the early and mid 2000s, this work led him to surveil and document several front organizations within the Cult of Transcendence without realizing they were part of a larger whole. But over time he began recognizing connections between these and other groups within the cult. Hawthorne led multiple operations both to damage the cult's capabilities and to collect primary documents and artifacts. During this time he formed a relationship with the Witness Alliance and recruited researcher Sheryl Krieger as a Delta Green friendly.

Collapse of the Cult of Transcendence

When the leadership of the Cult of Transcendence collapsed in late 2012, Hawthorne pulled strings to join the task force in Sweden investigating the destruction of the cult's mansion. He personally verified the death of cult Bishop Andrew St. Claire, whose shriveled corpse was found in the wreckage. He also retrieved a large stash of documents and artifacts over several days, placing them within a storage unit he rented in Stockholm, before unwittingly passing through to the Nightmare Mansion. The wards and sigils that had previously protected this magical entrance were destroyed in the collapse, leaving only a raggedly functional gate anyone could walk through. Hawthorne was only gone from our reality for a few minutes, but when he staggered out, he had spent a week in an extradimensional space which had undergone its own form of collapse. He was starving and dehydrated, badly injured by encounters with the children of Nyarlathotep and its lone surviving "bride," and was both incoherent and unresponsive. The Program placed him in a sanitarium, where he remained for six months.

While Hawthorne was under mental care, the Program extorted a facility doctor into pursuing very aggressive pharmaceutical treatments in an effort to mentally and emotionally cripple Hawthorne so he would never again be a credible source that could potentially risk the Program's activities. The treatments partially succeeded, and have left Hawthorne dependent on a variety of psychoactive medications. When he finally recovered, he took a disability pension and left the FBI in 2013.

In 2014, Hawthorne returned to Miskatonic as an adjunct professor, and in 2016 was hired full time as an assistant professor. At that point, he launched the New Religious Movements Index, and leveraged his covert relationship with Krieger to form a public partnership with the Witness Alliance. Hawthorne may have been cut off from his old-money family, but his family's expertise in building networks of informal influence and leveraging social connections to achieve strategic goals certainly made their mark on him.

With Miskatonic's backing and the W.A.'s partnership, Hawthorne has chronicled the collapse of Operation New Day and of White Fire, orphaned remnants of the Cult of Transcendence's See of Fear. Operation New Day lost its funding and all communications with its mysterious sponsor, "The Colonel," after the 2012 disaster in Stockholm. Worse, the avatar of Nyarlathotep that they worshipped also stopped responding. A vestigial core of bitter old men still run the group, but they have taken no effective actions since 2013, and most of their membership has melted away.

The reverse happened to White Fire, who also lost funding and their deity after 2012. The leaders of White Fire began siphoning off money and drugs from their partners in international drug cartels to fund their revolution, but Hawthorne's research resulted in a Program op in 2015 that exposed their skimming to a cartel that murdered them all soon after. Leaderless and never very structured to begin with, White Fire no longer exists as any kind of entity. But on the streets, their name, their legend, and their graffiti tag are still known to African-American residents of

high-crime neighborhoods who came of age in the 1990s and early 2000s.

Hawthorne's Hypothesis

While many organizations on Hawthorne's NRMI are not hate groups and so are of no particular interest to the W.A., his work is valuable in supplementing theirs on extremist religious groups that do advocate for hate speech and ethnic supremacy. His research into groups affiliated with Christian Identity, Black Nationalism, Radical Traditional Catholicism, and Neo-Völkism has produced valuable documentation for the W.A.'s publications and consultations with law enforcement. At the same time, he quietly feeds leads to Delta Green.

Hawthorne's hypothesis is that even publicly known cults with no hypergeometric knowledge are likely to draw lone wolves into their orbits. Isolated sorcerers with insane insights into the nature of reality often have other extreme beliefs, which may lead them into associations with extremist groups, or they may pass through them on their way to enlightenment elsewhere.

Neo-Völkism has been a particular focus for Hawthorne since he began the NRMI. He has closely tracked groups such as the Wolves of Erik, True Folk of Asatru, and Wotan's Eye due to their overlapping interests in ancient religious beliefs and violent racist ideology, particularly since a Wolves of Erik member was convicted of setting fire to a historic African-American church in South Carolina in 2013.

While none of these groups has ventured into hypergeometry, Hawthorne has identified two lone wolves engaged in unnatural activities among their ranks and referred them to the Program for investigation and sanction.

Mental State

As a result of his collapse and extensive pharmaceutical treatment, Hawthorne is not the man he once was. He remains intelligent, articulate, and persuasive, but he is now cold and hard to rouse. He rarely smiles and is incapable of forming strong emotional attachments. He suffers from undiagnosed depersonalization

disorder and only breaks out of it temporarily when he flies into a rage.

Besides Hawthorne's obvious mental and emotional issues, he is also dangerously unstable. He has experienced PTSD since his private occult investigations in the late 1980s. His experience in the Nightmare Mansion in 2012 left him suffering from both intermittent explosive disorder and a totemic compulsion.

He carries a gnarled bone that resembles a human finger whose joints are still connected with resinous dried cartilage. It is in fact a sort of leg or claw which he wrenched from the body of a child of Nyarlathotep while fighting for his life in that timeless place of horrors. He keeps it in an antique silver cigar tube and is never without it. Should he lose this totem, he will fly into an explosive rage and may mistake nearby colleagues for brides of Nyarlathotep. Even with it, his eruptions of temper have become the subject of a whispering campaign among graduate students and faculty at Miskatonic, and may ultimately be used against him in the ceaseless hermetic struggle over tenure.

Dr. Geoffery G. Hawthorne IV

Former agent and broken man, age 51

**STR 12 CON 13 DEX 12 INT 16 POW 14 CHA 9
HP 13 WP 14 SAN 23 BREAKING POINT 9**

DISORDERS: Depersonalization disorder, intermittent explosive disorder, PTSD, totemic compulsion; adapted to violence and helplessness.

SKILLS: Alertness 50%, Bureaucracy 65%, Criminology 60%, Drive 55%, Firearms 73%, First Aid 30%, HUMINT 50%, Law 50%, Melee Weapons 55%, Navigate 30%, Occult 64%, Other Language (French 28%), Other Language (Latin 40%), Persuade 50%, Pilot Mini-Sub 30%, Psychotherapy 36%, Search 60%, Swim 40%, Unarmed Combat 60%, Unnatural 52%.

ATTACKS: Glock 27 pistol 73%, damage 1D10. Unarmed 60%, damage 1D4-1.

RITUALS: Call Forth Those From Outside (Hastur), Charnel Meditation, The Closing of the Gate (Hastur), Elder Sign, Elixir of Infinite Space, Powder of Ibn-Ghazi, Reanimation Formula, Voorish Sign.

Progression

The story of the Witness Alliance in your campaign is the story of the price heroes pay when they fight the darkness. Hawthorne is a veteran agent who has become dangerously unstable. Krieger is a fierce defender of the innocent who has been radicalized against the very institution she once saw as her best chance to directly make the world a better place.

To tell this story with your players, you'll need to make the Witness Alliance useful to them, as described in **FRIENDLY OPPORTUNITIES** on page 66. Ideally, they can help across multiple operations before things turn for the worse, either by providing intelligence on targets or by unwittingly providing a cover story. During this early phase, your goal is to introduce Krieger and Hawthorne and establish their long relationship. Then bring in Telford as a patsy for Krieger, who uses him to damage Delta Green. (Krieger targets whichever faction the Agents work for, not realizing the distinction between the Program and the Outlaws.) Finally, when Krieger disappears, the Agents discover her fate and glimpse the grim future they have signed up for with Delta Green.

Stage One: The Slow Embrace

Using whichever "friendly opportunity" you choose, introduce your Agents to the Witness Alliance. Goyo is a good place to start, since he has extensive connections in the law-enforcement community and is always interested in networking with new colleagues. He can provide modest assistance to the current operation in the form of useful intelligence and/or introductions to local experts in law enforcement, social services, or academia.

In this stage, the Agents need to establish a cover story with Goyo that will define their ongoing relationship with the Witness Alliance. They have to decide how to represent themselves, their employers, and their agenda. With that in place, let Goyo simply be a helpful off-screen character for the initial op.

Meeting Krieger & Hawthorne

In a subsequent operation, have Goyo introduce them to Sheryl Krieger in her role as a researcher. Sheryl sniffs them out and connects them with Hawthorne, who has useful information for them. This should be an in-person meeting with both Hawthorne and Sheryl, preferably at Hawthorne's family mansion on Cape Cod, Massachusetts.

Hawthorne should come across as the very model of a retired Delta Green agent. He seems stable, if aloof, with a good job and personal wealth. He assumes the Agents are with the Program even if they aren't, which is one of the hazards of excessive compartmentalization. He may share some colorful details of past ops. It should be clear that he and Krieger have known each other for many years.

Return to Stockholm

When the Agents conclude their current operation, Hawthorne contacts them directly to request their help. Six years ago, he left a crate of documents and artifacts from the Cult of Transcendence's ruined mansion at a storage facility in Stockholm. He has kept this a secret from the Program, although he won't tell the Agents that. He says it has been too dangerous for him to return and claim the crate as he is now well known to surviving elements of the cult. He asks them to travel to Stockholm and arrange shipment of the crate back to him.

This minor task is not meant to be a full operation. The process goes smoothly, but during their visit the Agents fall under the surveillance of the Exalted Circle—a self-styled, modern-day incarnation of the Esoteric Order of Dagon, focused on increasing the wealth and power of its leaders while serving the gods of the Deep Ones. The Circle makes no moves against them, but sufficiently paranoid Agents may realize they're being watched and force a confrontation. Whatever happens, the Circle quickly withdraws and bides its time.

If the Agents investigate the small crate's contents, it's a jumble of charred papers and odds and ends. No books are present, but there are maybe a thousand pages of loose papers in a variety of languages and

ciphers, and a couple of dozen objects. The objects appear to be trinkets and minor cult paraphernalia with no obvious unnatural properties. All reek of smoke and most are at least partially damaged. Sifting through this mess in search of valuable information will take a significant amount of time, which Hawthorne is very willing to invest.

(If any Agents really push on examining the trinkets, feel free to single out one that seems worthy of attention. When held by someone with a POW of at least 13, the item gradually becomes warm to the touch. After several minutes of contact, it grants the user a momentary vision of the Court of Azathoth, at a cost of 1D6 SAN.)



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Hawthorne is genuinely grateful for the return of the chest and promptly delves into studying its contents.

Stage Two: The Patsy

At some point, Krieger learns that the Agents helped Hawthorne recover the crate. Her occasional phone calls with Hawthorne become more strained as she realizes he is becoming obsessed with the contents of the crate. She decides to set a trap for the Agents to punish Delta Green for all it has done to Hawthorne.

On a subsequent operation, Krieger introduces the Agents to Telford Giverny as a useful local contact. She explains that Telford has no knowledge of the unnatural or Delta Green and is simply a volunteer who has been monitoring local groups of interest to the Agents' current op. You can place Telford in whatever location is useful to the operation.

Telford assists the Agents, but he becomes suspicious of their activities. Krieger primes him by subtly suggesting the Agents may have a hidden agenda or may be working for someone other than whom they claim. As the operation continues, Telford secretly collects whatever data he can on the team: names, home addresses, public records, and anything else he can find. He is predisposed to suspicion of government agents, and it's not hard for him to begin manufacturing his own theory of what they're really up to or whom they're really working for. He is completely wrong, of course, but he and his anti-fascist associates are skilled at online research and social engineering. They are soon able to assemble substantial data on the Agents and their activities. Let the op conclude normally.

Telford's theory is that the Agents are part of a revived COINTELPRO program conducting surveillance and disruptive actions against domestic leftist groups. Based on their travel records, he assembles a list of groups and individuals in various locations whom he suspects the Agents have been pursuing. Some of these may even be accurate, but many simply happen to have been in the same area where Agents were conducting operations. Where his evidence is

flimsy, he fills in the gaps with conjecture and haphazard evidence.

The Story Breaks

When you're ready, Telford supplies his dossier to an online journalist-activist named Robin Dorwin. He also connects her with Krieger as a source with extensive contacts in law enforcement. While Krieger will not allow herself to be identified publicly, her credentials help persuade Dorwin to go with Telford's story.

The resulting exposé paints a picture of a group within the federal government conducting domestic operations against organizations and individuals who are taking various stands in favor of personal freedom and in opposition to the increasingly fascist government. The Agents are not named in the initial story, but their actions are recognizable to themselves and to their contacts in Delta Green.

The story is not picked up by national press, but it does join the hysterical conspiracy theories that dominate online discussion and speculation. Known as #COINTELPROREDUX, this theory is soon extended and connected to other conspiracy theories about the Deep State and the oppressive nature of the federal government.

In response, whichever faction of Delta Green the Agents serve demands they clean up this mess. They are sent to frame Telford by collecting his DNA, breaking into a local enforcement evidence locker, and planting it in the evidence of a cold murder case from several years earlier. A forensic expert is sent with them to handle the collection and transfer of the genetic material. When they're done, they need to provide an anonymous tip to the local police connecting Telford to the crime.

Meanwhile, however, Hawthorne has been conducting his own investigation. He touches base with the Agents briefly to express concern and ask a few questions about what they've learned. On his own, he is able to determine that Krieger was Dorwin's anonymous expert source.

Stage Three: The Breakdown

Not long after Telford is arrested for murder, the Agents learn that Sheryl Krieger has disappeared under mysterious circumstances. The trail swiftly leads them to Hawthorne's home in Massachusetts.

Hawthorne greets them coldly and denies everything. But the interior of his home has undergone a transformation. Dirty dishes and rotting food are scattered haphazardly. The pages recovered from Stockholm are tacked up on the walls with sticky notes attached containing various insights. A horrible stench of death comes from a closed bedroom. Hawthorne himself is unwashed and wears a shoulder holster with a handgun at all times.

In the bedroom is the headless body of Sheryl Krieger in a bloodsoaked wedding dress. Hawthorne has recreated her as a bride of Nyarlathotep, which he encountered in the Nightmare Mansion, but she is simply a lifeless corpse with no unnatural properties.

If pressed, or if Krieger's body is revealed, Hawthorne draws his gun and flies into a rage. He accuses the Agents of working for the Exalted Circle and claims they have ruined his life and career. He will have to be subdued or killed. Should he somehow be taken alive, he spends the rest of his life in a facility for the criminally insane.

The head of Sheryl Krieger is never found.

Connections

The Witness Alliance could have the following connections to other groups.

Agent Renko

Renko is surveilling the agents during their visit to Stockholm and reports on the existence of the crate and its contents to GRU SV-8. After the Agents confront Hawthorne, the crate's materials are stolen from wherever the Agents take them. Renko may later admit to being responsible for organizing the theft.

The Dream Syndicate

Two Dream Syndicate members have been experiencing intense and powerful dreams of the Cult of Transcendence's mansion, including images of Hawthorne in the ruins and passing into the Nightmare Mansion. Hawthorne might discover this discussion and refer the Agents to investigate these dreamers.



// New Life Fertility //

“Then the spine began to show, arched and ridged and covered with slits that opened wetly to reveal small eyes which rolled and spun in their sockets.”



New Life Fertility

Antagonist

THIS DISCREET COMPANY HAS PROVIDED FERTILITY services, specifically natural in vitro fertilization, to wealthy clients worldwide for more than three decades. New Life's focus on natural IVF means no medications are used to stimulate the production of multiple embryos in a single menstrual cycle, so only a single naturally occurring egg is extracted and fertilized. While this method typically has a very low rate of success, New Life's success rate is nearly 100% and its births never include multiple infants. Even people diagnosed as sterile have conceived infants through New Life's methods, making it the provider of choice for those who can afford its services and know of its existence.

Its techniques would be revolutionary were they known to the medical community, but New Life has kept its discoveries a deep secret. Its primary facility is aboard an enormous private yacht, owned by a wealthy family whose six children were all produced by New Life. All of the company's medical procedures are conducted in international waters and its ownership is obscured by a network of holding companies. While representatives of New Life Fertility, Inc., travel the world to meet with prospective clients, the company has no employees and its address is that of a Delaware law firm. Everything runs through a shifting, global network of shell companies.

Since its founding, New Life has conceived and brought to term more than 15,000 babies, all of them from wealthy and powerful families around the world. The earliest such infants have reached adulthood and in time will inherit the wealth and status that is their birthright. They will ascend to lead the world's largest family foundations, law firms, political parties, religious institutions, and governments. They are, without exception, extraordinarily healthy, athletic, and intelligent, and free of genetic defects. Barring misadventure, their lifespans will stretch well beyond twelve decades.

Unfortunately, they are not human. They cannot have babies of their own with anyone but their fellow

New Life Fertility

HEADQUARTERS: *Cybele*, a yacht in international waters of the Pacific.

STAFF: 150.

BUDGET: \$75 million.

OTHER LOCATIONS: James Dansiger manages customer recruitment and security matters from Dasinger Mansion, Frankfurt, Germany.

OTHER HIGHLIGHTS: The spinoff New Life Foundation has a \$10 million budget for lobbying and social-issue work.

children of New Life. Drawn together by powerful homing instincts and by the confines of the stratospheric social circles they all inhabit, the oldest are now mating with other New Life-produced adults. Collectively, they are the beginnings of a new and superior species.

And every one of them, in time, hears from beyond the stars the call of their true mother.

History

In vitro fertilization was pioneered in the UK by biologist Robert Edwards and gynecologist Patrick Steptoe. They produced the first "test-tube" infant in 1978 and then in 1980 opened Bourn Hall Clinic, in Cambridgeshire, to provide IVF services to patients.

Among their early staff at Bourn Hall was Noreen MacDougal, a driven young nurse and midwife with a passion for naturopathy. MacDougal spent three years at the clinic before returning to school for a certificate in naturopathic medicine, which was then newly being offered at Brichester University in the picturesque Severn Valley of Gloucestershire. During her studies, MacDougal's interest in naturopathic folklore and home remedies led to a research project in which she interviewed residents of the Severn Valley about their folk medicine practices, specifically those related to fertility.

The Grotto

One such resident revealed a fertility treatment that had long been practiced by women in the area. On an island in the Severn River there was a grotto carved into the rock, from which a shaft descended 20 meters to a vast cavern. A frayed rope ladder attached to the top provided access. Generations of women had visited this cavern. Therein lay a pool of warm, white fluid, apparently the product of a natural hot spring and rich with minerals. Women who bathed in the fluid and had intercourse immediately afterward often got pregnant, even those with a history of miscarriages or other fertility issues. As a result, it had been known since days of the Roman occupation as *Lac Maternum* or Mother's Milk. The Mother's Milk remedy was not widely known and was now rarely used, but on a gray February day Noreen MacDougal packed a lunch, a lantern, and a straw-lined box of test tubes. She climbed down the rope ladder to the cavern beneath the river and the warm pool within it.

After she missed three days of classes, constables were dispatched to look for her. Flyers with her photo were posted around the area. The woman who had sent MacDougal to the cavern made her own peculiar inquiries, but did not inform the constabulary of what she learned. MacDougal's fate, she was sure, was no longer in the hands of any man.

Two weeks after her disappearance, MacDougal was found unconscious in a farmer's field, suffering from hypothermia and amnesia. A medical examination determined she was also one month pregnant. She returned to school a few weeks later and completed her certificate program before joining her parents in Oxford to have her baby. Her child was stillborn.

The Vision

To her parents, Noreen was much as she had been before the incident: driven to help others, highly intelligent, hardworking, and very interested in both alternative medicine and cutting-edge science. And indeed, she had done her best to resume her life, finish her schooling, and move on from the tragedy of her stillborn child.

But Noreen MacDougal was no longer the same woman. During her missing two weeks, she was subjected to a powerful cosmic vision and survived by drinking the Lac Maternum. By the time she finally emerged from the grotto, she was possessed by a new passion for life itself. She could not recall much of what happened and would not have recognized the phrase "Shub-Niggurath," but her encounter with the energies of that primordial entity had left her with a particular zeal as well as a mission: to return to the Bourn Hall Clinic and understand how the Lac Maternum could have such miraculous results.

For there was one thing Noreen was sure of. She had entered the grotto a virgin and two weeks later she was one month pregnant. Whatever happened to her, whatever the fluid was, she was confident she could find the answer in reproductive science.

New Life

MacDougal returned to work at the Bourn Hall Clinic assisting with IVF treatments and learning everything she could. She used their facilities and methods to study the Lac Maternum, seeking to understand what it was and what it could do. She was not prepared to experiment with it on actual patients—yet.

From 1985 to 1988, she worked extensively with a German patient named Rudella Dasinger and her husband Axel, a wealthy hedge-fund founder. When their IVF treatments consistently failed to produce viable embryos, the Bourn Hall Clinic advised them to explore adoption.

Instead, MacDougal left the clinic and set up her own IVF facility with funding from the Dasingers. She rejected the new practice of using hormones to overstimulate the ovaries into producing multiple eggs, advocating instead what she called a natural approach. When the time came to implant sperm into an egg, the culture medium she used for the fertilization process was the white fluid found in the great cavern beneath the Severn River. In her own experiments, she had found that the fluid was organic rather than mineral in content, and that when provided with protein in the form of animal blood the fluid would consume it and produce more of itself. She did not need to return

to the cavern for Lac Maternum because she could easily grow her own.

A month later, Rudella Dasinger was pregnant. She delivered a supremely healthy baby girl right on schedule. Ecstatic, the Dasingers and MacDougal expanded the initial facility into New Life Fertility. Because of the controversy over IVF, now barely a decade old, they saw an opportunity: an intensely private IVF practice with no public offices or presence that might attract attention to the kinds of wealthy clients who could most afford the new procedure. Early patients came through the Dasingers' network of business colleagues and friends, all of whom were paid to sign non-disclosure agreements.

A Global Agenda

The next ten years saw New Life Fertility go from success to success. MacDougal was increasingly paranoid of her methods being stolen and analyzed, and she came to approach her work as a zealot. The more medically invasive and manipulative mainstream IVF became, the more she was convinced that her natural approach was superior. She persuaded the Dasingers that the medical establishment would never tolerate this upstart practice, and they were happy to oblige her need for privacy. Keeping New Life quiet let the

Dasingers leverage it to climb the global social ladder, recruit clients to Axel's hedge fund, and enjoy the lifestyle they had achieved.

Their ambitions went beyond New Life. The Dasingers were strict Catholics. They were conveniently at peace with MacDougal's natural IVF because it only produced a single embryo, which would then reliably be delivered as a baby. MacDougal and the Dasingers also rejected any notion of donor eggs or sperm, believing that violated the sacred relationship of mother and father. While Catholic teaching was unambiguously opposed to IVF, the Dasingers saw New Life's method as a principled exception for the deserving.

With the money from New Life, MacDougal and the Dasingers launched the New Life Foundation. This non-profit political organization promotes the cause of life broadly, but specifically agitates to increase the human population. It opposes abortion and contraception worldwide. On numerous occasions in countries across Africa, Asia, and South America, it has offered New Life Fertility's services to legislators and heads of state in return for passing favorable laws on these issues. The foundation's lobbying, funding, and influence have resulted in rollbacks in reproductive choice for men and women worldwide.



Unnatural Selection

Advances in genetic sequencing and testing produced uncomfortable discoveries for MacDougal. By 2005, she had determined that babies produced by New Life, while extremely healthy, had genetic anomalies that could not be traced to either parent. Then in 2010, the Dasingers came to her with a surprising request: their firstborn daughter, Mary, was now 21, married, and could not get pregnant. She needed New Life's help.

MacDougal agreed and to her great surprise discovered that even with New Life's techniques Mary could not conceive. Her egg would not fertilize. Further research revealed that Mary's DNA was no longer compatible with human DNA for purposes of procreation. Mary was effectively a different species, a genetic chimera, as were all the thousands of New Life children.

This was potentially catastrophic. The prospect of thousands of previous clients suing them for producing sterile children threatened everything they had built.

But then Mary got pregnant.

Her parents soon learned the truth: Mary was having an affair with the son of one of Axel's clients, a young man who had also been a New Life baby. The two had only met recently but felt a powerful, irresistible attraction. Despite her marriage vows and despondence over her inability to conceive, Mary had turned to him for comfort. The first time they had sex, she became pregnant. Despite the infidelity, it was a ray of hope for the Dasingers.

The Fatherless Child

MacDougal, meanwhile, had been inspired by these revelations to return to her own long-suppressed pregnancy. For decades she could not clearly remember how she became pregnant. Indeed, the whole episode seemed like a dream, like it had happened to someone else. She was sure the Lac Maternum was somehow responsible, but in the years since she had not been able to reproduce spontaneous conception of a fetus by combining the fluid with a harvested egg. As a medium within which to fertilize an egg with sperm, the fluid was unsurpassed. But MacDougal's

pregnancy was still a mystery. She tracked down the delivering obstetrician and learned he and his wife had both passed away, but his son gave her access to his father's personal medical journals. There she discovered the truth: Her child had not been stillborn at all. Because she delivered it under sedation, she never knew the truth.

According to the journal, MacDougal's miraculous child, born of no known father, had been alive and thriving when it began to be delivered. But as more and more of the infant emerged, the horrified medical staff saw that it was hideously deformed. First the goat-like hooves and legs emerged, covered in damp fur and kicking. Then the shocking plethora of sexual organs, only some of which were clearly identifiable, and those were rapidly and horribly becoming visibly aroused. Then the spine began to show, arched and ridged and covered with slits that opened wetly to reveal small eyes which rolled and spun in their sockets. The delivering obstetrician, overcome with revulsion and horror, grabbed a scalpel and started slicing through any arteries he could find in the writhing mass. Incredibly, it fought back, its spindly hooved arms flailing to defend itself. The nurses had to hold it down for the final, killing strokes. Before completing the delivery of the corpse, the staff covered the body in a baby blanket so no one had to see the face as it emerged, lifeless, from its mother's virgin womb. They wrapped it up tightly and rushed it to a medical waste incinerator.

Shocked and appalled that her only child had been both horribly deformed and murdered, MacDougal returned to the Severn Valley in the fall of 2011 for more answers.

MacDougal's New Vision

She once again descended the rope ladder to the great cavern, as she had two decades earlier. She bathed in the fluid. And in the darkness of the grotto, Noreen MacDougal was remade. The cosmos opened for her and she saw the whirling chaos of Azathoth. She witnessed the creatures that plummeted from world to world and from aeon to aeon. She saw at last the great cosmic principle of fertility, that it was not merely a

biological process but a metaphysical force that ached to be born, again and again, in every form imaginable, and that its name was Shub-Niggurath.

She saw that her existence had always been dedicated to a single purpose: to ensure that the great life force of Shub-Niggurath could be fruitful and multiply. For while Shub-Niggurath is a cosmic principle of life, not all life is inherently of Shub-Niggurath. Other forms of life are plentiful in the cosmos, but those life forms are not venerated or even valued by the Black Goat. Only the life it has created or altered is truly worthy.

On Earth, humanity itself is not of Shub-Niggurath. But across millennia, millions of humans have descended from those touched or altered by that force. MacDougal perceived that today nearly a quarter of the Earth's population carry with them the gift of Shub-Niggurath, passed down across the generations from early fertility cults and unknowingly imbued into their offspring. But those gifted millions alive today possess only a flicker of the force's true potential, as the gift has been diluted to almost nothing.

MacDougal's role was to unleash that potential to its fullest extent. Her murdered child had been entirely a creature of Shub-Niggurath, a living avatar of the cosmic life principle. But what MacDougal was doing was almost as potent: a large-scale breeding program that produced apparent humans who were greatly gifted by the Black Goat. And when those children made more children with each other, the gift was multiplied. As future generations are born and interbreed, the gift's power will become more and more potent and concentrated.

This was MacDougal's destiny. When she emerged from the Lac Maternum a second time, she left her humanity and her sanity behind forever. And she was once again pregnant.

A New Species

Mary Dasinger was the first New Life offspring to have her own child with a fellow New Life mate. Despite their religious beliefs, the Dasingers arranged for a swift divorce and remarriage for Mary to her

new partner, Derek Andersson, the son of a prominent Swedish politician.

When the child was born, it was no monster. It was large and healthy, and it entered the world serene and present. Only its eyes, with horizontal slits for pupils, betrayed its monstrous origins. And custom contact lenses would soon disguise that problem.

MacDougal contacted the adult New Life children under the guise of follow-up testing. Privately, she spoke to them of who they really were and of the destiny she now believed they held in their hands. Every single one listened, nodded, thought, and accepted. Hadn't they had strange dreams all their life? Hadn't they looked at the rank and file of humanity and knew they were superior? Hadn't they heard the call of their mother, that glowing warmth that transcended time and space? They had, and they listened, and they believed.

Purification

The Dasingers loved their children but their religious faith was increasingly troubled by what was happening. MacDougal hid the science from them, but they could look at the eyes of their grandchild and see that something was horribly wrong. But their offspring were so happy, so focused and smart and strong and healthy. Surely all was well?

It wasn't until the Dasingers got private genetic testing done that they understood just how different the New Life children were. And when they confronted MacDougal with the results, she angrily insisted their test results were wrong. Then she went to see Mary.

Soon after, in May of 2012, the Dasingers and all their children took a vacation to the Bahamas. During a family mountain hike, Rudella left the trail and slipped on a steep slope. When Axel tried to help her, he slipped as well, and both fell to their deaths. At least, that was what Mary and the rest of the children reported to the authorities. The investigation concluded swiftly, the Dasingers were buried in Germany, and Mary became the overseer of the family fortune and guardian to her siblings.

MacDougal knew there would soon be more second-generation New Life babies and more skeptical parents to contend with. With Mary's financial backing, she shut down New Life's facility in the U.K. and set up shop on an enormous private yacht named *Cybele*. This floating fertility clinic and private hotel now conducts all of its medical procedures in international waters, with new patients brought aboard by boat. Mary and her oldest brother James joined New Life as CEO and COO, respectively, with MacDougal as founder and chief scientist.

Return of the Fatherless Child

MacDougal delivered her second child aboard the *Cybele* in June of 2012. There were no doctors or nurses this time. There were only Mary and her siblings, who tended to MacDougal and bore witness to the arrival of her second child.

It was just like the first. A true avatar of Shub-Niggurath, the monstrous infant used its first breath to speak the name of its cosmic parent. The faces of Mary and the other Dasingers lit up with joy and thanksgiving at this blessed arrival. And before long, MacDougal's child became her ongoing source for Lac Maternum, which it produced frequently from its numerous reproductive organs.

MacDougal named the child Caprus. She made a secret home for it aboard the *Cybele* and it has lived there ever since. As MacDougal began performing regular rituals to venerate Shub-Niggurath and receive further insights into the cosmos, Caprus became an intrinsic part of those ceremonies. While the child will never speak English and indeed has no human tongue, it does have a voice that it raises in praise and celebration of its parent. It reached adult human size and maturity by its fourth birthday.

Mary and James

The two eldest Dasinger children, who now managed their family's estate, have been fully indoctrinated into the worship of Shub-Niggurath. Both have made repeated uses of the ritual One Who Passes the Gateways to study and explore the howling cosmos. And while both have bathed repeatedly in the Lac

Maternum, and even drunk it directly from its plentiful new source, no further avatars have been conceived. Caprus remains unique.

Mary's husband Derek Andersson also joined the initiates in their worship and ceremonies. But he continued living in Sweden, where his father's political patronage laid out a clear path to temporal power that New Life saw as useful. To facilitate their global operations, MacDougal and the Dasingers spent many months in the research and construction of a permanent Gate aboard the *Cybele*. It connects to the Dasinger Mansion in Frankfurt and enables them to move between the yacht and the European continent at will.

As the siblings and MacDougal plunged deeper into the mysteries of their deity, they become less able to relate to the outside world. They decided that James would withdraw from their regular ceremonies and spend most of his time in Frankfurt, where he could continue to represent New Life. Clients who came aboard the *Cybele* no longer meet with the increasingly deranged MacDougal but instead work with her acolytes.

Mary is clearly intended as MacDougal's successor. She is training extensively in genetics and reproductive medicine. And in 2016 she began a new self-improvement program in the form of the Ageless Banquet ritual, in which each year she sacrifices and consumes a human victim. James has these procured in Europe, carefully selecting those who are completely without the gift of Shub-Niggurath. As a result, Mary has stopped aging and will remain 27 years old as long as she continues using the ritual annually. Her plan is to be immortal, forever fertile and potent.

Expansion

As New Life's first-generation children mature, they begin to feel the call of their true mother. MacDougal and the Dasingers track them all, contacting them and bringing them into the fold when the time is right and they are ready for their destiny. They are then match-made with other New Life young adults.

MacDougal took this step after discovering that Mary and James were developing an incestuous

relationship aboard the *Cybele* and realized that the inherent attraction between New Life children ignored familial boundaries. While she suspected that their genetic offspring would be resilient against the typical effects of such close inbreeding, it still presented a risk of exposure and criminal investigation she could not accept. She also soon encountered a few incidents in which older New Life children sexually abused younger New Life siblings, unable to overcome the reproductive drive encoded in their chimerical DNA.

All of this made outreach to adolescent New Life children a priority for the organization. James rarely visits the *Cybele* now and instead manages operations from the family mansion in Frankfurt, Germany. Much of his time is consumed with contacting and indoctrinating maturing New Life offspring to prepare them for the years ahead and to get them matchmade early with their eventual partners in a planned breeding program similar to that used by zoos.

New Life Today

By the fall of 2018, approximately 800 of the 15,000 New Life children have reached maturity. They have produced nearly 600 second-generation offspring. (The oldest second-generation child is Mary's six-year-old son, Marcus Andersson.) New Life children marry young and swiftly begin having babies, but their window of fertility only lasts a decade. Unless someone intervenes, by 2030 there will be 25,000 first-generation and 11,000 second-generation offspring—and the first third-generation baby will be born that year as well. By 2100, the total New Life population will be more than 600,000.

This rising demographic group has begun to take the reins of wealth and power from their parents, sometimes violently. Seventy-five families with mature New Life children and second-generation offspring have seen one or both parents murdered due to their hostile reaction to their grandchildren's eyes. Many others have found themselves ostracized by their children.

Ultimately, Noreen MacDougal and her followers want two things: a vast herd of populous human chattel and a master race of wealthy and influential New

Life progeny pulling all the strings. As year begets year and child begets child, they may succeed.

The Organization

Noreen MacDougal is now 63 years old. She presides over a thriving fertility practice and a vast network of rich, young chimeras who become loyal acolytes of Shub-Niggurath when they reach maturity. She has led several trips to the Severn Valley for key staff of the clinic and mature New Life offspring, indoctrinating them into the worship of her god. MacDougal is by far the most powerful sorcerer in New Life, having learned numerous magics through her worship and her frequent immersion in the Lac Maternum. She has trained Mary and James in some of these occult practices as well as a few other older New Life children.

New Life Fertility, Inc., exists solely to license the use of the "New Life Fertility" trademark to a constantly-changing roster of shell companies that bill clients, pay contractors, and shuffle money and accountability from subsidiary to subsidiary. Profits ultimately end up in the personal accounts of MacDougal and the Dasingers, in zealously secretive Hong Kong banks.

New Life Foundation CEO Mary Dasinger has focused most of her time on political activities. While her network of lobbyists continues to quietly work against reproductive-choice laws in numerous countries, they have in recent years poured funding into making sexually transmitted diseases (including HIV) more easily and cheaply treatable in developing countries. That has won them support and accolades from the usual NGO community, but in tandem they have run widespread stealth influence campaigns to suppress condom usage. Through a number of front organizations and unacknowledged representatives, they spread the idea that "real men don't use condoms" and point to the increased access to STD treatments as a reasonable alternative. In some communities in developing countries, the birth rate has reversed its historic trends and begun to accelerate as condom usage has dropped. Mary has overseen this shift in

priorities and tracks the changes in birth rate with the precise devotion of an abbess.

The rise of the second generation of New Life children has brought many headaches as well as opportunities. James Dasinger has built a strong relationship with DRJ Partners, a large global law firm specializing in high-end criminal defense cases such as vehicular manslaughter while driving under the influence of being fantastically wealthy. DRJ has offices in 14 cities worldwide and has intervened in dozens of situations where New Life children have committed crimes, typically against their parents. DRJ is used to bending the rules and going the extra mile for its well-heeled clients and has subverted and defeated many police investigations through bribery, extortion, and evidence tampering by its off-the-books network of cut-outs, cleaners, and troubleshooters. While DRJ would never murder anyone, they are willing to push quite a few boundaries.

Besides keeping things tidy, James' other focus is working with prospective clients. He has a team of twenty-five "fertility consultants" who have no medical training and are basically high-end salespeople. They are the first contact for anyone interested in New Life's services and always work in person, not over the phone or the Internet.

Operatives

Most New Life operatives fall into two categories: Fertility Consultants and DRJ Lawyers and Freelancers.

Fertility Consultants

These are the front line of New Life: polished, professional men and women in bespoke clothing who speak multiple languages, have traveled extensively, and are as comfortable in Davos as in Beijing. Most are recruited from the ranks of executive assistants to CEOs who want to keep the perks of their profession without having to work for angry, rich assholes.

Consultants do not maintain offices and are frequently on the road. They tend to make the circuit of major global social, cultural, and diplomatic events. When not specifically dispatched to meet with

prospective clients, they mix and mingle and let their reputation do the advertising for them.

Not a single consultant has ever heard of Shub-Niggurath. They are exactly as they appear: mundane servants of a wealthy private company. Should they encounter anything unusual, such as a nosy Delta Green agent conducting investigations, they let James know and he contacts DRJ to follow up.

DRJ Lawyers and Freelancers

If anything irregular happens, James Dasinger calls DRJ Partners for help. Depending on the situation, DRJ may show up in an official capacity, serving as legal representation to a relevant third party (typically a New Life child), or they may send a freelancer for the work.

DRJ lawyers never, ever show up representing New Life Fertility directly. They outsource actual corporate representation to smaller, local law firms with whom they have long relationships. But DRJ lawyers defend New Life children accused of crimes, sometimes aided by local lawyers if they don't have an office in the country.

DRJ freelancers are usually former law enforcement, military, or other security personnel. They may come in a variety of specializations, from investigation to witness intimidation to crime-scene tampering to outright bribery and extortion of police. While DRJ would never order a freelancer to use violence, some turn to it out of habit. Freelancers are mostly used to disrupt criminal investigations in order to protect New Life children. On the rare occasion when a journalist, crusading activist, law-enforcement representative, or aspiring blackmailer starts poking around, a freelancer may be dispatched to mislead, pressure, or bribe them.

Beliefs and Mandate

New Life's leadership believes in the fundamental impulse of life to live. They are specifically focused on procreation. They do not care at all, for example, about climate change; life, they are sure, will go on in some form, and a culling of the weak strengthens other life.



The highest leaders, and the oldest New Life children, are devout worshippers of Shub-Niggurath. They do not attach any special importance to that name, however. It is merely a name from myth that represents something real. They serve the life impulse itself in all its forms. The unnatural manifestations some have encountered are just part of the glorious diversity of life. Few New Life children have even heard the name Shub-Niggurath; they speak of “hearing the call” or “their true mother,” by which they are generally referring to the cosmic principle of life.

Their human biases have led them to particularly enshrine traditional parenting. They look down on adoption and surrogate births, for example, and believe marriage is a crucial component of their process. While the Dasingers are historically a Catholic family, New Life has no problem serving adherents of any religion or even atheists. But they insist on committed couples of opposite genders. Shub-Niggurath couldn't care less, of course, but New Life's founders have brought their own biases to the institution they have created.

The unique opportunity provided by using the Lac Maternum for IVF has narrowed their perspective to procreation. They can create new life that carries with it the secret genetic code for the life impulse itself. For that is how MacDougal and the Dasingers see it: the universe rewrites the DNA of each of their blessed children with a hidden message that unlocks

the mysteries of life and produces a new master race. In return, they must fulfill life's mandate of making more life.

About the Lac Maternum

This potent fluid of Shub-Niggurath has unusual properties:

- » Drinking about half a liter (a pint) of it replenishes Willpower Points back up to the imbiber's maximum within 30 minutes, at a cost of 1/1D6 SAN. This can be done as often as desired.
- » If the imbiber is wounded, drinking about half a liter (a pint) heals 1D4 HP every turn for 1D4 turns. Each usage requires no WP but costs 1 SAN.
- » Consuming about four liters (a gallon) of Lac Maternum in a single day has the same effects as the ritual One Who Passes the Gateways. The imbiber cannot avoid this outcome. Anyone who drinks this much in a day falls unconscious and projects their mind into the cosmos for 12 hours at a cost of 1D4+1D20 SAN.
- » When an imbiber has consumed as many cumulative pints as they have POW, their DNA is forever altered to bestow the gift of Shub-Niggurath if it was not already present. Once gifted, the imbiber fails any opposed POW test against an acolyte of Shub-Niggurath or any rituals or other magical effects associated with Shub-Niggurath.
- » Once gifted in this way, the imbiber's body chemistry changes permanently. They acquire an unusual body

odor, a faint musk somewhere between the aroma of truffles and the air of a barnyard. They never get sick, but their body collects and nurtures a wide variety of germs, bacteria, and viruses which are communicated through normal means to other humans.

Field Operations

New Life only really became indoctrinated into the ways of Shub-Niggurath in the last decade. They are not out raiding libraries for old occult tomes. For the most part, their field work consists of their fertility consultants finding new clients to send to the clinic for IVF, and ensuring that maturing New Life children come of age and mate in healthy ways—preferably without murdering their parents impregnating their siblings.

Aboard the *Cybele*

New Life's fertility clinic and its non-profit New Life Foundation are both based on the *Cybele*, which generally sails the international waters of the Pacific and is registered in Tuvalu. The yacht stays near the western coasts of North and South America, but occasionally makes voyages to Asia and Australia. Clients travel to a nearby port and are brought out on a local chartered yacht.

The *Cybele* "superyacht" is 135 meters long. It was originally commissioned by a member of the Oman royal family in 1985 and was sold to the Dasingers in 2012. Today it holds a complete fertility clinic, with lodging and examination rooms for twenty couples at a time. New Life does not store sperm, eggs, or embryos aboard the ship or anywhere else, as its focus is on extracting the sperm and egg, performing the IVF procedure, and then re-implanting the fertilized egg as soon as possible.

Clients aboard the ship are tended by a staff of 115, including 30 medical personnel. The rest of the staff operate the ship and cook, serve, and clean for clients and other staff. Most of these non-medical staff are not initiates into Shub-Niggurath and know nothing of New Life's true nature. They frequently suffer from colds, flu, and other mundane illnesses due to their proximity to the gifted ones, who are themselves immune but carry all manner of infectious microbes. All the medical

staff are indoctrinated but only to a modest degree, and just a handful are allowed access to the temple.

The Temple

Deep within the *Cybele*, below the waterline, is a specially fitted hold that serves as a temple to Shub-Niggurath. This is the permanent home of Caprus, MacDougal's monstrous child and avatar of her deity. Caprus has grown to more than two meters tall, fully seven feet. It is intelligent and cunning but does not speak human languages. Caprus spends its days in the temple communing with its parent and expanding its consciousness.

Slowly, Caprus is gaining the ability to reach out and connect with any living being on the planet who has even the slightest flicker of the gift of Shub-Niggurath. At present, it only senses them as dim and distant presences—except for the New Life children, whom it knows intimately. In decades to come, Caprus's power will grow to the extent that it can perceive the consciousness of the millions of gifted humans in the world and, eventually, even possess them at will using the ritual Exchange Personalities. In a few hundred years, its power will have grown sufficiently that it can possess all of them at once and, at a stroke, will enslave much of humanity.

The temple contains a heated pool full of Lac Maternum, which Caprus often bathes in. Access to the temple is tightly restricted. MacDougal has noticed that the pool seems to draw attention from unknown entities in the ocean itself. She has at times noticed bangs, soft collisions, and curious, high-pitched sounds

Entering the Temple

Non-gifted humans who enter the temple are exposed to airborne particles of Lac Maternum. Every hour spent in the temple is equivalent to consuming half a liter (a pint) of the fluid. Should they remain in the temple for eight hours, they fall unconscious and experience the ritual One Who Passes the Gateways. Wearing biohazard suits protects visitors from these effects. Of course, the more immediate danger is Caprus, who uses his rituals and physical prowess to swiftly murder outsiders.

emanating through the hull. She is considering adding an illuminated viewport to the temple that would let her see just what in the ocean is knocking at her door.

Also present in the temple is the permanent gate to the Dasinger Mansion in Frankfurt. The gate is made of three lithophonic stone panels, arranged in an arch and hung by steel cables from the ceiling. When struck in the proper sequence, each stone rings with a musical tone that creates a harmonic vibration which opens the gate. Passing through costs 1D4 WP and 1D4 SAN from the unnatural.

Inside Dasinger Mansion

James Dasinger serves as the guardian for his four younger siblings, all of whom have been dispatched to different boarding schools around Germany so they do not mate with each other. At home in his family's mansion in Frankfurt, James spends his days checking in with his fertility consultants and, when needed, his lead attorney at DRJ. But much of his time is spent traveling.

When fertility consultants start working with a new client, James serves as the closer. He meets with the client in person, typically in a private hotel conference room. James is very conversant with IVF and fertility services in general, and can persuasively make the case for New Life's track record of success. He is careful not to tout their nearly 100% success rate directly, however, as it could raise too many questions were that figure to get around.

Once a client commits, James and the fertility consultant arrange for travel on dates when the *Cybele* can be near a major port. He says nothing of the cosmic life principle or of New Life Foundation's political activities.

On his own time, James talks regularly with MacDougal via encrypted video link. She is tutoring him in the ways of the life principle and shares with him the sorceries she has mastered. They also discuss whom James should mate with—an ongoing discussion to which he is slow due to his sexual obsession with his older sister Mary. MacDougal believes that issue is in the past and was caused by physical proximity, but that the experience has secretly led James to form a fixation on his sister. Mary does not share his feelings,

and this has driven a silent wedge between them that she is barely aware of. But James feels it, and in his heart his feelings are slowly beginning to curdle into entitled resentment that Mary does not reciprocate his urges. James believes that he *deserves* Mary, and that one day he must have her all to himself.

Important Individuals

New Life Founder Noreen MacDougal

Noreen MacDougal's journey from a gifted nurse and eager naturopath to a pioneering fertility specialist and finally to a wild-eyed, ecstatic cultist of Shub-Niggurath has been lengthy but inevitable. From the moment she first climbed down into the Severn grotto in 1984, she was marked as a special acolyte of a primal life force. That she has twice been impregnated with a cosmic avatar of Shub-Niggurath is ample proof of her status.

She has devoted her life to the cause of life and, in return, her mind now walks freely among the stars. She is a persuasive and passionate leader for those who are predisposed to hear the call of their mother. While she can still carry on a practical conversation about staffing issues or fertility treatments, she often pauses to cock her head to listen to music only she can hear and then wander dreamily out of the room.

While Noreen is utterly devoted and ruthless in her service, she is not personally skilled with the tools or methods of violence. She knows several rituals and uses them without hesitation, but she has never personally killed or even harmed anyone. That said, she is completely insane and will not hesitate to do so. She may just experience a moment of surprise and panic at the outcome, before her utter madness reasserts itself and she repeats the exercise on the next victim.

Noreen MacDougal

Acolyte of Life, age 63

STR 10 CON 10 DEX 13 INT 16 POW 14 CHA 14
HP 10 WP 14 SAN 0 BREAKING POINT N/A

SKILLS: Bureaucracy 50%, First Aid 60%, Medicine 60%,
Persuade 40%, Pharmacy 50%, Reproductive Medicine
80%, Science (Biology) 70%, Search 40%.

ATTACKS: None.

RITUALS: Create Stone Gate, Exaltation of the Flesh, Healing Balm, Infallible Suggestion, Obscure Memory, One Who Passes the Gateways, Open Gate.

Mary Dasinger

Mary Dasinger had a childhood of privilege. Born into a wealthy family and the oldest of six children, she received the best schooling. Her network of friends and acquaintances has a collective net worth in the hundreds of millions. While she was always considered a bit moony and eccentric, nothing in Mary's young life prepared her for how she felt when she first heard the call of her true parent: Shub-Niggurath.

Without practical guidance and training in her destiny, her first few years following adolescence were a confusing mishmash of urges and obsessions. She volunteered at animal shelters and at preschools, fawning over young life of any kind but also eager to purge the unworthy. She killed numerous stray pets who were too injured, sick, or unhealthy to be viable, and even smothered an infant with Down's Syndrome during a volunteer shift, all without hesitation or guilt.

After she and her siblings murdered their parents and she proceeded to experience full conversion, Mary Dasinger became the scion of New Life. Noreen MacDougal and Mary's brother James Dasinger both understand that Mary will lead the organization when she's older, and have collectively decided that she should stop aging entirely through annual use of the cannibalistic ritual Ageless Banquet. And while Mary and James began an incestuous relationship, she rejected that as blasphemy or at least in very bad taste. She does not realize the extent to which James remains obsessed with her.

Mary Dasinger has only irregular contact with her husband, Derek Andersson. She sees his value as primarily in political power and influence, as well as for procreation. While New Life offspring typically decline in fertility around age 35—due to increasing risk of hereditary genetic damage—Mary intends to have a child regularly for as long as possible thanks to Ageless Banquet. She may be pregnant when agents encounter her and could ultimately mother dozens of children.

Mary has some modest experience with direct violence thanks to her volunteer work and the murder of her parents, but she is not a skilled killer in any practical sense. She will not hesitate to use rituals to protect herself.

Mary Dasinger

Driven leader, age 29

STR 14 CON 18 DEX 14 INT 16 POW 16 CHA 14
HP 16 WP 16 SAN 0 BREAKING POINT N/A

SKILLS: Accounting 35%, Bureaucracy 40%, Foreign Language (English) 60%, HUMINT 40%, Law 30%, Persuade 60%.

ATTACKS: None.

RITUALS: Ageless Banquet, Exaltation of the Flesh, Healing Balm, Obscure Memory, One Who Passes the Gateways, Open Gate.

James Dasinger

James has always worshipped his sister Mary. It was she who persuaded him to murder their parents and she who opened his ears to the call of their creator. He will do anything she says. He even left the *Cybele* when their incestuous relationship became problematic. James has no interest in procreating with anyone other than Mary, an awkward reality that has not yet been noticed by the leadership of New Life. He dreams of her, obsesses over her, and plots and schemes ways to get back into her bed. He is ultimately not truly a cultist of Shub-Niggurath; he is a cultist of Mary. This gives him great strength, but is also a great vulnerability that could bring down the organization.

In his work, James is ruthless and determined. Entitled and privileged since birth, he cares nothing for laws or social norms. He has an innate belief that any problems he creates can be solved with money and influence. And he believes that Mary will one day be his rightful property.

James Dasinger

Incestuously obsessive factotum, age 27

STR 16 CON 18 DEX 16 INT 14 POW 16 CHA 14
HP 17 WP 16 SAN 0 BREAKING POINT N/A

SKILLS: Accounting 25%, Bureaucracy 30%, Computer Science 35%, Foreign Language (English) 60%, HUMINT 30%, Law 20%, Persuade 60%.

ATTACKS: None.

RITUALS: Exaltation of the Flesh, Healing Balm, Obscure Memory, One Who Passes the Gateways, Open Gate.

Caprus the Fatherless Child

Immaculately conceived by Noreen MacDougal and the Lac Maternum, Caprus is a haedus nigritia—one of the loathsome offspring of Shub-Niggurath. In no way human, Caprus dwells in the temple aboard the *Cybele*, gradually gaining in power and glory.

Should any non-New Life human enter the temple, Caprus will attack immediately.

Caprus

Haedus nigritia, age 6

STR 46 **CON** 22 **DEX** 16 **INT** 12 **POW** 16

HP 34 **WP** 16

ARMOR: See **UNNATURAL FLESH**.

SKILLS: Alertness 40%, Stealth 60% (80% in forests or jungles), Unnatural 70%.

ATTACKS: *Trampling hooves and crushing tentacles* 40%, damage 6D6 (and see **TRAMPLING AND CRUSHING**).

Grapple and feed 80%, damage special (see **FEEDING**).

FEEDING: The turn after grappling, the haedus nigritia may suck blood from a pinned target with one of its horrible mouths. That reduces the victim's STR by 2D6 and adds the same amount to the monster's HP or WP, whichever it prefers.

NON-TERRENE: The haedi nigritiae are at home in nearly any environment. Radiation, pressure, cold, vacuum, and other inimical environments have no negative effects on them.

STENCH: All unprotected breathers around a haedus nigritia make CON tests or suffer -20% to all tests until they escape the stench.

TRAMPLING AND CRUSHING: With a successful attack roll, the haedus nigritia may divide its damage dice among up to six victims within reach. Each victim may attempt to Dodge the monster's attack roll.

UNNATURAL BIOLOGY: The physiology of the haedus nigritia would baffle any biologist. Making a called

shot for "vitals" or another apparently vulnerable area inflicts normal damage, with no special game effect.

UNNATURAL FLESH: A haedus nigritia takes only 1 HP damage from any unarmed attack, melee weapon, firearm, or explosive with a Lethality rating lower than 40%, and no damage whatsoever from corrosives, electricity, and toxins. It takes full damage from hypergeometry.

RITUALS: Call Forth Those from Outside (Haedi Nigritiae; Shub-Niggurath). Haedi nigritiae are pregnant (sometimes literally) with magical force. They eagerly sacrifice non-New Life humans to pay rituals' costs.

SAN LOSS: 1D4/1D10.

Fertility Consultant Irene Lihosit

Irene has never heard of Shub-Niggurath and would be outraged if she knew the truth about her employers. Even just learning of the New Life Foundation would turn her against them. She is the youngest daughter of a prominent lawyer in Austria, and has a polished sense of style and interaction that puts her at ease among the rich and powerful.

Her years working for New Life have led to her joining the boards of two environmental nonprofits and an insurance company. She is the very picture of sober respectability and globalist sophistication. Her true gift is for persuasion and she uses it to lure in prospective clients from the highest strata of wealth and power.

Irene Lihosit

New Life Fertility consultant, age 38

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

HP 11 **WP** 10 **SAN** 50 **BREAKING POINT** 40

SKILLS: Accounting 35%, Bureaucracy 50%, Computer Science 25%, HUMINT 50%, Law 20%, Persuade 60%.

ATTACKS: None.

DRJ Fixer Hilmar Oropeza

Oropeza is a typical DRJ freelancer: a streetwise ex-convict who has friends in law enforcement and the criminal underworld. He served four years in the U.S. Marines as the proud son of parents who immigrated from Bolivia, but he was court-martialed and imprisoned for dealing cocaine. Back on the streets, he

got work as hired muscle and as a bag-man for drug gangs before picking up work doing surveillance for a private detective. He was good at it, and could easily blend into the street life of any urban neighborhood. Eventually, he was recruited by DRJ to do clandestine work for more money than he'd ever made in his life. Oropeza is very loyal to DRJ because they pay amazingly well, and he is callous enough to do just about anything they ask.

Hilmar Oropeza

DRJ fixer and bagman, age 43

STR 13 CON 12 DEX 12 INT 13 POW 10 CHA 9
HP 13 WP 10 SAN 50 BREAKING POINT 40

SKILLS: Alertness 50%, Athletics 50%, Bureaucracy 30%, Computer Science 40%, Demolitions 40%, Drive 40%, Firearms 45%, First Aid 40%, Melee Weapons 50%, Navigate 40%, Persuade 30%, Search 60%, SIGINT 40%, Swim 60%, Unarmed Combat 50%.

ATTACKS: 9 mm pistol 45%, damage 1D10.

Baseball bat 50%, damage 1D8.

Knife 50%, damage 1D4, Armor Piercing 3.

Unarmed 50%, damage 1D4-1.

Typical First-Gen New Life Offspring

New Life offspring of the first generation are products of Noreen MacDougal's IVF procedure using Lac Maternum. Their childhood is mostly normal but they're often considered somewhat eccentric or unusual. Adolescence brings the first inklings of the call of Shub-Niggurath, a sort of cosmic resonance that opens their minds to greater mysteries and makes them feel disconnected to normal humanity. Awakened offspring such as this gravitate towards others of their ilk. They tend to reject or ignore ordinary humans in terms of procreation. They don't date outside their subspecies, but are therefore susceptible to incestuous urges with siblings who are also New Life offspring.

As they mature to adulthood, they typically possess a rootless, obsessive quality that is a manifestation of their desire to mate with others like themselves. If none are in their social circle, they may instinctively wander off on backpacking trips, study abroad, or

take other travel opportunities in which they unconsciously search for people like them. When they find each other, they typically mate as soon as possible and start making second-generation New Life offspring.

While they are not predisposed towards violence, they turn to it quickly and efficiently if their agenda is endangered. Had Romeo and Juliet been New Life offspring, they would have swiftly murdered their feuding families and hit the road.

First-Gen Young Adult

Hears the Call, age 20

STR 16 CON 18 DEX 16 INT 14 POW 16 CHA 14
HP 17 WP 16 SAN 30 BREAKING POINT 14

SKILLS: Accounting 25%, Bureaucracy 30%, Computer Science 35%, Foreign Language (English) 60%, HUMINT 30%, Law 20%, Persuade 60%.

ATTACKS: None

Typical Second-Gen New Life Offspring

These children of two first-gen parents are few and quite young, none older than just a few years. But from birth—indeed, since before birth—they have heard the call of Shub-Niggurath. All are born with a rare genetic defect in which the pupils of their eyes are horizontal slits like that of a goat. This is a deeply disconcerting trait, and New Life provides custom, cosmetic contact lenses even to infants so that they may pass for normal.

While these youthful offspring are not yet old enough to evince consistent personality traits, for game purposes they are considered permanently insane from birth. One who meets Caprus aboard the *Cybele* will run to it with open arms and the happy burbling cries of a child who is reunited with its mother.

Second-Gen Toddler

Answers the Call, age 2

STR 4 CON 12 DEX 4 INT 6 POW 12 CHA 10
HP 8 WP 12 SAN 0 BREAKING POINT N/A

SKILLS: None.

ATTACKS: None.

Security Chief Duma Jesani

Stage Two

Should New Life reach Stage Two of its progression, Duma Jesani enters the picture. A veteran of Africa's recent conflicts, Jesani is a hardened and experienced soldier from Kenya who made the transition into private security work and international operations. Any military intelligence service in the world would consider him a catch, but he tends to change jobs every couple of years to avoid getting in too deep with any one faction. His new work with New Life initially seems like just more of the same. Should he be exposed to the truth of his employers he will bug out and go into pre-arranged hiding to get clear of them.

Duma Jesani

Ruthless enforcer, age 42

STR 16 CON 14 DEX 16 INT 13 POW 12 CHA 11

HP 15 WP 12 SAN 55 BREAKING POINT 48

ADAPTATIONS AND DISORDERS: Adapted to violence.

SKILLS: Alertness 60%, Athletics 60%, Demolitions 40%, Firearms 67%, Heavy Weapons 50%, Melee Weapons 76%, Military Science (Land) 60%, Navigate 50%, Stealth 50%, Survival 50%, Swim 50%, Unarmed Combat 93%

ATTACKS: HK45 Tactical pistol 67%, damage 1D10.

LHR combat knife 76%, damage 1D6+1.

Unarmed 93%, damage 1D4.

The Thousand Young

Stage Three

Once first-gen New Life offspring receive full conversion to the worship of Shub-Niggurath aboard the *Cybele*, they go permanently insane and embrace their destiny. From that point forward they are dangerously unstable cult leaders. They indoctrinate their own New Life siblings and other New Life offspring into the worship of the primal life force. They also gain a few rituals which they will freely use when needed.

The Young are swift to eliminate parents or anyone else who threatens their freedom and their agenda. They have little expertise in doing so, however, and will likely need DRJ's assistance in dealing with the resulting law-enforcement investigation.

They have little interest in normal human activities. Whatever job or social circles they maintained prior to their conversion are jettisoned and instead, they seek to live off their family's wealth while pursuing their esoteric interests. This is a clear red flag to normal people around them and a likely clue for nosy Delta Green agents.

One of the Thousand Young

Dangerous and wicked sorcerous scion, age 22

STR 16 CON 18 DEX 16 INT 15 POW 16 CHA 14

HP 17 WP 16 SAN 0 BREAKING POINT N/A

SKILLS: Accounting 15%, Bureaucracy 20%, Computer Science 15%, Law 30%, Persuade 40%.

ATTACKS: None.

RITUALS: Exaltation of the Flesh, Obscure Memory, One Who Passes the Gateways.



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Progression

New Life Fertility presents a long-term existential threat to humanity itself. While the spread of New Life offspring across multiple generations will take a long time to supersede humans in quantity, their continuing ascension to global power and influence will produce ripples that will gradually grow into a tsunami.

New Life children pass for normal, but they have key instincts for ruthless self-preservation and arrogance towards inferior life. Their demographic growth will widen the gap between the rich and powerful and everyone else, as in time their social and political leadership will bring increased callousness towards the suffering and exploitation of the poor and the weak. When critics refer to the 1% of wealthiest people as “inhuman,” they will soon be literally accurate.

Delta Green still has time to smother this rough beast before its hour is come. But it will need to move swiftly. And New Life, which is ruthless, rich, and very adaptable, is not going to stand still.

Stage One: The Soft Machine

Delta Green has never encountered New Life Fertility before. Ever since Noreen MacDougal returned to the grotto, the company’s activities have stayed below Delta Green’s radar. Delta Green agents are likely to initially encounter New Life through one of several entry points.

Entry Point: Severn Valley Ops

Agents pursuing an op related to the denizens of the Severn Valley—Glaaki, Insects from Shaggai, Y’Golonac, etc.—could come across reports of Noreen MacDougal’s visits to the area. Long-time residents still remember her mysterious disappearance in 1984 and noticed her return in 2011. She has come back several times since then, first to indoctrinate Mary and James Dasinger and then others. MacDougal’s wealth and status are obvious to the locals on her visits, which make her particularly worthy of notice and gossip. Well-dressed government agents rolling up in rental SUVs may at first be mistaken for MacDougal’s entourage.

While no one in the valley is very clear on who MacDougal really is and none have ever heard of New

Life Fertility, they are vaguely aware that she is some kind of scientist. Agents who pursue these rumors may eventually encounter a woman who knows of the grotto. Those women will certainly not speak of it to strangers, but their secrecy and suspicion will stand out to observant agents. Surveillance of their activities could expose any number of curious local practices and locations.

Standard inquiries into Noreen MacDougal turn up her brief history with the Bourn Hall Clinic, but nothing about her present whereabouts or any mention of New Life. But her association with innovative fertility treatments and her repeated visits to the Severn Valley should be enough for Delta Green agents to get to work finding out more.

Entry Point: The Severn Valley and PISCES

The UK government’s counterpart to Delta Green is MI-13, sometimes known as PISCES: Paranormal Intelligence Section for Counter-intelligence, Espionage and Sabotage. Formed during World War II, PISCES has had a long-term interest in the Severn Valley and has conducted multiple operations there. In 1987, a few years after MacDougal first visited the grotto, PISCES drained Brichester Lake in a fruitless search for the Great Old One known as Glaaki.

PISCES took no special notice of MacDougal’s brief disappearance. A brief initial report filed by a field agent was destroyed by PISCES supervisors, who were secretly being controlled by the Insects from Shaggai. While the insects had no particular interest in MacDougal, they generally tried to keep PISCES away from the Severn Valley.

PISCES believes itself to be finally free of the alien insects and is conducting normal operations. It has no awareness of New Life or Noreen MacDougal. But her regular visits to the Severn Valley may eventually draw their curiosity.

Entry Point: Occult Activities

As New Life children come of age, they begin feeling the call of their true mother. For some, this call rings particularly loud. A New Life child in their late teens could end up engaging in ritual actions that could draw

Delta Green's attention: a murder with occult elements related to Shub-Niggurath left scrawled in blood, a series of YouTube videos in which a disturbed teenager rambles about the cosmic life principle and the Dark Goat of the Woods, or even an occult-inflected suicide of a prominent politician's young son who cracked under the strain of his newfound comprehension.

Any such typical op would lead to surprising places. The child involved would have polished and influential legal representation from DRJ Partners, and the official investigation would be stymied and misled by the actions of DRJ freelancers. The Delta Green agents would swiftly come under surveillance from such freelancers once their presence is noticed. All of this activity should trigger alarm bells for Delta Green agents. They may soon be playing a cat-and-mouse game with the freelancers as well as with local law enforcement, who may be thrown onto the trail of the agents due to falsified evidence.

In the event that the child involved is clearly facing peril, either legally or physically, New Life will escalate their involvement. They are not willing for any New Life child to be denied their freedom to live and to mate, and will even resort to arranging an escape and a flight from justice under a new identity. Delta Green agents soon realize they are dealing with more than a lone psycho. Someone is protecting the suspect to a surprising degree.

New Life's Response

Once New Life realizes they are up against more than just the usual local law enforcement, they regroup. They do their best to liberate any New Life children involved and move them to another country and then cover all their tracks as swiftly and cleanly as they can.

However, at this stage they do not put themselves in personal jeopardy. None of the leadership visit the location, let alone put their sorcerous powers to work. They do their best to hide behind their money and influence—pulling strings with prominent politicians, bureaucrats, and prominent military-industrial leaders who are New Life clients—and try to have Delta Green's investigation shut down. In America, they have clients in Congress, among the president's

cabinet, at the Pentagon, and even at March Technologies. While New Life has no idea of the existence of Delta Green, once they start calling in favors, someone eventually recognizes the signature aroma of a Delta Green operation.

If any violence occurs, and particularly if any New Life child is harmed or imprisoned by Delta Green, then New Life swiftly escalates to Stage Two.

March Technologies Connections

March Technologies would be extremely interested in New Life if they knew of its capabilities. Two senior administrators have been clients of New Life in the last five years and visited the *Cybele* for treatment, but have no awareness of MacDougal's true methods or agenda. Their children are still quite young and as of yet have displayed none of the traits that will emerge in adolescence.

Any agents in the Program who start investigating New Life may discover this connection. As they report findings to their superiors, word is likely to reach March personnel who then get involved. As soon as March begins to understand New Life's capabilities, even if they don't understand its origins, March tells the Program to make the Agents stand down so March can instead pursue an acquisition of New Life. When New Life turns them down, March may activate the Agents again to commit corporate espionage to learn New Life's secrets.

Agents who disregard the orders to stand down and leave New Life alone run afoul of March's substantial influence and resources. They may come under double surveillance from both DRJ freelancers and from March personnel. Hilarity, as they say, may ensue.

Stage Two: The Wrecking Crews

Faced with a new enemy who is determined, resourceful, and even violent, New Life's leadership confers and decides they need to step up their response. There are limits to what DRJ is willing to do, even for their very best clients. But they are willing to make introductions to the right sort of people who might have even more flexible morality.

Hiring Jesani

When James Dasinger turns to DRJ looking for something beyond their usual off-the-books freelancers, he is quietly introduced to a series of cut-outs who eventually, and deniably, lead him to Duma Jesani. Jesani is an experienced Kenyan mercenary who spent years leading and training rebel fighters in the Democratic Republic of Congo on behalf of the Ugandan and Rwandan militaries for different periods between 2004 and 2010. He then transitioned to professional security services and has been consulting and doing deniable black-bag jobs for a variety of governments and corporations ever since.

Jesani joins New Life in Frankfurt and recruits a skilled and dangerous staff. He has no religious beliefs and has not responded to James' insinuations of marvelous mysteries and secrets. He and his staff are purely here for the work, making them both very dangerous but also potentially susceptible to disloyalty if confronted with the true nature of New Life's mission.

Deploying the Crews

Once hired, Jesani quickly places ten hardened soldiers as security staff aboard the *Cybele* and establishes "wrecking crews" in Chicago, Paris, Moscow, and Brasilia. Each crew consists of five staff armed with the best legal weapons in each jurisdiction—or illegal weapons, in the case of Moscow and Brasilia. The crews, of course, do not work directly for New Life, and are hired and paid through front companies set up by DRJ Partners. With these crews in place, Jesani can quickly respond to dire threats on four continents. But what he's specifically looking for are more investigations coming from the same troublemakers who went after New Life in Stage One.

Between DRJ's surveillance of Delta Green agents and Jesani's wrecking crews, any Delta Green team that continues investigating New Life soon becomes a target. The nearest wrecking crew shows up and does its best to silence the Agents. Depending on the nature of the op and the progress the Agents are making, the crew may try to rig car brakes to fail, plant a bomb, or carry out a full-on execution attempt.

While the crews are violent, professional, and ruthless, they may overstep their bounds as they aren't used to covert ops. Should they attempt to murder federal agents within the United States, for example, they will attract a great deal of attention. They'll basically get one good attempt but then, assuming their attempt was noticed by authorities, the crew will have to scatter. Surviving Agents may be bloodied, but they may also get help from the government proportionate to the seriousness of the incident.

Ultimately, the wrecking crews should not be an ongoing opponent. They can instead just make a strong hit and then melt away, opening the door for the Agents to marshal more resources and go after New Life even harder than before.

Working Up the Chain

If and when the Agents come into violent conflict with a wrecking crew, it basically means that one cell of a conspiracy has bumped into a cell of another conspiracy. The crew members know nothing of New Life and have never even heard of it—they just work for some tepidly named front company and do what their orders tell them to do. But they do have communication channels, and Agents who identify crew members and surveil them may be able to work those channels back to cut-outs who directly report to Jesani.

DRJ freelancers are not involved in the wrecking crews' chain of command. Neither is DRJ Partners, except for some initial assistance in setting up front companies for no specified purpose. But coming across DRJ's name on legal documents related to the front company employing the crew may ring alarm bells for Agents who encountered polished DRJ lawyers defending New Life offspring.

New Life's Response

Jesani is a professional, but he's more used to working in war zones than first-world cities. When his wrecking crews strike but then have to hide, and Delta Green comes back even harder, New Life will finally cross a threshold. They escalate magically instead of violently and proceed to Stage Three.

Stage Three: The Thousand Young

Facing an existential threat to everything they've worked for, MacDougal and the Dasingers regroup aboard the *Cybele*. They prepare a list of the thousand New Life adults who are both the oldest and the most receptive to the call of their true mother. They then begin rotating them through the *Cybele*, 50 a month, while the yacht stays near Panama. But their travel occurs through the magical gate in Frankfurt, not through any physical travel to Panama. In Frankfurt at the Dasinger Mansion, the new recruits are blindfolded before being led through the gate, out of the temple, and to their stateroom on the *Cybele*. Once their conversion is complete—and it always works without fail—they are brought back through the gate to Frankfurt without the need for a blindfold.

Each month, another 50 New Life young adults complete their conversion in the secret temple in the bowels of the ship. All bathe in the Lac Maternum, receiving cosmic visions and gaining sorcerous knowledge. All eventually meet Caprus and engage in orgasmic rituals with it. A typical Thousand Young member, post-conversion, appears in the Important Individuals section.

Duma Jesani personally relocates to Panama City for the duration of this twenty-month project and brings a wrecking crew with him from Brasilia. DRJ freelancers watch airports and major hotels for previously identified Agents or anyone who might be investigating, and refresh their bribes of local and federal law enforcement, customs, and the criminal underworld.

Conversion

As each class of 50 complete their conversion and return home by way of Frankfurt, they begin leading their siblings, and other New Life children from families they know, through a simplified version of the same practices. All communicate the same message: *We are the future, the world will be ours, and the enforcers of the status quo are coming for us. It's time to seize our destiny.*

This process begins to flip New Life from being a fertility clinic with an agenda to being a fully-fledged,

global cult of Shub-Niggurath. As the Thousand Young return home and form their own family cells, their collective grip on sanity loosens completely. Incidents of ritual activity, sexual exploitation of other New Life offspring, and murders and suicides begin to rise. As the months go by, a stealthy epidemic of madness and violence infects the world's richest and most powerful families. But guarded by lawyers and protected by the barriers of social privilege, the Thousand Young operate with substantial latitude.

For Agents investigating New Life, all of the travel in and out of Frankfurt will be both a major clue but also a dead end, since nothing of any interest is actually happening in the Dasinger Mansion. But Agents who follow up on New Life offspring post-conversion do have an unusual line of investigation: *selfies*. The Thousand Young retain their pre-conversion habits and have a tendency to obsessively document their actions, even ritual and occult ones, with their smartphones. While they may not post them to social media, large numbers of incriminating photographs end up in various global cloud storage services, whose automated image analysis systems may trigger flags on those accounts which agents could exploit.

At the same time, the substantial resources of the Dasinger family and of New Life are draining rapidly. New clients are turned away. With funds trending downwards, the Thousand Young are pressured into extracting wealth from their families and funneling it to New Life. This increases the pressure on these new acolytes to murder their parents and take control of their family fortune. This further spins up the rate of violence and misery caused by the spread of New Life's new mission.

Resolution

Aboard the *Cybele*, meanwhile, James becomes increasingly unhinged. If New Life is pressured by the actions of the Agents, he snaps at a narratively convenient point in the campaign. He murders MacDougal in the mistaken belief that this will free his sister Mary to resume their incestuous relationship. When she rejects him anyway, he lashes out in a familial civil war

that may destroy the *Cybele*, ideally just as the Agents are raiding it.

Should the Agents decide to sink the *Cybele* instead of venturing inside, that would be a good time for March Industries to get involved if the agents are in the Program. March would definitely not want the yacht sunk when it is full of valuable biotech. If the agents are instead in the Outlaws, they are encouraged by their superiors not just to sink the ship but to blow it up entirely—after all, whatever is in there can probably swim, propagate, and infect marine life just as easily as it infected human life. If they succeed in planting charges and detonating the ship, Caprus merely channels the explosive energy through the gate where it instead destroys Dasinger Mansion in Frankfurt, leaving the ship mysteriously intact.

One way or the other, the agents can deal with the *Cybele*. But the damage is done. Even with New Life ending its conversion program, there are hundreds of obsessive acolytes out in the world. How Delta Green deals with a hit list that long will be a fascinating exercise in realpolitik for your players.

Connections

New Life has several potential connections with other organizations in this book.

Center for the Missing Child

For Delta Green ops based in the U.S., the CMC is a natural connection when dealing with the various children of New Life. A teenage New Life child who goes missing after her parents' mysterious death, for example, could involve CMC. Their skills in rooting through social media could help Agents make connections between multiple New Life children in various families.

The Prana Sodality

James is tormented by his lust for his sister. He could learn of the Prana Sodality's Polarity Vortex treatments and pursue that as a method of controlling his passions. Of course, the Sodality will want him to be vegetarian and he will hide the nature of the New Life Foundation from them, since if they knew of it they would reject him instantly. What happens when a Shub-Niggurath acolyte is subjected to Lloigor emanations and influence is left as a delightful exercise for the lucky Handler.



// The Lonely //

“Through her the scolloped tatters
of the King in Yellow must hide
Yhtill forever. We owe her a debt
none will ever know.”



The Lonely

Antagonist

PERHAPS LONELINESS SECRETES A PHEROMONE.

Maybe that's how you know, how we all know. The poorly dressed man on the bus who stares at a spot just over your head. The monologist in the coffee shop who tells you every detail of how he secured his laptop against surveillance until you hurriedly get up and leave. The woman with the soiled Live Aid t-shirt who walks from the bus stop to the food bank every day at four o'clock. That guy three cubicles over who processes routing requests and has a blank coffee mug and a plastic flower and never makes eye contact with women. We know them and we avoid them, recoil even, out of a sort of existential distaste for a human being who is suffering in a way we cannot, dare not, connect with. We know they are the Lonely.

Some stay among the Lonely for a lifetime. Some become the Grim: tight-lipped avatars of suffering who grip the steering wheel and stalk the ones whom they most resent. And a few of the Grim become the Furious and for a few news cycles we all know their names and what they did.

What happened to them? Why do we hurriedly look back down at our phones and keep walking? What do we know about them that they do not?

We know they need someone to reach out. Someone to welcome them, to give them a sense of belonging. But our self-protective instincts kick in and we think: *Just not us.*

And then the book in their pocket warms a little. The book no bookstore or library has ever seen. The book that told them *yes, you will always be alone.* The book that is unique in all the world, except that other lonely people have equally unique books in their pockets, too. And all those books have different covers and different titles and different words on different pages and they all tell different stories but they're all the same tale: a powerful family, a mysterious stranger, a night of horror and revelation, and a twisting and mysterious Yellow Sign.

The Lonely

HEADQUARTERS: The human heart.

STAFF: 375 Lonely, 23 Grim, 2 Furious.

BUDGET: N/A.

She's right over there. You see her every day. You could say hello. You could even just smile. But you hurriedly look back down at your phone and keep walking.

And then the book in her pocket warms a little.

History

There have always been lonely people, but loneliness as an unnatural phenomenon dates to 1895 when a New York man named Louis Castaigne had his brother Hildred committed to an insane asylum and became the King in Yellow, just as he'd long planned. Hildred was the first Lonely, and the first Grim, and the first Furious.

Or at least, that's what CptnSnshn believes.

CptnSnshn—as in Captain Sunshine—is not their real name, but like the Phantom of Truth from *The King in Yellow*, it's the only name we'll ever know. CptnSnshn spends their time on the Internet posting across a thousand forums, comment threads, chat apps, and social media platforms. They seek out the Lonely and groom them, coddle them, and connect them with other Lonely online who share their interests so they can become codependently miserable.

There is no one, true Lonely website. Lonely gather in ones and twos, or sixes and sevenses, deep within the nested fora of Halloween costume collectors, *Harry Potter* slash *Babylon 5* fanfic authors, Men's Rights advocates, inflation fetishists, and an infinity of other tiny slivers of subcultures. The vast majority of those subcultures are full of reasonably happy, social people who want to share their interests. But inside of each

a little cluster of Lonely gather. CptnSnshn connects them to each other, and they grow no less Lonely and instead become more entrenched in their misery. They do not connect with the other Lonely; they only reflect each other's loneliness back at them.

CptnSnshn first appeared online in the 1980s on early networks including Bitnet, Usenet, Listserv, Fido-net, and CompuServe. As each new online network gained in popularity, CptnSnshn was there. Wherever CptnSnshn posted, a strange computer bug followed: CptnSnshn's posts were always timestamped twenty-five years in the future, even while posts before and after those had normal timestamps. At this point, some of CptnSnshn's earliest posts have outlived their then-future dates with no known consequences.

In their Internet posts, CptnSnshn refers to each human life as a "lethal chamber." They have used this phrase online consistently for their entire career. "There is no escape from the lethal chamber," they sometimes write. "There is just an exit, and you can only use it once."

Over the last 40 years, CptnSnshn has connected with thousands of Lonely and led them down the path. Some of them escape and resume normal lives. Others descend so far into isolation that they cease to exist, leaving behind only their shadow for a few bare minutes before it, too, fades away unwitnessed. None are mourned.

Today, CptnSnshn continues their work. Their posts appear in a wide variety of languages, on sites and networks all over the world. There are a lot of Lonely out there and CptnSnshn keeps very busy.

The Organization

The Lonely are not a true organization and are more of a distributed collection of independent operators. CptnSnshn finds them and recruits them individually, so that each one may better walk the path of misery. They are CptnSnshn's victims, and their own as well.

Recruitment occurs entirely online. Victims must already have started along the path, alienated from and ignored by everyone in their life. But without

the careful tending of CptnSnshn, they would just be ordinary lonely people. It's CptnSnshn who takes them further, supporting and reinforcing their biases and beliefs. CptnSnshn is careful not to become their friend, however. CptnSnshn is the truth-teller who agrees that yes, it's all pointless and no one loves them. They are not capable of being loved.

CptnSnshn avoids revealing anything about their life. No Lonely knows where CptnSnshn lives, what they look like, or how old they are. Their manner of writing is formal, even academic, but incisive. They do not use slang. They seem timeless.

The Books

When a victim is teetering on the brink, CptnSnshn introduces them to the book. Every Lonely gets a unique book, one that retells the story of *The King in Yellow* in a different way. They find the book waiting for them on the bus, under their pillow, or at their table at the restaurant when they return from the bathroom. Each Lonely's book is a unique artifact that has no external existence: the publisher is fictitious, the bar code scans as nonsense, the ISBN has too many digits. It looks like an ordinary paperback book, often seemingly a couple decades old with yellowing pages and unfashionable design and cover art. It is indistinguishable from any number of books at used bookstores that are priced at \$1.

The book always features a main character with the same first name as the Lonely. The character's fate, like the fate of all the characters in *The King in Yellow*, is ghastly. The book is a slow descent into alienation, regret, and failure. Reading it makes its owner into a Lonely, although it does not have this effect on anyone else who reads it.

Becoming the Grim

A minority of the Lonely become the Grim. This occurs when they write the manuscript of a second book, usually a direct sequel to the first. This book, typically set in a vague world under the thrall of a potent but unseen monarch, shows the main character mired in failure and obsessively catalogs the wrongs they have suffered and who inflicted them. The character begins

to stalk their imagined tormentors, looming as a powerful, dark figure who haunts their nights. By the end, everyone they resented has descended into suffering and misery and begs their forgiveness. Such forgiveness is not granted.

Having written this manuscript, the Grim progress from resignation to resentment. A sense of frustrated entitlement haunts them and wounds them. They act out angrily online, where they unleash their dissatisfaction against anyone, or any group, who seems to be living the happier life that is denied them. In real life, they begin to stalk the objects of their obsession, first online and then in person. They do not break laws or become violent, but they take the torment they feel and invert it against the enemies they have chosen.

Becoming the Furious

Only a few of the Grim become the Furious. They do so upon writing a third book, in which the main character discovers that the unseen monarch of their world has enemies who happen to include the Grim's own enemies, and that those the Grim hates are part of a vast conspiracy to undermine not just their own life and happiness but those of millions more. They realize that should they eliminate those enemies, their monarch will reward them with a place by the throne.

The Furious act out in a spasm of violence. In some cases, they target specific people who wronged them. When they strike, it is rarely against just those people—they tend to attack when their targets are in public, at work, or at a gathering, and then their violence is indiscriminate. Others do not choose specific people but act against institutions, locations, or groups who represent the perceived oppression and theft of entitlement that drives them.

Becoming CptnSnsn

There is only one CptnSnsn—at a time. But there is always a CptnSnsn.

Whenever CptnSnsn dies or ceases their activities for some reason, the most recent Lonely to receive their book becomes the new CptnSnsn. This transfer of power happens swiftly and through no known or

observable vector. The new CptnSnsn just begins acting like the previous CptnSnsn and that role becomes the purpose of their life. Within a few days, they absorb all the knowledge of previous CptnSnsns and know intimate details of every single Lonely, Grim, and Furious in the world.

Inquisitive Agents can use subpoenas, surveillance, hacking, or shoe leather to learn the true identity of CptnSnsn. They can walk right up and shoot the current CptnSnsn in the face, or lock them up in a cell with no access to the outside world. But the next will cock their head suddenly, as if hearing a faint and distant song, and then it is finished and the new CptnSnsn picks up right where the former one left off.

If the former CptnSnsn remains alive, they forget everything that happened since they became CptnSnsn. If they became CptnSnsn on June 7, 2013, then as far as they know it is now June 7, 2013, and they are shocked to learn it is not. Whenever they fall asleep, they forget even what they have learned since they *stopped* being CptnSnsn. For them, it is the last day of their old life forever and ever. Every morning they get up, are confused by their surroundings, and start asking questions about where they are and what is going on. They will never retain new memories again.

CptnSnsn cannot be defeated, not permanently. They will exist as long as there are lonely people in this world, which is to say the duration of the human species.

Operatives

CptnSnsn has three categories of operatives whom have already been discussed. These operatives normally stall or progress in their journey as befits each one. But at times, CptnSnsn needs to activate these operatives for specific tasks.

The Lonely

The Lonely are the vast bulk of CptnSnsn's miserable army. Most of them plod through their miserable lives following the map laid out in their book, which is to

say they lose all hope and spiral ever further downwards into hopelessness.

They have one particular quality of note: virality. A Lonely tends to infect those in physical or social proximity. Actual contact isn't even necessary. If a Lonely lives in an apartment building, and has read their book to make the full conversion, the people living in adjacent apartments on all sides will themselves begin to feel the tug of loneliness.

The impact of proximity to a Lonely varies. If a neighbor is a reasonably happy, well-adjusted person with an established social network then they suffer minimal effects. They simply dislike their Lonely neighbor. But if they are themselves trending towards isolation and suffering, their proximity to the Lonely accelerates that journey. Married neighbors slowly drift apart, their love atrophying until it tastes of ashes. Singletons stay single and their cats run away and their dogs are hit by cars and they think *oh well, it's a lot to ask to care for another life*. If they spend any time online at all, they somehow encounter Cptn-Snshn. And soon after, they happen upon their unique copy of the book.

Lonely Phenomena

A Lonely's living space attracts hypergeometric phenomena. These may manifest anywhere within a block or so, but most particularly within a hundred yards in all directions of their home. The nature of these phenomena vary but some examples follow. You may elect to penalize Agents 0/1 SAN if you choose. If the player seems unsettled or agitated, penalize them 1D/1D4 SAN instead and congratulate yourself on a job well done.

DIMNESS: A hallway, alley or other contained area is inexplicably dimmer than it should be. This includes both light and sound—noises in the area are muffled, almost distant, and hard to pinpoint. An observant Agent may realize there are shadows being cast amidst the gloom that have no plausible source. It is as if some invisible city is squatting on this patch of land and casting its own shadows into our world.

CRIES AND WHISPERS: Mysterious sounds of living people, unseen, momentarily manifest. These people

seem unhappy, even miserable, or at times may whisper sensually and secretly but not loud enough to discern any words.

FALSE DOORS: A door may temporarily be present that is not normally there. It is smaller than a normal door, small enough that an average height person might duck their head slightly as they pass through. The door in no respect resembles the other doors in the area: different materials, colors, textures, and design. It is locked and if forced, there is nothing but a blank wall behind it.

THE SMALL HAND: An unseen, small hand takes hold of an Agent's hand. It feels exactly like that of a young child. There is no one there, but the feeling persists until the Agent shakes it off or pulls their hand away. When they do, the feeling is gone. Have a private consultation with the player in which you tell them their Agent somehow knows that somewhere a child has just died, whom they could have saved if they had allowed themselves to feel rather than act. Look disappointed, even a touch disgusted, and end the conversation abruptly.

Lonely Parthenogenesis

Some creatures who spend years in captivity undergo parthenogenesis, spontaneously producing viable offspring without a mate. In recent years, pythons, anacondas, sharks, Komodo dragons, chickens, and turkeys have all demonstrated this unusual capacity.

The Lonely spend their lives in social captivity, their hearts bound in secret knots. For a new Lonely to exist, they have to first find their special book that tells the story they need to read. That book is created by another Lonely living somewhere nearby through their own form of parthenogenesis.

This phenomenon does not rely on gender. For several weeks, the expectant Lonely gains a small amount of weight and feels a knot or tightness in their abdomen. They may believe they are constipated but no medicine will relieve the sensation. They may even suspect they have a tumor.

Then one night, in great discomfort, they take to bed and finally fall asleep. They have strange and troubling dreams they mostly cannot remember. And

in the morning, tangled in their underwear and pajamas, they find a new book that exists nowhere else, a book they have somehow birthed during the night. The one fragment of their dreams they recall is where they need to place the book and when: the 513 bus at 11:15 A.M. on Tuesday, perhaps, or next to a potted plant on a patio at 5534 3rd Ave., or in the third stall of the women's bathroom at the Starbucks on Olive Way this afternoon.

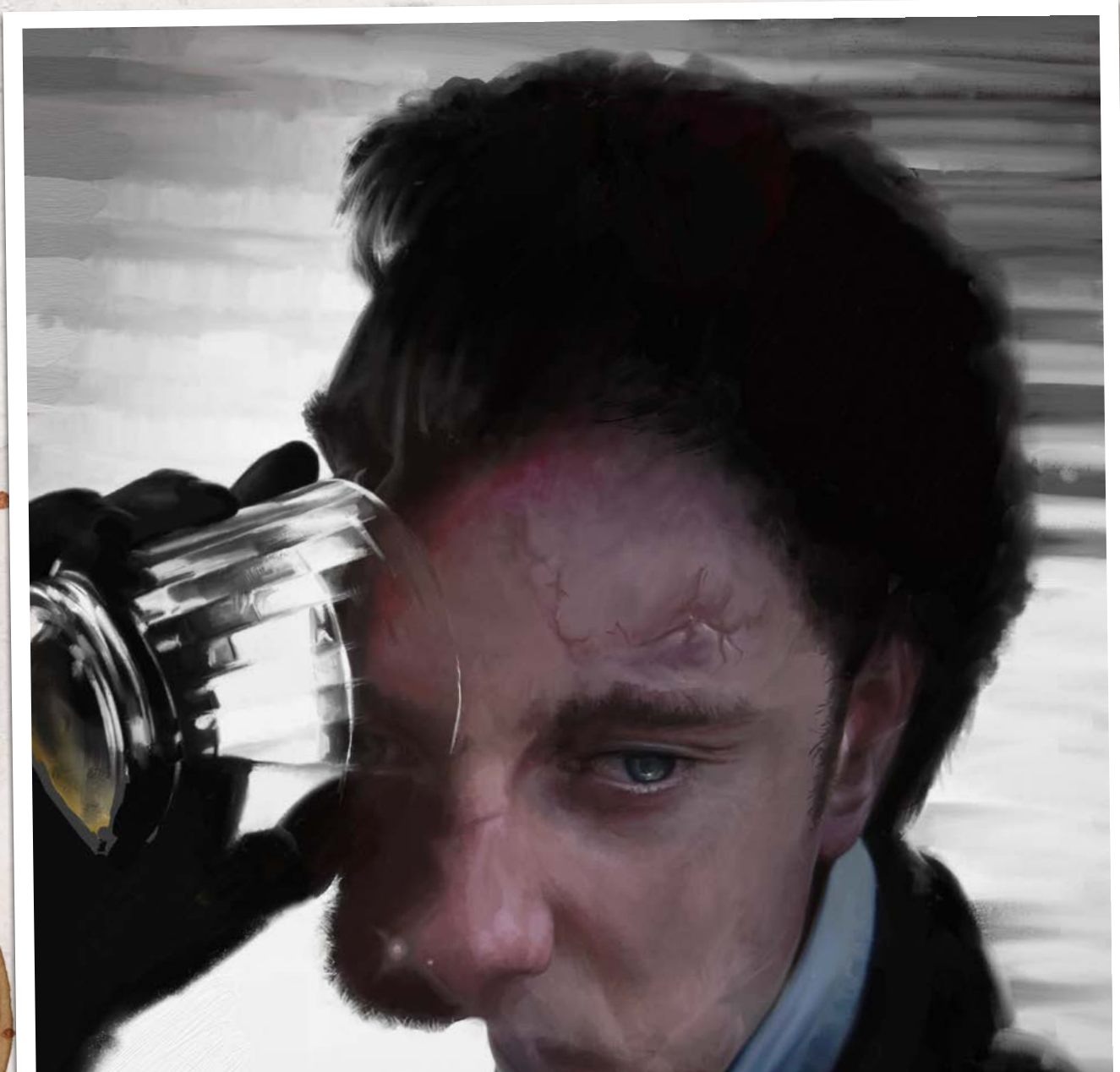
When they are done placing the new book for the new Lonely to find, they get a message from Cptn-Snshn: "Good." And the cycle continues.

Lonely Disintegration

Most Lonely live out their lives as normal. A few, who are particularly troubled, isolated, and maladapted

socially, actually disappear. They are the ones so invisible to society that even their disappearance passes without notice. When such Lonely disappear, their shadow remains in its final position for hours or days even though their body is gone. There is no rational explanation for the presence of this shadow and it is almost never witnessed, let alone comprehended, precisely because these Lonely are among the very loneliest of all.

In very rare cases, and over the course of several years, an entire apartment building may become populated exclusively by the Lonely. When this occurs, the whole structure may one day disappear with all the people in it. It will be replaced by a vacant lot. Property records and other bureaucratic paperwork rewrite themselves, although not perfectly, to vanish the entire



hive. No one in the neighborhood notices the building is gone, although if pressed by an Agent they may scratch their head and say yes, there was an apartment building around here someplace, but it must have been torn down at some point. When such an event occurs, the entire building leaves a shadow behind for several days to a week, but to most it is lost in the ever shifting overlap of other shadows in the lonely city.

Should Agents happen to be investigating the Lonely at the time that an entire building disappears, they happen upon one additional and cryptic sign of its departure. In the vacant lot where the building once stood—a lot instantly overgrown with weeds and random pieces of weathered junk—the Agents happen upon a garter snake swallowing its own tail. It devours more and more of itself until it, too, vanishes from existence before their eyes. It does not leave a shadow.

The Grim

The Grim take their suffering and stop blaming themselves. They instead invert it into hatred and blame others. Sure, they're miserable. But it's because of Sharon or Jean-Claude or the Jews or the pretty people or the landlords or the president or whomever.

Grim are not viral. Once they opt out of the Lonely pool, they become a very special snowflake with a mission and a meaty grudge, beribboned with gristle upon which they gnaw and gnaw. They put out waves of don't-come-near that make ordinary people get out of their way with worried looks. If they have a job, they are likely to lose it soon because they can no longer maintain a sufficiently normal mask in their workplace. They drift into isolated jobs like overnight security guards or rideshare drivers where they can simmer quietly and howl at the moon.

The Grim normally self-select, often because they make an effort to break out of the Lonely spiral in a way that is doomed to failure—such as by showing up at someone's house in the middle of the night to rant at their windows. When their attempt falters, they retreat into themselves and begin scribbling on random pages until they have completed their sequel to the

book. Then they are ready to don the mantle of the Grim and begin working their will on the world.

They stalk their targets, online and offline, and find creative ways to oppress and torment them but always from a distance. There are any number of online communities that help them learn the basic techniques of harassment and persecution, and CptnSnshn is there waiting for them when they arrive to point them in the right direction.

On rare occasions, CptnSnshn will deliberately push someone into becoming a Grim. See **FIELD OPERATIONS** on page 107.

Grim Phenomena

The Grim also generate hypergeometric phenomena, only these manifest not around the Grim but around their targets. The people the Grim is currently victimizing begin to experience these events, adding to their sense of dread and persecution. If an Agent is the target, you may elect to penalize their SAN as per **LONELY PHENOMENA**, page 103.

THE BARRED DOOR: The target returns home and finds they cannot enter. Their key does not fit in the lock at all. The windows are shut and locked. It's as if they have mistakenly arrived at someone else's home. This lasts for a few minutes, or until a non-target attempts to help them, at which point the key works normally as if nothing ever happened.

THE DARK FIGURE: The target gets into the front seat of a car and for a moment catches sight of a dark figure in the back seat reflected in the rear-view mirror. No one is actually there but there is a faint smell of grease.

THE INQUISITIVE STRANGER: The target returns to their hotel or workplace and is told someone was just there, a minute ago, asking for them, but refused to leave a message. The person on duty is unable to describe the stranger except to say he was "really ordinary looking."

THE SOURCELESS HARASSMENT: The target's car tires are slashed, a bag of foul garbage is split open and dumped on their doorstep, rotting fish are placed beneath their bed, and so on. There is no explanation for any of these events, even ones that seem

completely impossible. The Grim did not physically do these things.

The Furious

Those Grim who become the Furious may spend days, weeks, or months planning their eruption. They may plan to use guns, knives, vehicles, bombs, poison, or even acid. As with the Grim, they can find no end of information online explaining how to obtain and use all manner of tools of violence and again there is CptnSnsn, nudging them in the right direction if needed.

To the Furious, the world has hurt them one too many times. They no longer feel that simple stalking or intimidation is sufficient. They must take deliberate action to teach their targets who really has the power.

It's that perceived imbalance of power that really animates the Furious. They feel powerless in their lives, they blame some particular individual or group, and they reject powerlessness by exerting what they see as real power over their targets through an act of violence.

Of course, the Furious are really committing a form of suicide. Even if they live, they are ending the life they knew forever. They are *opting out*. The Furious are ultimately the most pathetic and powerless losers on the planet and deserve neither sympathy, fear, nor respect. They have thrown away their right to any such consideration.

As with the Grim, CptnSnsn sometimes deliberately pushes someone into becoming a Furious when it suits their agenda.

Furious Phenomena

When the Furious strike, whether it's an isolated killing or a spree, hypergeometric phenomena occur that are rooted in the location and movement of the Furious themselves.

SCREAMS: Even within the immediate panic and chaos, there are overwhelmingly loud screams that manifest from all around. Afterward every witness is sure the screams were coming from some particular person, but those people have no recollection of doing so.

COWARDLY AUTHORITY: First responders may find themselves overwhelmed by cowardice and fear, even veterans of active shooters or military combat. They later describe the sensation to investigators as feeling like a million eyes were staring at them, examining their every movement for evidence of their betrayal of innocents, causing them to second-guess themselves so severely that they fell prey to the same feelings.

GATHERED CROWDS: Unlike mundane violent spasms, the actions of the Furious draw a crowd who approach the scene with a hunger they do not understand. They are not necessarily drawn to help, but only to witness. They take their phones out to snap photos and record videos which they immediately share online. Their evidence of this Furious violence is like a swarm of cockroaches, spreading everywhere online and never able to be entirely stamped out.

Beliefs and Mandate

CptnSnsn believes that life is a zero-sum game in which happiness for one creates misery for another. There is a finite amount of happiness, prosperity, and love in the world and it can only be experienced by denying it to others. Your clothes are made in a sweatshop. Your phone is made with minerals extracted by forced labor under a corrupt corporation. You married the man someone else thought was their soul mate and they will be miserable ever after. The unheralded fact of our existence is that we are happiest when others suffer most. We are not happy *because* they suffer—but their suffering and our happiness are inextricably correlated.

This zero-sum game cannot be fixed because it is not broken. It is the way things are. The real injustice is how little we value suffering itself. If we could treat suffering as noble, as reasonable, as appropriate and as welcome as joy, then we could all be honest players in the game. We could all be winners.

CptnSnsn seeks out those who are habituated to suffering and teaches them to *own* it—to love it, even, and to find in suffering a source of power, integrity, and most of all identity. When you suffer, and you know you suffer, and you weave suffering into every

aspect of your life, then you are no longer a loser. You are winning.

By consolidating suffering on those best equipped to handle it, CptnSnshn conversely frees up more happiness to be enjoyed by others. That is not their goal, but it is a byproduct of their elevation of suffering. Under interrogation, they may cite it as a rationalization of their actions.

Field Operations

Each member of the Lonely, the Grim, and the Furious is a cosmos unto themselves. They are not a conspiracy acting in concert, nor do they pursue a common agenda other than drowning in self-inflicted misery and acting out according to their station. They are simply individuals with their own idiosyncratic obsessions, grudges, and paranoia.

CptnSnshn lovingly grooms each one for hours, days, or years. They do not engage deeply—CptnSnshn has a short attention span and is frequently switching to some other online conversation—but their comments are precisely targeted to isolate the follower and make them question their own worth. Any given follower may progress from Lonely to Grim to Furious at their own speed. Most never get past Lonely and die or disintegrate in that state.

In the rare event that CptnSnshn feels threatened, such as by a law-enforcement investigation, they may deliberately direct a follower to channel their resentments at a specific target or targets. They may even promote a Lonely to a Grim or a Grim to a Furious. In the game CptnSnshn plays, every pawn may be a king and every king a sacrifice.

Important Individuals

Six examples of the Lonely, the Grim, and the Furious follow whom you can use in your campaign. The current CptnSnshn is also represented, but is of course easily replaced.

Maria Ibarra

The Lonely

Maria is all alone in the world. She works nights as a nurse at a facility for mental patients who cannot care for themselves. Her husband Jorge was deported to Mexico many years ago and died there in a factory accident. Her daughter Gloria was killed by a drunk driver as a teenager. Once Maria was a passionate, outgoing woman who loved working with patients. Now she goes through the motions, unable to acknowledge her depression or to find a way out of the blind alley her life has entered.

She met CptnSnshn on Facebook in a group for nurses who work with mental patients. CptnSnshn knew her heart, could sense that she was adrift, and affirmed that her feelings of isolation were a natural state she should embrace. Soon after she found a paperback book on her nightstand called *All the Azure Birds* by David Tierney (Ansel Press, 1973), which told the story of an ornithologist named Maria who desperately tries to save a colony of rare parrots from the destruction of their habitat and from a mysterious disease that is killing them off. By the end, the last of the parrots dies in Maria's hands and her efforts have alienated her colleagues, friends, and family.

Maria spends all of her free time in her apartment, usually watching television or just staring at the wall. Her loneliness has begun to leech into her neighbors: the young couple next door recently broke up and the boyfriend moved out, and the retired postal worker on the floor above is sliding into a malaise. Maria has not noticed, just as they have not noticed her.

Maria Ibarra

Left behind by life, age 57

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

HP 12 **WP** 9 **SAN** 41 **BREAKING POINT** 36

SKILLS: Alertness 53%, Bureaucracy 44%, First Aid 68%, HUMINT 42%, Medicine 54%, Persuade 41%, Pharmacy 49%, Science (Biology) 47%, Search 63%.

ATTACKS: None.

Daniel Lodge

The Lonely

Daniel had a different vision of his life a decade ago. He was two years into a psychology degree and while he'd always been shy, he'd made some friends in college and went on a few dates. Then his father committed suicide and his mother couldn't cover his tuition anymore. He took out loans for the last two years of school even as he drifted away from his friends. In the second semester of his senior year, he stopped going to class and soon dropped out. Daniel moved back home with his mother and got a job at a warehouse to pay the bills.

Daniel lost touch with everyone from school almost immediately. He made no real friends at his job. He worked long hours, took extra shifts, and tried to pay off his loans while also helping his mother pay the mortgage and buy groceries. Someday, he thought for a while, maybe things will be different. He wasn't sure how they'd be different or what he could do to make them different, but he had a little hope sometimes. And then eight years went by and nothing really changed at all. He stopped thinking about someday. Instead he came to believe that he'd somehow been singled out at birth to always be a loser and that nothing he did would ever improve his life.

Daniel still lives at home with his mother and still works at the warehouse. When his hours at the warehouse were cut back due to automation, he began picking up shifts as a rideshare driver instead. Then there were too many rideshare drivers in the area, so he also started doing restaurant meal deliveries and on-demand dogwalking. The hours add up to full time but he's making less money than ever. Sometimes he thinks about robbing a bank, but then tells himself he'd just screw that up anyway so why bother.

Daniel met CptnSnshn in the discussion threads for a television show recapping website. CptnSnshn confirmed Daniel's belief that he was a loser for life and encouraged him to embrace it, to wear his failure like armor so others couldn't use it against him. Soon a customer left a book behind in his car: *Red World Rising* by Reinhold Grundstag (Martin & Jaymes

Publishers, 1985). In the book, a pioneering human settlement on Mars falls prey to a baffling series of accidents and technical failures. As colonists die, the chief engineer investigates but finally realizes there are no connections between any of the incidents. They are nothing more than a grinding progression of bad luck in an extremely hostile environment where each failure begets more failures later on. The overall system slowly falls apart and Daniel the engineer is the last to die, gasping for breath in a faulty pressure suit beneath a collapsing biodome.

Daniel has read the book six times. It all makes perfect sense.

Daniel Lodge

Unable to breathe, age 31

STR 13 CON 12 DEX 11 INT 12 POW 10 CHA 9

HP 13 WP 10 SAN 45 BREAKING POINT 40

SKILLS: Alertness 36%, Drive 47%, First Aid 23%, Heavy Machinery 56%, HUMINT 39%, Navigate 44%, Science (Psychology) 36%, Search 58%.

ATTACKS: None.

Bo Lau

The Grim

Bo Lau is a brilliantly talented comic-book creator. His original webcomic, *Prince of Three Moons*, is a sprawling epic inspired by the Chinese folklore he absorbed as a kid. Full of action, tragedy, and subtle humor, Bo's work stands apart from the formulaic and amateurish webcomics of his contemporaries.

At least, it does according to Bo.

In reality, Bo is an obsessive teenager with more imagination than talent and precious little of either. No one reads his webcomic because it's poorly made and obviously derivative of whatever videogame or comics he's been reading lately. His efforts to break into the Hong Kong manhua (comic book) scene have gone nowhere. His two portfolio reviews with actual artists at fan conventions were politely dismissive of his lackluster talents. His real life at an American high school is a slog of classes and homework in which his fellow students barely notice him. He long ago faded

into the background, not colorful enough to bully nor kind enough to make friends. He has been lonely for as long as he can remember and became Lonely the year he turned 15. Now, with the recent completion of *Prince of Three Moons*, Bo has joined the Grim. He's going to show everyone who dismissed or ignored him what real talent, real power, looks like.

Bo moved to the U.S. with his family from Hong Kong a decade ago, when he was 9. His father Jin came here on a work permit and now has a green card, as do Bo and his mother Mui. Jin is a materials engineer who works for a large athletic-apparel company. Bo grew up very isolated, socially and culturally, and was slow to master English. His parents gave him a lot of freedom and indulged his interests, which primarily included Hong Kong manhua as well as related animated series and videogames. Every year since he was twelve, Bo's parents have sent him to stay with relatives in Hong Kong during the annual Ani-Com-Game Expo. As far as Bo is concerned, he is a resident of Hong Kong who just happens to live in America.

Four years ago, he met CptnSnshn at a website for fans of *Dragon Tiger Gate*, one of the longest-running Hong Kong manhua. Like Bo, CptnSnshn communicated fluently in Cantonese. Bo expressed his despair that no one cared about his first webcomic, *Dragon Fighting School*, and CptnSnshn replied that no one would ever care about anything Bo did so he might as well do what he wanted. They also sent Bo a .onion link to a dark-web manhua called *Inevitable Flood of Hopelessness* in which the greedy and vindictive residents of a village refuse to listen to a mysterious visitor named Bo, who warns them the river dam will burst and drown the entire town. When the day finally comes, the townsfolk strap Bo to the pillars of their temple to Hòut, the village deity of the deep earth, and everyone dies when the water surges across the valley. In an epilogue set in the afterlife, Bo meets Hòut and has a vision of a coming flood that will cover the entire world.

Bo's latest web manhua project, *Prince of Three Moons*, is a sequel to *Inevitable Flood of Hopelessness*. The main character is reincarnated a century later, and learns of a vast conspiracy to silence and oppress the

wise mystics such as himself who are charged with bringing light into the world. He launches a campaign of violent sabotage and assassination against this conspiracy, discovering along the way that his fellow students, teachers, famous manhua artists, and many others are implicated in these crimes.

Since completing this new project, Bo has joined the Grim and has been cyberstalking a wide variety of people who he feels have wronged him. Recently he keyed the car of a kid at school who is dating a woman Bo has a crush on and he has been researching how to sabotage the car so it might crash. His actions will continue to escalate and all it will take is CptnSnshn pointing him in the right direction for Bo to take more violent steps.

(Bo's name as shown here is presented in the Americanized format of first name, last name. But his webcomic is in Cantonese and there he is credited in the Chinese style as Lau Bo.)

Bo Lau

Unacknowledged genius, age 19

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

HP 11 WP 10 SAN 47 BREAKING POINT 40

SKILLS: Alertness 22%, Art (Manhua) 19%, Computer Science 25%, Foreign Language (English) 38%, SIGINT 32%.

ATTACKS: None.

Zara Gibbs

The Grim

Many people have heard of Zara Gibbs. Born in 1955, she was a successful soul/R&B singer in the 1970s and 1980s, with numerous #1 songs and a string of platinum albums. By 1995, she finished her last Las Vegas residency and officially retired. She had never fallen prey to addiction and instead built her wealth over the years through real estate investments and the stock market. When she retired she was worth approximately \$25 million. Zara was a true success story. Even in retirement, she traveled the world with an entourage, did guest appearances on songs by younger artists,

and turned up in tabloids. But all along, she was the loneliest person she knew.

Not just anyone can be lonely in a crowd. Zara is almost never alone, standing at the center of a carousel of advisors, accountants, lawyers, personal assistants, dog whisperers, and any number of other parasites who encircle the rich and famous. But she has no personal connection with any of them. Years in the music business made her cynical and untrusting—with good reason—and this has damaged her ability to form healthy relationships.

Zara is so unutterably lonely. She has built the life she dreamed of and it is nothing but a pile of ashes. She has lost all joy in her music and in her life. Every person she meets just looks like another opportunist intent on squeezing their share of money out of her.

Zara met CptnSnhn on her own website. She sometimes cruised the forums, using a fake name, to see what her fans had to say. CptnSnshn saw right through her, engaged with her, and agreed that her life was a nest of parasites and she would never be free of them. Soon after she found a book lying on her seat aboard a chartered jet: *I Climbed the Mountain* by Zara Tolbert (Fredericks Publishers, 1994). In this moving memoir of growing up poor in rural Arkansas, the author describes her descent into drug addiction and how it drew in everyone she cared about. One by one her friends and family overdose, go to prison, or split town to ditch trouble. Only she remains, the chronicler of this emotional wasteland, and a postscript notes that Ms. Tolbert died in prison and left the only draft of this memoir behind. When she finished reading the book, Zara Gibbs became Lonely.

Her new existence drove some people away. The strange manifestations that began occurring in her house caused the overnight staff to quit. Her entourage grew thinner, the less obsessive or driven ones falling away as the stench of loneliness emanating from her soul was more than they could bear.

She began writing her own memoir, a project she had put off for decades. This memoir, *All the Lies*, tells her story in the most embittered way possible. Every person she names wronged her or let her down. Her whole life, it seems, was a constant struggle not

to be exploited. When she was done, she had a whole new outlook on her life and all the people who failed her: they were the problem, not her. Now a Grim, Zara launched an intense campaign of harassment in the preferred manner of rich people everywhere—via lawsuits.

Zara sued everyone. She sued past managers, former assistants, record producers, anyone she could dredge up and form a grudge against. Given her wealth, she can afford to sue all of them. At this point she has nine law firms suing for libel, for fraud, for defamation, and just about everything else. Her memoir remains unpublished. She submitted it to three publishers, was turned down, and then sued them.

Few Lonely are wealthy and no other Grim are. Zara's wealth means she can stalk, harass, and intimidate her targets entirely by proxy: she pays other people to do it. Her grudge list is extensive and frequently growing. Should she move on to join the Furious, she might likewise outsource her violence as well.

Zara Gibbs

Alone in a crowd, age 64

STR 10 CON 13 DEX 11 INT 14 POW 12 CHA 16

HP 12 WP 12 SAN 56 BREAKING POINT 48

SKILLS: Alertness 47%, Art (Singing) 74%, Art (Songwriting) 63%, HUMINT 32%, Persuade 53%.

ATTACKS: None.

Katherine Armbruster

The Furious

Katherine Armbruster is a committed foe of the deep state, believing that the U.S. government has been infiltrated by a cadre of career bureaucrats, researchers, and technocrats all dedicated to suppressing freedoms and instituting a socialist system maintained by surveillance and enforced by secret police. Since 2010, she has sent or delivered six mail bombs that have killed four people, all of them government employees or contractors. The ongoing FBI investigation into her activities is codenamed NOGOV and media coverage refers to her as the Nogov Bomber.

By day, Armbruster works as a janitor for a public school district. Her brusque manner and social awkwardness have prevented her from landing a permanent assignment at one school and instead she rotates from school to school as needed due to sick leave, vacations, or other factors. She has done this work for six years and says as little as possible while on the job. As far as she is concerned, this is brainless work that leaves her mind free to think, to ponder, and to plan.

Katherine was lonely all her life. Her parents were both cold and distant workaholics who repeatedly reminded her that her conception was an accident. They left childcare to a frequently fired series of full-time nannies. When she was 12, they sent her to boarding school in another state, where her social isolation only increased. Katherine never learned how to form a loving, caring relationship with another human being. The only person who seemed to understand her was CptnSnsn, her special friend whom she met online when she was 13.

Soon after encountering CptnSnsn, she found a young-adult novel in the restroom at her boarding school: *Shards* by Alyssa Richards (Strontium and Moss, 2002). It tells the story of Katherine, a young woman who holds within herself the secret key to overthrowing the totalitarian government that rules her dystopian future world. The government declares her insane and incarcerates her, but the knowledge she wields spreads through her network of sympathizers until a brigade of ten thousand followers stand ready to act on her command. She gives the order just before she is lobotomized and the government soon collapses in flames, every elected official lynched from oak trees as riots in the streets tear down the world. Katherine read this novel over and over, sliding into the life of the Lonely.

At the age of 17, Katherine was diagnosed with schizophrenia. She dropped out of school and wrote a novel, *Fragments*, that is a sequel to *Shards*. In this book, the lobotomized Katherine tours the country as a symbol of the rebellion. But the rebels are gradually revealed to be just as corrupt as the government they overthrew, and they use the placid Katherine as a symbol of their false righteousness. One loyal

follower subjects Katherine to an experimental procedure that restores her faculties. She seizes control of the rebellion, leading purges that result in trials and convictions of all the false friends and loved ones who capitalized on her helplessness. At the end, even the follower who saved her is brought before a firing squad for disloyalty.

With her manuscript completed, Katherine joined the Grim and began lashing out at everyone she knew in a series of angry phone calls and in-person accusations. Her parents first had her treated and then, at various times, committed. Her loathing for institutional life, formed in boarding school, only increased. By her early 20s, Katherine was on medications that controlled her schizophrenia and, due to her dislike of institutions, she has been diligent about their use ever since.

Her theories about the federal government and the control apparatus it exerted over her life began in earnest around this time. She wrote a second manuscript, this one a non-fiction essay entitled *Blueprint for a Free America*. It is a rambling treatise connecting the dots between a vast conspiracy within the U.S. government to suppress potential enemies of the state by manufacturing evidence of their mental instability. In the end, the Katherine of *Fragments* inexplicably enters the essay and begins murdering her political enemies—and so the real Katherine joined the Furious.

After extensive research into bomb-making and the career and investigation of Theodore Kaczynski, she mailed her first bomb in 2010, when she was 25 years old. The intended recipient was then-Surgeon General Regina Benjamin, whom Katherine believed was the architect of her oppression. The bomb, delivered to Benjamin's home in Alabama, did not detonate and was taken by the FBI for investigation.

Katherine lives in a small house that doubles as her bomb-making headquarters. She has converted the basement into a Faraday Cage, completely secure from electromagnetic fields, and uses it as a "clean room" to assemble bombs and store her handwritten documents. She has studied tradecraft extensively and has covered her tracks both digitally and forensically to an obsessive degree. Every month, she visits the

shooting range where she practices her marksmanship with a handgun. Every week, she attends a self-defense class where she studies martial arts. She keeps a suicide vest in the trunk of her car, camouflaged within the spare tire well. This vest has a deadman's switch attached to it. Also in the tire well is a portable camera headset connected to a burner cell phone enabling her to livestream video. When the conspiracy comes for her, Katherine intends to go down fighting with the whole world watching.

Two 55-gallon drums in her basement, permanently sealed with a welding torch, contain the bodies of her parents, who have been missing for two years with no signs of violence and no evidence indicating their fate. On particularly bad nights, Katherine gets drunk, drapes her arms around one of the drums, and tells her mother she loves her.

Katherine Armbruster

Agent of rage, age 35

STR 14 CON 12 DEX 13 INT 15 POW 13 CHA 10
HP 13 WP 13 SAN 47 BREAKING POINT 39

DISORDERS: Anxiety disorder.

SKILLS: Alertness 53%, Athletics 54%, Demolitions 40%, Dodge 37%, Firearms 37%, Forensics 18%, Unarmed Combat 46%.

ATTACKS: 9 mm pistol 37%, damage 1D10.
Unarmed 46%, damage 1D4.

Ronald Bolean

The Furious

Ronald Bolean forgot his coat in the diner, the one near the old fisherman's terminal where the boats used to come in before it turned into condos. He forgot his coat in the diner and the server called out to him in the parking lot so he came back in and he saw the server hold his coat, and snicker. And he knew he'd seen that guy before. He'd been the college kid who worked for him a summer on the shop floor at the plant before it also turned into condos. He'd been that computer guy who dated his daughter for a few months before she moved to Oregon without saying goodbye. He'd been the car wash attendant, the fast-food clerk, the guy with the mop at the dollar

store. Ronald Bolean had spent four decades climbing the ladder of life and now he was sliding down the chute through financial insolvency and self-loathing towards the resolute bottom where a long, deep fade into alcoholism awaited—and this eternal asshat was everywhere he looked.

He gave it a week, spent the day in a borrowed car across the street from the diner, followed the guy when he left work after the dinner-to-midnight shift, pulled up next to him at a stoplight, and blew his goddamn brains out. He got home, ordered a pizza, answered the knock, and outside the door he saw the same server hold his dinner, and snicker. He paid but he didn't tip.

How many times do you have to kill the same man? Ronald Bolean has murdered this guy five times and he keeps coming back.

It's been eight years since he joined the Lonely, eight years since he first met CptnSnshn on a fantasy football site and started opening up about how things were not going right in this world. He found the book in his driveway next to the weekly coupon circular: *Last Ride of the Barstow Seven* by Lewis Grange (Pocket Western Press, 1964), in which a mysterious stranger comes to town on the eve of the big cattle drive. A freak storm washes out a gully and the whole herd drowns, kicking off a spiral of misery and violence among the extended Tyree family of ranchers. It ends when scion Ronald Tyree turns his back on his remaining family and rides off alone, just before the rustlers come and gun them down. Lightning strikes him on the lonely plain and he dies alone.

Ronald was still married, then. You'd think you couldn't be a Lonely and married, too, but some people can live with someone every day of their life and still be alone. And he was, and then his marriage ended anyway.

Three years ago, Ronald wrote his life story. It ran to 45 pages and much of it was very inaccurate. In this handwritten manuscript, which he entitled *I Done Did It*, he reframes his entire life as a struggle against selfish people and the forces attempting to hold him back and shut him down, when all he wants is to be a stable family man. By the end of the manuscript,

his daughter and wife have come back asking for forgiveness but he has none left to give. He is strong and powerful and alone and that's the way he likes it, and he will never need anyone ever again. He has triumphed over a world that sought to break him.

When he finished this text, he became one of the Grim. He sought out his wife and daughter—who had not, in fact, been in touch at all—and began harassing them online and by phone. They both got restraining orders against him, which caused no end of hell before he decided he'd tormented them enough and could move on, sure and confident in his imagined victory.

That was when he started seeing that guy's face everywhere. And now that he stopped to think, he could remember that guy's face from his whole life. He'd been there again and again, all through the years. Ronald wrote another manuscript, *How I Gone Do It*, in which he laid out his plans for revenge against all his enemies and how a powerful protector and supporter—who goes unnamed but who, judging by contextual clues, is probably meant to be an apparently immortal Elvis Presley—sends him money every month disguised as a welfare check.

The night after he finished writing *How I Gone Do It*, Ronald Bolean got mad at a guy crossing the street who looked at him funny and snickered. He got out of his car, beat the man to death with a crowbar, and sped off into the night feeling better than he had in years.

That same man is everywhere. Ronald will keep seeing him for the rest of his miserable life. He will keep killing him, here and there, always by cover of night, until the day when he walks into a building or a park or a school or a government office or a restaurant or the Agents' hotel lobby in broad daylight and realizes that every single person there has that man's face and the time has come to kill them all at once. His palms sweat with excitement when he thinks about it.

Ronald Bolean

Pinned and wriggling on the wall, age 56

STR 13 CON 10 DEX 10 INT 8 POW 9 CHA 6
HP 12 WP 9 SAN 17 BREAKING POINT 9

DISORDERS: Addiction (alcoholism), intermittent explosive disorder, paranoia; adapted to violence.

SKILLS: Alertness 26%, Craft (Metal Fabrication) 52%, Drive 34%, First Aid 22%, Heavy Machinery 49%, Navigate 35%.

ATTACKS: 9 mm pistol 38%, damage 1D10.
Unarmed 47%, damage 1D4-1.

CptnSnshn

The current CptnSnshn was a Lonely named Leticia Brooks. Leticia spent her life living inside her head, too anxious and awkward to engage with the world and the people crawling all over it. She met CptnSnshn on Tumblr, commenting on posts about her favorite anime. She was 17. When the then-current CptnSnshn was tracked down by a private detective who tried to extort them in exchange for leaving them alone, that person reverted to their pre-CptnSnshn state and ended up in a mental institution, unable to ever form new long-term memories again, and Leticia became the new CptnSnshn.

Leticia is now 26 and never thinks about her old life. She is CptnSnshn now, living in a very clean and tidy apartment in a large city of the Handler's choosing. She remembers everything CptnSnshn has ever done, is fluent in all significant human languages, and is mystically tethered to the King in Yellow. Leticia has no job. Her work as CptnSnshn is all-consuming. Every month, she receives an envelope in the mail with \$5,000 in cash, which she uses to live on. This envelope is untraceable and the cash is completely genuine except for the serial numbers, which are non-standard and are an easy tell that the money is counterfeit—except that it is absolutely real and authentic currency in all other respects. No one has ever noticed anything odd about this currency in all the decades CptnSnshn has been operating.

Leticia has cut ties with her family. They do not know where she is. She instead stays connected with

her people: the Lonely, the Grim, and the Furious. They are all she needs.

Somewhere inside, the real Leticia still lives. She is dancing at a ball, a glorious masquerade ball, and she wears the most exquisite mask. The ball ends in tragedy, and then commences in glory, and this repeats over and over throughout all of time. Behind the mask she has no face at all, is no face at all. But she is satisfied, even proud, because through her the scolloped tatters of the King in Yellow must hide Yhtill forever. We owe her a debt none will ever know.

Leticia Brooks

The Truth of Phantoms, age 26

STR We **CON** have **DEX** all **INT** laid **POW** aside
CHA disguise **HP** but **WP** you. **SAN** I wear no mask.

BREAKING POINT No mask? No mask!

MOTIVATION: The scolloped tatters of the King in Yellow must hide Yhtill forever.

SKILLS: Foreign Language (All) 90%, History 90%,
HUMINT 90%, Occult 90%, Persuade (Online Only)
90%, Psychotherapy 90%.

ATTACKS: *Mimetic Propagation* 100%, damage: all targeted human relationships wither and a desiccated sparrow entombed within a nearby wall for several decades exhales a spray of dust.

Defeating CptnSnshn

The only means of defeating CptnSnshn and breaking the cycle of recurring possession is to use hypergeometry. A Carcosa-themed version of the ritual *The Closing of the Breach* (see page 176 of the *Handler's Guide*), for example, will sever the connection between CptnSnshn and the force that created it. The current CptnSnshn will remain CptnSnshn for the rest of their life, but will have no further ability to manipulate people. Existing Lonely, Grim, and Furious will follow their natural course but will no longer manifest phenomena. No new ones will occur. CptnSnshn can be safely locked away for life, but when they finally die and release the latent energies within them, the cycle will begin all over again.

Progression

Sometimes CptnSnshn gives their followers a purpose. When needed, CptnSnshn reaches out directly to one of these people and points them in a direction. They receive a target, a goal, and most importantly a philosophical framework in which their new target is somehow connected to the forces in their life that cause their suffering. This typically happens when CptnSnshn is being investigated. CptnSnshn does not respond well to inquiries, pressure, or threats.

Agents who begin investigating the Lonely are likely to learn about CptnSnshn sooner or later. They may start to piece together the patterns, such as the online conversations and the books that don't actually exist. Their research attracts CptnSnshn's attention, which results in a continual escalation of trouble for the Agents. This escalation lasts until they capture or kill the current CptnSnshn, at which point it all stops—except that nothing has changed, there is a new CptnSnshn, and if the Agents keep tabs they discover that CptnSnshn resumed posting online within days. The new CptnSnshn takes no actions against the Agents unless once again provoked.

Stage One: Marked

An investigation into the Lonely is likely triggered by the occurrence of phenomena. These manifestations will resemble a haunting of some sort, but the source will gradually be revealed to be very much alive.

Entry Point: Haunted

Agents learn of unusual events in a quiet residential neighborhood. A Lonely such as Daniel Lodge lives in a modest house with his mother and his presence is causing phenomena to occur in the immediate area. With some investigation, Agents can triangulate the distribution of reported phenomena and determine that Daniel is at the center. Daniel has no idea what they're talking about, but nervously fingers a copy of his special book. Soon after, Daniel posts to a website about being questioned and CptnSnshn takes action.

Daniel's mother has gradually been falling under his influence. During the investigation, she receives her

own special book which was birthed by her own son. The Agents might notice it during a return visit. But meanwhile, their own lives are becoming complicated.

CptnSnshn Notices

Initially, CptnSnshn will begin making posts on seemingly random websites. These posts include an Agent's name and a statement about what they were doing at the time of the post, even activities that no one could have seen or known. All Agents investigating the Lonely are named or even tagged across various posts. Each post concludes with the sentence, "The scolloped tatters of the King in Yellow must hide Yhtill forever." As usual, CptnSnshn's posts are dated 25 years in the future. For example:

CptnSnshn 05/15/44 11:02 P.M.

Henry Rodgers. That was a fine milkshake you enjoyed and the baby three booths behind you was crying because she was thinking of spiders. The scolloped tatters of the King in Yellow must hide Yhtill forever.

Once any Agent discovers these posts, CptnSnshn sends a Lonely to wherever that Agent is currently staying. This Lonely breaks in while the Agent is away and commits suicide in an extremely messy

and inconvenient way, such as opening their wrists on the motel room bed with the curtains pulled wide open for easy viewing by passers-by.

One more post by CptnSnshn appears timed to the moment of the suicide (but dated 25 years later) and making reference to the event. And then CptnSnshn goes quiet to see what the Agents do.

Repercussions

The problems all this causes an Agent are, of course, legion. Assuming they don't take the drastic step of disposing of the body and trying to cover up the entire tragedy, the Agents will have to deal with local police who will want to know why federal agents are operating in their jurisdiction. They will have reporters sniffing around and their own superiors getting agitated by the risks of exposure incurred by this investigation.

If this happens, personify the opposition. Create and flesh out the local sheriff or police chief who rides them for explanations and the journalist who wants to know what they're up to. Summon them back for a debriefing with their superiors, but complicate it with a threat from local law enforcement that if they leave town there will be a warrant for their arrest. Layer all of this on top of whatever other investigation the Agents might be trying to conduct when this all goes down.



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If the Agents decide they have bigger fish to fry and drop their own investigation in favor of something else they're pursuing, CptnSnshn is satisfied and moves on. But this is unlikely—players never like to give up. And neither does CptnSnshn.

Stage Two: Stalked

If the Agents persist, CptnSnshn directs one or more Grim at their opponents to try to scare them off while gathering information about their activities. The Handler might choose Bo Lau for this and use him as an irritant, if the Agents already have plenty of other problems on their hands. But if you want to make this a larger storyline, then deploy Zara Gibbs. Her various law firms, detectives, and troublemakers begin a deep campaign of legal and illegal harassment.

CptnSnshn knows bullying and stalking take time to sink in, time for the grinding misery of it all to slowly accrue until it feels like there is no escape. They are willing to wait weeks or months for this stage to play out, as long as the Agents are not closing in. Initially the Agents may not even realize that the out-of-the-blue lawsuits and mysterious break-ins are connected to their initial investigation into the Lonely, but sooner or later CptnSnshn's posts will tip their hand.

This campaign of harassment is not easy to conclude except by escalating their response. The Agents need to track down CptnSnshn, which is technically possible via a subpoena for online hosting providers' data or other extra-legal means. Eventually they can trace CptnSnshn down to an actual location.

If this happens, CptnSnshn ends the harassment campaign and escalates to Stage Three before the Agents can actually confront them in person.

Stage Three: Murdered

CptnSnshn sends a Furious to murder the Agents. This could be an existing Furious such as Katherine Armbruster or Ronald Bolean, or they could elevate the Grim who was already harassing the Agents and turn them loose.

When CptnSnshn sends a Furious after their opponents, the Furious chooses a public place to strike and they strike indiscriminately. It could be a restaurant

or an office park or a hotel lobby. While the Furious certainly make opportunistic attacks on CptnSnshn's opponents, they also lash out against anyone else present in an attempt to rack up as large a body count as possible. CptnSnshn's goal is not necessarily to kill their opponents, although that is welcome, but more importantly to make the moral cost of opposing them so high that their opponents will give up to avoid further bloodshed.

If the Agents survive the attack and do not stop, then it happens again. Depending on how close the Agents are and how fast they press their investigation, it could happen again *the very next day*. And the day after. And the day after. One mass murder after another, a torrent of senseless bloodshed so overwhelming that it draws global attention.

These are terror tactics and in these moments CptnSnshn is a terrorist whose targets are a handful of Agents rather than an entire class or society. More correctly, their target is the concept of control itself, of order, and of reason, as embodied by these Agents with their clues and their hypotheses and their guns. Pushed this far, CptnSnshn is at war with reason itself.

By responding to opposition with overwhelming and indiscriminate violence, CptnSnshn makes the cost of further investigations extremely high. And since it is always possible to find, kill, or detain the current CptnSnshn, Agents are likely to do that and declare victory, carefully ignoring the fact that the new CptnSnshn is once again posting on the Internet soon after and nothing has actually changed. If they think they succeeded, and they don't ask if CptnSnshn is still posting, let them think they won.

This approach, combining both overwhelming violence and metaphysical persistence, has succeeded in deflecting numerous investigations over the years. Those who have previously gone up against CptnSnshn dislike talking about it, because no one likes talking about their failures.

If indeed your Agents think they won then bide your time. Somewhere down the road pull the rug out from under them and show them they accomplished exactly nothing. You need to do this, because in the end *there will always be lonely people*. The miserable

will always be among us, and we will always fail to save them, to love them, or even just tell them hello.

Someday, when humanity is nothing but a distant memory of space-time, there will be lonely cockroaches. And there too will be CptnSnshn.

Connections

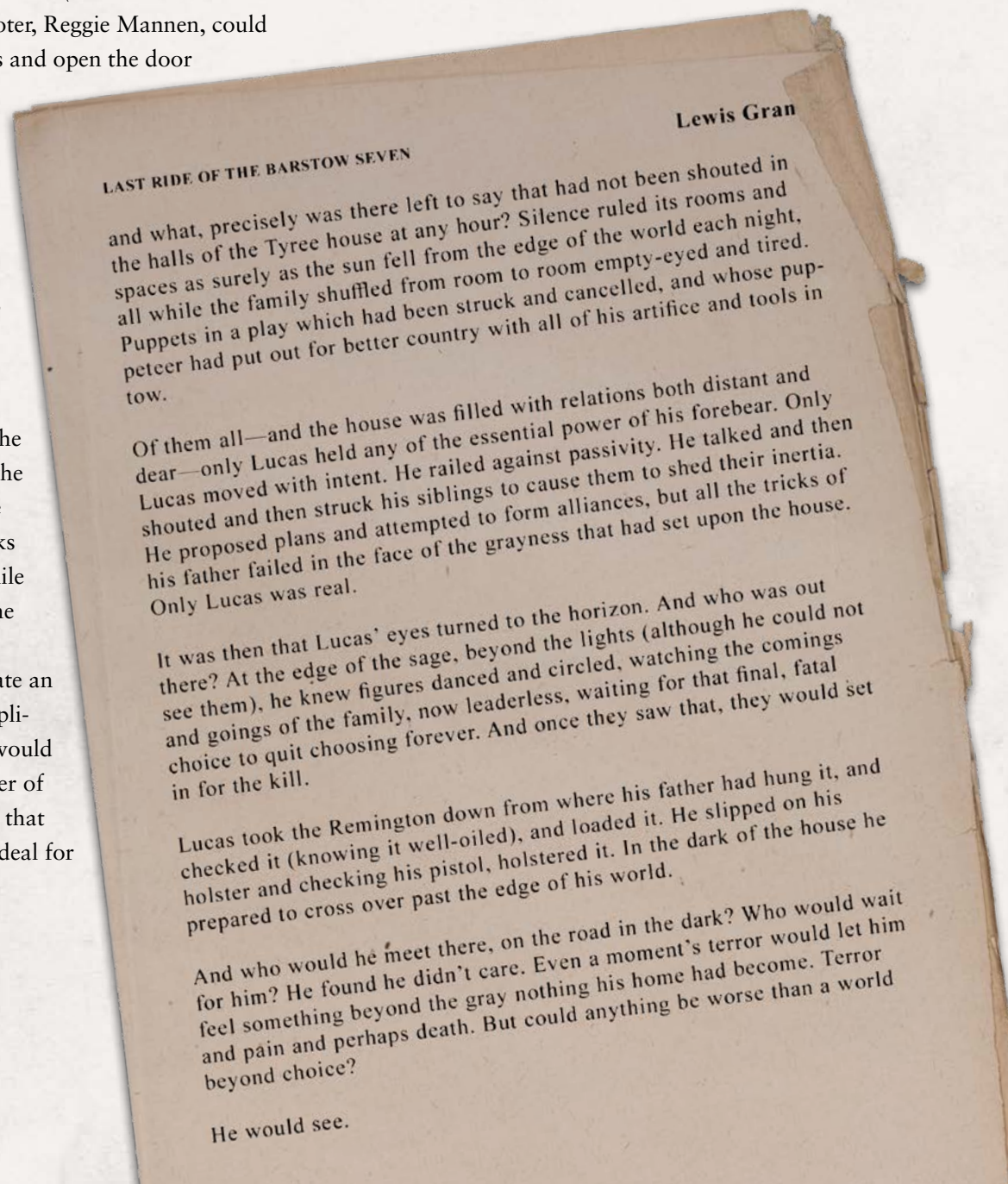
The Lonely could have the following connections to other groups.

The Prana Sodality

That chapter's progression begins with a mass shooting the day the Agents arrive (see **WELCOME TO STANTON** on page 175). The shooter, Reggie Mannen, could very easily be a Furious and open the door to CptnSnshn's activities. If the Agents have already encountered the Lonely, you could replace Reggie with a different character from this chapter, perhaps someone they investigated who has now escalated to the Furious. If so, restage the mass shooting so that the Agents are on the scene before the shooter walks in and gets started. While adding the Lonely to the Prana Sodality chapter would further complicate an already extremely complicated investigation, it would bring an additional layer of unnatural weirdness to that chapter that might be ideal for your campaign.

The Dream Syndicate

CptnSnshn could easily be a member of the Dream Syndicate forums (see **OPERATIVES** on page 33), behaving as a Theorist who is engaged in occasional discussions with a couple of Dreamers who have become Lonely. CptnSnshn does not really draw attention there, but you could decide that Daniel Lodge is a Dreamer whose recurring dream is relevant to the Agents' current operation. Tracking down Lodge would in turn expose the Agents to some of the phenomena happening around Lodge's home.



// The Sowers //

“And if you ask why they keep having miscarriages, they’ll do their best to smile and say, ‘Why, we’re just makin’ angels.’”



The Sowers

Antagonist

ACROSS AMERICA, TOWNS ARE DYING. FACTORIES downsize, mines shut down, and entire ways of life are outdated, outmaneuvered, and outsourced. The tax base crumbles. Libraries sell off their collections and lock their doors. Law enforcement defaults to the county, who can barely afford it. Medical services and ambulances have to come from farther and farther away. The families who remain are trapped: unable to sell whatever property they have, struggling to scrape together a living. Many descend into addiction, whether alcohol or painkillers or methamphetamines. They nod off remembering their childhoods, those golden summer days in the backyard jumping over the water sprinkler, with their father's new truck in the driveway.

The old ways have failed them. These Americans—especially despairing white Americans, who have always enjoyed the fullest benefits of their country—need something new, something to turn their heads and set them to dreaming again. They are ready, hungry even. Hungry to be told they are special, they are worthy, and that someone powerful is watching over them. At the breaking point of desperation, they are ready for *change*.

That's when the Sowers come to town. A conservative and insular Christian sect, they adhere to no denomination's orthodoxy. They preach a blend of self-sufficiency and communal action that resonates with their intended audience. Their mission is practical, their focus is clear, and their approach to prosperity genuinely works. In return, you live by the rules they set: marriage is sacred, men are in charge, loyalty to the church is paramount. And you really need to grow some crops.

Each town's church is led by a Deacon. There is something in the eyes of those men, a fervent confidence that has passed beyond faith and into certainty. They have endured the Three Temptations and only the Deacons know what happens there.

The Sowers

HEADQUARTERS: Gary, Indiana.

STAFF: 16.

BUDGET: \$2.5 million.

OTHER LOCATIONS: A dozen small-to-medium towns of the Handler's choosing, across America.

The eyes of their wives are different. They are dull and distant, worn by hard labor and harder choices. The spark has gone out of them. They drag themselves through each day, their hair thinning with every pull of the brush.

And if you ask why they keep having miscarriages, they'll do their best to smile and say, "Why, we're just makin' angels."

History

Mark Brand was 31 years old when he killed the angel.

He was an adjunct lecturer at Moody Theological Seminary near Chicago who was also performing research into the history of Satanism, witchcraft, and related topics. One day he came across an ancient ritual associated with the scapegoat rite in Leviticus. The Bible describes how Aaron takes two goats and sacrifices one to God. The other he sends out into the desert, to carry the sins of the people away. This other goat was known as the *azazel*, a word sometimes translated as "goat of departure" for its role as a sin-eater who absorbs the sins of the people and is then cast out. Ever since the King James Bible we know this as the word "scapegoat."

Mark was transfixed by the ritual, which was said to call the azazel back from the wilderness so that it could finally be sacrificed and the sins released. This prefigured the later role of Christ himself. Mark saw the beginnings of an academic paper in his mind, one that would advance his career and reputation.

Alone in his apartment late one night, he was thinking about the ritual and pondering its theological significance when he stumbled upon the right combination of focus and intent and accidentally performed it in his mind. It was surprisingly easy.

“Hello,” said Azazel from behind him, and Mark turned and saw a beautiful young man in blue jeans, with the stumps of severed, feathery white wings protruding from his pale back.

Brand was terrified and shaken to his core. Azazel calmed him. They began to speak and that was when Azazel began to spill his sins: the sins of the people in Mark’s world, a litany that Azazel knew intimately. He knew the department head was cheating on his wife, that one of Mark’s students was a chronic shoplifter, that a colleague had drunkenly driven into a bicyclist and got away with it. Azazel knew it all. Fascinated, Mark asked more and more questions, digging out more and more secrets. He began to see that the people he admired and respected were unrepentant sinners and that the institution he served was a hypocritical sham.

Then Azazel spoke of Mark’s sins. He knew everything Mark had ever done. He knew all his secrets, his wicked desires, his failings and his mistakes and the things he had never even dared ask forgiveness for. The more Mark heard, the more distraught he became, drowning in his own self-knowledge.

“This is why I’m here,” Azazel said. “I have taken all your sins away into the wilderness. And now I can wipe them away forever, lost even to the sight of God. All you have to do is kill me.”

It was a long night. In the morning, Azazel was gone without a trace. Mark lay in bed, staring at his reflection in the paring knife.

And then he remembered the other meaning of Azazel, from the Book of Enoch in the Dead Sea Scrolls, wherein Azazel was an angel who taught men the arts of war and weapons, and taught women the manipulations of beauty and ornamentation, and who taught everyone the secrets of witchcraft. For his pride and transgressions, Azazel fell from Heaven and was bound by the archangel Raphael to await his final punishment on Judgement Day.

Mark had killed the fallen angel, the scapegoat, and when the light died in the angel’s forgiving eyes, both he and his warm blood pooling on the floor vanished from the world. As the sun rose, Mark was clean and pure and beloved by God, who no longer remembered any of his sins.

And he knew he could do it again.

He could summon Azazel. He could learn fresh secrets. He could cleanse fresh sins. He could do anything he wanted and with a lateral cut across the throat of a fallen angel he could wipe it all away in a warm gush of innocence.

Mark withdrew from teaching. Privy to the guilty transgressions of all he knew, he withdrew from his life and cut ties with his family and friends. He could no longer look them in the eye, those callous sinners. They were not like him. They were not pure.

He saw a new way. He had risen from humble beginnings, the son of a factory worker. He knew what had happened to the towns, their miseries and their losses. He knew that he alone, an unblemished man of God, could save them now.

The Organization

In the 15 years since Mark first killed Azazel, his Church of the Sowers has grown to a dozen congregations in four states with a total membership of about 750 not counting wives, which the Sowers do not. Named for the biblical parable describing how the word of God thrives most when planted in receptive soil, the Sowers are a fundamentalist Christian sect. They avoid politics on the grounds that all temporal leaders are inherently corrupt and untrustworthy. When Judgement Day comes, Mark preaches, no one will care anymore about countries and governments. All that will matter is each individual’s life and how they lived it. All else is just distraction and bickering over scraps of meaningless power.

The Sowers are an inward-facing sect concerned with personal salvation and building strong communities of believers who take care of each other—in some ways, more like the Amish than mainstream Christianity. They do not practice traditional evangelism,

believing that conscious outreach is just another temptation of pride. Instead they seek to live by example, letting their actions and their way of life speak for themselves. In the devastated communities where they operate, where every authority figure has failed the residents, where every promise is just another betrayal, the silence of the Sowers speaks as loud as thunder.

Aspirants

New members who wish to join the church are known as Aspirants. Only men may be members of the church. Aspirants must spend at least six months in a probationary period before they can become eligible to be Sworn as full members. During this time, Aspirants must attend services. They must learn to grow crops, even if it's just a couple of pots on an apartment balcony or a grow lamp in a closet. They must apprentice themselves to the Sworn members of the church, spending their weekends performing manual labor but also learning useful skills to improve their self-reliance. And if they are single they must get married, because no unmarried man can become Sworn.

Quite a few Aspirants have gotten married during that probationary period, in part thanks to the blessing they receive from use of a hypergeometry ritual called Bound to Jesus. The blessing makes them very lucky in their daily lives, which in turn sets them up for greater success in meeting and dating romantic partners. It's a slippery slope, however, as the ritual also drains their WP and can eventually leave them so enervated they are driven out of the church—unless they can first marry and then start harvesting their wife's WP instead. But other Aspirants focus on the success stories, shared in online groups, which have drawn new recruits despite the Church's disdain for evangelism.

The Ritual

One of an Aspirant's first duties is to learn the creed of the Sowers, a prayer known as Bound to Jesus. Memorizing the prayer is easy, but truly learning it as a metaphysical practice requires study, devotion, introspection, and acceptance. You can say the prayer out loud a hundred times with no result, but the first time

you truly understand it and mean it, you experience a sensation that tells you it's real.

You also lose 1D4 SAN because Bound to Jesus is actually a hypergeometry ritual. Created by Mark Brand with guidance from Azazel, this seemingly simple ritual has subtle effects that accumulate over time. It is described in a nearby sidebar. Aspirants are only permitted to use the ritual in the company of a Sworn member as a joint prayer session.

Advancement

Aspirants who diligently attend services, apprentice to Sworn members, and are married can apply to become Sworn. Any Sworn member can block an Aspirant, however, a fact Aspirants are very aware of. This leads to some Sworn members exploiting Aspirants as free labor, insisting on their frequent help at challenging tasks with the tacit understanding that if the Aspirant does not agree then he may be blocked for not being a team player or having a poor work ethic.

Newly Sworn members who experienced this treatment then turn around and exploit the remaining Aspirants beneath them. This cycle has become more prevalent over time and is now quite common. The practice will soon be institutionalized and is resulting in a corrosion of morality among Sworn members, some of whom now compete with each other to see who can wrangle the largest "stable" of unmarried Aspirants to tend their crops, paint their house, and wash their truck. Newly joined Aspirants are assessed and exploited quickly by these members, much as young new arrivals in prisons may be.

Sworn Members

Once an Aspirant is both married and has spent at least six months in the Church, he can become a Sworn member. These are full members of their congregation. They are expected to be active members of the religious community: sharing knowledge, building skills, raising crops, and pursuing both self-sufficiency and communal action. They also must tithe 10% of their income to the church.

Sworn members make daily use of the hypergeometry ritual Bound to Jesus, with or without

Aspirants, but usually with their wives. Given the effects of the ritual, in fact, Sworn members prefer to always perform the ritual with their wives. They do not understand its inner workings, but they know that they feel stronger when they say the prayer with their wives—because if they say it alone, they pay the penalty instead.

Committees

Once Sworn, members are eligible for various committees and study groups organized by the congregations. Some groups do volunteer work in their communities. Others build catalogs of practical skills held by members and schedule training sessions to spread knowledge and self-sufficiency. Most members do little committee work, busy as they are with their homes, wives, aspirants, and crops.

Relocation

On occasion, when a Deacon sets out to found a new congregation elsewhere, he recruits several Sworn members to relocate with him. Newly Sworn members often find this surprising, given the relative difficulty of finding the kinds of working-class jobs typical of Church members. But they are reassured by their fellows that everyone who moves to help start a new congregation has no trouble finding work in their new home—thanks, of course, to the blessings bestowed by the Bound to Jesus ritual. When they depart, they prefer to sell their home and its crops to an Aspirant or Sworn member.

Pregnancies

Successful pregnancies are very rare in the church for reasons discussed in **EFFECTS ON PREGNANCY** on page 125. Live births are celebrated as they are in most faiths. Due to the frequency of miscarriages, however, Mark has felt the need to explore the dogmatic questions raised about them.

Protestant Christian denominations generally teach that the Bible does not address where the souls of miscarried fetuses go but that God is kind and just and knows the right thing to do, whatever that is. Mark has gone a step further and declared that the

souls of the dead unborn pass to Heaven and become angels. This has been a great comfort to the wives of members, but as one pregnancy after another fails, their attempts at bright-eyed acceptance of this hopeful dogma become increasingly brittle.

No members have yet adopted children after joining the church. Brand and the leadership have not yet come to terms with the reality of what is happening to their wives. The idea that the same faith that makes their crops flourish is also killing their babies is simply inconceivable to them.

At some point in the next few years, Brand may decide to adopt a child. When he does, that will open the door to a wave of adoptions by members. That may lead to doctrinal revelations to the effect that the Sowers produce angels, not babies, and so they instead welcome the babies of others. But for now, this is an issue no one talks about.

Deacons

Mark carefully grooms Sworn members for future roles as Deacons, since Deacons inevitably leave Gary to start new congregations elsewhere and need replacing. Deacons are the elders and the leaders of the church. They uphold its beliefs and practices. They are not allowed to preach sermons; only Mark has that authority, and his sermons are distributed online to all congregations. They are, however, very knowledgeable about raising edible crops and other practical matters, and conduct frequent training sessions for members. More importantly, Deacons are fanatically loyal to Mark. They accept his judgement without question. They enforce his will. They carry out his orders. They are completely and utterly confident that eternity in paradise shall be their reward.

Deacons who lead their own congregations are employed full-time by the church. Their salary is dependent on the donations they raise from their congregation, who tithe 10% of their paychecks. Once the Deacon's salary is accounted for, additional funds go to the needs of the local congregation. All Deacons make reasonable salaries for the towns where they live, and each month the surplus funds are distributed by the Prayer Council of that congregation for specific

ASSET: Bound to Jesus

Simple ritual. Study time: hours; 1D4 SAN. Activation: minutes; 1D4+1 WP, plus special SAN loss (see EFFECTS OF REGULAR WP LOSS below).

This brief and seemingly mundane creed of the Sowers, originated by Mark Brand under guidance by Azazel, is intended to be performed every morning in the home. It summarizes the operator's faith in Jesus and in the Church and requests a blessing which results in the operator succeeding in all Luck checks for 24 hours. Led by a Sworn member and usually assisted by his wife, this ritual may only be performed before the sun reaches its apex for the local area. When assisted, the ritual's WP costs are paid entirely by the wife but it is solely the operator who receives the benefits. When unassisted, the operator both pays the costs and receives the benefits. Aspirants may activate the ritual on their own or with a Sworn member and his wife, but the Aspirant's activation is considered a separate usage and the Aspirant pays his own costs and receives the benefits of his instance of the ritual. If the operator successfully activates the ritual ten days in a row, all subsequent uses are at +20% until the next time an activation roll fails (or a day is skipped) and the count resets.

Effects on Agriculture

If the activation had the +20% bonus, then as a further effect of the ritual the operator's garden is made healthier for that day and pests are driven off. Operators who maintain successful streaks of activations produce substantially healthier and more abundant crops faster.

In addition, and at the Handler's discretion, crops that have been substantially imbued by the ritual produce a side effect when consumed. The person eating a meal containing imbued crops has dreams that night depicting visions of heaven, Jesus, and angels. These images are taken from the mind of the ritual's operator, not from an external or objective source, and so correspond with depictions of those subjects in popular culture. Jesus, for example, will appear as a blond, blue-eyed Caucasian. Heaven is made of white marble in a vaguely Greco-Roman aesthetic. Angels have broad wings of white feathers and play small golden harps. These dreams are of no consequence in terms of game mechanics.

If the operator was a Deacon or Mark Brand, then another figure appears in this dream. It is the figure of beautiful Azazel with the ragged stumps of wings, wearing a red ribbon tied around his throat, standing in shadows. If glimpsed, this vision of Azazel covers his face with his hands, peekaboo style, and then opens them. When he does, his face is replaced with a cosmic field of stars. Witnessing this vision causes a loss of 3 SAN.

While the normal dreams recur as many nights as imbued crops are eaten, the vision of Azazel will not be seen more than once a month. The ritual's operator never sees the Azazel vision regardless of their current SAN, but their wives and dinner guests do.

Effects of Regular WP Loss

Humans restore their WP at a rate of 1D6 per day after a full night's sleep. Consult **WILLPOWER POINTS** on page 18 of the *Agent's Handbook* for the rules regarding losing and regaining WP, but in brief, anyone reaching 1 or 2 WP has an emotional breakdown and suffers a -20% penalty to all actions until WP reaches 3 or greater. Anyone reaching 0 WP suffers a complete collapse and is incapacitated until their WP reaches 1 or greater again.

Use of the Bound to Jesus ritual inflicts 1D4-1 SAN loss each time an emotional breakdown occurs and 1D6 SAN should a complete collapse occur.

Numbers

all do unto you, as I thought to

the children of Israel, that they give unto the Levites of the inheritance of their possession cities to dwell in; and ye shall give [also] unto the Levites suburbs for the cities round about them. [25:21]

unto Moses, saying, [34:2] and say unto them, W... (this is the land that s... [even] the land of Can... [3] Then your south qua... of Zin along by the coast... shall be the outmost coast... And your border shall t... of Akkrabbim, and pass on... of shall be from the south... to Hazar-addar, and pass... order shall fetch a compa... Egypt, and the goings out... [as for] the western borde... for a border: this shall t... this shall be your north... all point out for you mount... ye shall point out [you... ath; and the goings forth o

o on to Ziphron, and the... r-enan: this shall be your... shall point out your east... um: [34:11] And the coast... Riblah, on the east side of... and shall reach unto the... ward: [34:12] And the... and the goings out of it... l be your land with the... [34:13] And Moses... saying, This [is] the land... the LORD commanded... the half tribe: [34:14]... euben according to the... of the children of Gad... rs, have received [their... fanasseh have received... tribes and the half tribe... this side Jordan [near]... ing. [34:16] And the... [34:17] These [are] the... le the land unto you:... of Num. [34:18] And... to divide the land by... of the men [are] these:... of Jephunneh. [34:20]... eon, Shemuel the son... Benjamin, Elidad the... ce of the tribe of the... . [34:23] The prince... of the children of... . [34:24] And the... phraim, Kemuel the... ce of the tribe of the... of Parnach. [34:26]... hildren of Issachar,... e prince of the tribe... e son of Shelomi... of the children of... [34:29] These [are]... d to divide the... he land of Canaan.

ses in the plains of... [35:2] Command

OPINT: Portraying Low-WP Characters

In play, assume any wife or Aspirant is typically at half their maximum WP. They are quiet and reserved, intent on their service to God and the Sowers. They have limited initiative and are grateful to be told what to do. Should they suffer an emotional breakdown, they will experience it as religious ecstasy and begin crying and praying, repeatedly stating their lack of worth before God and begging for forgiveness. If they suffer a complete collapse then their minds are filled with visions of Jesus and Mark Brand and the fertile earth and thriving plants that are benefiting from their daily sacrifice. In either case, they often stay in bed a day or two and do not perform the ritual until they have recovered.

Wives or aspirants with 10 POW will experience a breakdown or a collapse roughly every month or two. On a long enough timeline, wives and aspirants gradually weaken mentally and suffer repeated breakdowns and collapses as their SAN slowly drains away.

Wives become thralls to their husbands, incapable of making decisions or performing more than the most rudimentary self-care. They do as they are told. Agents may encounter them in their kitchens, spooning hot homemade jam into jars and plunging them into boiling water as the steam curls their limp hair. If spoken to, they are slow to respond, their consciousness lost in the brilliant light of their faith and withering beneath its costs.

Aspirants undergoing this experience either marry and quickly recover as they transfer the penalties to their new wives, or they weaken to the point that falling in love and getting married is all but impossible, even for these blessed souls who succeed at every Luck check thanks to hypergeometry. Those Aspirants in severe decline are eventually driven out of the church due to their mental enfeeblement. Most then eventually make a full recovery.

Effects on Pregnancy

If the wife assisting the Bound to Jesus ritual is pregnant, each successful activation has a 10% chance of triggering a miscarriage later that day. Should the wife succumb to an emotional breakdown, there is a 30% chance each day she remains at 1 or 2 WP. And should the wife suffer a complete collapse, the chance of miscarriage rises to 60% each day she is at 0 WP.

Miscarriages due to the ritual never result in live births. Even at eight months pregnant, the child is always, always delivered dead. Whatever metaphysical potency the fetus had is hypergeometrically transferred to Azazel, who has no need of it whatsoever, but who might pause a moment to acknowledge its fleeting presence as if it were a slight breeze in a windowless room.

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purposes such as repairing a member's car or paying a health insurance deductible.

Whenever possible, the needs of members are addressed not with money but with hands-on assistance. If a member's car breaks down, for example, members pool knowledge and tools to fix it. When they do, other members attend the working session to learn from their fellows. This focus on practical help and building skills is a crucial part of the church's message of self-sufficiency.

Every Deacon is expected to own a handgun and a rifle and be proficient in their use for the defense of the faith.

The Three Temptations

To become a Deacon, the member must be selected by Mark and pass the Three Temptations. This trial is inspired by the biblical account of Jesus in the desert and how he was tempted three times by Satan. Mark's version of this process similarly tests the member's inner strength and resolve, even in the face of both desperate need and life-changing opportunity.

Temptation One: The Feast

At the beginning of this test, the member is locked in Mark's basement for three weeks. The basement's ceiling has a grid of grow lights and the unfinished floor is just soil. A spigot supplies water. Basic gardening tools hang on the wall and a packet of radish seeds sits on a table next to a Bible.

The first test is simple but excruciating: the member must prepare the soil, plant the seeds, and tend them for three weeks. During that time, the member must fast and cannot eat anything but is allowed to drink water. Raising radishes is not difficult. They reliably reach maturity in twenty-one days if the member does not weaken and devour the young plants first.

Three weeks of starvation is a supreme challenge and a serious risk to health, but is very survivable for members who start the experience healthy. Mark sporadically checks in with the applicant to give them spiritual guidance, remind them of their importance to his mission, and ensure they are not dying.

On the twenty-first day, the applicant eats the radishes at a rate of one every fifteen minutes until all are gone. Introducing food after such a lengthy fast is a difficult and painful process.

About a third of all applicants fail this test. Those who do either plead to be released or just eat the radishes early in desperation from hunger. Only twice has an applicant had to leave due to serious medical issues.

Temptation Two: The Tower

When the applicant finishes the first test, Mark returns with a manila envelope. Inside is \$25,000 in cash. He offers it to the applicant on one condition: that they leave the church, abandon its teachings, and never come back. To pass the test, the applicant must refuse the money. The offer is very real. Mark is prepared to hand over the money should the applicant choose to leave the church.

No applicant who passed the first test has ever failed the second.

Temptation Three: The Devil

For the final temptation, Mark leads the applicant from the basement planting room into an adjacent room that used to be a coal cellar. Waiting for them there is Azazel, bound to a chair, his lovely eyes coolly appraising the applicant. Mark introduces them and explains who Azazel is. The test is simple: cut Azazel's throat. Mark hands the applicant a linoleum knife and steps back.

No one believes him at this point. Every applicant is sure this is some kind of staged encounter that could not possibly end with an actual murder. Even starving and in pain, applicants simply reject the reality of the premise and try to figure out what to do.

Then Azazel begins to speak. He knows everything about the applicant. He knows his weaknesses, his secrets, his needs and desperations. Azazel can help. He tells the applicant that he can solve any problem and he is very specific. His solutions are not grandiose—he does not offer to make you the richest man in the world or the President of the United States. What he proposes is on a human scale. Hate your job? Azazel can get you a new one at double the

salary. Steeped in debt? Azazel can wipe it all away with a lottery ticket worth the precise amount. Wife has cancer? Azazel can cure it. Any of these things can be done, if you just refuse to kill Azazel and leave the Sowers forever.

This is the hardest test of the three. Weak from hunger and barely coherent, most applicants slowly, impossibly, come to believe in the reality of this situation. Azazel knows things no one else could possibly know and his offers probe right at the applicant's weak points. But the prospect of cutting the throat of a human being is horrifying, even one with hideous goat-slit eyes. Some applicants try to take a third way, not accepting Azazel's offer but not wanting to cut his throat. For these, Azazel informs them that if he lives, he will still solve their problems whether they agree to it or not and they will still be rejected by the Sowers. *There is no third way.*

Mark is silent as much as possible and lets Azazel do the talking. Azazel, after all, is very good at this.

About half the applicants who make it to the third test refuse to kill Azazel. Mark tells them this means leaving the church forever. They fall to their knees and sob for mercy. Finally they stagger from the basement to find a lottery ticket in their hand, a shiny new truck in their driveway, a job offer in the mail, or their wife free from cancer. They pack up and leave town, never to return. They do so knowing that whether it was explicit or not, they have been so weak and so wicked that they traded their soul to Satan.

The other half? They approach with the knife. Azazel does not beg or plead or cry. He tilts his chin back to present his throat, a slight smile playing at his lips, and holds his head steady as the applicant makes the cut. Blood gushes from the artery. Azazel's goat-slit eyes roll back in his head. A gurgle escapes his severed windpipe. The applicant staggers back, horrified, and then Azazel is gone. The blood is gone. The knife is clean. Mark takes it back and shakes his hand.

The thrice-tempted applicant is now a Deacon and he will do absolutely anything Mark tells him. And immediately he feels different: for he is cleansed of his sins and knows innately that every wrong he has ever done will now be forgotten and ignored. His

IN THE FIELD: What the Police Think

The Gary Police Department has not paid much attention to the Sowers. Gary PD officers are almost entirely Christian and the Sowers are a low-profile, insular fundamentalist church composed of law-abiding men with steady employment. Officers who patrol the area around the Sowers' compound know of them, have met them, and consider them to not be a problem at all. They think the Sowers are a little weird, and they have cracked a few David Koresh jokes over the years, but mostly they're just glad to have a few square blocks where no crimes are ever committed. If the Sowers are suspected of criminal activity, the Gary PD will treat them professionally and respectfully as befits their no-drama reputation, but will not extend them deferential treatment.

past actions are beyond justice itself, thanks to the scapegoat. And if he has any doubts these are erased when he gets home. For no matter how weakened and subdued his wife may have become, she now looks at her husband with shining eyes because she sees true innocence, as blameless as a baby's laughter, and any buried resentments and unacknowledged grievances she formerly held against her husband are forgotten.

It is a seductive thing, this innocence. The next time a Deacon screws up, the next time he is rude or selfish or he misuses another person, the next time Mark sends him out on a crucial errand for the church that crosses lines he never thought he could cross, that's when he senses the guilt creep back, a moral stink. Soon after he is kneeling before Mark, asking to kill Azazel again, to get back that innocent feeling. He has become an addict of innocence.

The Leadership

Mark Brand leads the church from its original location in Gary, Indiana. He conducts services every Sunday which are streamed to the other congregations. (These streams are available on YouTube as unlisted videos, meaning they are public but you must know the link to watch them.) He has two part-time

administrative staff and a council of six local Deacons who have full-time jobs in Gary. The congregation in Gary numbers 125 Sworn and 33 Aspirants.

The church's headquarters is Mark's home, a large, six-bedroom brick house from the 1930s. Located in south Gary near the shuttered Lew Wallace High School, the house was closed up and unoccupied for 15 years before Brand bought the entire five-acre block from the city and tore down most of the other homes around it, converting the whole block into crops. The entire block is now surrounded by a ten-foot chain-link fence with two gates for vehicles and two for people.

There are two other houses still standing. One is used as the sanctuary for services. It is an old farmhouse whose interior has been gutted except for load-bearing columns and beams. It now seats as many as 200 and the interior is very well finished, even though the exterior shows its age. The other house is used for guests and newly arrived Aspirants who have no place else to live. At any time, there are eight to 12 Aspirants living in the house and working on Mark's farm. Mark does not deliberately exploit these Aspirants but does believe in the moral values of hard work and busy hands.

Jessie Brand

Mark's wife is Jessie Brand. In keeping with the church's practices, Jessie has no official role in the church other than supporting Mark's ministry and household, nor does she take a leadership or managerial role on the farm. She handles family bookkeeping and prepares a wide variety of jarred foods and other edible items, which the Aspirants take to area farmer's markets to sell. The Aspirants who work the farm report to Mark, not to Jessie, since the Sowers believe no man should ever be subordinate to a woman.

Jessie met Mark early in his ministry, after his encounter with Azazel. She had never met a man so fortunate or so devout. She knows nothing of Azazel and very little of the Three Temptations. Mark does not confide in her except for mundane topics.

Since marrying Mark, Jessie has had frequent emotional breakdowns and complete collapses as a result of their daily use of the Bound to Jesus ritual.

She has internalized this as evidence of her weakness, which she believes is the result of her gender. To her, God has placed her in this world to support the man she married and in return he takes good care of her. When she falters, when she fails, he is there to scoop her up and protect her. She adores Mark and does not especially miss her old friends or her family, whom she has not spoken to in years. Mark is her entire world.

Jessie has had six miscarriages and no babies. She still hopes for a child and indeed sees it as her holy duty to be fruitful and multiply. She tries to take comfort in knowing that she has sent six angels up to heaven to spend eternity with God, but every time she gets her period she shudders with a relief so secret she does not even acknowledge it to herself.

Operatives

As an insular religious group, the Sowers avoid publicly engaging with the rest of the world as much as possible. Their members have jobs and families and seemingly normal lives, but they are the kinds of neighbors who cut their grass, take out the trash, and share nothing more than a wave and a brief smile.

On the rare occasions when something needs to be done, there are two groups the Sowers turn to: Aspirants and Deacons.

Aspirants

No Aspirant would be trusted with any serious endeavor on behalf of the church. But they may be tasked with menial duties in the service of some greater goal. Aspirants have been asked to research the background of a local critic of the church. When some Gary teenagers were tagging church property with graffiti, Aspirants were stationed on watches around the property and alerted Deacons of suspicious activity. Should Delta Green engage with the Sowers, Aspirants will likely be used for minor tasks related to surveillance, research, or interference, without entirely understanding what they are doing and why.

Deacons

Deacons serve as the Sowers' thought police, helping congregants stay on the path and intervening when necessary. Issues with Sworn members are rare but Aspirants often run into trouble as they realign their lives with the church. Even then, Deacons do not intervene directly if they don't have to. They work through the Sworn members who are mentoring the Aspirants, coaching them on how to manage their flock.

Metaphysical Innocence

All Deacons have a special quality known as Metaphysical Innocence, described in the nearby sidebar. It is a benefit of their sacrifice of Azazel, a sacrifice they tend to repeat several times a year or immediately after important church work that could get them in legal trouble.

Deacons are addicted to Metaphysical Innocence. They want to keep its effects intact as long as possible, which has the benefit of keeping them on the straight and narrow and ensuring their actions remain godly and beyond reproach. But when they slip from the narrow path, or if they have to carry out a harmful action on behalf of the church, they then want to sacrifice Azazel as soon as Mark Brand will let them. If their slippage was under orders, Mark calls Azazel for them that same night. (Azazel does not appear during the day.) If they were not under orders, he makes them wait one or two weeks, during which time he has Aspirants spy on their behavior to see what happens.

Occasionally, Deacons awaiting their chance to sacrifice Azazel stray very far. Once they stray and they believe cleansing is just around the corner, they may feel they can act with impunity. If they are mad at somebody, they may assault them. If they owe money, they may steal it. If they want sex, they may go to a prostitute. They may do worse. And they do so confident they will be cleansed any day now.

On those occasions when Mark learns a Deacon is indulging in wanton offenses prior to a sacrifice, he expels them from the church. Soon after, another Deacon murders the offender and is promptly taken to Azazel to be cleansed.

IN THE FIELD: Meeting a Deacon

Anyone who meets a cleansed Deacon instantly takes a strong liking to him—unless they are Cracked (see **CRACKED AGENTS** on page 9). Upon sacrificing Azazel, a Deacon gains an effective CHA of 18. That decays down to their normal score at a rate of 1 CHA lost per month, although fresh offenses personally witnessed or attested to will drop it to normal more rapidly depending on the nature of the offenses.

While effective CHA fades away with time until the next sacrifice, nothing changes the perception of the cleansed acts. Non-Cracked Agents treat the Deacon as innocent, and behave towards him like they would anyone whom they believe to be innocent of any crimes.

Beliefs and Mandate

The Sowers believe in the divinity of Jesus Christ and that the Bible is the literal word of God. They see both mainstream and evangelical Protestant Christianity as having drifted from the path of righteousness and become corrupted by temporal power, and they see Catholics and especially Jews and Muslims as filthy blasphemers who spit upon the purity of God. Most fundamentally, they emphasize the personal journey to Christ aided by a cohesive community who helps each other, in the way early Christians did to survive persecution by a harsh and ungodly society.

A Self-Reliant Community

Mark Brand's ministry advocates for self-reliance, specifically to strengthen the community and reduce dependence on governments. He sees a coming apocalypse, but also preaches that it may be decades or lifetimes before the savior returns.

In the meantime, God's children need to raise crops, tend their homes, stick together, and wait for the judgement day even as the world falls apart around them. He says the oceans will rise, the forests will burn, and the force of law will fail. Only strong, self-reliant communities can survive the end times. The Sowers must build their skills, help each other,

and ensure they have what it takes to reach the promised land one day.

One Man Above One Woman

Mark preaches that the foundation of any community is the holy institution of marriage between a man and a woman, which is why only married men can become Sworn members. He also preaches that the role of the woman in the marriage is to be subordinate to the man, for it is the man whom God speaks to and works through. The woman is to serve the man and support his works.

Against Evangelism

Mark preaches that when the world is this wicked, believers must turn inwards to save themselves and their families. Evangelism has become just another earthly throne. The Sowers recruit through example, not through outreach. Those who need salvation through the Sowers will find them, one way or another.

But the Sowers can only be found where they are present. To this end, Mark preaches the importance of setting out to establish new congregations. The curious and the needful will then seek them out.

The Scapegoat

Undoubtedly the most unusual and most secret tenet of the Sowers' beliefs is that of the scapegoat, as manifested in the form of the fallen angel Azazel. It originally appears in the biblical book of Leviticus 16:6–10 and has been interpreted in wildly different ways by different religious groups across centuries.

Mark's interpretation of Azazel's existence is that while Jesus died for our sins, it is Azazel's job to bear away those sins to Satan, who in the final judgement will be executed by God in the Lake of Fire as punishment for being the source of all sins in the world. Cutting Azazel's throat does not actually kill him, but merely banishes him from our material world to the inferno of Hell, where he delivers sins to Satan. Once his duty is discharged, Azazel returns to our world to collect more sins.

Of course, this doctrine is kept secret from all but the Deacons. Mark instructs them in it after they succeed at the third temptation, and they often discuss it in private. Because of the benefits of the scapegoat ritual, however, it may fairly be said that no Deacons have any enthusiasm for challenging Mark's doctrine in this area.

IN THE FIELD: Portraying Metaphysical Innocence

Every crime, offense, injury, slight, or selfish act a Deacon has committed is washed away when he next sacrifices Azazel. Even when he commits new acts of these sorts, the old ones stay off his back. What this means in practice is that Deacons are never held responsible for such cleansed acts. A Deacon can murder someone, sacrifice Azazel, and the crime will not be punished. Any witnesses will remember the crime occurring, and vaguely remember who did it, but it will seem like the most natural and unimportant thing in the world. They will have no perception of guilt nor feeling of outrage nor desire for justice. As soon as Azazel is slain, police drop the investigation and reporters move on to another story.

Delta Green Agents will not look twice at the cleansed actions of a Deacon. Except for those Agents who are Cracked (see **CRACKED AGENTS** on page 9). Cracked Agents are not affected by Azazel's cleansing. Their broken insight into the world allows them to see the truth of reality. To them, any offenses by a Deacon look just as they really are.

This requires careful attention by the Handler and cooperation by the players. For example, a group of Delta Green agents might be sifting through evidence that shows a dozen members of the Sowers have been murdered over the years. The Handler needs to briefly split the players into Cracked Agents and those who aren't. Cracked Agents see the evidence as normal and probably push to investigate it. The others dismiss the evidence as irrelevant, even though doing so is irrational. While they won't obstruct their fellow Agents who want to pursue the investigation, they voice their skepticism and do as little as possible.



Field Operations

The Sowers have two major areas of field operations: Sowing and Golgotha.

Sowing

The main external project for Deacons is starting and managing new congregations in other towns. The Prayer Council in Gary is responsible for making and vetting new expansion plans. The church's wariness of outright proselytizing means going into a new town with no connections can be a real challenge, so a new town is often chosen because a Deacon comes from there and still has relationships with that community. Deacons visit the town, assess the population, look for property, and present recommendations to the Prayer Council. Only then do they bring plans to Mark Brand for a decision.

Once the church decides to move into a town, two Deacons are selected to lead the effort. They both arrive in town with their wives and a fresh application of Metaphysical Innocence. Blessed by the Bound to Jesus ritual and possessed of an irresistible charm and appeal, they swiftly secure good jobs, purchase homes

with ample yards at a surprising discount, and rent a small commercial space for the church.

Their first converts usually come through their jobs. They don't get up and preach, but they have a knack for quiet conversations with curious colleagues who want whatever it is they've got. Their magnetic charisma and easy way with success make them the envy of all who get to know them, not to mention the docile loyalty and constant menial labor of their wives. The thought that joining the church could make you that way too is terribly enticing to other men.

The Deacons consider early Aspirants carefully. They need some who are already married and who can soon become Sworn members, as assisting single Aspirants with their relationship troubles is time-consuming. But a mix of married and single Aspirants is usually manageable. As soon as the first Sworn members are confirmed, mentoring of the Aspirants is turned over to them. Aspirants who are not engaged within a year of joining the church are quietly shunned and slowly driven away.

Most new Sower congregations reach at least a dozen members in the first year and then accelerate as the friends and families of Sworn members start

joining up. In the second year, the leaders start looking for a prospective Deacon whom they can send to Gary for indoctrination. When a new congregation successfully produces its first new Deacon, the church considers it successfully established.

Golgotha

The other area of field operations performed by Deacons is dealing with threats to the church. About a dozen Sworn members who failed the third Temptation have been tracked down and murdered to protect the church's secrets and on three occasions the wives of Sworn members were killed when they became dangerously unstable and threatened the church or Mark Brand personally. These killings are referred to as Golgotha after the place where Jesus was crucified. When this has been necessary, great care was taken and the process carried out with substantial planning. The deaths are made to look like accidents, robberies, or abductions gone wrong. Only two have happened in Gary, as the church has conspired to ensure the victims are elsewhere at the time to spread the crimes across other jurisdictions.

For prospective cases of Golgotha, Mark Brand sometimes consults with Azazel. The fallen angel is quite helpful in guiding Brand through the process, giving him information useful to making plans. On two occasions, Azazel has even revealed a previously unknown threat to the church and encouraged Mark to deal with it as well.

Important Individuals

Reverend Mark Brand

Mark Brand is of average height, stocky, and has unkempt brown hair. He looks like no one's idea of the charismatic leader that he very much is. Among his followers, Brand is confident, smiling, and persuasive. It is only with outsiders that he falters, but thanks to his unnatural gifts, even his soft-spoken and reticent public demeanor results in listeners leaning in close. They focus on his every word, genuinely paying attention to this fascinating and inspiring man. Were he to be cut off from Azazel and the Bound to Jesus ritual, Brand would be a nobody.

It is precisely that nobody-ness that led him to his present success. Before Azazel, Brand was a watcher



and a brooder, with no close friends and no romantic relationships. He developed an exaggerated sense of his own intelligence and importance, a prideful arrogance that closed his mind and let him rationalize his social awkwardness as evidence that others were jealous of his talents. They weren't; they just didn't notice him. But he noticed them, and he observed them, and he thought long and hard about why the world treated him so disappointingly.

When Azazel revealed himself to Brand, everything Brand believed came true. He really was special, chosen by God for a path no one else could walk. The secrets he learned about those he knew just confirmed his suspicions that they were all petty, vain, deceitful, and inadequate.

Brand does not just have faith in his religious beliefs. He has ironclad certainty and proof beyond question. He has cut Azazel's throat so many times he no longer even notices the blood, or the way the fallen angel's eyes reflect a swirling field of cosmic chaos just before his cooling body vanishes.

Mark Brand

Metaphysically innocent, age 38

STR 10 CON 12 DEX 10 INT 14 POW 16 CHA 18*

HP 11 WP 16 SAN 0 BREAKING POINT N/A

SKILLS: Craft (Farming) 55%, Firearms 45%, Foreign Language (Ancient Greek) 40%, Foreign Language (Ancient Hebrew) 30%, History 60%, HUMINT 65%, Occult 70%, Persuade 60%, Psychotherapy 45%.

ATTACKS: *Glock 17 pistol* 45%, damage 1D10.

AR-15 carbine 45%, damage 1D12, Armor Piercing 3.

Unarmed Combat 40%, damage 1D4-1

CALLING THE SCAPEGOAT: Brand knows the ritual Call Back the Scapegoat, a prayer that takes about 10 minutes to complete. Should Azazel decide to offer its knowledge to an Agent, it takes weeks to study and costs 1D6 SAN to master, and another 1D6 SAN and no WP to cast.

***CHARISMATIC INSPIRATION:** Brand's native CHA is 8, but his recurring sacrifices of Azazel keep it boosted to 18.

RITUALS: Bound to Jesus, Call Back the Scapegoat.

Jessie Brand

It is a minor irony of game design vocabulary that Jessie Brand appears in a section entitled "Important Individuals," for she would never think of herself that way and neither would her husband. The Sowers see wives as chattel, per God's tenth commandment that you shall not covet your neighbor's property including house, servants, domestic animals, and wife. Mark Brand did not arrive at this ancient interpretation of marriage through Azazel's influence, but rather through his own frustration and loneliness as a man who did not find success in romantic relationships. He embraced the evangelical doctrine that God put women in the subservient place He wishes them to occupy. And then he met a woman willing to accept it.

Jessie did not grow up religious. Her parents had little time for church, though they would say they were Christians. Keeping the family housed, fed, and clothed was all they had time for. Her father worked multiple jobs and her mother ran an unlicensed day-care operation in their home. Neither of her parents were particularly affectionate or emotionally bonded with her. They needed her to do her chores and stay out of the way. Her father descended into alcoholism and the family's life was slowly flensed away in a grinding slog of lost jobs, repossessed vehicles, evictions, and escalating disagreements. Jessie ran away when she was 16.

She met Mark five years later, when she was working at a fast-food restaurant. He was shy but magnetic and she fell for him hard. When he spoke of his faith, of the church he had recently started, the fervent light in his eyes burned away Jessie's own sense of self-worth. Here was a confident, capable man who would love her and take care of her and all she had to do was anything he said.

Jessie is addicted to Mark as surely as her father was addicted to whiskey. She has no life outside of their marriage and cannot conceive of living without him. The gradual corrosion of her mental health and willpower from Mark's unnatural practices as well as the resulting failure of her body to bring a pregnancy to term are just trials to be borne with the strength of God at her side. She and Mark will be together

on Earth all their lives and then forevermore with their lord in Heaven. When she thinks of that, the potent surety of it, she stands a little straighter in the bathroom mirror. She stares at but does not see the gaunt, sunken-eyed woman with thinning hair and the overeager smile she wears to show the world she is truly blessed.

Jessie Brand

Biblical chattel teetering on the edge, age 32

STR 9 CON 8 DEX 9 INT 10 POW 9 CHA 10

HP 9 WP 10 SAN 18 BREAKING POINT 8

SKILLS: Alertness 35%, Craft (Canning & Preserving) 40%, Craft (Cooking) 50%, Drive 40%, First Aid 40%.

ATTACKS: None.

Jerry Fredericks

Typical Deacon

Hell of a guy, Jerry Fredericks. He's a firefighter with Gary Fire Station 4, owns a beautiful home, has a backyard swollen with healthy crops, and grills steaks like a master chef. Strong, brave, compassionate, and devout, Fredericks has been a Deacon with the Sowers for three years and nothing is more important to him than that.

Sacrificing Azazel, though. That gets to him. Fredericks sees life and death in his job all the time, but cutting the throat of that beaming young man, again and again, has really taken its toll. For a while now Fredericks has been suffering from depersonalization disorder and he is adapted to violence. Some days he gets up and he's outside of himself, watching Jerry go through the motions, wondering why he bothers, wishing he could change something, unsure what to do. He calls those his Head Days. Other days he feels great, totally connected to his life, loving his work, serving God. Those are his Heart Days. He can't figure out why he keeps oscillating back and forth between them.

Every time Fredericks kills the angel, he loses more SAN. In a few months he'll have another breakdown and start having PTSD flashbacks to all those perfect throats opening beneath his knife. His Head

Days will become much more common. He'll lose his focus at work, he'll ignore his wife Cheryl, he'll just be a head floating outside his own body. Until finally he reaches 0 SAN, and then all of this will make perfect sense forever and ever amen.

Jerry Fredericks

On the slippery slope, age 34

STR 16 CON 15 DEX 12 INT 10 POW 11 CHA 9

HP 16 WP 11 SAN 30 BREAKING POINT 24

DISORDERS: Adapted to violence; Addiction (Metaphysical Innocence), Depersonalization Disorder.

SKILLS: Alertness 50%, Athletics 60%, Craft (Electrician) 40%, Craft (Farming 60%), Craft (Mechanic) 40%, Demolitions 50%, Drive 50%, First Aid 50%, Firearms 55%, Forensics 40%, Heavy Machinery 50%, Navigate 50%, Search 40%, Unarmed Combat 60%.

ATTACKS: .40 pistol 55%, damage 1D10.

AR-15 carbine 55%, damage 1D12, Armor

Piercing 3.

Unarmed Combat 60%, damage 1D4.

Tyler Codrington

Typical Sworn Member

Tyler Codrington grew up in Gary and has family all over town. While the Sowers are predominantly Caucasian, Codrington is African-American. He grew up around his grandfather's farm and was attracted by the church's emphasis on traditional values, hard work, and tending crops. He joined when he was an entry-level nursing assistant at Methodist Northlake Hospital, but with the blessings of the church upon him he has been steadily promoted. He recently completed his two-year certification as a licensed practical nurse, which was paid for by the hospital in recognition of his success at his job.

Codrington has thrived with the Sowers. He has shared his extensive practical knowledge of first aid and basic medicine with his fellow congregants, earning their respect and learning from them about plumbing and home improvements. He has put those skills into practice at the small house he and his wife

recently bought in Gary, an accomplishment that seemed a million miles away just a few years ago.

His enthusiasm for the church has caused conflict with his wife Angie, a strong-willed woman of faith who is not used to being treated like a second-class citizen. But she is adapting because she has seen what the church has meant to Tyler, who was still running around with his old neighborhood buddies when they got together but who has really straightened up and gotten his life in gear since he joined the Sowers. They have one child, Evelyn, born before Tyler joined the church, but have not been able to have another child in recent years despite several attempts.

Angie is increasingly comfortable with this new phase of their marriage. She finds herself sinking into compliance with Tyler's changing attitudes toward her, especially since she started having occasional panic attacks and emotional crashes, unprecedented in her life. Privately, she worries she might have a brain tumor or some other neurological issue, but mostly she is just grateful that Tyler is there to pick her up when she falls.

Tyler Codrington will be offered a Deacon position soon. He will refuse to kill Azazel and will promptly leave the church and relocate himself, Angie, and Evelyn to Chicago to accept a fantastic job offer he receives from a much larger hospital there. A few weeks later, at a gas station after work, Jerry Fredericks will murder him.

Tyler Codrington

Rising above, age 28

STR 14 CON 13 DEX 12 INT 13 POW 12 CHA 10
HP 14 WP 12 SAN 60 BREAKING POINT 38

SKILLS: Alertness 40%, Bureaucracy 40%, Craft (Farming) 55%, Drive 60%, Firearms 25%, First Aid 60%, HUMINT 40%, Medicine 40%, Persuade 40%, Pharmacy 40%, Science (Biology) 40%, Search 60%.

ATTACKS: 9mm pistol 25%, damage 1D10.

AR-15 carbine 25%, damage 1D12, Armor Piercing 3.

Unarmed 40%, damage 1D4.

IN THE FIELD: About Incel Aspirants

A series of Aspirants including Mitchell have moved to Gary after reading online accounts by fellow members of the Incel community. Members of this online community believe they do not receive their fair share of attention, affection, and intercourse from women. After a Christian Incel member joined the church and got married a year later, his example inspired others to join up. There is even some online debate among Incels about whether the church's teachings result in some religious analogue to Neuro-Linguistic Programming (NLP), a practice some believe effective at manipulating women into relationships with the user.

The number of Incel Aspirants is small, only six to date, two of whom have become Sworn. Mark Brand has not yet noticed this thread in his recruits but it is likely to expose him and his organization to unwanted attention in the future.

Mitchell Reimann

Typical Aspirant

Mitchell Reimann is much like Mark Brand was, except Reimann didn't even respect himself. He has no illusions about his superiority over others. For a long time, Reimann has been convinced that he was worthless, ugly, socially inept, slow to learn, and deservedly unloved by the women he coveted. He identified strongly with the online community of Incels ("involuntarily celibates") and amused himself with occasional trolling of women and their allies online. But unlike many of his online friends, Reimann was also a devout if tormented Christian. He prayed nightly for guidance, asking God why he was made this way, what he had ever done to be so unloved, uncherished, and even just unseen.

Another Incel he'd met online introduced him to the Sowers. Reimann began watching the livestreams of Mark Brand's Sunday services and studying the church's minimal online presence. He gradually felt as if Brand was speaking directly to him, as if his life had been pointing in this direction all along.

Reimann moved to Gary and started living in the Aspirant house at Mark Brand's property. His whole world changed. Soon he began to feel more confident, stronger, even just *lucky*. He even tried talking to women he met in town. And while he hasn't gotten a date yet, he no longer feels like he doesn't deserve one. In fact, he is now quite sure he's entitled to one, and another after that, and pretty soon a wife who will cook his food, keep his house, and pleasure him when told to do so. He feels this way because he's seen it happen, met Sworn members who were in that Aspirant house just a couple years ago and whose lives have changed dramatically since then.

Brand's church is just what Reimann needed. He's going to put his life on track and leave that loser mentality behind. This Brand guy, he's the real deal. He's been sent by God to save the world. Reimann is eager to prove himself. When Delta Green shows up, he's going to get that chance.

Mitchell Reimann

Involuntarily celibate, age 22

STR 11 CON 10 DEX 12 INT 15 POW 10 CHA 6

HP 11 WP 13 SAN 65 BREAKING POINT 52

SKILLS: Computer Science 55%, Craft (Farming) 18%,
Craft (Microelectronics) 45%, Science (Mathematics)
63%, SIGINT 68%.

ATTACKS: *Unarmed* 40%, damage 1D4-1.

Azazel

Scapegoat and Fallen Angel

Christianity and other organized human religions have no metaphysical validity in the mechanistic and uncaring universe of Delta Green. Azazel is of course one of the many masks of Nyarlathotep.

Throughout human history, Nyarlathotep has manifested in a wide variety of cultural and religious roles, from the Black Man of New England Satanism to the Red Throat of Kenya to Shukoran of Malaysia and countless more. Whether Nyarlathotep actually has a long history as Azazel, or whether he first manifested in this way to Mark Brand, is a mystery none can know.

Speculation on Nyarlathotep's motives and agendas can never come close to the truth. His known history demonstrates repeated efforts to diminish, corrupt, and mislead humans as well as manifesting to accept their adoration and sacrifice. He has inspired both geniuses and murderers and his acts are typically inscrutable but purposeful.

As Azazel, he serves as the incarnate proof of the Sowers' religious belief, an asset no other Christian denomination can offer. Christianity is rooted in faith, not in proof. Azazel demonstrates that proof can be vastly more powerful and influential at leading humans away from the lessons of their youth and towards forms of devotion abhorrent to mainstream society.

Does Azazel have a plan for the Sowers? Probably not in any way we would understand. It is unlikely that he is grooming them to assault the White House or take over the world. He seems content to nurture and support them through Mark Brand.

But why? One can only discern the agendas of a dim system through external observation. We know that Azazel offers license to sin, by providing repeated absolution through his sacrificial role as the biblical scapegoat. We know that he uses his powers to offer information which forces a crisis in would-be Deacons. But we cannot tell which of the two outcomes, sacrifice or surrender, Azazel actually prefers. Probably he is fine with either.

And we know the result: a Christian church of hundreds of devout followers, not so distinct as they might think from the followers of the Red Throat or the Black Man or Shukoran, and who mistakenly believe their every act furthers the will of Jesus in the world. Their leadership consists of men who will kill for their religion. Their power structure is a hierarchy that inherently encourages exploitation of low-ranking members. They treat nominally beloved women as lowly servants and drain their vitality, purpose, and mental health for the purposes of men. They practice a hypergeometric ritual that unwittingly kills their own unborn children. They are well organized, disciplined, and expanding.

The nature and existence of the Sowers are not accidents. Sooner or later, they will encounter obstacles so great they will have to evolve and act in ways they cannot yet even imagine.

Defeating Azazel and the Sowers

Azazel will not appear in person where the Agents can see him. Even if the end of the church is at hand and everything is falling apart, Azazel is not going to show up to help out. He only appears in private, and only in the presence of Mark Brand.

Should Mark Brand be killed, Azazel will cease appearing to the Sowers. No matter how they pray and plead, the fallen angel will never return to them. And the moment Mark dies, all Metaphysical Innocence is retroactively removed from Deacons living and dead. Every crime and offense committed by every Deacon is once again perceived normally and forevermore. Police suddenly investigate, reporters suddenly write articles. Over the following year more than two dozen district attorneys, police chiefs, sheriffs, and detectives lose their jobs in a series of scandals in which obvious crimes were ignored and neither investigated nor prosecuted due to their being committed by Deacons who gained Metaphysical Innocence.

However.

Whichever Delta Green Agent delivered the killing blow that ended the life of Mark Brand will soon have a visitor. Azazel will find them at the earliest moment when they can have a lengthy private conversation.

Azazel knows everything about them. He knows all their secrets. He knows all their crimes.

They can turn their backs, accepting Azazel's gift of whatever they want most—money, success, love, a devastatingly incriminating folder of documents on March Technologies—and the knowledge that they have granted dominion over their soul to Azazel, whatever that may mean. They now suffer frequent dreams of Azazel, costing 0/1D6 SAN per week due to the unnatural.

Or they can let Azazel wash it all away. All they have to do is cut his throat.

His innocent eyes gleam.

Azazel

Sacrifice of the Soft Throat, apparent age 23

STR 10 CON 12 DEX 13 INT 16 POW 18 CHA 18

HP 12 WP N/A SAN N/A BREAKING POINT N/A

THE CRAWLING CHAOS: Azazel's stats here are merely how he presents himself to observers and do not reflect his actual abilities. Nyarlathotep, the soul and herald of Azathoth, is effectively as immortal, omnipotent, and omniscient as it chooses to be, at least on any practical human scale.

Progression

The Sowers are not presently a substantial threat to the common good. They have committed murders and they will again, but their targets are few and consist of former members. They have no dramatic plans, just continued community building, service to Jesus, and founding more congregations where they think they are needed.

But they are capable of much more. At the highest levels, there is a core of ruthlessness and an addiction to absolutism that make a dangerous combination. Should Delta Green begin to investigate, the Sowers' greater potential may be realized.

Stage One: Dinner and Preparations

You should not really expect to use the Sowers until you have at least one Cracked Agent (see **CRACKED AGENTS** on page 9). Until that happens, the Sower's use of Metaphysical Innocence keeps Delta Green in the dark just like everyone else.

But when you do have a Cracked Agent, the Sowers are a great tool to create dramatic tension and even actual tension in your group of players. Their ability to conduct an investigation will be hamstrung by the fact that many or most of the team just don't believe there's anything to investigate. Playing out that dynamic should be both fun and frustrating, hopefully in a good way, and when finally a Deacon blows it and commits a misdeed without getting prompt cleansing from Azazel the Agents can fully engage and the release of tension will pay off.

Once you've got that Cracked Agent, you need an entry point. Here are three:

Entry Point: The Suicide

A Sworn member experiences the Three Temptations but fails the third. He flees town with a lucky lottery ticket and a great new job waiting for him in a city convenient to your campaign. But racked by guilt over trading his soul for prosperity, he commits suicide before the Sowers have a chance to track him down and kill him. He livestreams his suicide, ranting about Satan and fallen angels and showing the lottery ticket that he says will be worth a million dollars tomorrow. Then he blows his brains out and sure enough, the next day that number is picked in the lottery. The Internet notices.

The Sowers haven't dealt with a suicide before. With no crime to cleanse, they can't rely on Metaphysical Innocence to save them. All they can do is keep quiet and answer police questions. Which works fine, until Delta Green shows up.

Entry Point: The Shechita Sakin

A *sakin* is the knife used to slaughter animals for food according to the principles of *shechita*, the kosher dietary practice of Judaism. Sakin have square ends to ensure there is no tip which could disappear inside an animal being slaughtered, for it is forbidden for the back of the knife to be covered during the ritual.

When an ancient sakin believed to be a thousand years old appears in a touring exhibition of Jewish religious artifacts, Mark Brand wonders if using such a knife in the proper way might confer additional power over Azazel. He dispatches a Deacon to steal the knife in a smash-and-grab robbery that succeeds handily. The supernaturally lucky Deacon receives the benefit of a distracted security guard and surveillance footage that fails to show his face due to a defective camera.

The robbery immediately catches the attention of Delta Green, as that particular knife was once owned by Dr. Olaf Bitterich of the Karotechia, and was even registered on a draft manifest of personal effects recovered from the destruction of that organization in 2001. The knife disappeared the next day and was believed to have been stolen by agents of GRU SV-8, who joined Delta Green in executing the raid and then promptly made off with a number of important items

during the cleanup. Fifteen years later, a Russian antiquities dealer offered the knife for sale and it joined a private collection of religious artifacts now on tour across the country.

The Sowers do not rush to cleanse the Deacon, as the robbery was in a distant city and went off without a hitch, giving Delta Green a window of a week or so to investigate before the Deacon does perform the sacrifice.

Entry Point: The Sworn Agent

A much more unusual and intriguing way to introduce the Sowers into your campaign would be for a male Agent to actually join them for genuine personal reasons. In short, an Agent could naively make the Sowers a Bond.

(To read more about the relevant game mechanics, see **BONDS** on page 36 of the *Agent's Handbook*. If this is an existing Agent adding a new Bond, also see **ESTABLISH A NEW BOND** on page 78 of the same book.)

There are plenty of devout Christians in law enforcement and intelligence agencies. An Agent whose personal life and Bonds are fraying might be introduced to the Sowers by a colleague who swears they have helped him or her. From the outside, the Sowers look like just another fundamentalist Christian sect and they would welcome the Agent as an Aspirant.

Place a branch of the Sowers in a convenient location for the Agent's personal life where they can regularly attend services. A male Agent who has a fraying Bond with his wife could find her pushing him to join as a way to save their marriage with faith. Review the **ASPIRANTS** section on page 128 for more about what Aspirants have to go through, and then play those scenes out during Home scenes in your campaign. Note that the Agent should be married, or get married, in order to become a Sworn member of the Sowers—and see **PORTRAYING LOW-WP CHARACTERS** on page 125 for guidance on the effects suffered by their wife. Once the Agent begins using the Bound to Jesus ritual, keep the gameplay effects a secret and administer the Agent's resulting Luck bonuses yourself.

Alternatively, rather than a player's Agent going down this path, an NPC agent or Bond could do so

instead. Then when that agent reaches the Deacon initiation and meets Azazel, his reaction could kick off an investigation into the Sowers' mysteries. You could simply slot that agent into the Suicide entry point and proceed from there.

Invitation to Dinner

As soon as the Sowers realize they are under investigation, they work to identify just who is after them. Aspirants are assigned menial surveillance duties while Deacons research any identified investigators online. When it's clear this isn't just local law enforcement, Brand hires a private detective to dig up information on who these people are.

What he learns depends on who the Agents are and how they conduct themselves, as well as the preferences of the Handler. All that really matters for this stage is that as soon as Brand knows the identities (even cover identities) of at least a couple of Agents and how to contact them, he invites them over for dinner at his home. "Bring your colleagues," he says, since he isn't necessarily certain how many of them there are.

How the Agents respond is up to the players. If they refuse the invitation, Brand suggests they meet at a restaurant or other public location of the Agents' choosing, to allay any fears they may have that this is a trap. If they still refuse, Brand and two Deacons approach them in a restaurant at mealtime, soon after, and ask to join their table. They are very friendly and all three are radiating the charm of Metaphysical Innocence. If the Agents leave or turn them away, Brand makes no further attempts to dine with them.

If a meal does happen, Brand is open and transparent about the beliefs, activities, membership size, distribution of congregations, finances, and even the organizational structure of the Sowers. The only thing he does not disclose at all are the Three Temptations and the existence of Azazel, nor does he address any potential criminal activity. "I'm not comfortable discussing those kinds of allegations without an attorney present, but surely we have other things to talk about."

This meal, wherever it happens, is an opportunity to put Mark Brand at center stage. He is intelligent,

empathetic, and deeply religious. (Female Agents, however, find that Brand and the Deacons mostly ignore them and are uncomfortable around them. When they do address female Agents, they smile broadly and are patronizing as they mansplain their faith.) Brand is eager to learn more about the Agents and their investigation, but he also hopes to dissuade them from continuing by being as open as he can. The Agents, meanwhile, can use this meeting to learn as much as they're able.

Dinner at Home

Agents learn much more if they agree to have dinner at Brand's home. Brand gives them a cursory tour of his property and crops. Three Deacons attend the dinner with their wives. Jessie Brand is also present. All the wives stay in the kitchen until they bring the food out, at which point they join the Sowers in saying a blessing, eat their food quietly, and then clear the dishes and return to the kitchen to clean up. They do not engage in conversation except as minimally required. They always look at their husbands while answering a question. Any questions about the church itself are answered by Deacons or Brand, even if a wife was asked. The wives always defer to their husbands on such topics.

All of the wives seem emotionally and mentally frail. One Deacon's wife is visibly pregnant. If any polite comments or enquiries are made about her pregnancy, such as her due date or the gender of the child, the wife's eyes moisten and she forces a smile as her husband takes her hand and answers for her. Any questions about miscarriages or other pregnancies are dismissed by Brand as private matters not appropriate for the dinner table.

If the Agents dine at Brand's home, then that night while they sleep they receive visions of the Christian afterlife and may also see a vision of Azazel at a cost of 3 SAN. For details of this experience see **EFFECTS ON AGRICULTURE** on page 124.

Preparations

Whether the dinner happened or not, Brand begins preparations for a possible confrontation. All Deacons

are instructed to increase firearms practice and to purchase concealable Kevlar vests (armor rating 3; see page 59 of the *Agent's Handbook*). In each congregation, any Sworn members who already own firearms are invited to join their Deacons at the shooting range three times a week while the investigation continues. This allows the Deacons to assess the skill and enthusiasm these members have for defense of the faith.

In Gary, or at other congregations if the Agents investigate them, Aspirants are assigned to keep watch over church property. They typically sit in their car down the street in hopes of not obviously being affiliated with the church. If they see anything suspicious, they take photos of vehicles and personnel with their cell phones and immediately notify a Deacon.

Dacons and Sworn members begin buying lottery tickets from states across the Midwest. While none of them are lucky enough to win major prizes, thanks to their daily use of the Bound to Jesus ritual they begin regularly winning four-digit and even five-digit prizes. This money is donated to the church to fund the coming struggle.

Stage Two: Golgotha

Whether the dinner happened or not, if the investigation continues then the Sowers move to Stage Two. If the investigation seems to end, then the Sowers step back down to normal operations after a month.

The key to this stage is the Sowers encountering a Cracked Agent, at dinner or in some other encounter, who is immune to Metaphysical Innocence. This has never happened to the Sowers before and it provokes a response. Mark Brand concludes the Agent must be someone so corrupted that they have lost faith in innocence itself, a fall so terrible they must have a truly monstrous soul. He declares a need for Golgotha against the Agent.

On Guard

The day before the Sowers strike against the Agent, they step up their security in Gary and at any other congregations where Agents have been active. Armed Deacons in concealed Kevlar vests guard church property in rotation with trusted Sworn members.

In Gary, Aspirants are put to work constructing basic roadblocks behind each of the two vehicle gates at Brand's compound. Road construction-style water barrels are placed to block vehicle access and on-duty guards use dollies to wheel them out of the way when needed. Wireless security cameras and motion detectors are installed all around the perimeter of the property, although their network security is poor. Industrious Agents with technical skills can readily access their live feeds and even disable them. Barbed wire is installed atop the fencing. (If you prefer to give your Agents more of a challenge, you can decide that Aspirant Mitchell Reimann is technically savvy enough to harden the group's network security so only advanced expertise can crack it.)

The Ambush

A Deacon and three Aspirants are tasked with Golgotha. The Aspirants do menial jobs such as simple surveillance. They have no idea the Sowers are planning to murder their target.

The Deacon looks for an opportunity to find the Agent alone. He has no problem talking his way into getting a duplicate room key from the Agent's hotel, for example, or most anything else thanks to his aura of innocence and boosted CHA score. His goal is simply to ambush the Agent, shoot him or her dead, and then escape to the Sowers' compound to hide out until that evening when Azazel can manifest and the Deacon can be cleansed.

Whether the Agent lives or dies, the outcomes largely depend on what happens to the Deacon:

CAPTURED AND GUILTY. If the Deacon is captured and he can't get to Azazel, he clams up and reveals nothing. Assuming he is arrested and booked, his CHA immediately drops to normal. (If the Agents instead hold him prisoner in secret, his CHA only drops by 1.) His identity and affiliation will be easy to obtain and the Sowers progress to Stage Three.

FREE AND INNOCENT. If the Deacon reaches safety and is able to sacrifice Azazel that evening, any surviving non-Cracked Agents immediately lose interest in the assault on their colleague. ("It's a real shame about the random gun violence these days.") The

initial investigation may still be valid depending on its nature and progress.

If at this point there are no active Cracked Agents, the investigation into the Sowers likely comes to a swift conclusion and Mark Brand has won...until some future session when one of the Agents becomes Cracked. When that happens, the Agent will shortly have an insane insight that the Sowers assaulted their colleague and it's time to return to Gary for payback. Persuading the other non-Cracked Agents to come along should be fun to watch.

But should the Agent live or die? That's up to the Handler. Consider these options and decide what's best for your group:

PLAY IT AS IT LAYS. Set up the ambush, roll the dice, see what happens. If the Agent dies, you avoid blame and remain true to the uncaring, mechanistic universe of Delta Green.

GRANT A DRAMATIC DEATH. The targeted Agent is already Cracked. Maybe this is a good way for them to go out. They might have time to leave a blood-soaked clue, assuming anyone is literally crazy enough to care about following up on it. And if the Agent is the only one Cracked, this could trigger the "Free and Innocent" outcome, which pays off with an extended subplot of dramatic tension between player knowledge and character knowledge.

IT'S THE BIG BREAK. Wound the Agent, take the Deacon alive, and trigger the "Captured and Guilty" outcome. If your players aren't making much progress against the Sowers or you just want to throw them a lifeline, this option opens the door wide for deeper engagement while still delivering on the surprise action.

Stage Three: The Courts and the Media

If the investigation still continues, Brand hires a prominent Chicago law firm with extensive experience in criminal defense and civil lawsuits against the federal government. The law firm in turn hires a PR agency to start generating media awareness, which Brand agrees to despite his reservations. They specifically target politically and religiously conservative media, particularly online outlets and cable television, with the story of an innocent Christian church persecuted by armed

agents of the government. The ambush is presented as unrelated to the church and likely the actions of MS-13 gang members who are the offspring of illegal immigrants. Any Sowers who were killed or captured in the ambush are portrayed as secret meth addicts who were aiding MS-13. Deacons plant evidence in their homes or vehicles to complete the frame.

Mark Brand is soon interviewed on national cable news, although rather reluctantly. Despite his modesty and his reticence, his charismatic performance is persuasive and inspiring. He discusses his church, emphasizes their focus on farming and community building, and denies any involvement in criminal activity. Reporters visit the compound in Gary as well as the homes of charismatic Deacons and loyal Sworn members, shooting footage of their prosperous crops, shiny pickup trucks, and smiling, silent wives. (“Meet the evangelicals who don’t evangelize, tonight at six.”) Their story, carefully rehearsed with the PR agency, is one of persecution by the tyranny of liberal elites among the deep state of the federal government.

In the midst of this media coverage, Mark Brand wins the Hoosier Lotto with a prize of \$7 million. He and Jessie appear on cable television, tears streaming down their faces, as he praises God for coming through in this hour of great need. Brand turns down multiple offers to start a religious television program, insisting that his focus is on building communities and not fame and temporal power. But links to his weekly streaming sermon used by the other congregations are passed around online and soon his audience reaches the tens of thousands. Membership in the congregations soars and citizens of other communities begin lobbying the Sowers to open branches in their towns as well.

The law firm files a federal civil suit for malicious harassment against any agencies and departments whom the Sowers have identified with the Agents, including the Department of Justice. Any known Agents are publicly named in the lawsuit and in the media, along with cell phone surveillance photos taken by Aspirants showing the Agents conducting their investigation.

If the Agents have not succeeded in dealing with the Sowers by this point, the roadblocks they face are enormous. Their superiors in Delta Green and in their day jobs are likely to pull them out of the field due to exposure, and the grinding gears of the Sowers’ lawsuit will continue to ensnare them for months or even years to come.

Only very successful and clear evidence of criminal activity, and the rupturing of Metaphysical Innocence by killing or incarcerating guilty Deacons before they can be cleansed, can successfully bring down the Sowers in Stage Three. Even then, a rising tide of Sowers Truthers deny all such evidence and point to any public outcomes as examples of the deep state run amok.

Should Mark Brand and the Sowers successfully escape Delta Green’s investigation, the church’s membership in the next six months increases tenfold and the number of congregations triples.

Connections

The Sowers could have the following connections to other groups.

New Life Fertility

Should the Sowers escalate to stage three, and Mark Brand wins the lottery, a New Life fertility consultant gets an introduction to Mark via his attorneys, who have personal relationships with attorneys at New Life’s firm DRJ. They discuss the Sowers’ issues with pregnancies. New Life is ready to help such a high-profile and newly influential religious movement.

With New Life’s assistance, the Sowers soon begin having successful pregnancies. News media begin covering the Sowers’ “baby boom,” in which dozens of members all get pregnant and have healthy babies within a year of Brand winning the lottery. New Life’s role in this transformation is kept a closely guarded secret by all involved.

If the Agents in your campaign bounced off the Sowers due to Metaphysical Innocence, and then a year or more goes by, the Sowers and New Life are more tightly enmeshed. Brand is now represented by

DRJ and has personally visited New Life’s yacht with his wife Jessie, resulting in their own baby boy. With even more time, the two groups could become even more enmeshed—and when a New Life senior leader becomes a Deacon and experiences metaphysical innocence for the first time, both groups become vastly more dangerous.

In short, this is one merger that should be stopped in its tracks as early as possible.

The Witness Alliance

The Sowers would not be considered a hate group by the Witness Alliance, but they would turn up in the New Religious Movements Index research project led by Dr. Hawthorne. Hawthorne is well and truly

Cracked and he has no problem seeing through the Sowers’ metaphysical innocence. He has no direct knowledge of crimes they have committed, but he could learn of one and then turn to the Agents for assistance when no one else believes his claims of their complicity.

If Hawthorne does point the Agents at the Sowers, he also notes that some of Brand’s sermons are skeptical of other faiths. That’s not enough for the Witness Alliance to officially get involved, but it’s enough for their researcher Sheryl Krieger to get involved, learn of Delta Green’s investigation, and then connect them with volunteer Telford Giverny (see page 69) who you can decide lives in Gary.



// The Prana Sodality //

“Holmstead begins buying sacks of quicklime to scatter over the growing mound of the dead.”



The Prana Sodality

Antagonist

SINCE THE LATE 1960S, THE PRANA SODALITY HAVE been a stable and low-profile alternative-medicine group dedicated to polarity therapy, a form of energy medicine pioneered by Dr. Randolph Stone in the 1940s. In the decades since its founding, the Sodality have trained hundreds of practitioners in the fundamentals of energy work—alternative medicine based on channeling “healing energy” into patients—and welcomed thousands of visitors in search of wellness. Headquartered deep in the Visser Mountains of central Washington State, the group can only be reached by a three-hour boat ride from the town of Stanton, along the considerable length of scenic Lake Janssen. The Sodality’s headquarters was a Catholic monastery for several decades, and before that a copper mine and smelting operation.

At the southeast end of the lake lies the small town of Stanton on the banks of the Columbia River. Stanton is well known today as the home of Stanton Works, the world’s first full-scale plutonium production reactor, which was founded in secret in 1943 to provide plutonium for the Manhattan Project.

Stanton was also the home of Stanton Army Air Depot during WWII which then, as Stanton Air Force Base, grew into a defensive outpost to protect both the reactor and regional strategic assets such as Grand Coulee Dam during the Cold War. The base’s airfield was used extensively by Boeing for test flights of bombers and other military aircraft projects out of Seattle, as well as for a dedicated R&D facility who did work for Majestic-12. It included an extensive network of Titan I ICBM silos which were in operation from 1960 to 1965. The base closed in 1966 and was converted to a commercial airport. Stanton Works became the Columbia National Laboratory in 1975, which continues operations to this day under the Department of Energy.

The geography and ecology of the Stanton area have therefore been reshaped and redefined by commercial, government, scientific, religious, and military

The Prana Sodality

HEADQUARTERS: Stanton, Washington.

STAFF: 65.

BUDGET: \$5.4 million.

entities for more than a hundred years. They have blown holes in the mountains, distributed arsenic-laden smoke across the region, dumped thousands of tons of toxic ore and sludge in the lake, and released radioactive material into the river and the soil both accidentally and, at times, on purpose.

Stanton is sick. A century of poorly handled toxic waste, starting with the copper mine and smelter and continuing to the Stanton Works’ multiple reactors, Boeing’s highly experimental and Majestic-affiliated R&D facility, and the ongoing work of Columbia National Laboratory, have resulted in massive contamination of the soil, the river, the lake, and the mountains. An enormous Superfund project based at the old reactor is expected to continue its work for the next century. Remediation efforts to clean up Lake Janssen, whose sediment is overloaded with arsenic from the old smelter, have never successfully been funded by the state legislature.

Autoimmune disorders are common among the longtime residents. Cancer is frequent. Babies are born with soft bones or their organs outside their bodies. Since the early 1970s, recurring waves of environmental scandals, investigative journalism, scientific study, protests, activism, and class-action lawsuits have come and gone and come again, and none of it has mattered. Nothing has changed. The people still get sick. Every entity in the area points fingers at everyone else. The science is inconclusive because there are so many potential sources of illness. The lawsuits falter and collapse, ringed by a circular firing squad of career bureaucrats

protecting their respective fiefdoms. Stanton is a town without hope.

For underneath all of this, and for thousands of years before settlers ever came to this area, something else was here first. An energy vortex, coalescing deep in the ground. One that brought its own vectors of sickness, corruption, and decay. And beneath it all writhes a vast reptilian intelligence of resolute pragmatism, even pessimism, incapable of anything resembling ordinary human self-delusion. They are the Lloigor, and it is their resonance that has drawn exploiters and users and polluters to Stanton all these years. It is their mindset that has infected the leaders of the institutions to look upon suffering without pity. The profound sicknesses they induce have been the uncontrolled variable in all the scientific research and medical diagnoses over the decades, obscuring the root causes of all the illness in the area.

The human cost of the Lloigor's malignant influence has been both extraordinary and never fully documented. The institutions that oversaw each eruption of madness and violence buried the truth for their own reasons. The Stanton Industrial Workers of the World Massacre of 1917 saw two dozen striking copper-mine workers murdered and buried in a mass grave by the owners of the facility, who controlled the lone lake ferry and ran what meagre law enforcement existed in the area. The monastery of the Brothers of the Humiliati descended into madness, sexual abuse, and finally murder before it was dissolved by the Archbishop of Spokane and the perpetrators transferred to other institutions in a diaspora of unchecked evil. On multiple occasions, soldiers at Stanton AFB's Titan I ICBM silos attempted to launch nuclear missiles and had to be forcibly subdued or even killed, a record so shockingly egregious and inexplicable that most of the incidents remained classified for decades.

Against this backdrop of pain, sickness, degradation, and suffering, the Prana Sodality has finally found the answer. Their decades of study in energy medicine have led them to construct an enormous resonator and energy collector within a former ICBM silo that was used for electromagnetic research for many years by Columbia National Laboratory. For eight years, they have brought

a growing number of residents to experience their Polarity Vortex in the silo. And over time, these people get healthy. Their tumors wither. Their cancers recede. Their immune systems recover. Almost 800 residents have received this treatment and most are healthy.

At least, their bodies are.

Because the Prana Sodality have, entirely innocently, constructed a system for collecting, amplifying, and focusing the power of the Lloigor. Bathed in the Lloigor's energies, and perhaps even their attention, the Sodality can purify the bodies of the sick. But the minds—those get worse. The course of treatment inevitably results in severe antisocial personality disorders as the Lloigor mindset takes hold. The leadership of the Sodality are now ruthless sociopaths, determined to enforce their beliefs on everyone they can and willing, even eager, to use violence on those who oppose them.

The hundreds of citizens they have treated are no different. They are also now sociopaths, no longer capable of emotional connection with family, friends, or indeed anyone at all. Crime has skyrocketed. Assaults and murders are frequent. Methamphetamine abuse has soared. Violence and exploitation of spouses, children, and the elderly have outpaced the authorities' ability to enforce the law and conduct the due processes of the social safety net. The town is transforming into a might-makes-right enclave of selfishness and cruelty.

As for those who have refused the Sodality's offers of healing, they are sicker than ever. The newly robust health of those treated comes at the cost of those still afflicted, whose cancers metastasize at unprecedented rates, whose white blood cell counts plummet, and whose bodies sprout grotesque tumors and corruption. To the newly transformed Prana Sodality, this is only natural: the strong prevail and the weak wither and die.

Underneath it all, the alien intelligences of the Lloigor turn and twist in their existential gyre. They are not a force that can be defeated. Not a single person in the area even knows their name.

Stanton cannot be saved. The lake cannot be cleansed. The soil cannot be healed. The insane

THREAT MATRIX:

THE SHIMMERS

RED CARD

Stanton is haunted. Its history of violence has resulted in a large number of potentially emotional deaths. When some of these people die, their distress leaves deformations in the Lloigor energy vortex like scratches on a vinyl record. As the vortex writhes, those deformations occasionally drift back to their point of origin. When they intersect, a visible manifestation appears: a shimmering, indistinct humanoid form. When such a form appears, it may reenact the trauma of its death or it may just drift slowly through the scene of its demise.

PERCEIVING SHIMMERS

Only Cracked Agents can perceive a shimmer. (See CRACKED AGENTS on page 9.) Even for those who can see them, shimmers may be hard to spot. The visual distortion is subtle, like gasoline fumes, and it's easy to overlook. But the lower your Sanity, the more clearly the shimmer appears. Shimmers seem drawn to those who can see them, particularly those with unusually low Sanity.

Shimmers cannot be touched or attacked. They have no consciousness and do not respond to human actions. Seeing a shimmer costs 1/1D6 SAN, although the Handler may choose to increase this for low-Sanity Agents who see a shimmer as a much fuller manifestation.

For those who cannot see a shimmer, they nonetheless feel the deformation in the Lloigor energy field. It manifests as fear and even repulsion, beginning with goosebumps and tingles. Continued proximity may lead to a sensation of cold, as if the warmth is draining out of your body, although thermometers will not register any drop. Anxiety and a vague disgust soon follow.

USING SHIMMERS

Shimmers are a dramatic device for the Handler and they can behave however you need. They can be lurking sentinels watching the Agents, they can dramatically reenact their deaths over and over, they can float through a room and then disappear—any ghostly behavior you find useful is appropriate for them. Use them to draw attention to a location, to create tension, or just to make the Agents think their low-Sanity colleague is having a mental breakdown because nobody else can see the shimmer.

Shimmers cannot be photographed or recorded in any way because they are a mental hallucination of the viewer. They are caused by the traumatic deformation in the Lloigor energy field acting on the human brain, which then triggers the hallucination. They cannot be shown or reproduced through any conventional image media. No cell phone or camera or Geiger counter or any other technological equipment detects anything unusual.

DESTROYING A SHIMMER

Shimmers are not true entities and do not represent a threat to anything other than mental stability. Some Agents may seek to defeat them, however, and it is possible to heal a particular deformation in the Lloigor energy field through the use of hypergeometry. A Lloigor-focused version of the ritual known as The Closing of the Breach will accomplish this, although the Agent will need to study an information source on the Lloigor to do so. The Powder of Ibn-Ghazi fully reveals a shimmer to anyone nearby, but it remains a silvery humanoid form and does not resemble a normal human.

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cannot be cured. The innocent cannot be spared. This is the land where hope goes to die.

Welcome, Agents. Welcome to Stanton.

History of Stanton

The Lloigor have been in the Stanton area for millennia. Perhaps they were always here and the planet formed around them, the grit that grows the pearl. Perhaps they were never here until suddenly they were, and once they were then they always were, their existence a wave of force that pushed backwards through time as well as space to place them here retroactively. Perhaps this entire chapter was an in-depth look at the Deep Ones until the Lloigor arrived and rewrote reality. No one knows.

Before smallpox came to this area in the 1770s, the Sinkakaius people lived here. They avoided Lake Janssen even though they routinely fished the nearby Columbia River. To them, the lake was no good and they described the water as bitter, but not because of taste. A breakaway group of the tribe rejected this belief and settled on a large island in the lake, but they became fractious and mistrustful and eventually were wiped out by a combination of feuds and sickness. The island today is mistakenly known as Massacre Island because of the bones and artifacts found there by curious settlers.

While the Prana Sodality are the focus of this chapter, they are merely the latest manifestation of an ancient evil. The entire Stanton area suffers from physical and mental illnesses that have damaged both genetics and morality for generations. To tell the story of the Prana Sodality, we must first tell the history of Stanton itself. And that history is interwoven with violence, haunted by ghosts, and wrecked by both environmental pollution and the toxic effects of the Lloigor.

The Mine

Geologist and prospector Ivar Janssen explored the area around 1890. He determined that the Visser Mountains on the west side of the Columbia River held a significant copper deposit. In 1895, having

raised money from a group of San Francisco investors, he opened his first mine. Five years later, Janssen died in a suspicious boating accident in his namesake lake. His investment partner Esben Reenberg took control and became the majority owner and sole operator of the mine and the adjacent smelter.

The company provided lodging and food for all the employees, but the living conditions were filthy and the food poor. Fees for room and board were taken from their paychecks. The company charged workers to ride the ferry to visit Stanton, the only source of alcohol and recreation in the area.

When the copper market collapsed in 1933, the company closed and Reenberg was murdered by his mistress, who fled the state with his fortune. She was never apprehended.

Violence at the Mine

Starting in 1916, workers at the Reenberg Copper Works organized under the IWW, the Industrial Workers of the World, to protest poor living conditions at the mine. Reenberg made some initial concessions to quality of life issues while gradually learning who the organizers were and recruiting more guards from Seattle as potential strikebreakers. In the spring of 1917, on the evening the workers announced a strike, Reenberg had eight workers seized by guards, beaten, and shackled in a storeroom, planning to send them out on the ferry in the morning. During the night, striking workers rioted to break the men out.

Reenberg ordered his guards to stop the riot. In the ensuing fight, two guards were taken captive by the workers and badly beaten in retaliation. The leader of the guards gave the order to break out the shotguns, and half an hour later at least 10 workers were dead and another dozen seriously injured. The riot dispersed and the remaining men were marched at gunpoint to their bunks.

During the night, guards gathered the dead and injured into a wagon and took them to a half-collapsed mine shaft unused for many years. Dead and alive, the bloodied workers were dumped into the shaft and the entrance sealed with dynamite. In the morning, Reenberg informed the remaining workers

Health and Pollution in the Stanton Area

Many lifelong Stanton residents experience a variety of medical problems. In particular, multi-generational families here whose parents or grandparents were exposed to radiation leaks, toxic waste in the soil or groundwater, or direct exposure to the copious arsenic released by the old copper works exhibit the worst illnesses from childhood on. But even newer arrivals exhibit unusual rates of skin cancers, benign and malignant tumors, and other maladies.

There are multiple potential causes for these issues, not the least of which are the Lloigor. Below are summaries of several such medical problems, their possible causes, and resulting symptoms. As the Agents meet and interview various Stanton residents, work these issues into the conversation. Many people they meet either suffer from one of these or have a family member or friend who does. The Agents should gradually form the impression of widespread medical problems in the Stanton area.

Arsenic Poisoning

Reenberg Copper Works released enormous amounts of arsenic in the form of waste dumped into Lake Janssen as well as airborne arsenic distributed from chimneys at the smelter. The airborne arsenic was primarily deposited onto the Visser Mountains but winds frequently blew it across the lake to drop it on the Stanton area.

MEDICAL RESULTS:

- Cancers of the skin, kidney, bladder, lung, prostate, and liver
- Heart disease
- Type II diabetes

Radiation Poisoning

Liquid radioactive waste was dumped into the Columbia River on many occasions, both accidentally and deliberately, across decades. During that time Stanton's municipal water supply was taken from the river downstream of Stanton Works.

The result is that Stanton's entire water system was permanently irradiated over the course of several decades and remains so to this day. While the water supply station was shuttered and a new one built upstream in 1990 as part of the CNL Superfund cleanup, the rest of the water system from the big water mains to the individual pipes beneath kitchen sinks all over Stanton is still measurably irradiated. The radiation in the municipal water supply is considered to be at safe levels, but there has been conflicting guidance as to the risks of long-term exposure and accumulation in the body. Everyone in Stanton drinks bottled water. Rain barrels are extremely common.

The scope of this problem is so huge that nothing has ever been done about it. A proper remedy would require tearing up the entire water system, including all the plumbing in every house, apartment, and business in all of Stanton. Alternatively, the entire town could be condemned and perhaps rebuilt further up the river. Various plans have been floated, discussed in the state legislature, drafted by federal scientists, and pounded on desks for the benefit of TV cameras on the floor of Congress—and still the residents of Stanton drink, bathe, and live with irradiated water every day.

In addition to poisoning the Columbia River and the Stanton water supply, Stanton Works also released substantial amounts of airborne radioactive material in its early years before the effects on human health were understood. Solid and semisolid radioactive waste was stored in tanks at Stanton Works which leaked into the soil where it leached into groundwater. While all of this happened in the former East



Stanton on the east side of the river, plenty of radioactive isotopes found their way into Stanton proper from 1943 until the mid-1970s. Today the irradiated groundwater is slowly creeping towards the Columbia River while billion-dollar remediation contracts are argued over by federal bureaucrats.

MEDICAL RESULTS:

- Cancers of the thyroid, lung, skin, breast, and stomach
- Leukemia (bone marrow cancer)
- For children, growth defects including smaller head or brain size; poorly formed eyes; slow growth; and severe learning difficulties

PCB Poisoning

Stanton Works, Stanton Air Force Base, and the Boeing facilities at Stanton Municipal Airport all made use of polychlorinated biphenyls (PCBs) in various manufacturing and research endeavors from the 1940s until they were banned in 1977. Vast amounts of PCBs were dumped into the Columbia River, where they were then picked up downstream by the Stanton municipal water supply station and entered household water taps across Stanton.

MEDICAL RESULTS:

- Cancers of the skin, liver, gall bladder, biliary tract, gastrointestinal tract, and brain
- For children, growth defects including retarded growth, delayed puberty, genital malformations, and delayed or diminished mental development, as well as generally lowered immune systems

Lloigor Energy Vortex Exposure

The Lloigor who inhabit the Stanton area generate—or perhaps simply *are*—a vast and actively moving energy vortex that slowly gyrates. Much of this field exists underground, but its extremities drift slowly through the homes and businesses of Stanton all the time. Exposure to this vortex has unpredictable consequences on living things. While exposure is generally worse over time, even new arrivals can be susceptible to its effects.

MEDICAL RESULTS:

- See **LLOIGOR** on pages 211–216 of the *Handler's Guide* for extensive details of the Lloigor and the effects they have on human health. A brief summary follows.
- Apathy, gloom, depression, suicidal thoughts, nihilism
- Temporal doldrums
- Cancers of all kinds, but typically manifesting as small protruding growths resembling small tentacles
- Any of the other medical results listed in this section



that the others had been taken to Stanton by ferry, where the survivors would be sent to prison. The ferry was indeed gone and did not return for two weeks, trapping the remaining workers at the mining camp. When it did return, it brought two dozen new workers who had already been screened for IWW affiliation.

Six of the formerly striking workers promptly paid for their tickets and boarded the ferry, intending to flee the area for good and tell the world what had happened. During the lengthy ferry ride all six workers were murdered, weighted with stones, bound in canvas, and thrown overboard into the deeps of the lake. Their personal possessions were returned to the camp and wordlessly thrown into a bonfire by Reenberg himself while the remaining workers watched.

No further labor unrest occurred at Reenberg Copper Works and no law enforcement or journalistic investigation followed. While references to the event appear in histories of the IWW, little is known about what actually happened that night on the northwest shore of Lake Janssen. It is commonly believed that a handful of strikers and guards died in a riot and that the IWW organizers were shipped off to the authorities. Esben Reenberg's lies have persisted as history ever since.

Shimmers at the Mine

Shimmers can be found at the entrance to the collapsed mine shaft where both dead and wounded workers were entombed. They tend to drift in and out of the dirt and rock sealing the shaft, calling attention to it. Should Agents decide to open the shaft—which is no small task, requiring heavy equipment and/or demolitions—they encounter numerous shimmers hovering over the withered corpses of the miners inside.

Stanton and East Stanton

The early years of the mine's operation resulted in a small town developing between the lake and the Columbia River. Citizens there primarily provided services to the mine company, but were also involved in trade and recreational activities on the Columbia River and in the growing agricultural areas along the river's east bank. A railroad line along the west side of

the Columbia was operational by 1905. By the mid-1920s this town had spread across the river, becoming East Stanton.

The mine's closure in 1933 severely weakened the town. The population dwindled through the 1930s, only recovering when WWII brought federal investments to the area. In 1943, East Stanton was condemned by the War Department and the entire town's land was seized for wartime purposes. Agriculture on the east bank of the river was suspended. To this day, no one lives in that area.

Stanton today is a bustling town of 150,000 people. The largest employers are the Columbia National Laboratory, the Stanton Airport Authority (and its collective tenants), and the Stanton Superfund Cleanup Project, all on the east bank of the river and each employing more than 10,000 people. Its other major industry is tourism, with abundant winter sports in the Visser Mountains and summer recreational activities including hiking and camping—although fishing in Lake Janssen is forbidden due to high levels of arsenic in the water from the old Reenberg copper smelter.

Violence in the Stanton Area

Stanton was always known as a hard town. When the mine was still in operation, miners would take the ferry to town every weekend to carouse through the bars and whorehouses, inevitably leading to multiple fights, assaults, and occasional killings. The beginning of Prohibition had zero impact on Stanton, which knew exactly where its bread was buttered. The town paid only the lightest of lip service to the law of the land up until the mine closed in 1933.

The most notorious incident of the early years came in the spring of 1925, when a sensitive young miner, Harry Boniface, entered the Gilbert Saloon armed with two revolvers and shot eight people dead. He had been tormented for weeks by strange dreams, growing increasingly hollow-eyed and deranged and ranting about sunken islands and drowned gods, but no one expected him to erupt into violence. When he ran out of bullets, he smashed a whiskey bottle on the bar and drove it into his eyes. Boniface was arrested and eventually sent to Washington State Penitentiary



Prana Sodality

Visser Mountains

Lake Janssen

Hwy 204

Stanton

Stanton Airfield

Hwy 45

Columbia River

25 km

N

in Walla Walla, where he lived quietly until his death in 1983.

Recurring spasms of violence have been too numerous to detail, but here are the most notable:

- » **1935:** Jesse Falcone poisons her unemployed husband and four children. She tucks their bodies into their beds and then poisons herself.
- » **1943:** Dun Wan, a much-bullied construction worker at the Stanton Engineering Works project, runs an electrical cable to a large puddle on a drizzly day and fatally electrocutes six co-workers before he is seized and beaten to death.
- » **1951:** Local troublemakers Silas and Jacob Renfrew rob the Wells Fargo bank in downtown Stanton. When Silas is shot dead by an armed customer, Jacob locks the doors, murders all nine customers and employees, and commits suicide.
- » **1963:** Lt. Mark Partridge of the Stanton Air Force Base Titan I Missile Site murders three other soldiers and barricades himself in the missile control dome for 45 minutes. When the door is breached, he kills two MPs before dying of gunshot wounds. Details of the incident are classified until 1993.
- » **1974–1976:** Terminally ill real estate agent Jerry Kowalski commits a series of nine kidnappings, rapes, and murders in a derelict farmhouse on the eastern side of the river. His crimes are only discovered when he makes a deathbed confession in the hospital to a Catholic priest.
- » **1984:** Postal carrier Erin Boudreau shoots her supervisor in his office and kills four more coworkers before she is subdued and arrested.
- » **1995:** Sam Arriola drives his pickup truck into a crowd at the Stanton Veterans Day Parade, killing seven people. He is arrested and sentenced to life in prison.
- » **2000:** Fifteen research scientists and technicians from Columbia National Laboratory, on a team morale event on the shores of Lake Janssen, drowned when their chartered tour bus ran off the road and plunged into the lake. Neither the bus nor the bodies were recovered due to the extraordinary depths. (All of this, however, is a lie.

See the section on Columbia National Laboratory for the true story.)

- » **2009:** Jacob Hofstetter enters a wedding celebration at the India House restaurant and kills four attendees, complaining that they are terrorists. He is subdued and prosecuted for federal hate crimes.

Shimmers in the Stanton Area

Shimmers can be encountered at any of the sites where extreme violence has occurred, although never at the site of the alleged tour bus accident by the lake.

The Monastery

The Brothers of the Humiliati were a Catholic order founded in the 1100s and shut down by papal order in 1571. In 1939, the Catholic Diocese of Spokane purchased the former Reenberg Copper Works and rebuilt it into a monastery for quiet study and contemplation. They decided to revive the Humiliati name for the project and by 1942 the monastery opened with six brothers. Citizens of Stanton and East Stanton initially had some hope the monastery project would bolster the twin towns. But besides some initial construction and renovation work, there was no economic impact other than the restoration of the dormant lake ferry.

The monastery's remote location soon made it an attractive location to send priests in need of therapy. The diocese installed a counselor and began sending priests struggling with alcoholism, homosexuality, and sexual attraction to youths to the monastery for treatment and contemplation. Even priests from other dioceses ended up here, often for three to six months. They were then rotated back into service in new parishes. The diocese saw the program as a success and credited the natural environment and proximity to nature as a positive influence.

Violence at the Monastery

In 1950, the Bishop of Spokane visited the monastery and saw further potential in its beautiful location on the shores of Lake Janssen. He directed the establishment of the St. Bernard Youth Retreat as an annual summer program for Catholic teenage boys.

Over the next two decades, more than 40 youths were sexually abused by both the resident monks and the visiting priests residing in the facility, often acting in concert. Some priests who had previously received counseling would petition to return for further treatment, and always during the summer program, so they could once again find victims to abuse. The clearing around the old mine entrance that was collapsed during the IWW riot became a preferred place for abuse to occur, owing to its distance from the main facility and the pleasant walking trail that led to it.

During the summer program of 1971, a monk and two priests in counseling lured a 10-year-old boy named Jerry Fielding to the clearing. When the boy struggled and began screaming for help, the monk panicked and strangled him to death. The trio hung the boy from a tree elsewhere on the grounds and claimed it was suicide.

No autopsy was performed and the truth was not revealed. But the diocese's investigation led to the end of the summer program and the closure of the entire facility the following year. The Diocese of Spokane eventually sought bankruptcy protection in 2004 due to the numerous lawsuits resulting from decades of child abuse at multiple facilities across the region, including the St. Bernard Youth Retreat.

In 1973, the Prana Sodality purchased the facility without knowledge of its secret history.

Shimmers at the Monastery

A shimmer can be encountered at the site where Jerry Fielding was hung. The monk who murdered him was mistaken—the boy was unconscious but had not died, and instead slowly asphyxiated after he was hung from a tree. This shimmer, smaller than others, floats above the ground beneath a sturdy branch.

SAAD and SEW

In the aftermath of the 1941 attack on Pearl Harbor, a wave of military-industrial expansion coincided with substantial patriotic sentiment. When word spread that the U.S. Army was seeking to build an air base somewhere on the west coast, the Stanton area's citizens banded together to offer free land to the War

Department for construction of a base on the east side of the Columbia River. The Army agreed and construction of Stanton Army Air Depot began within months, powered by cheap hydroelectric power from nearby Grand Coulee Dam. The huge construction project saved the Stanton area from the economic hardship of the Great Depression. A flood of workers moved in, energizing both Stanton and East Stanton.

The War Department soon developed other ideas for the facility. In the spring of 1943, the entire town of East Stanton was condemned by the federal government and all residents were given 30 days to pack up and leave. While there was a modest uproar, the exigencies of wartime America meant no serious opposition formed. Construction of the Army Air Depot continued as planned, but an entirely new project broke ground nearby: the Stanton Engineering Works (SEW), a nuclear research and production facility. By the end of WWII, SEW was home to three nuclear reactors generating significant fissionable material for the Manhattan Project.

The Stanton Army Air Depot opened in the early summer of 1943. Boeing's military aircraft factory in Seattle immediately began using SAAD for shakedown flights of newly built planes, traveling from Seattle to Stanton and back again. SAAD also gained a permanent defensive force charged with protecting both the SEW and Grand Coulee Dam from possible Japanese attacks, and it served as a training facility for the hordes of new pilots joining the U.S. Army. While the displacement of East Stanton remained a bitter pill for residents, Stanton itself grew explosively as both SAAD and SEW required tens of thousands of civilians for construction and ongoing support.

In 1947, SAAD changed hands with the establishment of the U.S. Air Force as its own service. It became Stanton Air Force Base (SAFB). Stanton Engineering Works became known as Stanton Works, and management was handed to General Electric after the war. Boeing continued to use SAFB for test flights of new airplane designs being built in Seattle, including the B-29 Superfortress.

In 1960, a network of Titan I ICBM silos were constructed in the land around these facilities. They

were decommissioned just five years later in favor of submarine-based missile solutions. Stanton AFB ceased operations in 1966 and became Stanton Municipal Airport, but the facility retained a sizable military-industrial presence, with offices and research buildings operated by Boeing and other contractors.

Stanton Works continued its large-scale nuclear production until 1978, when it was reorganized as the Columbia National Laboratory under the newly formed Department of Energy. The CNL gradually shut down all but one reactor and launched a variety of military research projects.

Violence at SAAD and SEW

Violence within the two facilities has been infrequent and usually not fatal. Instead, most of that violence is outsourced to Stanton itself. The 1940s brought tens of thousands of construction workers, soldiers, pilots, ground crew, and support staff to the area. Just as in the days of Reenberg Copper Works, they went to Stanton to have fun and make trouble. Stanton renewed its reputation as a hard-drinking, hard-partying town full of single young men.

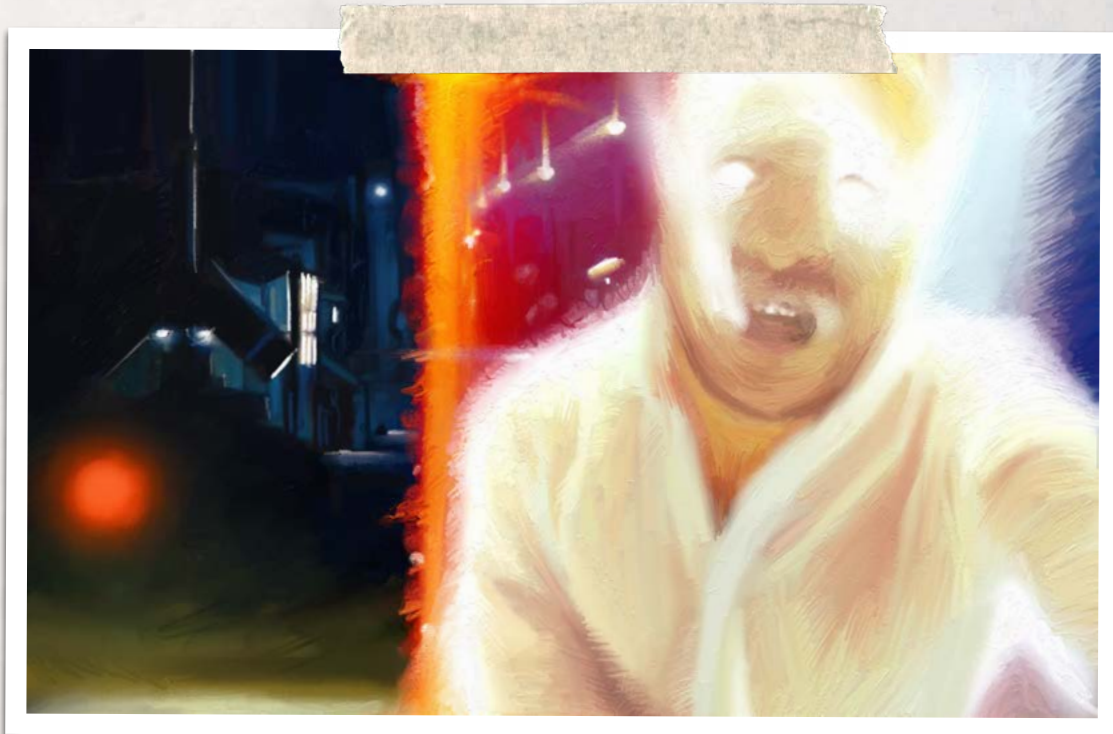
Within the facilities, an unusual spike in violent incidents occurred between 1960 and 1965. Air Force personnel staffing the Titan I missile silos were particularly affected—both by the stress of their work and by the Lloigor energy vortex, which was much

more powerful underground. The 1963 breakdown of Lt. Mark Partridge was described on page 152 under **VIOLENCE IN THE STANTON AREA**, but on seven other occasions personnel on duty in the subterranean launch complex had similar crises. A total of nine people died in those five years, and on one occasion two junior officers conspired to launch a missile but failed. While the missile site soon became technologically redundant, it was the outrageous history of violence and mental instability that accelerated the closure of the site just five years after it was opened.

The fatal incidents were classified by the Air Force, allegedly because they revealed details of missile site operations but mainly to avoid embarrassment. These incidents were gradually declassified across the 1990s and 2000s in a slow drip of admissions that received little notice.

Shimmers at SAAD and SEW

Shimmers often manifest in the missile silos owing to the greater strength of the Lloigor energy field there, but almost no one visits any of the silos other than the one used by the Prana Sodality. That site is the one where Lt. Partridge died, and multiple shimmers may be glimpsed there in the control dome and adjacent hallways. The Sodality does not make use of the control room area and few have ever noticed the shimmers there.



Stanton Municipal Airport

Stanton Municipal Airport (IATA code: STA), privatized in 1966, is owned by the city but operations are managed by the Stanton Airport Authority. The SAA's leaders are appointed by the city government. The SAA in turn leases substantial facilities to Boeing and various small research and industrial firms who are Boeing subcontractors. These facilities include hangars as well as office buildings and small industrial manufacturing structures, nearly all of which were formerly part of Stanton Air Force Base. They also own the former ICBM missile complex, which is mostly derelict. All told, approximately 15,000 people are employed on SAA-managed properties, making it the largest single economic engine of the region.

Project CLAGHORN

Majestic-12

From 1967 to 1972, Boeing conducted experimental research on new aircraft skin materials at a laboratory on the grounds of Stanton Municipal Airport. This research was fed by observations and samples provided by Majestic's Special Study Group 2 at Groom Lake, aka Project REDLIGHT. Scientists at the Boeing lab, known as CLAGHORN, knew nothing of the origins of this project and never heard of the Bucket, as the UFO recovered from the 1947 Roswell crash was known.

When REDLIGHT was shut down by Justin Kroft in 1972, CLAGHORN likewise lost its funding. Its chief scientist went to work at rival Lockheed's Skunk Works, which not coincidentally developed the advanced aircraft skin materials required for true radar stealth two years later.

Project HUDSON

March Technologies & GRU SV-8

Since 2016, an old hanger at SMA has been leased by a small Boeing subcontractor named Tower Manufacturing. For 30 years, Tower has made a variety of parts for Boeing aircraft, mostly related to landing gear. But in 2012, Tower was very quietly acquired

by March Technologies, which continues its existing operations but primarily operates it as a front to hide new research projects. One of these, Project HUDSON, is a joint venture between March Technologies and Russia's GRU SV-8, launched in 2016 after the Program came to the conclusion that SV-8 had become too dangerous to work with. Tower's long history and established relationship with Boeing provide perfect cover for the project's presence in Stanton.

HUDSON is an attempt to use hypergeometric rituals to conduct surveillance, the latest iteration of the "remote viewing" research conducted by the U.S. and Russia during the Cold War. Simultaneously, HUDSON attempts to find methods to *block* such surveillance since SV-8 believes, incorrectly, that the Program must also be pursuing the same tools to use against Russian interests. Tower's hangar is well defended by security guards from the Breckenridge Corporation, a private security company with tight ties to March Technologies. Inside, a variety of test chambers are used to experiment with various rituals. Other chambers constructed of lead, copper, bone, chitin, and other materials are used for defensive research.

In 2018, HUDSON researchers realized that some of their most reliable experiments could not be replicated elsewhere. They now suspect that there is something unusual about the Stanton area which makes some rituals more effective. They do not realize that their activities are being influenced by the Lloigor energy vortex, but their investigations may yet expose the truth.

Violence at SMA

The SMA has had the usual Stanton quota of assaults, suicides, rapes, and occasional murders over the years. But one noteworthy flashpoint happened in 1971.

Dr. Edgar Drew, a chemist at Boeing's CLAGHORN lab, developed a pair of small fleshy growths on his chest. They were tested and found to be benign, so he scheduled cosmetic surgery to have them removed. Prior to the surgery, the two growths began to suppurate and then split open. Behind each fleshy growth was a human eye, dark brown in color, which moved as a pair but did so independently of

Drew's own eyes. Over the next few hours he found that he could see through these ghastly new eyes in a sort of overlay atop his natural vision—and what he saw were hideous creatures of all kinds, moving around and amongst our everyday world, unseen to everyone else.

That night, Dr. Drew disappeared from his home. Neighbors reported a disturbance late in the night that included inexplicable bright lights of various colors as well as buzzing voices. He returned three days later, telling everyone he could about the strange eyes and the fragmentary memories he had of being kidnapped and examined by horrible creatures. But his chest was unmarked, with no sign of the tumors at all.

Two weeks later he returned to work at the lab. His first day back, Dr. Drew literally exploded without explanation. Four scientists were injured in the blast by flying bits of human debris. One later testified under oath that Drew's last words were, "Now they are turned within—"

Shimmers at SMA

The Boeing facility that housed CLAGHORN 50 years ago still stands but has been substantially remodeled and reconfigured. A shimmer left by Dr. Drew's death occasionally manifests but has only rarely been noticed.

Sodality Allies at SMA

Kathleen Jorgensen is vice president of the Stanton Airport Authority. She primarily focuses on oversight of airport operations, while the authority's president is more concerned with business development and landing new tenants and commercial contracts.

Jorgensen became Converted in 2013 (see **EXPERIENCING THE VORTEX** on page 168 for details) and is now utterly immoral and ruthless. Currently she is plotting a way to murder her boss and get away with it so that she can take his position. (See **SAA VICE PRESIDENT KATHLEEN JORGENSEN** on page 173.)

Columbia National Laboratory

Columbia National Laboratory, run by the Department of Energy since its conversion from Stanton

Works in 1978, employs 3,000 people and continues to operate a nuclear reactor for experimental research purposes. It is one of two national labs in Washington State, the other being the Pacific Northwest National Laboratory in Richland, founded 10 years earlier. While PNNL focuses on chemistry, earth science, and data analytics, CNL's primary research is in nuclear energy and materials science.

Staffers at PNNL refer to CNL as the Death Star because 90% of its funding comes from military and national security budgets and nearly all of its research projects are highly classified. This focus has led to CNL keeping a very low profile nationally and even academically, since little of its research findings can even be published outside of a few classified scientific journals produced and distributed strictly within the military research community. In scientific circles, it's considered a career black hole: brilliant scientists go in, never publish anything publicly again, and are simply not part of mainstream academic life. But in return they get astounding budgets and extraordinary opportunities, or so the rumors go.

Project FORSAL

March Technologies

In 1986, the CNL began a research project known as FORSAL to study a wide variety of human-transmitted signals. FORSAL was conducted jointly with researchers from March Technologies, who were studying Tillinghast Radiation based on documents stolen from the ONI's Project PUZZLE (see **2 JAN 1969** on page 64 of the *Handler's Guide*). Initially the project merely sought to jam signals, but with the insights from PUZZLE's documents, they soon explored ways to bend or redirect signals so they could both fail to reach their intended receiver and be captured by an intervening receiver. Later stages of the project even attempted to reshape signals in flight so they could be doctored with misinformation.

All of this work was conducted in a former Titan I missile silo on the outskirts of what was now Stanton Municipal Airport. The silo had been leased from the Stanton Airport Authority by CNL in a normal

commercial real estate transaction. During the 14 years of the project's existence, the interior of the silo was extensively treated with motorized acoustic and metallic panels, which could be remotely controlled to shape a variety of signal reflections within the silo. A massive central apparatus three stories tall was built around an enormous set of tuning forks charged with custom electromagnetic dynamos. This apparatus was the most direct result of the documents stolen from Project PUZZLE.

FORSAL ended abruptly in the summer of 2000 when the entire staff mysteriously disappeared and the MAJESTIC Steering Committee learned of the document theft by March Technologies. While FORSAL ended abruptly, March execs escaped consequences due to the distractions of Gavin Ross's coup within MAJESTIC that summer. The Tillinghast-influenced apparatus at the silo was dismantled and shipped to a MAJESTIC storage facility and all operations at the silo ended.

While March Technologies was involved both in the defunct Project FORSAL with the CNL and with the newly created Project HUDSON at the SMA, to date the leadership of HUDSON knows nothing at all about FORSAL, PUZZLE, or Tillinghast Radiation—which means that knowledge has also not yet leaked to GRU SV-8, who would seize it like a hungry wolf. But should the Agents' investigations into the Stanton area begin to stir up trouble, someone at March Technologies may end up putting the pieces together and make a terrible error in judgement.

Superfund Cleanup

When CNL was established by the Department of Energy in 1978, civilian oversight of the facility kicked off a very long and deliberately slow process of unwinding and exposing decisions and accidents from the decades of operations at Stanton Works. By the mid-1980s, the DoE acknowledged the scope of nuclear contamination at the site across decades of clandestine operations including vast amounts of radioactive waste in leaky storage tanks, numerous improper releases of radioactive material into the air

and into the Columbia River, and widespread radioactive contamination of groundwater across the area.

A crash program began to isolate and sanitize the active CNL facilities. They were quickly walled off from the disused areas of the old Stanton Works including the decommissioned reactors. Access to those areas was curtailed. Construction of new CNL facilities further away from the contaminated areas proceeded quickly, but the remaining reactor and its operations facility remained where it was.

The other crash program enacted was to build a new Stanton municipal water supply system. The old one had been located on the Columbia river downstream of Stanton Works and Stanton AFB and likely resulted in widespread household water contamination from the 1940s on. The new facility was constructed well upstream and the old one was decommissioned in 1990.

In 1989, the Bush administration registered multiple areas at Stanton Works on the Superfund list of national priorities and a multi-decade cleanup effort began as a joint project of the federal government and the state of Washington. This cleanup effort continues today and includes the management of 200 million liters (53 million gallons) of liquid nuclear waste, over 700,000 cubic meters (25 million cubic feet) of solid nuclear waste, and numerous massive aquifers of contaminated groundwater that are slowly leaching radiation towards the Columbia River.

Violence at CNL

In 1981, three Seattle peace activists inspired by the Plowshares group of monkeywrenchers infiltrated the facility over a period of several months by getting hired as janitorial staff. One night, they brought several pints of their own blood they had collected and poured them over a variety of research documents as well as over the operational controls of the reactor.

Two armed security guards at the facility encountered the resolutely non-violent activists, and within a few minutes, two activists were dead. The guards later testified that the activists ambushed them with crow-bars and they were forced to defend themselves with lethal force, a ludicrous claim that was nonetheless

believed by the authorities. The sole surviving activist claimed she was handcuffed and sexually assaulted by both guards while her friends lay dying, but her testimony was ignored and a judge later threw out her subsequent civil suit over lack of evidence. The guards were unharmed and remained employed at CNL for years afterwards.

In 2000, the 15 research scientists and technicians working in the FORSAL silo all disappeared at once. Curiously, they left their clothes behind and no trace of any of them was ever found. The central apparatus was dismantled and removed and the project was shut down. Operatives from the Department of Defense staged a tour bus accident at Lake Janssen and all 15 staff were reported to have drowned during a team morale event, their bodies unrecoverable from the lake's toxic depths. The silo was then left derelict for a decade. In 2010 it was leased to the Prana Sodality, who had no idea of its secret history.

Shimmers at CNL

Curiously, the eradication of the FORSAL personnel left no shimmers behind.

Shimmers are occasionally encountered in the halls of CNL near the still-active reactor control room from the deaths of the activists. Rumors of hauntings are shared by the staff but not taken seriously by most.

Sodality Allies at CNL

The executive director of the CNL, Jamil Maleh, is a senior leader of the organization and has a high security clearance. He experienced Conversion (see **EXPERIENCING THE VORTEX** on page 168 for details) through the Polarity Vortex in 2015 and believes it has brought him dramatically closer to God. Maleh is a practicing Sephardic Jew, whose parents came to America from Syria in the 1970s. But as a scientist, he also has an expansive view of reality. He sees the Polarity Vortex as a fascinating experiment in the realms of inner space. If anyone could figure out how to weaponize the Vortex and obtain military funding for the Sodality's work, it's him. He has not yet realized how ruthless he has become, but given the opportunity, he

will surprise himself with his fervor. (See **CNL EXECUTIVE DIRECTOR JAMIL MALEH, PHD** on page 174.)

The Stanton Health Project

Based at Stanton Community College—the only institution of higher learning in the Stanton area—the Stanton Health Project is a joint endeavor of the epidemiology, environmental studies, and pre-law programs. Since 1996, the SHP has been slowly working to document Stanton's longitudinal epidemiology and correlate it to both its history of environmental pollution and the many, many fruitless civil actions undertaken by citizens over the last half-century.

The program is led by epidemiologist Gloria Convey in partnership with faculty at the University of Washington in Seattle. SCC students who participate in the SHP have a strong track record of successfully transferring to UW to complete their studies.

The Big Book

The SHP has compiled a vast trove of data and public records, some of them obtained via Freedom of Information Act requests filed over many years by pre-law students. They refer to this trove as the Big Book, although it is not literally a book. This includes a surprising number of documents related to Boeing's Project CLAGHORN but nothing at all referencing FORSAL.

The CLAGHORN documents reference the project in terms of its budget, facilities, and leadership. Some records document frequent staff air travel to Nellis Air Force Base in Nevada near the area known popularly as Area 51. One otherwise mundane document even references REDLIGHT, but does not explain or locate this term in any way. Most of the documents are related to toxic PCBs used in CLAGHORN research that were released into the Columbia River.

The Correlation Appendix and the Anomaly

One of SHP's major long-term projects is called the Correlation Appendix. In this ongoing document they have attempted to correlate documented medical issues with specific environmental pollution sources.

Eventually, they want to use this information as the basis for future civil lawsuits on behalf of citizens.

Discussing the Correlation Appendix with students or faculty at SHP may lead to what they call the Anomaly. This is a section of the Appendix where a variety of consistent and persistent medical and mental health issues with no clear pollution source are catalogued, and it is in short a handbook to the effects of Lloigor energy vortex exposure. It is easily the most rigorous and evidence-based analysis of the Lloigor in the history of humanity, but of course the word “Lloigor” does not appear in the documents and the SHP has no notion of their existence. Delta Green would go to great lengths for a copy of this document, if its leaders knew its significance, and all Agents really have to do is ask. Any hypergeometry researcher with knowledge of the Lloigor would recognize this document’s significance very quickly. GRU SV-8 would, quite literally, kill for it.

History of the Prana Sodality

The Prana Sodality is an alternative-medicine nonprofit founded in 1967 by Gunter Brandt, a charismatic energy worker in San Francisco. Brandt had years of experience as an energy work practitioner and had developed some of his own ideas extending the work of Dr. Randolph Stone and others. Initially the Sodality was little more than a small publisher of pamphlets and monographs, which Brandt ran from the back office of his for-profit clinic. But his writings and teachings attracted followers. In 1969, he opened the Sodality’s first real facility, a small school in a strip mall. He and his senior followers taught classes and trained new practitioners in Brandt’s particular flavor of energy work.

Frequent use of illegal drugs among the staff attracted police attention in 1972, primarily because some of Brandt’s followers were selling drugs to patients and students. Two of his followers were arrested and prosecuted for drug dealing. Brandt closed the school.

While on a “vision quest” in the Pacific Northwest the following year, Brandt journeyed to the

Visser Mountains west of Stanton and ended up at the recently closed Monastery of the Humiliati Brothers. He immediately saw its potential as a new school and headquarters, surrounded by mountains and situated on the shores of beautiful Lake Janssen. Knowing nothing of the area’s history, but observing the regular flights from San Francisco and Los Angeles at Stanton Municipal Airport, Brandt quickly bought the property from the Diocese of Spokane, who were only too happy to be rid of it. The Sodality reopened in its new home in early 1974.

Brandt recruited numerous followers and students from San Francisco and offered four-day energy cleanses that were scheduled to align with airplane flights. Soon he had a regular clientele of moneyed West Coast believers who would fly up to Stanton for treatment. Within a year, he had refurbished much of the monastery as comfortable lodging for his clients and students, complete with a high-profile vegetarian chef.

The Sodality’s history until 2009 is wholly mundane. The school became a nationally-leading institution for the training of energy workers, and it furthered Brandt’s philosophical efforts through the regular publication of new books and training materials. It continued to house long-term students and a rotating cast of patients who sought Brandt’s services, resulting in a prosperous and peaceful institution.

Arton Brandt and the Silo

Gunter Brandt died in 2009 of natural causes. His son Arton, who had been living and studying for some years in India, came home and took control of the Sodality.

Arton studied electrical engineering in college and had new ideas about how to extend his father’s work. In particular, he had become fascinated by the idea of treating energy work as not just a vague cosmic flow between the practitioner and the patient, but as a system that could be energized and amplified through practical engineering. His experiments with so-called “pyramid power” led him to believe that some kind of resonance chamber could be used to amplify energy flows and that the active generation of electromagnetic

waves attuned to such a chamber could in turn produce dramatic results.

In 2010, the Sodality under Brandt's leadership leased a former Titan I missile silo from the Stanton Airport Authority who owned the land and the derelict launch facilities. The silo used by FOR-

SAL from 1986 to 2000 was the only one that had ever been refurbished and maintained with functioning light, heat, electricity, and air circulation systems, and so it was the obvious choice. While FORSAL was classified, the silo itself was considered declassified as all experimental technology had been removed at the end of the project.

The SAA knew nothing of FORSAL or the mystery of the staff's disappearance, and was fully empowered to lease the silo to anyone who came along. The CNL knew nothing of the new lease for months and when management finally learned of it, they considered the silo safe and harmless. A brief FBI investigation was ordered to verify the Sodality's ownership and intentions, in case it had been suborned by a foreign power who might be investigating FORSAL's work, but the FBI found no such evidence and the matter was closed. The Sodality, after all, were just a harmless bunch of faith healers with a good reputation. Everything would be fine.

The Polarity Vortex

The first version of what became known as the Polarity Vortex was up and running by the fall of 2010. Brandt leveraged the extensive array of motorized panels left behind by FORSAL to shape the acoustic and electromagnetic envelope of the silo in conjunction with his own experimental "energy resonators." He served as his own test subject, sometimes spending



the night asleep in the Polarity Vortex with the system running to bathe him in electromagnetic waves.

Brandt felt something happening, a sort of increasing awareness of some vast intelligence. He believed he was tapping into the overmind of the universe itself, but he was instead opening a powerful new mental connection between himself and the Lloigor of Stanton. Chasing that powerful feeling, Brandt kept adjusting and experimenting with the system until even a first-time user could have the same experience of awareness that Brandt had long gotten used to.

By the spring of 2011, the entire full-time staff of the Sodality had been subjected to the Polarity Vortex and been affected by it. They then began bringing students and clients to the silo, as well as Stanton residents who were friendly with the Sodality staff.

This process soon became known as Conversion.

The Converted

In June of 2011, Sonya Washington of Stanton tried the Polarity Vortex and underwent Conversion. She was a mother of four and suffered from lupus, an autoimmune disorder. Her children had severe allergies and were frequently sick. Washington ran a small yoga studio in Stanton and was on good terms with several Sodality instructors who invited her to try the Polarity Vortex. She began a series of weekly sessions at the silo. By August, all of her lupus symptoms

had disappeared—most notably the signature butterfly-shaped rash that flared up on her face several times a year, usually lasting all summer.

That fall, Washington petitioned the Sodality to let her oldest child try it. Sarah was twelve years old and had hypothyroidism, a lifelong condition that can be triggered by environmental radiation exposure and is treated with synthetic hormones. After two months, Sarah's thyroid gland fully recovered and she soon ceased hormone therapy.

The Washingtons' doctors had no interest in Sonya's claims for the Polarity Vortex, but word spread through her yoga studio. More Stanton residents signed up for a course of treatments through the Sodality's Visitor Center in Stanton, which for the first two years would sign up anyone who asked and paid the fees. These residents had a wide variety of autoimmune disorders, severe allergies, respiratory issues, and other genetic disorders. Most of them, over time and with steady treatments, permanently resolved their systemic health problems.

Sonya's husband Donald Washington refused Conversion. This led to a series of escalating arguments, particularly after he refused to let their younger children try it. In 2015, Sonya stabbed Donald to death during a fight. She is now incarcerated at the Washington Corrections Center for Women and her children are with relatives out of state.

The Dissidents

As use of the Polarity Vortex increased, Brandt was losing interest in the traditional polarity therapy practiced and taught at the Sodality's headquarters. This led to a period of dissent, as some teachers became uncomfortable with the dogma that was arising about the Polarity Vortex. They curtailed their own exposure to the system and privately advised caution to their clients and students. When the extent of this dissent became clear, Brandt fired six teachers and had them ferried to Stanton immediately with their belongings.

The rest of the faculty submitted to the new dogma. Under Brandt's close supervision, they drafted new curricula for students and new services for clients,

bridging the gap between the hands-on polarity therapy at the Sodality's headquarters and the hands-off electromagnetic exposure in the Polarity Vortex. This new approach was a success, in part because clients really wanted the hands-on personal interaction. But the Sodality treated those practices as a series of stepping stones leading to the Polarity Vortex. And indeed, those who completed lengthy series of treatments in the Polarity Vortex eventually lost interest in hands-on healing and hungered to return to the silo instead.

Mental Shifts

Conversion gradually produced serious but unacknowledged mental health consequences for the staff of the Sodality and for all the Converted. By mid-2012, most of the staff were drifting towards antisocial personality disorder. Tempers flared, occasional physical altercations occurred, and the leadership grew increasingly arrogant.

Brandt perceived none of this. To him and the rest of the leadership, they were shedding the skin of flawed humanity and embracing a clarity of vision that set them apart. But he did understand that some newer students and clients were leaving, or at least expressing dissatisfaction with how the staff treated them.

To combat this, Brandt drafted new dogma and hired a new tier of staff who would not initially be allowed to access the Polarity Vortex. Instead, use of the chamber was a reward for those who were deemed ready for its advanced energy work. That useful doctrinal shift kept recruits on the hook longer while ensuring there was always a cadre of more traditional polarity therapists on staff, who could serve as friendly faces to interact with new students and clients.

Turnover soon became high among this lower tier of initiates. They were routinely mistreated by the senior staff, and in some cases were slapped or punched. The Sodality had to quietly settle four assault accusations made by junior staff in the last few years.

Apocalypse

In 2016, Arton Brandt received even more new dogma from his connection to the universe. He perceived the coming of an apocalypse, one that the Polarity Vortex

was intimately connected to. He realized that there was a limited supply of positive, healthful energy in the universe and that there was an existential competition among various forces and individuals to dominate it. And he, Brandt, had invented the single best way of tapping that energy.

Brandt decided to stop promoting the Polarity Vortex publicly. He ordered all flyers and brochures describing it at the Sodality's Visitor Center to be destroyed and scrubbed all references from their web site. He did not want to invite trouble from the forces of negativity and also wanted to ensure that only the good people could access Conversion. While there are numerous articles and social media posts referencing the Polarity Vortex, the Sodality now only discuss it with approved people.

With this revelation the Sodality took on a new mission: find the "good" people in the world, Convert them in the Polarity Vortex, and prepare them to battle the forces of negativity in the coming apocalypse.

This new vision and mission is a core secret of the Sodality. Only a handful of people know it at all. But since Brandt embraced it, they have bent the organization towards preparing for this apocalypse.

The Sodality Today

The Sodality and the Polarity Vortex have been extensively written about online and in wellness publications, but they have not attracted much mainstream coverage. Anyone researching them online readily finds claims of magical healing powers associated with the Polarity Vortex. But these claims seem no more outlandish than what can be found written on the back of numerous naturopathic supplement bottles, or in celebrity-run wellness catalogs.

Approximately 800 people in the Stanton area have undergone Conversion, as well as 300 living elsewhere. Those in the Stanton area have received the largest number of treatments and have therefore felt the greatest effects.

The Organization

To understand an organization in our society, one must begin with how it makes money. The Prana Sodality earns more than half of its revenues from *clients*, meaning people who book a vacation of sorts at the Sodality's headquarters in order to receive a variety of polarity therapy treatments as well as general spa services, gourmet meals, yoga, and other activities. The Sodality's other major source of revenue is from students who pay tuition to study and learn the group's various healing practices so they can pursue their own careers elsewhere.

These two groups are tended by two tiers of Sodality members, all of whom are paid employees of the nonprofit: *Initiates* and *Converted*. The most significant difference between these two groups is that the Converted have undergone treatments in the Polarity Vortex and are true believers in that practice, while Initiates have not yet progressed far enough in their personal journeys with the Sodality to receive that blessing.

Clients

Clients of the Sodality are treated with enormous patience, respect, and attention, and are charged a lot of money for the privilege. Numerous staff cater to clients' needs, including gourmet vegetarian cooks, massage therapists, personal trainers, spa personnel, and many more. A visit to the Prana Sodality is one of the iconic wellness vacations of the west coast enlightened. Clients include many celebrities and luminaries in entertainment, politics, technology, and business.

But even among the cognoscenti there is an inner circle. Until Arton Brandt's vision of 2016, all clients of the Sodality were encouraged to experience the Polarity Vortex and many became Converted. But in Brandt's new world, only the worthy may receive that blessing, and even rich clients are not automatically offered entry beyond that particular velvet rope. Instead, Brandt instituted a curriculum of sorts, in which clients can begin with the Sodality's longstanding and popular polarity therapy and then, only over time and

repeated visits, can they be found worthy of access to the Polarity Vortex.

This stratification has resulted in some unhappy clients. Jealous that their friends became Converted pre-2016, and that their status and wealth cannot simply buy them access to the same benefits now, numerous clients have rejected the new curriculum and the Sodality entirely. But this has only raised the status of those who are Converted and ushered in a new crop of aspiring insiders determined to complete the curriculum, meet the requirements, and finally see what this Polarity Vortex is all about.

In short, after a bumpy couple of years, the Sodality is doing robust business with its new roster of clients. And those who do experience the Polarity Vortex speak of it with a glassy-eyed fervor that is the look of someone who has touched the eternal.

Students and Faculty

The Sodality offers a variety of entry-level classes that run from a weekend to a month, but the real curriculum is a one-year certificate program in polarity therapy. All students must be resident at the Sodality's headquarters and there is a maximum of three dozen students per quarter.

Students have a very different experience than clients do. They make their own simple, healthy meals, do their own laundry, and share living quarters with other students. The Sodality offers a sliding scale of tuition based on the student's economic status and offers work-study programs in which students can work part-time menial jobs serving clients while pursuing their certificate. Students do interact with clients, often assisting staff or observing sessions.

No students are allowed to be Converted. They are not even shown the Polarity Vortex until late in their program. No classes are offered to explain the workings of the project.

Faculty serve dual roles as both instructors for students and advanced practitioners for clients. Some faculty have long-term professional relationships with clients and receive steady referrals from them.

During the first few years of the Polarity Vortex's operation, all the faculty underwent treatments and

many became Converted. Some dissented and were purged and fired. But as the personality effects of Conversion became clearer, new faculty were hired who were deliberately prevented from treatments; they needed to stay "more grounded" in order to interact successfully with students and clients. This gave rise to a two-tier system in which some faculty are *Initiates*, who expect they may one day explore Polarity Vortex treatments if they wish after completing an advanced curriculum; and *Converted*, who have undergone treatments and are no longer as personable in dealing with normal people.

The truth is that few, if any, Initiates will ever become Converted. The Sodality needs to keep the money flowing, and that requires happy, satisfied clients and students. So Initiate faculty deal with Initiate clients and Converted faculty deal with Converted clients, and that keeps everyone interacting with an appropriate peer group.

Stanton Allies

Across Stanton are Converted who support the Prana Sodality. They don't see themselves as members—the Sodality is not structured as a cult, after all—but they do greatly value their access to the Polarity Vortex and have no patience for skeptics or opponents.

Because the Converted are drifting towards antisocial personality disorder, they tend to be ruthless. The Sodality's allies keep their ears open for anything that might affect the group and will not hesitate to use their influence, connections, resources, or even fists to drive off the unworthy.

Noteworthy allies have been listed briefly in the **HISTORY** section on page 149, but their full descriptions appear under **IMPORTANT INDIVIDUALS** on page 169.

Operatives

The Prana Sodality continue their normal work at their headquarters on Lake Janssen. Visitors come either for polarity therapy or for training as future practitioners, and they pay fees accordingly. Brandt continues to offer polarity therapy to attract the right kind of people to eventually become Converted.

Most staff at the headquarters are concerned with their paying visitors. These staff consist of teachers, energy workers, and the service personnel who cook meals and clean guest rooms.

The operatives of most interest to Delta Green will be those at the Polarity Vortex and those responsible for “special projects”.

Guides

The Guides are the service staff on site at the Polarity Vortex, who welcome visitors and talk them through the process. While they are not deeply technical, they have a reasonable understanding of how the system works and can answer common questions. All are Converted. Only one guide is on site at a time during appointments.

Operators

The Operators are technicians who manage the equipment at the Polarity Vortex and who supervise its use during treatments. In between sessions they perform routine maintenance and conduct ongoing experiments into the system’s functionality. They are intimately familiar with its design and operation. All are Converted and typically two are on site during appointments.

Project Leads

The Project Leads are senior staff who are completely trusted by Arton Brandt. They are responsible not for day-to-day operations but for envisioning and planning how the Prana Sodality will traverse the coming apocalypse. They are obsessed with the Converted: who is worthy and unworthy, and how to do outreach beyond Stanton to find the right subjects. All are Converted themselves.

Guardians

Guardians are trusted staff responsible for physical and electronic security for the Sodality. Ten years ago, the only Guardians were two security guards who protected the headquarters against mischief and dealt with the occasional unruly guest. But today, as Brandt and his senior staff have become more obsessive and

determined, their ranks have swelled to 12 and their duties have become higher profile. All Guardians now carry handguns—unthinkable even just a few years ago—and they maintain a locker of semi-automatic rifles. With Brandt’s growing belief in the coming apocalypse, site security has gotten an extensive upgrade, with surveillance cameras and motion detectors all over the headquarters and the missile base where the Polarity Vortex sits. All Guardians are Converted.

Two Guardians are at the missile base around the clock, working in shifts. They keep the entrances locked except when other staff or appointments arrive. Two more are on duty at the Lodge night and day. All Guardians live at the Lodge.

Beliefs and Mandate

The Prana Sodality believe human health and well-being are the function of mystical energies that flow through our bodies and through the world at large. Properly trained experts can adjust and manipulate these energy flows to align them for better health. This approach is derived from ancient Ayurveda practices in India but given a mid-20th century coat of medical terminology from the research and writings of Dr. Randolph Stone. There are many organizations and practitioners of this approach, which is often referred to today as energy work or body work.

Since Arton Brandt began operating the Polarity Vortex, the Prana Sodality has changed dramatically due to their own exposure to its effects. They still believe in their energy systems, but they now also believe that the universe has shifted due to a coming apocalypse and the supply of positive energy is therefore becoming a scarce resource. This in turn means that energy work is now a zero-sum game in which those with positive energy flow are healthier and those without it are sicker. They believe this in part because of what they have seen in Stanton: the Converted are in great health while the rest are worse off than ever.

The Nature of the Polarity Vortex

Brandt believes that the Vortex creates sympathetic vibrations between the subject and the Ascended

Masters of the ancient world. He has felt their minds, distant and beyond humanity, but still possessed of a clear vision for the future. That vision, he believes, is of a coming apocalypse and it has in turn inspired Brandt's ongoing work and life.

Selecting the Converted

Brandt and the Sodality leadership want to ensure that only good people are Converted and are therefore prepared to help humanity survive the end times ahead. So who are the good people?

At first the Sodality took anyone, but they are becoming more selective. New clients must progress through a series of traditional polarity therapy sessions and classes before they gain access to the Polarity Vortex, a process that usually requires a half-dozen weekend visits. While Brandt has positioned this as necessary to prepare clients for the new wisdom they will attain, it is primarily a stalling tactic so the Sodality can assess a given client's worthiness. They only accept those whom they deem open minded, environmentally and socially conscious, and vegetarian.

They also want to ensure these prospective Converted are genuine in their intent, as Brandt is becoming paranoid of imagined enemies and more possessive of the power he believes he holds. This means that in some cases, the families of already Converted people are denied access to the Polarity Vortex because they aren't the right kind of people. Those Converted have to watch their families get sicker and sicker.

Field Operations

The Sodality's primary operations are based at their headquarters on Lake Janssen and at the Polarity Vortex at the old missile silo across the Columbia River. In between they operate a small retail storefront in Stanton, near the lake, where they welcome out-of-town visitors and arrange for transport on the lake ferry, which they also operate.

The Lodge

Known casually as the Lodge, the Sodality's headquarters is a multi-building compound on the north shore of Lake Janssen. It consists of three main buildings

and various smaller structures. The primary building is the old offices of the Reenberg Copper Works, renovated multiple times over the years into a historic structure with a modern interior, which serves as the administration building for the Sodality and houses the restaurant used by clients for all their meals. Adjacent is the Prana School which is also the dormitory for students, located in the former miner housing but greatly remodeled and expanded over the years. Finally the Prana Lodge is a modern structure built in the 1980s that serves as the hotel, spa, and treatment facility for clients. To them, this is the signature building of the compound.

The Energy Portal

A mile (1.6 km) from the Prana Sodality's compound is the entrance to an old copper mine shaft, long sealed up. Many such shafts penetrate the landscape around here. Decades of erosion have left a rocky hollow in the side of a slope with old timbers still framing the entrance. It has been landscaped with wildflowers and benches that surround a curious stone obelisk, striated with blue-green minerals and decorated with carvings. The carvings are weathered and are likely a hundred years old. The Sodality refer to this place as the Energy Portal, and for decades have considered it a sacred place for meditation. They believe the site activates the visitor's chakras and increases the free flow of energy through the body.

For those who have undergone Conversion, however, the Energy Portal has a different effect. An hour of meditation there results in the Converted becoming excited and agitated, feeling a sort of bloodlust coursing through them. They interpret this as positive life energy, but the result is a feeling of power and aggression. This meditation gives the same benefits as the ritual Exaltation of the Flesh (see page 180 of the *Handler's Guide*), providing 4 points of armor and costing the Converted 9 WP and 1D4 SAN. The effect lasts for 24 hours. It is so emotionally and psychologically affecting that Converted make a point of spending an hour at the Energy Portal before any great endeavor or decision.

The Energy Portal is a Lloigor nexus and it is their arcane energies that fuel its effects. If the stone were destroyed or taken far away from the area, the Energy Portal would no longer have any power.

This is, of course, the mineshaft where Reenberg Copper Works security guards buried numerous living and dead workers during the 1917 strike. It is also where ten-year-old Jerry Fielding was assaulted by a monk and two priests from the Brothers of the Humiliati monastery in 1971. No one at the Sodality knows any of this.

The Polarity Vortex

The Sodality operate the Polarity Vortex in Titan I Base 568D, one of four bases located outside Stanton Municipal Airport. Each base contains three silos for a total of 12. Each base also includes a control dome, a power dome, and an antenna silo, all of which are at least 12 meters underground.

When FORSAL took over the silo in 1986, they rewired all the life support and electrical controls to a small equipment chamber just off the silo, so that operations could be managed directly on site instead of through the underground tunnel to the control dome several hundred meters away. This has left the control dome derelict and unused. The main tunnel remains open and lit, primarily because it connects to the air exhaust at the far opposite end of the complex.

The silo is accessed through an underground hallway that emerges about halfway up the 50-meter depth of the structure. The walls of the silo are lined with acoustic and metallic panels, motorized to control their angles, which were left behind by FORSAL and restored by the Sodality. From the balcony at the entrance, the Sodality have built a grid of steel bars across the width of the silo upon which they have installed their experimental equipment. In the center of the grid is a hammock made of hemp netting, which hangs three meters below the grid and is accessed via a rope ladder. Below that is a safety net to catch anyone who falls.

The equipment mounted to the grid consists of two primary elements. One is a circular track 9 meters in diameter, on which four wheeled carts run,

each of which holds an array of large metal tuning forks wired to vibrate and generate notes. The carts run clockwise around the track, varying in speed and proximity, throughout the therapeutic session. A second, larger track 12 meters in diameter encircles the first and holds a huge electromagnetic coil, which rotates counter-clockwise along its track.

Experiencing the Vortex

During a therapeutic session, the subject climbs down into the hammock and is suspended in the center of the silo. An operator works in the equipment room nearby. The tuning fork carts begin to circle, emanating a wide range of tones. Acoustic panels throughout the silo slowly tilt to reflect the sounds, generating a harmonic buildup that creates standing waves all over the interior. The sound swells into an intense experience that is not musical in composition but has powerful resonant depth and harmonic complexity.

Once the soundscape has been established, the electromagnetic coil is turned on and it begins to rotate on its track. The metallic panels made of beryllium copper begin to pivot, reflecting electromagnetic waves in a complex and evolving pattern centered on the subject in the hammock.

The session lasts forty-five minutes, during which no one but the subject is allowed in the silo. Cameras allow the operator and observers in the cramped equipment room to monitor progress.

During the session, the subject begins to feel increasingly disconnected from their body and they sense their awareness somehow broadening in ways they cannot describe. After about twenty-three minutes, the subject perceives that they are not alone and are now mentally connecting with some sort of vast consciousness—which is, of course, the Lloigor. For the next 15 minutes, that connection gradually deepens. Shifting perceptions of unknowable age, knowledge, and power drift through the subject's mind. Finally they experience a dramatic plunging sensation in which they perceive the vastness of the cosmos and humanity's relative insignificance, but also a sense of some enormous and ancient struggle taking place all around them. This final moment costs 1/1D6

SAN from the unnatural. (Subsequent sessions exact only 0/1 SAN.)

As the equipment slows to a halt and the tuning forks and electromagnetic coils power down, the subject's sense of self returns. Typically, they immediately filter the experience through their own humanocentric biases. Most interpret the experience to believe that humanity, while just a small speck in the cosmos, is nonetheless at the center of that ancient struggle, and they themselves are now avatars of morality and justice empowered to do whatever is necessary to triumph. Repeated sessions over time lead them steadily into antisocial personality disorder.

The Visitor Center

The visitor center offers pamphlets and free counseling to anyone who walks in. Counseling is little more than a sales pitch for the benefits of polarity therapy for paying customers.

The staff at the visitor center stay focused on their traditional energy work and its many benefits. They do not talk about the Polarity Vortex unless directly asked, due to the leadership's preference to screen potential candidates for Conversion. They only say that the Vortex is reserved for advanced students and clients and cannot be booked by request.

Clients with appointments at the Polarity Vortex arrive at the visitor center, and a Guide drives them in the Sodality's white van to the missile base.

The Lake Ferry

The sole ferry boat on the lake is the *Ayurveda*, which is berthed at a commercial marina at the south end of Lake Janssen. The *Ayurveda* holds 40 passengers and no vehicles. Transport on the ferry is arranged at the visitor center or by phone or website. All passengers must have reservations for treatment and lodging at the Sodality's headquarters. Tourists and casual visitors are not permitted.

The marina is home to a few dozen private craft, mostly fishing boats, speedboats, and small yachts. About a half-dozen vessels are available for rent by the hour, half day, or day, and none of them are capable of carrying more than eight people. Tourists can rent a boat and make the three-hour trip to the Sodality's headquarters, where they will be politely turned away by the Guardians.

Important Individuals

The Lloigor

No one has had a greater impact on the Stanton area than the Lloigor. Their energies operate on an epochal, geologic scale. For them, time itself is a mammoth, slow river. They have no interest whatsoever in any individual human, but their energies exert themselves over entire populations.

In Stanton, the Lloigor have an unusual situation: through the Polarity Vortex, humans are actually capable of perceiving them and mentally connecting



with them at will. No one understands what they are, of course, but this is all quite abnormal to the Lloigor. Their awareness of these intrusions is gradually cohering into something that could be described as a response. Provoking a Lloigor to respond is not typically in humanity's powers, but the Prana Sodality have done it. The Lloigor's response is covered in the **PROGRESSION** section later in this chapter.

The Stones

Across the area, Lloigor energies are focused and broadcast through 16 natural stone obelisks. While they vary in size and shape, all are striated with some blue-green mineral and most bear curious geometric and spiral carvings of unknown origin.

One is at the Energy Portal near the Sodality's Lodge. The other 15 are scattered across many kilometers of the Stanton region: here and there in the Visser Mountains, at a couple points along the length of Lake Janssen, three locations in Stanton city limits, and several more all over the former East Stanton. Were all 16 stones to be destroyed, the power of the Lloigor in Stanton would greatly diminish for a long period of time.

Ten of the stones are located in public places and are familiar to people living or working near them, although they think nothing of them. The other six are in wilderness areas on both sides of the river and no one living knows where they lie.

The Stanton Lloigor

Detailed stats and abilities for the Lloigor appear on page 213 of the *Handler's Guide*. While Agents will never directly encounter the Lloigor, the Handler should use their listed abilities as dramatic tools to create tension and add danger and mystery to the mission.

Arton Brandt

There are two Arton Brandts: the one who invented the Polarity Vortex and the one who was transformed by it.

The first Arton Brandt was a driven but insecure young man with distant father and a mother who died of a heroin overdose. He did everything he could to

please his father, studying energy work and joining the staff at the lodge. He studied electrical engineering to look for practical ways to extend his father's work in polarity therapy. He moved to India to seek spiritual wisdom and learn from charismatic gurus there. And when his father died, he returned home to take up his work and follow in his father's footsteps.

The second Arton Brandt emerged from hundreds of hours in the prototype of the Polarity Vortex. Night after night in the silo, he subjected himself to acoustic and electromagnetic waves that he meticulously sculpted and adjusted. When he finally made mental contact with the Lloigor, the first Arton Brandt withered and died. He has become not merely callous but actively, indiscriminately cruel. In both his personal and professional lives he became a sadist, inflicting pain by all available means to assert his dominance and value over others. He has never killed anyone, but the clock is ticking on that limitation and he will doubtlessly soon surpass it.

Brandt's subordinates have learned to fear him while still idolizing him and being grateful for every humiliation and cruelty he deigns to inflict. Their sado-masochistic working relationship suits Brandt just fine.

If faced with any opposition, Brandt will dramatically over-respond. He has lost all subtlety and reticence. He is ready to take the next step, and the many more that follow.

Arton Brandt

Cult leader and cruel sociopath, age 49

STR 10 CON 14 DEX 12 INT 15 POW 17 CHA 15

HP 12 WP 17 SAN 0 BREAKING POINT N/A

SKILLS: Computer Science 83%, Craft (Electrician) 65%, Craft (Mechanic) 59%, Craft (Microelectronics) 62%, Heavy Machinery 57%, Science (Mathematics) 84%, SIGINT 48%.

ATTACKS: None.

Lead Guide Melinda Banhoff

Melinda Banhoff spent 20 years pursuing self-actualization but could never escape her crippling insecurity and self-doubt. Men in positions of authority liked her because she was pretty, obedient, and unthreatening. She would say the key to her whole career was being a

good listener, but she secretly felt this was just another term for being a doormat.

As an adjunct instructor at the Lodge, she led students through Polarity Therapy sessions but always felt like a fraud. When she told them to feel the energy flow through their chakras, she wondered if they felt the same nothing that she did. She desperately wanted to believe in something, anything, but all she could manage was a warm smile as she parroted what she'd been taught. She was an imposter in her own life.

When Brandt began taking Sodality staff to the Polarity Vortex, Banhoff was way down his list. She finally began sessions in 2016, and when the tuning forks started up she was already formulating what she would tell people afterwards about how meaningful an experience this was. She expected to once again be on the outside, untouched and unchanged, trying to fit in with the true believers.

Then the standing waves took hold and the reflective panels shaped the EM envelope, and for the first time her mind touched the eternal. She mentally connected with the Lloigor and suddenly saw the cosmos in a new way: as a blank canvas on which the powerful could project their own meaning. And she was one of them now. *She was powerful.*

Her manager at the Lodge was a skeptic. He'd been to the silo, once, and had refused to go back. She listened to him. She let him blather on about his doubts, mansplaining to her how the whole thing was nonsense. She nodded gravely. She privately encouraged his dissent. And then she secretly recorded his heresy, reported it, got him fired, and took his job.

Today, Banhoff is Brandt's favorite guide, the one who leads the chosen to become the Converted. She changes lives. She believes every word she says. She feels it in her bones.

But Banhoff doesn't tip anymore. She doesn't make small talk. She gave her cat to the pound and threw out her potted plants. In her apartment, she has a wall covered in photos of Sodality staff with sticky notes breaking down their strengths, weaknesses, failings, and secrets. She quit yoga classes, does strength training daily, and took up martial arts. She is *potent* and will never be anyone's doormat again.

Melinda Banhoff

Reborn as iron, age 39

STR 13 CON 12 DEX 14 INT 12 POW 13 CHA 16
HP 13 WP 13 SAN 23 BREAKING POINT 10

DISORDERS: Paranoia.

SKILLS: Alertness 74%, Athletics 65%, Bureaucracy 44%, Dodge 46%, HUMINT 72%, Medicine 32%, Melee Weapons 49%, Persuade 79%, Swim 64%, Unarmed Combat 57%.

ATTACKS: *Unarmed 57%, 1D4-1.*

Baton 49%, 1D4.

Lead Operator Hector Samayoa

Samayoa grew up in a heady Northern California demimonde of maker-style engineering and hippie-style New Age beliefs. His parents were well-educated bohemians from Guatemala who built their own sensory deprivation tank when he was a kid. He gravitated towards technical studies but never lost touch with alternative belief systems.

Brandt recruited Samayoa at Burning Man in 2010 after seeing one of Samayoa's projects: a motorized Victorian mansion that used laser scanners to analyze nearby structures and project images onto them with real-time deformation mapping as it drove by at 12 kph. Samayoa visited Stanton, tried the prototype Polarity Vortex, and became just as obsessed with it as Brandt. It was Samayoa who got the silo's acoustic and reflective panels working and integrated into the overall system.

In his role as Lead Operator, Samayoa operates the Polarity Vortex for most scheduled sessions. In between appointments, he makes repairs and adjustments to fine tune the mechanism and the software that runs it. While he and Brandt believe the Vortex is working well, they have begun researching a future project they call the Polarity Singularity, which would move the subject's consciousness out of their body and make them one with the cosmos. Their plans for this have not progressed beyond the brainstorming stage yet.

Samayoa had always been a sweet-natured guy, but the Vortex changed that for good. He is no longer in contact with his parents or his old community

of hardware hackers and rebel metaphysicians. He believes Brandt is a visionary genius who has cracked the code of the universe and he treats skeptics and dissenters with rude contempt.

In one surprising way, Samayoa has surpassed his mentor. He constructed a sensory deprivation tank at his home in Stanton and through regular use, he has begun experiencing visions from the mind of the Lloigor. These detailed but hard-to-comprehend memories from long ago show scenes of mass destruction, of entire towns corrupted and subverted, of cosmic sights that have fried his brain and left him with sporadic bouts of depersonalization disorder.

Samayoa has shared these visions with Brandt, who listened only briefly and dismissed them as ordinary hallucinations. But Samayoa has learned two hypergeometric rituals through his many sessions in the tank: the Voorish Sign (see page 186 of the *Handler's Guide*) and One Who Passes the Gateways (see page 182 of the *Handler's Guide*). His journey into the secrets of the cosmos has only begun.

Lately, Samayoa has become obsessed with an ancient underground temple known as the Hypogeum at Hal-Saflieni in Malta. This site once held the bones of 7,000 people and to this day has peculiar acoustic qualities that result in resonances on specific frequencies. Samayoa has connected this enduring archeological mystery to the Polarity Vortex and has begun experiments to replicate reported aspects of the Hypogeum's acoustics within the silo. He believes it could be the key to actualizing the Polarity Singularity. He plans to visit the Hypogeum soon.

Hector Samayoa

Cosmic engineer, age 37

STR 11 **CON** 13 **DEX** 12 **INT** 17 **POW** 15 **CHA** 14

HP 12 **WP** 15 **SAN** 0 **BREAKING POINT** N/A

SKILLS: Computer Science 75%, Craft (Electrical Engineering) 69%, Craft (Mechanical Engineering) 83%, Foreign Language (Spanish) 85%, Heavy Machinery 82%, Science (Mathematics) 62%, SIGINT 46%.

ATTACKS: *Unarmed* 50%, damage 1D4-1.

RITUALS: One Who Passes the Gateways, Voorish Sign.

Lead Guardian Raymond Holmstead

Raymond Holmstead runs physical security for the Sodality and leads the 12-person team who ensure the safety of the Polarity Vortex and the entire Lodge compound. He and his team are Converted despite having no previous interest or expertise in energy work or new age practices. Once Holmstead had a few sessions in the Vortex, he became a believer.

Holmstead has been a professional security guard for 15 years. He worked for the Breckenridge Corporation for most of that, including stints at mundane Boeing facilities in Stanton, before taking his current role at the Sodality.

In 2016 Raymond married Carrie Anne Smithson, a student at the Sodality who became Converted in 2015. Raymond now spends just two days a week at the Lodge and the rest of the week at the Polarity Vortex, so that he and Smithson can live at their apartment in Stanton.

Unfortunately, Carrie Anne Smithson is now dead. Holmstead strangled her during an argument and dumped her weighted body in the lake from a rented fishing boat. He has used his access and authority to stage her exit from the Sodality, explaining that she has to take care of her mother in San Francisco for a while. This explanation has been accepted, but if Agents ask around they may find some people who think the whole thing is a little odd.

Holmstead found the experience of murdering Carrie Anne to be as life-changing as Conversion was. He feels truly powerful now, loosed from the bonds of society, and able to act as an agent of free will. Since her murder he has also bludgeoned a teenage hitchhiker to death and dumped him in the lake. The feeling of power and autonomy that coursed through him opened a door in his mind to the Ascended Masters that Brandt taught him about. Now he feels their presence in his mind all the time. Whenever he meets someone, he imagines killing them. Repeatedly.

Raymond Holmstead*Broken and remade, age 41***STR 15 CON 13 DEX 12 INT 9 POW 11 CHA 12****HP 14 WP 11 SAN 0 BREAKING POINT N/A****SKILLS:** Alertness 57%, Athletics 54%, Bureaucracy 30%, Computer Science 40%, Drive 40%, Firearms 64%, First Aid 40%, Search 54%, Swim 68%, Unarmed Combat 65%.**ATTACKS:** 9 mm pistol 64%, damage 1D10.

Unarmed 65%, damage 1D4.

Dean Gloria Convey, M.D.

Dr. Convey is the dean of epidemiology at Stanton Community College and the leader of the Stanton Health Project. She specializes in the health effects of environmental pollution. She has gained a deep respect for the power of epidemiological data to affect social and regulatory change.

The deep and interwoven history of environmental pollution in the Stanton area has become her life's work and the focus of the Stanton Health Project. While the Superfund project to clean up Stanton Works is well under way, Convey knows there are multiple other major pollution issues that need a similar level of engagement from federal and state government agencies—as well as hundreds of thousands of Stanton citizens across the last hundred years who have been sickened and even killed by the effects of this pollution, all of whom require justice.

But she also knows from her studies that past legal actions on behalf of Stanton citizens have been mostly fruitless. She has long believed that sufficient data would change that, but after 15 years of collection and correlation she is becoming resigned to the idea that it will fall to her students and her students' students to one day save Stanton.

As Dr. Convey's hope has gradually dimmed, thanks to continued exposure to the Lloigor energy field, she has turned to alcohol as a coping mechanism. Her alcoholism is undiagnosed and she is in willful denial as to its extent and effect. She rarely drinks on the job, but most nights she sinks alone into a stupor. Appointments with Dr. Convey before 11 A.M. are

typically conducted over a lot of coffee and headaches, and sometimes in sunglasses.

Dr. Convey is familiar with the Prana Sodality and has vaguely heard of the Polarity Vortex, but thinks nothing of it. She is politely dismissive of alternative medicine.

Professor Gloria Convey, M.D.*Trying to save Stanton, age 53***STR 10 CON 10 DEX 12 INT 16 POW 14 CHA 13****HP 10 WP 14 SAN 61 BREAKING POINT 56****SKILLS:** Alertness 53%, Bureaucracy 47%, First Aid 65%, Medicine 72%, Persuade 60%, Pharmacy 53%, Science (Epidemiology) 74%, Search 65%.**ATTACKS:** None.**SAA Vice President Kathleen Jorgensen**

Stanton Airport Authority operates the airport and its adjoining facilities, including the former Titan I missile bases. Its vice president, Kathleen Jorgensen, oversees all daily operations. She is almost entirely concerned with the airport itself, since the various tenants and subcontractors who occupy the other facilities around the airport manage their own employees and operations. (For example, she has nothing to do with Tower Manufacturing or Project HUDSON.) Her superior, SAA President Malang Burki, is more concerned with business development work regarding the airlines who lease access at the airport and the continual work of keeping the SAA's non-airport facilities fully utilized.

In 2017, Jorgensen spent a weekend at the Sodality's Lodge with a friend. It was meant as a relaxing spa getaway, but she found herself profoundly moved and intrigued by the Sodality's practices and teachings. After several visits, she began sessions at the Polarity Vortex and everything changed.

Jorgensen dumped her shiftless boyfriend, purged her apartment of most of her possessions, and began daily meditation. She started making plans and then carrying them out. She became driven, effective, and ambitious. She also became ruthless about getting what she wants and refusing to tolerate second-rate work from her subordinates.

Jorgensen is hard working, intelligent, and seething with ambition. She has been in her current role for five years, but Burki has been president for 15. He is in no hurry to leave, but that's all right. Jorgensen has a plan for that, too. She's going to push him off a catwalk, or learn how to sabotage his car, or poison him. She's still figuring that out. If nothing else seems promising, she'll just shoot him and make it look like a mugging by one of Stanton's many meth addicts.

Jorgensen is a true believer in the Sodality and in Arton Brandt's teachings. She has not yet seen a way for her job to serve the Sodality, but that day may come. And if anyone comes snooping around the Polarity Vortex with a badge and an attitude, she'll tell Brandt immediately and do whatever he asks.

Kathleen Jorgensen

Ruthless executive, age 44

STR 11 CON 12 DEX 12 INT 14 POW 11 CHA 13

HP 12 WP 11 SAN 47 BREAKING POINT 44

SKILLS: Accounting 63%, Bureaucracy 76%, Firearms 37%, HUMINT 55%, Law 47%, Persuade 68%.

ATTACKS: .22 revolver 37%, damage 1D8.

CNL Executive Director Jamil Maleh, Ph.D.

Maleh is a senior leader at Columbia National Laboratory and a specialist in aerospace materials science. He transitioned out of research and into management 12 years ago and enjoys his present position overseeing his former colleagues.

His parents came to America from Syria in the 1970s and like them, he is a mainstream practitioner of Sephardic Judaism. Maleh finds no conflict between his work and his religion, and that extends to his involvement with the Sodality, which began in 2015. Curious about their Polarity Vortex, Maleh was granted a session in the days before Arton Brandt began restricting access. Maleh had no particular interest in alternative medicine, but Brandt's engineering experimentation intrigued him and he wanted to know more. Maleh's sessions in the silo expanded his consciousness and gave him a powerful feeling of connection to the cosmos, greater than he had ever felt in his religion.

Maleh has been an enthusiastic advocate for the Sodality and the effects of the Polarity Vortex among his colleagues. Most of them are sick of hearing about it and mock him behind his back. To them it is evidence that Maleh really has left proper science behind for good and is nothing more than a bureaucrat. But Maleh believes Brandt is really onto something and that the Polarity Vortex helps the subject shift their thinking and open their mind in powerful ways.

What Maleh's colleagues have not seen is the effect the sessions have had on Maleh's mind and emotions. His role at CNL is powerful and stable, and he feels no real concerns there. But at home, he has changed dramatically. Maleh has become a petty tyrant to his wife and three teenage daughters, ordering them about and ridiculing them for every failing. His wife is now contemplating divorce and does not understand what has happened to her husband. His daughters are rebelling against his new regime, but have learned to sneak around and avoid him as much as possible rather than directly opposing his demands. Sooner or later, Maleh is going to explode and may hurt someone he loves.

If federal agents begin asking questions at CNL related to the Sodality, Maleh's colleagues will turn on him quickly and their mockery will be revealed. He will defend the Sodality, but as pressure increases on him at work, he will lash out even more fiercely at home.

Jamil Maleh

Traitor to reason, age 52

STR 9 CON 13 DEX 12 INT 17 POW 14 CHA 11

HP 11 WP 14 SAN 60 BREAKING POINT 56

SKILLS: Accounting 46%, Bureaucracy 63%, Computer Science 64%, Foreign Language (Arabic) 37%, Persuade 54%, Science (Synthetic Materials) 72%.

ATTACKS: None.

Progression

The Prana Sodality see themselves as peace-loving vegetarian mystics who want to make the world better. In reality, they are channeling the energies of some of the most powerful and malignant entities on Earth to

create a network of devout, ends-justify-means sociopaths who want to make the world better. Their present focus is on finding worthy recruits for conversion, but sooner or later they will step over the line into taking action against a world their leadership believes is on the brink of apocalypse. When the Sodality fully activates, it will be extraordinarily deadly.

Moreover, Agents who become entangled with the Sodality run other risks. March Technologies and GRU SV-8 are running Project HUDSON out of an old hangar at Stanton Airport, and if things get weird, they get interested. Should they investigate the Polarity Vortex and get their hands on that technology, the results could be tragic. And then there's the Lloigor themselves, who may get involved in strange and unpredictable ways, especially if any of their stone obelisks are removed or destroyed. Review the Lloigor's wide variety of hypergeometrical powers in the *Handler's Guide* and start using them as surreal and dramatic events during the course of play.

Stage One: Two Shootings

When Delta Green begins investigations in Stanton, the Sodality initially respond with openness and transparency to whatever cover story the Agents provide. The Sodality have nothing to hide, after all.

Entry Point: Family Tragedy

Stanton residents Tom and Linda Edwards became converted in 2015, a process that eventually cured Linda's thyroid cancer. After Brandt experienced his vision of the coming apocalypse, the Edwards family no longer qualified as worthy subjects due to their conservative political and religious beliefs. Melinda Banhoff refused to let their young son experience the Vortex when they petitioned her recently.

The Edwards family were originally persuaded to try the Vortex by Linda's yoga teacher Sonya Washington, an early convert. (Washington is now in prison for murdering her husband.) They wanted their son Alex to use the Vortex because Alex has developed retinoblastoma, a cancer in his left eye. It manifested with surprising swiftness and consumed his eye entirely, replacing it with a red mass of tissue and

protruding tendrils. Alex's eye cannot be saved and the cancer has already spread through the optic nerve and into his brain.

The horrified parents repeatedly petitioned Banhoff and even Brandt directly but were denied every time. Furious, Tom Edwards confronted Melinda Banhoff two weeks ago and assaulted her outside her home. Banhoff responded by shooting him fatally. She was arrested but charges were dropped, and the case became nationally prominent as a Second Amendment case of a woman with a gun defending herself against assault.

The resulting publicity led to disturbing photographs of Alex Edwards' eye tumor appearing online, however, and his unusual tumor is recognizably familiar to some members of Delta Green. The Agents are dispatched to investigate and learn whether the tumor might really be a sign of unnatural activity in the area.

Welcome to Stanton

As the Agents drive into town from the airport, they pass through Stanton's downtown. A man with a blood-soaked shirt runs into the street waving his arms and screaming for help. When Agents stop and get out, a gunshot sounds and the man staggers to his knees, clutching his side.

On the sidewalk, a young man dressed in black jeans, a black t-shirt, and a black tactical vest is pointing an AR-15 assault rifle at a woman running away down the sidewalk. Several dead and injured people are lying on the ground in and around a fast-food restaurant immediately adjacent. The young man's name is Reggie Mannen. He has just shot eight people and will continue until someone stops him or he runs out of ammunition. He has no special knowledge or useful information—he's just another casualty of the mental sickness of Stanton. The Agents can deal with this active shooter situation however they choose.

The next time the Agents pass the scene of the shooting, Cracked Agents will see Shimmers there of Mannen's victims.

Initial Inquiries

The Sodality are cooperating with the investigation into the death of Tom Edwards, but that investigation is basically over until the Agents revive it. Melinda Banhoff acted in self defense and the district attorney is not prosecuting her.

Media coverage of the Edwards case has largely focused on the assault and death. Edwards was described as being despondent over his son's cancer and desperate for help from any source. No real attention has been paid to the Polarity Vortex or the Edwards family's history with it.

If the Agents pursue normal questioning, Brandt and the Sodality answer truthfully. Nothing about the situation attracts any attention from March Industries or GRU SV-8. And the Reggie Mannen shooting immediately takes over the news, pushing the Edwards case out of sight.

Snooping Around

Look for opportunities to pull the Agents deeper into Stanton, not just into the Sodality. Either Reggie Mannen or Tom Edwards could work at CNL, for example, leading the Agents to a meeting with Jamil Maleh. A friendly specialist such as a coroner could mention the Stanton Health Project and refer the Agents to Dr. Convey at Stanton Community College. When word gets around that federal agents are investigating, GRU SV-8 agents from Project HUDSON might do some reconnaissance on them to see what they're up to.

Your goal for this stage is to pull the Agents in multiple directions and expose them to the complex reality of Stanton's corruption. The Sodality are entirely cooperative, in the hopes that the Agents run out of leads and leave town. They're happy to give tours of their facility while avoiding mentioning the Polarity Vortex. If pushed, they give a tour of that as well but downplay its significance.

Meet Jacob Warden

Somewhere in here you could choose to introduce Stanton's version of Innsmouth's Zadok Allen: the crusty old alcoholic who knows the town's secrets.

This man is Jacob Warden, age 80, who spent his life as a furnace repairman and did other odd jobs.

He was working at the Humiliati Monastery when Jerry Fielding was murdered, and did a lot of random work at various companies out at Stanton Airport. He knows the cover story of the Project FORSAL tragedy and doesn't believe a word of it. He was drinking buddies with the guy who ran the tour bus company in town, and who told him once that the feds paid him \$450,000 for his lost bus that allegedly drove into the lake, "and let's just say he wasn't running no tours that day."

Unlike poor Zadok Allen, there is no authority in Stanton who would murder Jacob Warden, but he's a shiftless drunk with a long series of convictions for assault, burglary, and sexual battery that ensure he'll never be called to testify in a courtroom.

Watch and Wait

The Sodality's Guardians do their best to keep tabs on the Agents. They can readily recruit help from Converted citizens who might interact with the Agents: the desk clerk at their hotel, for example. Over time, the Sodality try to learn what the Agents are up to and dissuade them from finding anything interesting about the Sodality's activities.

The Converted are not skilled at surveillance and deception. Their sociopathic bluntness is actually something of a marker that Agents may pick up: why do they keep running into weird, brusque people who look at them with open dislike? Their efforts may in fact draw the Agents closer to the truth.

If the Agents are not satisfied, and seem to be pushing deeper into areas where the Sodality are less comfortable, Brandt decides they need to misdirect the investigation away from the organization. This activates Stage Two.

Stage Two: The Patsy

When events escalate, Arton Brandt and Raymond Holmstead decide to pin whatever blame they can on a patsy: their lead guide, Melinda Banhoff.

Brandt and Holmstead produce a fake digital document that appears to represent Melinda Banhoff's

obsession with Tom Edwards. They make it look like Banhoff was in love with him, was rebuffed, and killed him out of spite. They prepare this document and place it on her work laptop, and then Holmstead lures Banhoff out on a casual hike and shoves her off a cliff as a false suicide. They bring this document to the attention of both the Agents and the Stanton police.

The Stanton police take the document at face value. The Agents likely do not. Banhoff's residence and personal devices do not have a copy of the document, or anything else referring to Tom Edwards except for the recent shooting case.

If the Agents visit the cliff where Banhoff allegedly committed suicide, Cracked Agents may encounter a Shimmer who struggles and falls off the cliff. The cliff directly overlooks the Energy Portal and Banhoff fell to her death meters from the Lloigor stone there.

Meanwhile, Hector Samayoa takes his long-planned trip to Malta to visit the Hypogeum in person. (Watchful Agents might be concerned that one of their suspects is suddenly engaging in international travel.) Samayoa returns to Stanton on schedule but the insane insights he has there will have ramifications later on.

The Hit

While the Sodality's leaders wait to see if the Agents take the bait and write off the Banhoff situation as a crime of passion, Arton Brandt doesn't stand still. He orders Holmstead to begin planning to murder the Agents.

Holmstead recruits three non-Sodality residents of Stanton, all of whom are meth addicts and frequent criminals. He offers them \$20,000 each to murder the Agents in what will look like a robbery gone wrong. But to back them up, one of his most trusted Guardians will drive the getaway car and bring a sniper rifle to pick off Agents from a distance. This Guardian will meditate at the Energy Portal for an hour the morning of the hit and gain the listed benefits from **THE ENERGY PORTAL** on page 167.

Brandt will hold off on the hit until he's sure the Agents aren't buying the Banhoff story. Only then will they put their plan into action.

If the Agents survive the hit, the Sodality escalate to Stage Three.

Stage Three: The Hypogeum

As the Sodality's framing of Melinda Banhoff begins to crumble under the Agents' investigation, Hector Samayoa and Raymond Holmstead take dramatic action. Samayoa's mental connection with the Lloigor and Holmstead's readiness to self-actualize through murder find a convenient overlap: Samayoa tells Holmstead that Brandt is a fool and it's imperative to ritually sacrifice the Converted within the silo to save the world from apocalypse.

Brandt's Murder

They begin with Brandt, whom they lure to the silo for Holmstead to execute. They throw his body off the catwalk and Brandt becomes the first resident of the new Polarity Crypt, inspired by Samayoa's studies of the Hypogeum. Samayoa believes it was the vast sacrifices within the Hypogeum that saved the world from the last apocalypse, and that the time has come to renew that commitment to the positive energies of the cosmos.

Following the hit attempt, surviving Agents swiftly find the Sodality has ceased all communications and will not divulge Brandt's location. Because it is rare in horror gaming for the lead cultist to swiftly be murdered by his own acolytes, the Agents will likely think he has gone into hiding somewhere and try to figure out where he might have gone. Of course, all they have to do is look at the bottom of the silo.

Mass Homicide

Brandt and Samayoa keep it up. They lure about a dozen Converted to the silo every day, starting with various townsfolk but including some Sodality staff and students as well. While the pair go about their business, keep the Agents busy with their investigation. There are lots of avenues to explore within the Stanton area—revelations about the mine, the monastery,

the Superfund cleanup, various clandestine projects, and so on. But keep track of every day that goes by and keep adding a dozen people a day to the kill total.

Meanwhile, the Sodality have locked their doors, abandoned the visitor center, and stopped accepting visitors on the ferry. The Guardians remain loyal to Holmstead but staff, students, and assorted guests are scared. They aren't allowed to leave and every day, the Guardians take a few of them away to be murdered in the silo.

Jorgensen's Gambit

The Agents' impression should be that the Sodality is leaving town. Kathleen Jorgensen at Stanton Airport will reach out to give them the false information that numerous Sodality members have been taking flights to Denver, Colorado. That fabrication will quickly be exposed if the Agents use their connections to check with the airlines or the FAA.

If Jorgensen is confronted about this lie, she excuses herself to fetch some paperwork and returns with her handgun out, shooting to kill. The Agents should now get the feeling that anyone in Stanton could be out to murder them.

Escalation at the Silo

Keep track of how many corpses now line the bottom of the silo, at a rate of a dozen a day. While the silo benefits from subterranean cooling and a low parasite population, the bodies are still decomposing and the smell is horrible. Holmstead begins buying sacks of quicklime to scatter over the growing mound of the dead.

Because the silo now smells like death, Holmstead and Samayoa have to start executing Converted in an adjacent silo complex, which they claim is where a new Vortex is being built. In reality, they have cut off the padlock and put some battery-powered lights in the entrance, just enough to get their victims underground and close the hatch before murdering them. They put the bodies in a wheelbarrow and run it over to the real silo.

Confrontation

Holmstead and Samayoa can't go too many days before the Stanton police and the Agents realize how many people are going missing and that all the missing seem to have previously been to the silo. At whatever point the Agents head to the silo to confront the Sodality, stage the climax as you see fit. It would be



a fine idea to have several Guardians from the Lodge present with a fresh crop of kidnapped Sodality staff.

When the Agents breach the facility, Samayoa activates the Polarity Vortex using his new Polarity Crypt protocols, in the belief that this will kill the Agents and save the world from the apocalypse. The newly retuned resonance is dramatically different than normal. It taps into the Lloigor vortex even more directly. For the result, choose several different powers from **LLOIGOR** on page 213 of the *Handler's Guide* and have all hell break loose. Anyone present at the facility may be subject to powers such as Suicide, Induce Frenzy, Temporal Doldrums, and even Vortex, all of them powered by the WP sacrificed from the murder victims at the bottom of the silo. Finally, the silo's mechanical components violently shake loose and fall apart.

In the aftermath of this confrontation, the Sodality are shut down and the Lodge and silo are seized by local law enforcement. The quicklime-coated bodies are gradually removed from the silo, one more toxic cleanup for Stanton to deal with.

Connections

The Prana Sodality could have the following connections to other groups.

Center for the Missing Child

When the Diocese of Spokane sought bankruptcy protection in 2004, it was due to an avalanche of sexual abuse lawsuits. Those lawsuits, and new ones, have continued to wind their way through the courts. And sooner or later, the extended family of Jerry Fielding will want answers. What really happened to that happy little boy who allegedly committed suicide back

in the summer of 1971, during the St. Bernard Youth Retreat at the Humiliati Monastery?

The Center for the Missing Child may volunteer their forensic expertise to review the coroner's cursory report and even get approval from the family to exhume the body for further examination. CMC's forensic scientist Annabel DePasqua would be a natural resource for this project, and it could be a rare opportunity for case analyst Christopher Mudede to make a field trip to Stanton to research the death. Mudede and DePasqua could then become useful contacts for the Agents and eventually connect them with Joe Dawant.

The Sowers

Stanton is a prosperous town but it carries an unfair share of misery and desperation—making it a perfect location for a locally born Deacon of the Sowers to return to his hometown and open a branch of their church.

The Sowers in Stanton have a modest storefront, 16 Aspirants, and 25 Sworn. Their ranks are exclusively composed of non-Converted, most of whom are suffering from various illnesses. But the Sworn, while not cured, have found their lives turned around ever since they joined the church. They are healthier, their treatments are working, and many have found better jobs, all thanks to the good luck produced by their daily use of the Bound to Jesus ritual.

It would likely be useful to the Handler for a Sower to be married to a Converted wife who has since renounced the Sodality and is now in thrall to her domineering husband. The two of them are now firmly anti-Sodality and regard it as a Satanic church dedicated to tearing families apart and leading good people astray. They would be ready informants for Agents looking for information.

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