

G U R P S<sup>®</sup>

# WAREHOUSE 23

THINGS THEY DON'T WANT YOU TO HAVE



DO NOT OPEN  
11-0543-23-B

USE NO HOPE

BY S. JOHN ROSS

STEVE JACKSON GAMES



# DANGER! THIS SIDE UP!

The Ark of the Covenant sits on a shelf next to the gold plates of Moroni and the dissected corpses of the Martian invaders. Frozen in ice you'll find the Jersey Devil beside a Yeti, and a bacteria that can eat any metal – it just can't *stop*. Growing in a hidden hydroponics facility is a plant with a fruit that tastes like steak, with enough nutrition in a single serving to sustain you for a week. The plates they serve it on in the cafeteria are made of a 100% biodegradable plastic that – while it's still fresh – can absorb the kinetic energy of a tank shell without even spilling your drink.

*You don't want to know what's in the drink.*

The global power balance teeters on the brink of chaos. We touch too much too soon. We discover things we were never meant to comprehend: Relics created by the whim of mad genius, or aliens, or gods – or godlike DEMONS . . . substances so potent that a handful could destroy our world, computers so subtle that no network is secure from their manipulation, sorceries dark enough to annihilate the purest soul.



Illustration by Shea Ryan; colored by Jeff Koke

Somewhere, those with true Power have built a facility to imprison these forces . . . for proper study. For our own good. To insure order. Until THEY decide to unleash them. THEY know WE aren't yet ready for the contents of Warehouse 23. But are THEY? Inside the Warehouse, you might wonder just who – or WHAT – could dare consider itself a master of such power.

Your players will be delighted.  
At first.

**WRITTEN BY S. JOHN ROSS**  
**EDITED BY SEAN BARRETT**  
**COVER BY BRUCE POPKY**  
**ILLUSTRATED BY DAN SMITH**  
**AND BRIAN DESPAIN**



**STEVE JACKSON GAMES**





G U R P S<sup>®</sup>

WAREHOUSE 23

## THINGS THEY DON'T WANT YOU TO HAVE

By S. JOHN ROSS

Additional Material by Sean Barrett, Nigel D. Findley,  
Chris W. McCubbin, Steffan O'Sullivan and David L. Pulver

Edited by Sean Barrett  
Cover by Bruce Popky  
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Brian Despain, and Shea Ryan

This book is respectfully dedicated to the memory of Nigel D. Findley, author of the original *GURPS Illuminati*. One of the most prolific and eclectic writers in our industry, Nigel passed away on February 19, 1995, at age 35, leaving a legacy of fine reading and great gaming. *They* got a good one.

We would like to thank *Raiders of the Lost Ark* – for that last, incredible warehouse scene that fired so many imaginations – and Stirling Westrup (see p. 126), who first pointed out that every one of those crates could have an adventure in it!

The author would like to acknowledge Dennis Edison Chinault II (for enthusiasm and questions), his mother Madeleine (for junk food), Tim Driscoll (for source material and constant support), Eris (for *Passing Fancies*), Marty Franklin (for loaning me his books and being the loopyest gamer I know), Richard Gillespie (for a place to play), Laurel Halbany (for strong opinions, and a famous hoax), Melina Haberer (for tales of slavic parapsychology), Moose Jasman (for late-night talks and religious insight), Steve Johnson (for playing a hypnotist), Gyeroinya Krasivy (for fortifying Discordian praise), Robert Likins (for books and fellowship), Kimberly Lindsey (for conspiracy theories), Travis Linton (for psychic Yeti research), Chris Reid (for bone marrow), Doug Sheppard (for last-minute Jiffy-Pop), Matt Sullins & Friends (for noise and coffee and acrobats), James Sullivan (for facing nameless horror), Ron Wiltshire (for Elsdon), Terri Wells (for everything), and Elvis Aaron Presley, the Rockabilly Regent of the Red Planet, for the ablative Quantum Jumpsuit and Blue-Shift shoes. To all of you, thank you.

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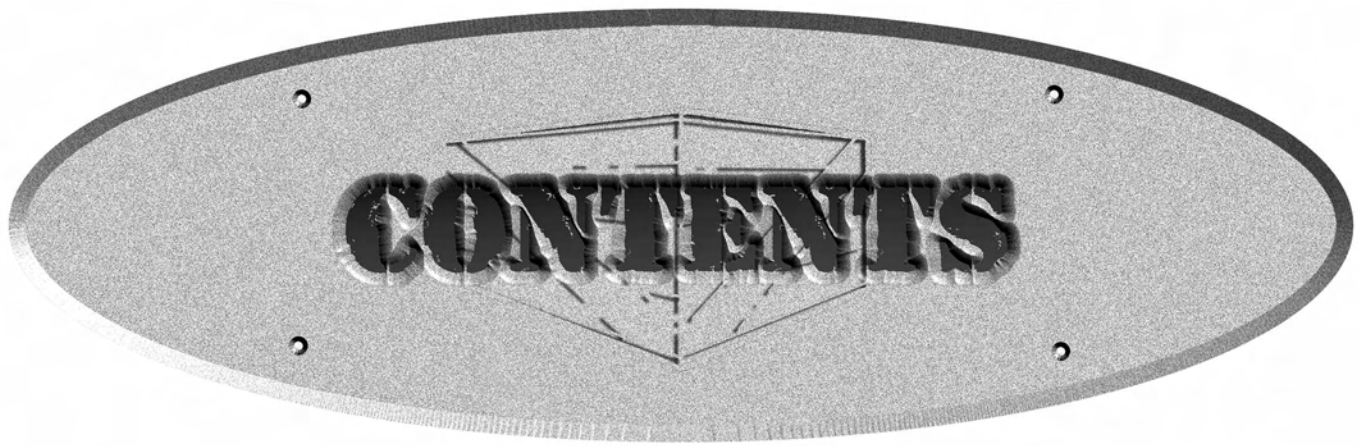


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STEVE JACKSON GAMES



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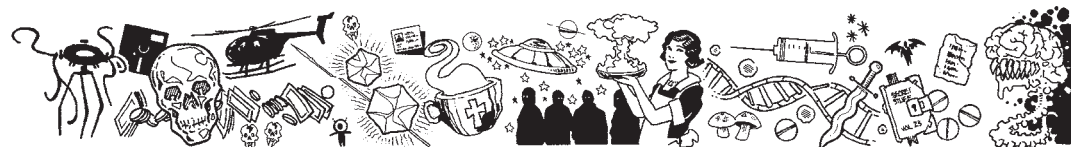
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**WAREHOUSE CONSPIRACY UNVEILED TO WORLD!**

"It grew out of our control months ago," claimed an unidentified source wearing a black suit. Reports insist that the sub-levels of Warehouse 23 online contain over 5000 crates of unusual items. Subliminal ads co-exist with subversive submission forms. Subfnord.

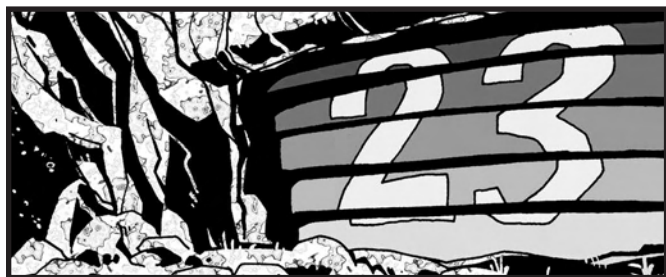
SJ Games, host of the Warehouse 23 web site, released a statement saying that "you *don't* want to go near the dumpster. But stay tuned; the Secret Masters have big plans, including an actual online game."

<http://www.sjgames.com/warehouse23/>





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## About GURPS

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

Pyramid ([www.sjgames.com/pyramid](http://www.sjgames.com/pyramid)).

Our online magazine includes new rules and articles for *GURPS*. It also covers all the hobby's top games – *AD&D*, *Traveller*, *World of Darkness*, *Call of Cthulhu*, *Shadowrun*, and many more – and other SJ Games releases like *In Nomine*, *INWO*, *Car Wars*, *Toon*, *Ogre Miniatures*, and more. And Pyramid subscribers also have access to playtest files online, to see (and comment on) new books before they're released.

*New supplements and adventures.* *GURPS* continues to grow, and we'll be happy to let you know what's new. A current catalog is available for an SASE. Or check out our Web site (below).

*Errata.* Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are always available from SJ Games; be sure to include an SASE with your request. Or download them from the Web – see below.

*Q&A.* We do our best to answer any game question accompanied by an SASE.

*Games input.* We value your comments. We will consider them, not only for new products, but also when we update this book on later printings!

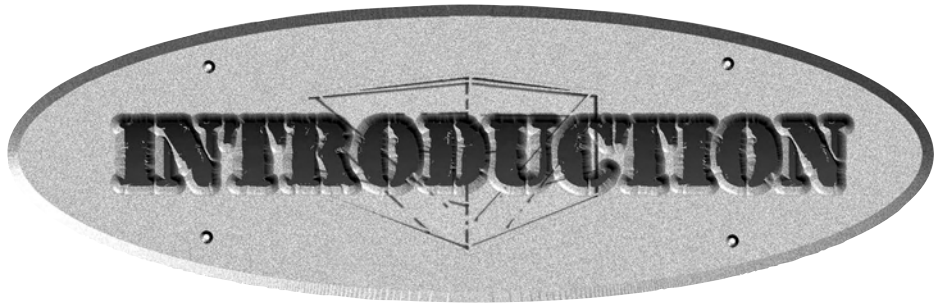
*Internet.* Visit us on the World Wide Web at [www.sjgames.com](http://www.sjgames.com) for an online catalog, errata and updates, and hundreds of pages of information. We also have conferences on CompuServe and America Online. *GURPS* has its own Usenet group, too: [rec.games.frp.gurps](mailto:rec.games.frp.gurps).

*GURPSnet.* Much of the online discussion of *GURPS* happens on this e-mail list. To join, send mail to [majordomo@io.com](mailto:majordomo@io.com) with "subscribe GURPSnet-L" in the body, or point your World Wide Web browser to: [www.io.com/GURPSnet/www](http://www.io.com/GURPSnet/www).

### PAGE REFERENCES

Rules and statistics in this book are specifically for the *GURPS Basic Set*, Third Edition. Any page reference that begins with a B refers to the *GURPS Basic Set* – e.g., p. B102 means p. 102 of the *GURPS Basic Set*, Third Edition.

Page references that begin with CI indicate *GURPS Compendium I*. Other references are CY for *GURPS Cyberpunk*, G for *GURPS Grimoire*, I for *GURPS Illuminati*, M for *GURPS Magic*, P for *GURPS Psionics*, UT for *GURPS Ultra-Tech*, and VE for *GURPS Vehicles*.



*Too much checking on the facts has ruined many a good news story.*  
– Newspaperman Roy Howard

(Chief Justice Warren Burger used this quotation in a speech given in 1985. Despite a total lack of evidence that Roy Howard ever said such a thing, most reporters never checked it, apparently taking the advice to heart.)

**Ghosts are REAL. Flying saucers are abducting "us" for study. THE SAVIOR has been and gone; His name "was" Elvis. The CIA has perfected the thought-virus, and it's using it in ATLANTIS, right now. IF "you've" ever HAD a flash of paranoia, or a nagging doubt about the "accepted" laws of "physics," you won't be a STRANGER to Warehouse 23.**

*GURPS Warehouse 23* is a book of secrets: Weird Science, Magic, and Lies. To some GMs, it is a book of treasures and plot hooks with which to torture, tease, and ultimately reward characters. To the light-hearted, it might be a kind of giant, modern dungeon-crawl. *Warehouse 23* runs the gamut from deadly serious to shamelessly silly, and sometimes it's hard to tell them apart.

"Warehouse 23" is a sinister fairy tale. The Warehouse is drawn from the same pantheon as the Loch Ness Monster and the Kelly Creature. It occupies the same spot in the heavens as the 100 mile-per-gallon carburetor and the Martian Invasion of 1938. What decent, normal people call urban legends and tourist-bait, the Secret Masters hide in their Warehouse.

Warehouse 23 is a place where the Truth is hidden. The answer to every question ever asked and every prayer ever uttered is here, stacked 500 to a pallet and rotting away, wasted. Those who believe in Warehouse 23 know that all their fantasies can be indulged here, no matter how maniacal or mundane.

Come on in; here's your security card. Don't lose it.

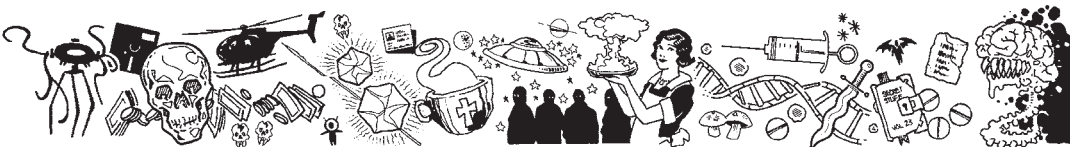
**REPRODUCTION and DISSEMINATION of this IMPORTANT information is PROHIBITED!!!**

### About the Author

S. John's only personal run-in with the secrets of government warehouses was a visit to one such "Facility" converted into a covert tennis court by the Department of the Navy. One of the dusty catwalks above the courts contained a dead sparrow, presumably of terrestrial origin. He has never visited the Pentagon (much less the section occupied by the Joint Chiefs of Staff) and knows nothing about the purple water fountain in its basement, or any crates of canned pineapple in closets.

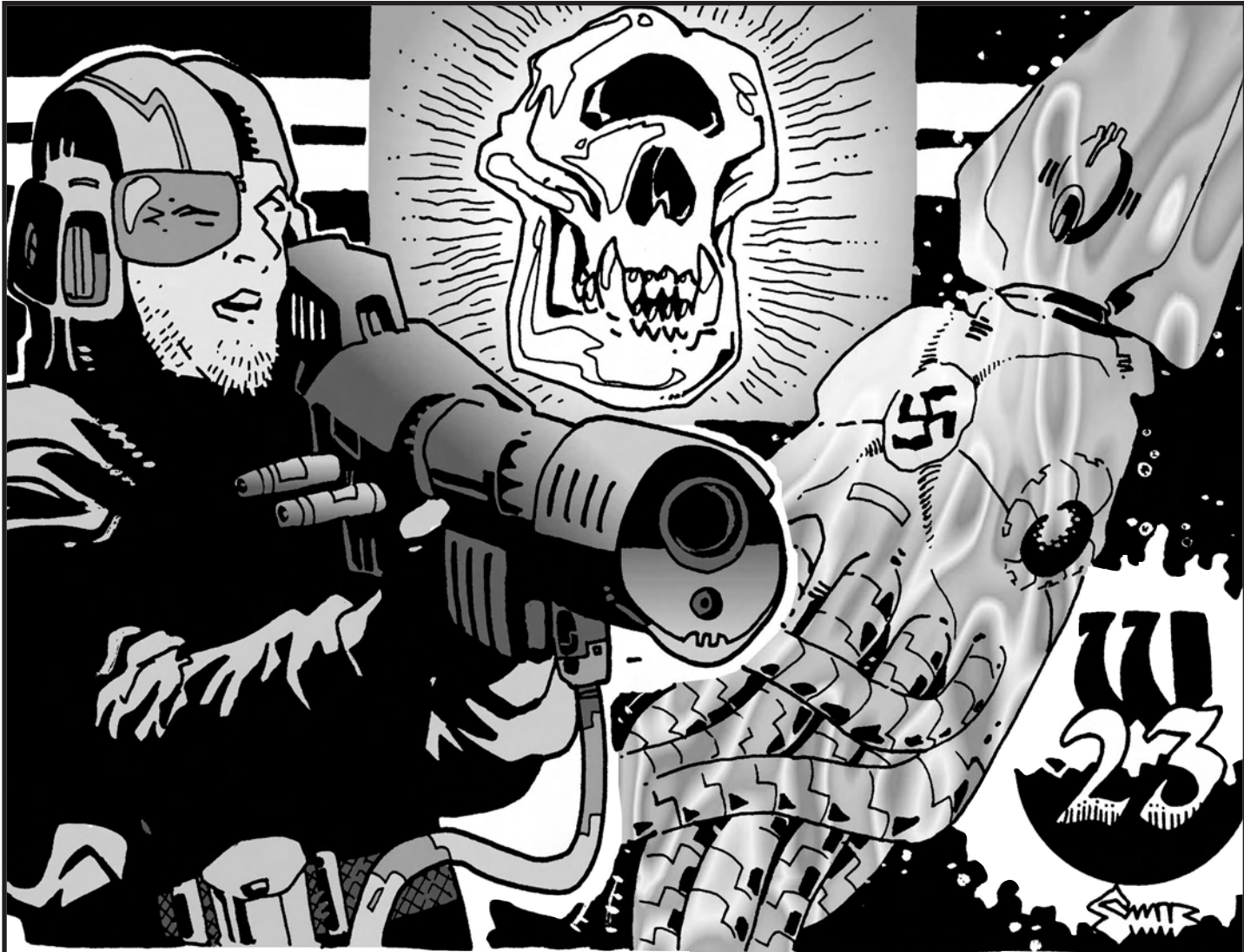
He sits quietly on his porch, watching the Fringe, drinking tea.

4 INTRODUCTION





# I LEGACY OF THE WAR



*That once upon a time, this Earth was No-Man's Land, that other worlds explored and colonized here, and fought among themselves for possession, but now it's owned by something:*

*That something owns this Earth – all others warned off.*

*– Charles Fort, **The Book of the Damned***

This chapter contains rumors. Rumors about the origins of Warehouse 23, the occult nature of World War II, and other fables of the modern condition. The “truth,” if there is any, is entirely up to the Game Master.











## The Nazi Pact With Men From Space

History records that Adolf Hitler, for all the legends we have of his fascination with the occult and his obsession with the powers of ancient gods, was a materialist. By the end of World War II, the American spy network (the OSS) had established beyond all doubt that even Hitler's celebrated belief in astrology was not real; Adolf Hitler was a twisted, evil man, but he was rooted in a world in which gods were only tools of the powerful. Hitler did not believe in magic.

So mundane history says.

Hitler's climb to power was steeped in the blackest of sorcery, wielded by the hands of our Space Brothers. The Nazi Party grew out of the secret machinations of the occult Thule Society, and his most powerful lieutenant, the *Schutzstaffel's* own Heinrich Himmler, led his SS as a mystic order of knight-hood – warriors to match the might of the Thule wizards. Above them all, in high orbit above Wewelsburg, Germany, the cold, inhuman hearts of the Greys beat faster in anticipation of the culmination of their plans. Whether the wizards and gadgeteers of the Third Reich were merely their pawns is yet to be seen. The game has not ended, and the world still hangs in the balance.

## The Special Research Office (SRO)

While Hitler and his men eyed the world greedily behind spells and alien rocket science, the United States did not slumber. By the time World War II would be upon the world, the Nazis were already deeply steeped in magic, and the U.S. was already fighting fire with fire.

The U.S. had neither alien contacts nor deep knowledge of sorcery, but it was far from ignorant of the occult threat from the Nazis. In 1935, while the Nuremberg laws against the Jews were being passed in Germany, President Roosevelt was creating the Presidential Special Research Office (SRO), to investigate "potential danger of a supernatural or super-terrestrial nature among the Germans and in other places around the globe."

Built with a small amount of funds granted by Congress as untraceable "black money," the SRO operated on a shoestring budget. With a dozen dedicated employees working in a small office in the southern Federal quarter of Washington, D.C., the SRO was to become the most valuable research tool at the beginning of the war.

## OSS Foreign Offices

By the end of 1944, the Special Funds division had offices in London, Gibraltar, Caserta, Cairo, Lisbon, Stockholm, Madrid, Kandy (Ceylon), Calcutta, Istanbul, Kunming, Athens, and Paris, as well as a secret office in Germany. Each of these offices had its own warehouse for storing goods appropriate to local OSS activities. One was near Algiers, the original location of an office that was moved to Caserta in 1944. Other facilities were built in secret and remote locations of special usefulness as drop-off and supply locations.

All of these other warehouses had their own secrets, and a campaign focusing on the *search* for Warehouse 23 would involve tracing OSS wartime activities. Since the OSS conducted occult research to counter the Nazi threat, any or all of the warehouses could still have lingering curses, spells, or otherworldly entities. They predated the flood of extraterrestrial technology into the U.S. by a couple of years (and no one really *understood* any of the alien tech until after Project Paperclip), but those still in use by the CIA today certainly include those alien influences, as well!

## The Current Caretakers

Those who run Warehouse 23 – most of them, anyway – have no idea who they're working for. They know where they live, and what their jobs are, and that neither will change for the rest of their lives. All Caretakers, from the Chief Administrator to the girl who sweeps the Robot Room, are "lifers." For whatever reason, the Conspiracy wants *them* tucked away just as much as they want the Albemarle Dictionary under wraps. For this reason, nearly *every* Caretaker has some sort of interesting story in his past. For equally obvious reasons, none of them talk about them very much.

Most of the Caretakers *like* it that way. Many are dedicated researchers, either of the sciences or the occult. Both groups (and there is some cross-over between them!) have access to information and materials that they'd never even *heard* of before they came to work at the Facility. The Conspiracy only brings *talented* people here. The untalented ones it just kills (often to power the spells and machines of the talented).

*Continued on next page . . .*



## The Current Caretakers (Continued)

The two most important Caretakers are the Chief Administrator, known only as “Charlie” (his real name may be on file with the Secret Masters), and the Chief Librarian, Dora Wolf. Charlie has been running the place with what can only be called “a joy-buzzer in an iron fist” since sometime in the 1960s or 1970s. Dora is a quiet old matron, who keeps her nose in her databases and books when anybody’s looking . . . but she knows more than she lets on. Dora Wolf is probably the only person in the entire world who knows where everything is kept, and rumor has it that she’s been working for the Facility since before World War II. She’s over 80 years old, apparently. She might be a lot older. Whatever the case, the Masters seem to like her, because she gets whatever she wants. Many lesser Caretakers think that Dora is a Secret Master, a suggestion that she would coyly laugh off. When in the company of Dora Wolf, one expects to be offered cookies and milk. If Dora ever makes such an offer, don’t refuse, but don’t eat the cookies, and don’t drink the milk.

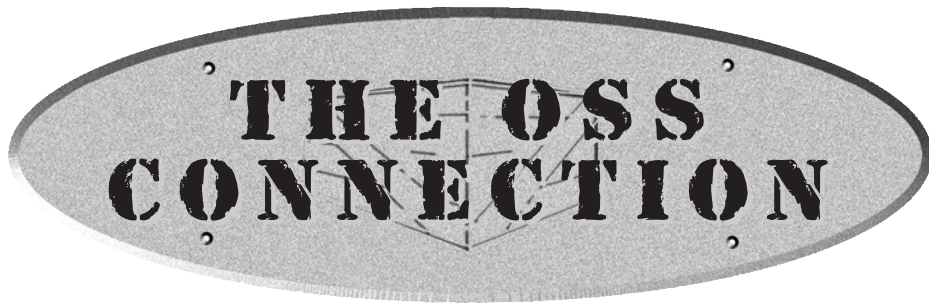


The SRO had two major areas of concern when it was chartered in 1935. The first was the growing occult influence in Europe. The second was the growing evidence of activity on and near the planet Mars. Other, more minor concerns included occult societies operating in Turkey and China. Open conflict soon erupted in most of these areas. Many (such as the aborted Martian invasion of our planet) occurred in the late 1930s, before the war grew so large that it involved even *the mundane populace*.

The SRO acquired many artifacts, both alien and occult. Faced with a need to safely hide and study these objects, a warehouse was purchased from the U.S. Navy. It was designated with a fresh code-name, “SRO Storehouse 715,” and was (at least as far as Roosevelt knew) the first such facility funded by the United States government.

As Nazi Germany grew to greater prominence, the SRO grew in knowledge. By the time World War II was looming, the federal government had several accomplished occult experts and the U.S. fought desperately to keep pace with Germany’s more organized use of sorcery. All of this was kept behind the scenes. Had the president publicly revealed the findings of his SRO, national security and morale would have been threatened at a time when both were vital.

The SRO, however, had problems, and in 1941 the threat of scandal and exposure led Roosevelt to dissolve the office and place its holdings under his personal control until the new Office of Strategic Services was in place.



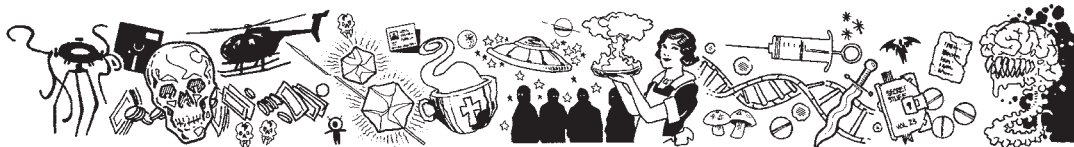
On June 13, 1942, FDR established the Office of Strategic Services (OSS) and named William “Wild Bill” Donovan its director.

Director Donovan referred to the pioneering methods of conflict developed by the OSS as “unconventional warfare,” and it created the modern image of cinematic espionage. The OSS did more than simply spy: sabotage, psychological warfare, bribery, and specialized cutting-edge science were its tools, all in the hands of agents and teams whose activities (and even funding) were deniable and “off the record” by permission of the U.S. Congress.

Two divisions of the OSS played a special part in the formation of Warehouse 23: The Special Funds division and the Research & Development division. R&D was more commonly known as *Division 19*.

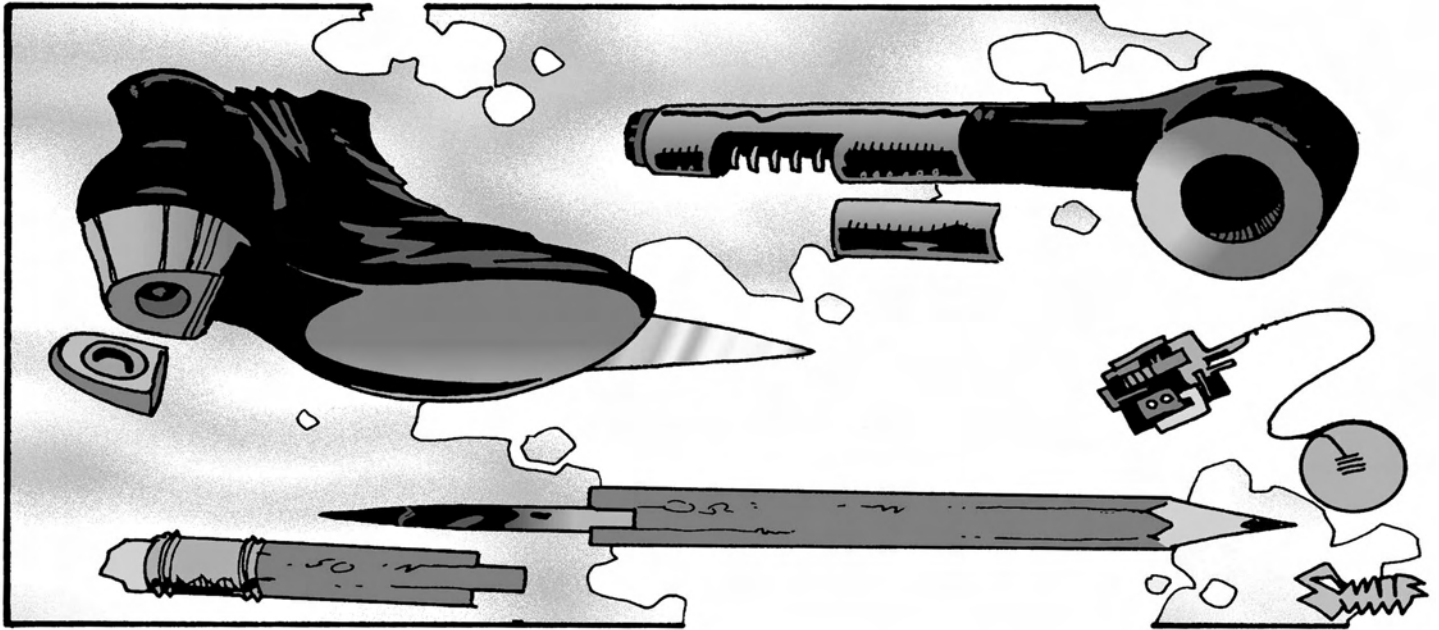
### Special Funds Division

As the OSS quickly discovered, financing operations around the globe in the midst of world war can be difficult – and using U.S. dollars, in the few places where they were accepted, potentially put American legal tender into the hands of Axis spies. The OSS was well aware of this danger; it was trying to get foreign currency into the hands of *American* spies. With local currencies, agents could finance operations, bribe local officials, and blend in with the citizenry.









## Dora Wolf

Warehouse Chief Librarian, age 81, 5'2", 110 lbs., gingery hair, brilliant green eyes.

ST 7, DX 14, IQ 14, HT 20/6.

Basic Speed 8.5; Move 8.

Dodge 8.

No armor; no encumbrance.

*Advantages:* Charisma +2, Empathy, Intuition, Longevity.

*Disadvantages:* Sense of Duty (Warehouse 23).

*Quirks:* Plays up the “kindly old lady” act; Talks to herself and to her stuffed silk dragon; Likes to walk alone in the Warehouse; Occasionally speaks (fondly) of her dead husband.

*Notable Skills:* Area Knowledge (Warehouse 23)-20; Professional Skill: Librarian/TL8-17; Computer Operations/TL9-16; Sewing-15; Cooking-17; Driving (Small Electric Car)-15; Occultism-18.

Dora Wolf is the Facility’s oldest caretaker; she came into the Facility when it was still under the SRO, the year the Martians invaded. She loves her life in the Warehouse, and works hours designed to avoid most of the other Caretakers. Her main job is overseeing the libraries, including the Library of Extracted Works. She never involves herself in the “extractions” (she finds the concept distasteful) but dutifully shelves the books.

central distribution center for Division 19’s special equipment. It was officially opened on the fifth of January, 1944. The first things shipped there were the OSS gold and the contents of SRO Storehouse 715.

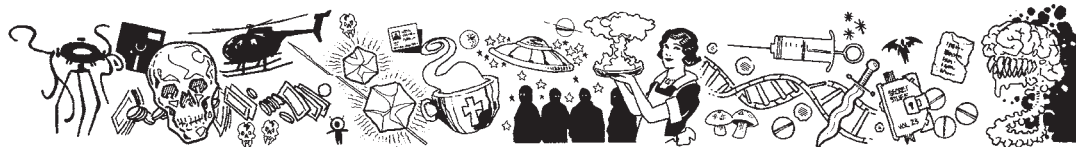
## Division 19

While Special Funds built Warehouse 23, it was Division 19 that saw to it that it was filled with more than gold and occult talismans. Division 19 was called upon by the OSS to create *special* tools for the spy-trade.

The original model for the British “Q Division” of spy-movie fame, Division 19 consisted of a nationwide network of government and university scientists, “occult anthropologists,” and researchers. If U.S. forces overseas required some special new tool be developed, a request would be forwarded to OSS R&D. Such requests included submersible inflatable rafts, new varieties of silenced weaponry, rudimentary protective invocations and inscriptions, and such arcane stuff as explosive bread-flour (see p. 66). Weapons and cameras concealed in more mundane objects were also produced, along with hundreds of other inventions, many still unknown to the civilian world. Throughout the war, these inventions were distributed to troops and spies via the OSS warehouse network. At war’s end, most of the stranger items ended up in Warehouse 23 for absolute secrecy.

## The End of the War

On April 30, 1945, United States forces took Nuremberg, defeating the bloodthirsty (and secretly enchanted) SS soldiers defending it. They captured the magical Holy Lance, and the European war was over. Within hours of Nuremberg’s capture, Adolf Hitler committed suicide. Heinrich Himmler, who had had a falling out with Hitler and who was already moving his sorcerer-knights into position for what OSS secret reports termed “a ritual of unbelievable destructive potential,” was captured weeks later and (on May 23) took his own life, biting down on a glass cyanide capsule kept in his mouth. Rumors per-





sisted in intelligence circles that neither man was really dead, and that both had fled to the center of the Earth in private flying saucers, taking the core of the Third Reich with them. The Thules descended into the shadows, appearing to all the world as a dried-out group of innocuous mystics.

The conflicts, both mundane and magical, that made up the Second World War would (and have) filled a thousand books and more; many of the stories can never be told. Warehouse 23 contains the relics of many such stories. Every spy who found a glowing probe in a Mediterranean seaport, every soldier who wrested a glittering black wand from a fanatic Thule sorcerer, every scientist who worked to exhaustion cracking the mysteries of UFO technology contributed to the wealth of mystery contained in the planet's most secret facility.

When the OSS was disbanded in 1945, its facilities (including the 30 special "warehouses") were turned over to the War and State Departments. In the year-long "espionage interim" between the end of the OSS and the beginning of the CIG/NIA (which would become the CIA and the National Security Council) one of the warehouses was conveniently "lost" by its new masters. The facility had been built and operated on unvouchered funds, and both President Truman and high-ranking officials among the Joint Chiefs of Staff thought that Warehouse 23 should be kept separate from the CIG and NIA when they were brought online. With access to the president's own emergency funds (likewise unvouchered) Warehouse 23 could continue, its existence known only to the president and a few select others.

The other 29 warehouses had, like 23, become more specialized over the course of their short existences, and some of them are still in use by the CIA. Others were "retired," either for security reasons, or because of budget changes. Over half of them were emptied and sold as soon as the war ended. Officially, Warehouse 23 was among that group of "war casualties."

## Truman's Secret

For a time, Warehouse 23 was Truman's personal project, kept secret from the CIA. Frank Wisner and others were busy snatching up as many former Nazi scientists as they could via the infamous Project Paperclip, and the CIA was stocking up heavily on knowledge of the connection between the UFOs and the Swastika. As it turned out, scientists such as former SS Major Werner von Braun were not only brilliant engineers, but had also been privy to unearthly technology. This information was sold to the CIA in exchange for the convenient erasure of records of their past atrocities as Nazis.

Of course, the CIA now wanted the UFOs to talk to *them*, and began looking into ways to contact our Brothers from Space. Harry Truman, all the while, seemed naïve and ignorant of the true nature of Project Paperclip, but was in reality shuffling his own resources into the Warehouse, and hiring a staff to run it, if necessary, for decades without direct assistance from the U.S. government.

## CIA Success?

Within only a few years of the end of the world war, the CIA had already replaced the Nazis as the principal puppet of the UFOs. The pact had been signed, and flying saucers began appearing above the skies of the United States, abducting human beings for study – with the blessings and assistance of high-up members of the CIA. After a famous sighting by Kenneth Arnold in 1947, the flying saucers were no longer completely a secret, but careful manipulation of

## Warehouse Agents: The Men In Black

Whatever form it takes, whoever owns it, the Warehouse will have a cadre of deadly competent *agents*, who will work outside to actively find and collect information and artifacts, and to silence those who know too much. While they're not likely to be privy to all their masters' secrets, they will have mysterious abilities and will use them ruthlessly. This role is traditionally filled by Men in Black (MIBs).

The Men in Black are a conspiracy tradition originating in the UFO community. Ufologists who have witnessed something significant are traditionally visited by Men in Black – two or three men wearing black suits and hats, as well as dark sunglasses. They typically claim to be agents of the U.S. government, but occasionally claim to *be* from the UFOs.

Reports on the MIBs differ. In some accounts, they have strange, barely-human voices, or are accompanied by unusual smells. This suggests that some MIBs are actually aliens. On the other hand, many MIBs are simply humorless men who threaten physical harm to those who have been witness to something unusual.

Many MIBs have apparently displayed psionic abilities. Some flying saucer enthusiasts "interviewed" by MIBs claim that their minds were being probed, or that they were very open with information that they would have otherwise kept silent about. In all cases, MIBs serve to intimidate and interrogate.

In the decades since the height of UFO interest, the MIBs have "branched out" somewhat, expanding their realm of activity beyond flying saucer sightings and government cover-ups. They are the traditional agents of the Illuminati. The GM should feel free to use them anytime a PC needs a good scare . . . They could be anything from androids to aliens or golems, or just government telepaths. *GURPS Illuminati* provides a version of the MIBs suitable for any illuminat-ed campaign.

For more on MIBs, see *The MIB Files* on p. 60, *Atlantis* on p. 82, and *GURPS Black Ops*.







The site might be mountainous and forested. Certainly it is located anywhere the GM likes; perhaps near NORAD HQ in the United States, or in the Pyrenees, on the site of the Grail Castle. Huge doors of steel and false turf open into “elevator-pallets” large enough for a military transport helicopter to land on. These can be lowered into the bowels of the Facility, into the Vehicle Bays.

The underground cells include five gargantuan levels of storehouse space, the “cryptozoo,” staff living quarters, research laboratories, offices and network administration, and “the North wing,” or science quarter, where a variety of super-specialized chambers (from the Extracted Works library to clone tanks) are maintained.

The map on pp. 16-17 shows the general layout of Warehouse 23.

## Primary Cells

The largest rooms in the entire Facility are the actual *warehouse cells*, lettered A through E, with A being the uppermost level. Cargo elevators operate on all four sides of each room, and the rows and shelves of pallets and crates are divided by wide stretches of concrete floor large enough to allow mobility to forklifts, small golf carts used for inspection, and cargo dollies. Next to all entrances are small dressing rooms containing lockers full of protective jumpsuits, personal air-filters, hard-hats, goggles, chemical spill kits, and other safety paraphernalia.

The walls here are covered in safe-procedure posters, most of which seem fairly ordinary until examined closely. Most of them are fairly ordinary – cartoon drawings showing safe lifting techniques, charts showing which chemicals are safe in which containers, fire extinguishing methods. Others include postures and gestures used to stave off malignant spirits, methods for containing alchemical accidents, and a six-step poster showing how to smother a pyrokinetically-produced fire.

Goods are stored either on open stacks of pallets or crates, or on gigantic steel shelves, accessed by ladders at the ends of the row or (more commonly) by forklift. The ceilings are 40 feet from the floor; lighting is localized and computer-controlled. Lights automatically come on when motion sensors detect movement.

## Offices and Network Administration

These areas seem almost mundane; there are only a few clues to the casual observer that this place is more than just a high-security office building. In the central corridor, the biggest clue is the small glass case displaying the head of Elvis Presley (preserved by years of hair products and makeup). Duplicate display cases (with equally convincing Elvis-heads) can be found on other floors, just to make the point.

Each doorknob has a red glass band around it keyed to the Heat-Signature security system used throughout the building. The door’s microcomputer can patch in to the security computer and access a database of the heat patterns of every hand on staff. If you aren’t cleared for entry to a given room, the computer keeps the door locked. These locks aren’t always on – only when a general threat to security is declared, and such a declaration can only be made by the Chief Administrator or the Chief of Security, from their own accounts on the SINNER system.

## The Waterbug (Continued)

*Accessories:* Spotlight (5 lbs., .1 cf, \$50), two modular sockets (each 2.5 lbs., 0.05 cf, \$25), module containing electronics tools (2.5 lbs., 0.05 cf, \$480), module containing lockpicks (2.5 lbs., 0.05 cf, \$120), module containing medical tools (2.5 lbs., 0.05 cf, \$1,200).

*Power:* Routine power requirement 0.71 kW. Energy bank of two rD cells (each 5 lbs., 0.05 cf, \$500, 20 points.) storing a total of 36,000 kW. Endurance 14.08 hours (0 points).

*Subassemblies:* Two arms (right and left), four legs.

*Arm Design:* Each arm houses ST 1 arm motor and one of the 2.5 lb. module sockets (0.074 cf).

*Body Design:* Houses brain, sensors, communicator, space for arms to retract, modular weapon socket (containing Military Laser Rifle module), 0.2 cf of dedicated cargo space (designed specifically to hold four modules of the type that go in the arms), 0.33 cf of cargo space (2.2 cf), and 1 lb. waste weight.

*Leg Design:* Four legs, each houses motor and 0.27 cf of waste space (.33 cf each).

*Surface Area:* Right arm 1.5, left arm 1.5, body 10, legs 3 each. Total surface area 25.

*Structure:* Expensive, flexible, light materials (22.5 lbs., \$5,000, 15 points).

*Hit Points:* Arms 2 each, body 8, legs 2 each.

*Armor:* DR 112 laminate (280 lbs., \$28,000, 448 points), PD 4 (100 points), basic chameleon (6 lbs., \$2,000, 15 points), sealed (\$1,000, 20 points), Unattractive (-5 points), suction pads (\$1,200).

*Statistics:* Design weight 400 lbs. (0.2 tons), volume 3.668 cf, price \$6,382,440, Body ST 4, arm ST 1 (-65 points), DX 10 (0 points), IQ 8 (-15 points), HT 9/8 (-15 points). Speed 6 (0 points). Cannot Float (-5 points). Legality Rating 0. Point Cost: 507 points.



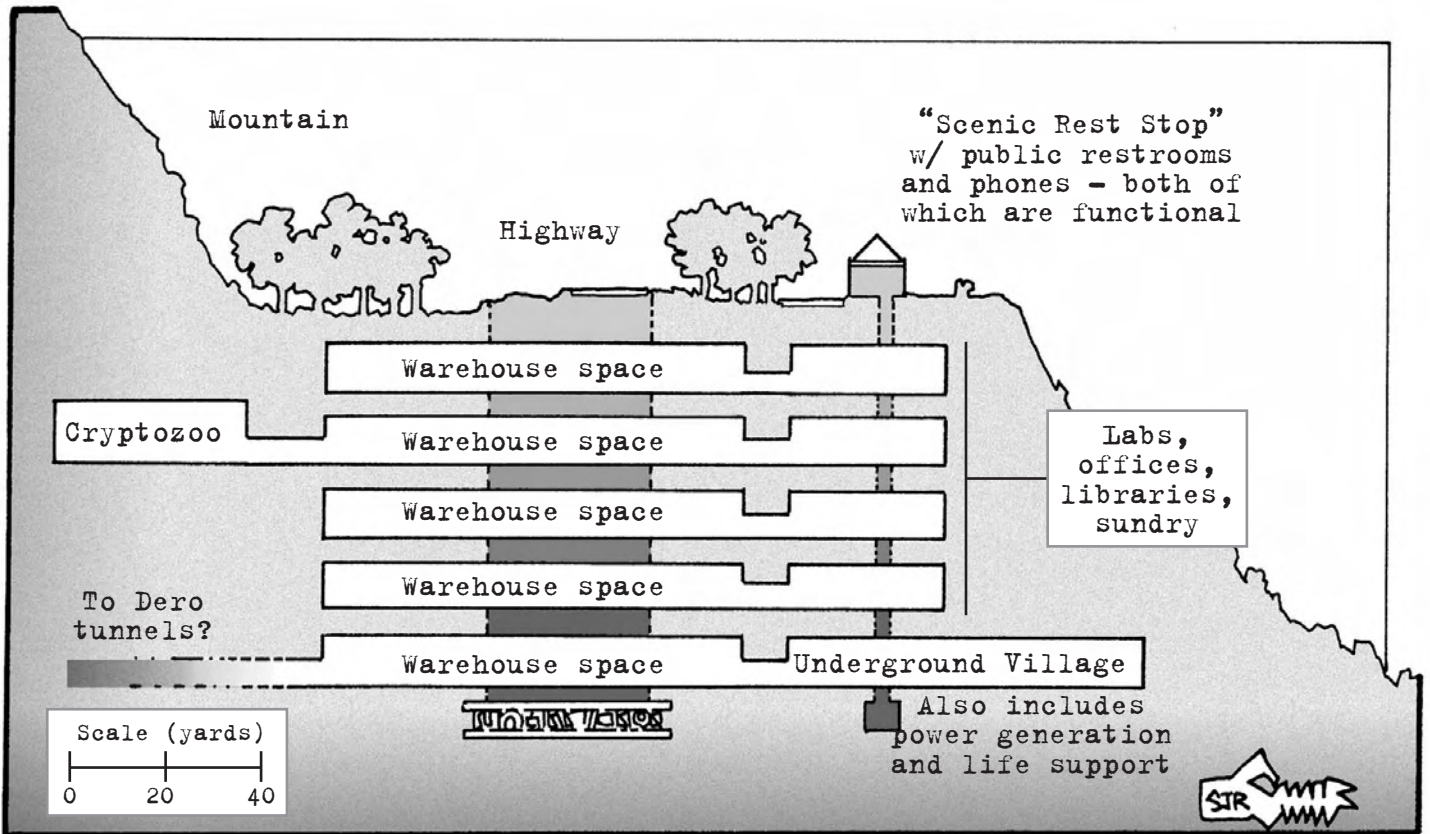
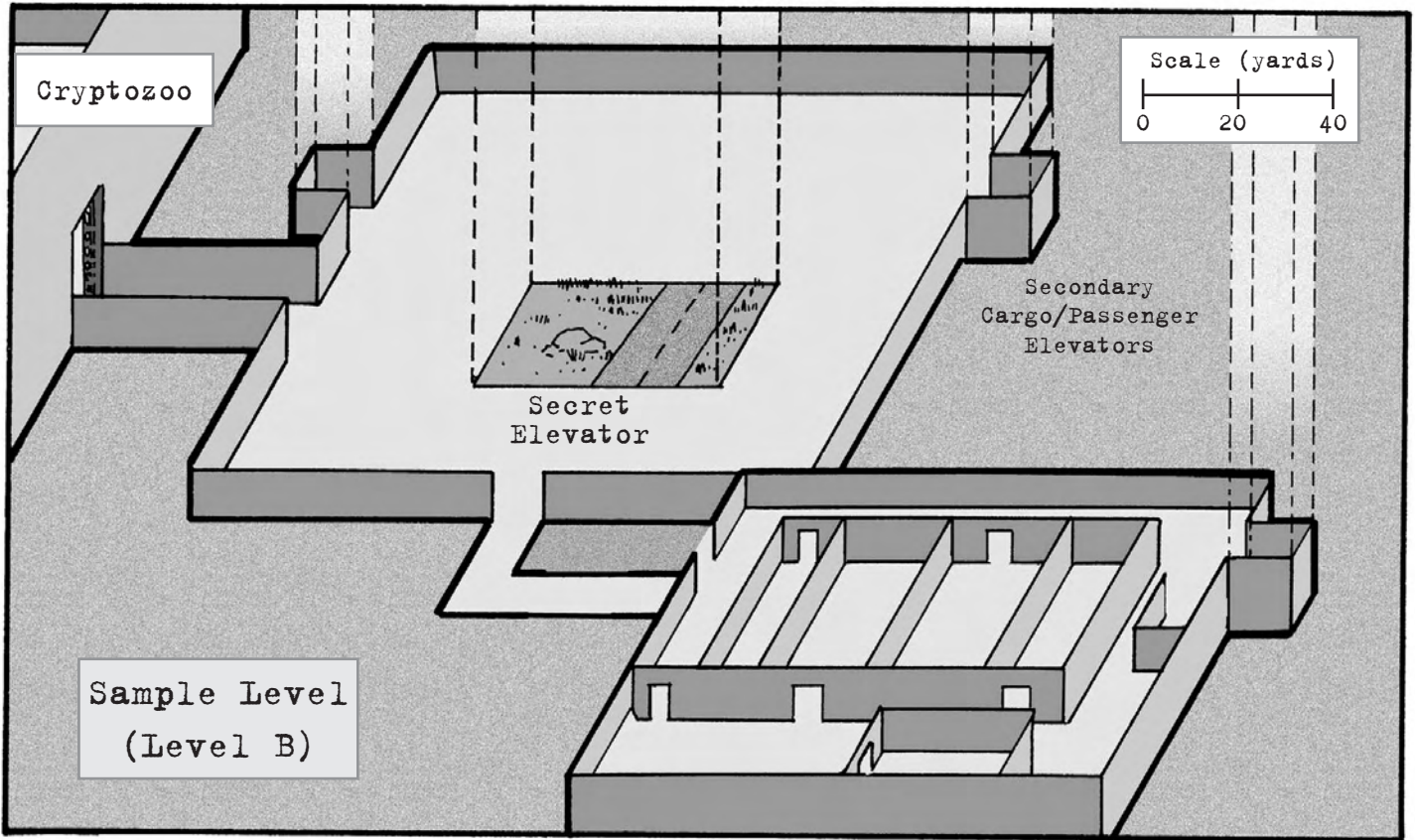
















# 2 ALTERNATE WAREHOUSES

The contents of Chapter One are rumors. This chapter is a guide to *questioning* those rumors, to build a Warehouse different from the one described there. The exact nature of Warehouse 23 depends on the tastes of the GM and the nature of his campaign.















## Organized Crime

The Mafia, the Triads, the Yakuza, and other criminal syndicates are, in many ways, powerful real-life conspiracies that everybody's *become accustomed to*. Small groups of selfish, dangerous people finance thousands of burglaries, illegal gambling operations, drug traffic deals, and murders every year. Can they do that *without* stumbling across the occasional Big Secret? What would a Mafioso *do* with the Crystal Skull? He just might decide to collect things like it, especially if the Skull took over the Mafioso's mind.

Organized crime is a terrifying reality, even in the most mundane version of the world. And most gangs won't hesitate to use murderous violence to protect their multi-billion-dollar interests. And clichéd images of the Mob owning entire stretches of urban dockside warehouse districts have their basis in reality. With all that warehouse space, why not stencil a "23" on one of them?

## Corporations

In the modern world, technological change is a dangerous thing. Imagine the economic upheavals that would result if gasoline became obsolete overnight! How many jobs would be lost if household electrical energy were *free*? What would doctors do for a living if a root or herb was found that could cure any illness? If our natural telepathic abilities weren't suppressed by chemicals in the food supply, would the post office and phone company stay in business?

Paranoia about corporations is very common, and every "corporate conspiracy" derives from a single premise: We are dependent on corporations for many things. To eliminate such dependency would be a terrible blow to those who wish to control us. As long as we depend on Them, then They can maintain the type of order that They desire.

It's unlikely that any *one* corporation could rule absolutely over the others, unless they've *really* pulled the wool over our eyes and are capable of independence from *one another*. The phone company most likely pays the food industry to put the telepathy-dulling drug in the table salt, the drug itself is provided by the pharmaceuticals industry, and so on . . . a web of deception.

Of course, any large corporation owns a lot of warehouses, and they see a lot of traffic . . .

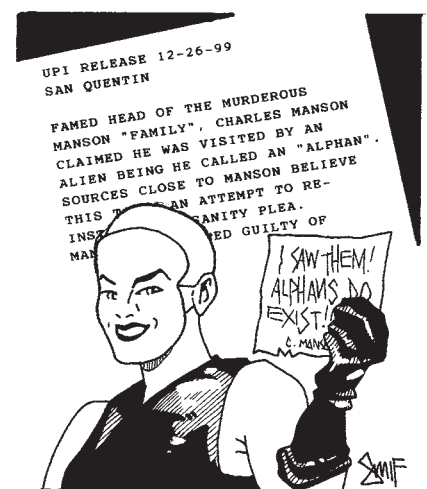
## Memoranda

The Illuminati, through their "front" organizations, can confuse and frustrate attempts to catch them through something as simple as inter-office memos. Some of those allowed to slip into the public eye are real memos, designed to look fake. Others are fake memos, designed to look real.

An example: Truman, Bush, and company used this method during the postwar Flying Saucer flap to cover up the existence of the ultra-secret UFO team, Majestic-12 (see p. 70). By printing official (and genuine) memorandums on stationery printed with *deliberate errors*, Truman and his men could circulate important documents that they could later dismiss not only as fakes, but as *amateur* and *laughable* fakes. To add to the effect, grammar and spelling were playfully toyed with. Any investigator trying to reveal the truth has been discredited as an idiot.

At the same time, very realistic-looking *fake* memos describing the activities of Projects Sign, Grudge, and Blue Book have been released which flatly contradict some of the "facts" alluded to in the Majestic-12 memos. A few brave Air Force and university men involved with the project have spoken out against the government cover-up and false nature of these "declassified" documents, but very few people are willing to listen to them. The public, when forced to choose between two contradictory memos, believes the one with the proper letterhead.

Of course, the public has been *trained* to respond this way by education systems designed by Illuminati fronts such as the Freemasons, the Order of de Molay, and the Parent-Teacher Association. Another example of the power of symbols.



ALTERNATE  
WAREHOUSES





## Churches

The famed “secret archives” of the Vatican are real. The Church of Latter-Day Saints claims to have owned important Biblical documents that were burned in the Great Chicago Fire. A great many Protestant televangelists seem to spend a lot of energy (and money) keeping their own private lives secret . . . Churches, traditionally, have something to hide.

Even in the mundane world, churches are powerful. They hold sway over the hearts and minds of *hordes* of faithful followers, many of whom are influential statesmen, corporate CEOs, and military men. If the GM has determined that the occult is a genuine force, churches become, potentially, the most powerful things on the planet (at the cost of answering to a distinct *higher* power, usually). They have every reason to hide anything that hurts their position, and to store secret weapons that allow them to win more souls for their Masters . . . In centuries past, scientists were *executed* for suggesting that churches were painting a false view of reality. How much has *really* changed?

## Private Interests

Warehouse 23 is power enough; it needn't be owned by something huge like a crime syndicate or church. In a *GURPS Supers* or *Cliffhangers* campaign, a single megalomaniac does nicely! In fact, Warehouse 23 could be a veritable “foe factory,” churning out instant arch-foes by the dozen until the PCs trace the influx of villainy to its terrible source . . . And as it turns out, the “villains” they've been fighting were *also* once heroes who had entered the Warehouse to end the threat! Can Our Heroes survive where others failed?

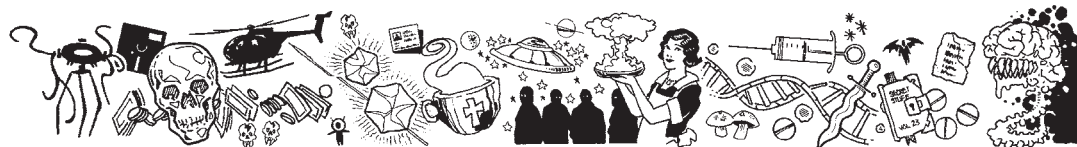
Even beyond the four-color and pulp genres, Warehouse 23 might be the legacy of a long-dead collector, cared for by generations of Caretakers and supported by the “family business” (whatever that happens to be). It might also be the storehouse of a powerful independent businessman, seeking to *become* a major corporation.

## The Conspiracy

In a world where governments, corporations, churches, and others are simply the puppets of those who wield real influence, Warehouse 23 becomes the domain of the shadowy *Illuminati*, the secret societies that battle for global dominion in an invisible war that has lasted for centuries without our knowledge.

Generalizations about the Conspiracy are impossible; they want it that way! Each seeks global domination in its own way, and there's never any certainty as to who are the masters, and who are the puppets. Are Discordian newsletters and clubs simply a network of fun-loving iconoclasts? Or are they among the Secret Masters? If the Templars survive to the modern day, do they survive as pawn of the Conspiracy, or its engineers? Is there one Conspiracy? Five? Twenty-three? If there is more than one, why hasn't one yet emerged as a victor? *GURPS Illuminati* explores these concepts in detail, and is recommended for GMs focusing their campaigns on the activities of the Conspiracy. For even more opinions, see the Bibliography.

In a full-fledged *Illuminated* world, the Conspiracy has the resources to hide Warehouse 23 *very* well, at least from the duped population. Hiding it from the other Illuminati is more difficult; none have greater cause for paranoia than those who breed it for a living.







## Vermin and Vermin-Hunters (Continued)

**Rats.** The Norwegian Rat, *Rattus norvegicus*, co-exists in the Warehouse with the Black Rat, *Rattus rattus*, but the two species seem to have staked out individual floors (the Norwegians are on levels A-C of the central Warehouse, the Blacks everywhere else). The Norways are expanding their territory and taking over the entire Facility bit by bit. They seem slightly better at teaching their offspring the new ways of coping with life in the Facility. Curiously, the rats seem to play the role of “Cat” in the Warehouse – battling other vermin. Little research has been done as to their intelligence, but it seems to be high since no “supernatural” abilities have been observed.

**Vapors.** Quasi-intelligent, sadistic drifts of magical and chemical fumes, a Vapor can paralyze, confuse, or poison a human-sized victim. They prefer to play. Only a handful of these seem to exist at any one time. Their life-spans are very short, and nobody’s been able to isolate which combination of fumes and ambient energies is creating them.

## The Occult

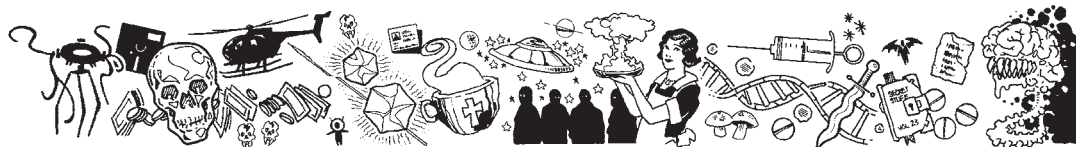
Ghosts and spirits are real. So are fairies, gods, and the powers of a sorcerer! Rarely do any have the appearance and motives that Mundane literature ascribes to them, but they’re here, the source of a True Power that rational scientists are forever blind to. The real strength is in magic – the ritual shaping of desires into reality – and reality and desire are a lot more *connected* than most people realize. UFOs *are* chariots of the gods; Ley lines crisscross the Earth, and the Ancients were closer to the truth than the cynical men of modern times.

A great many **GURPS** campaigns contain elements of the occult; medieval fantasy games have mages and dragons, modern horror drips with terrifying supernatural entities, and futuristic “genre jams” where magic and technology merge are becoming commonplace. Warehouse 23 fits perfectly here; the concept of hidden knowledge – *arcana* – is essential. The Secret Masters are probably adepts of some sort (if they aren’t actually demons or gods!), and the Warehouse contains powerful magic artifacts, holy relics, and sinister grimoires with lives and souls of their own. Those versed in the Craft are the most qualified to find and explore it.

## The Fortean

A beast glides through the murky depths of Loch Ness. UFOs are ultra-tech ships from other worlds, or other *dimensions*. Frogs, fish, and elephant-sized blocks of ice fall from the sky. The human mind can directly interact with both matter and energy. Reports of such phenomena are damned by science, but those less hypnotized by Higher Authority think for themselves, and they know *the world is really, really WEIRD*.

Easy explanations are pabulum for an audience with no taste for the bizarre comedy of life. Mainstream science is little more than a religion, its stainless altars glowing with smug dismissal and immunity to self-doubt. Challenges to the canonical teachings brand any scientist a heretic. He is stripped of his lab coat and tossed into the warm chaos of the fringe.







The Fortean world is fun and a little paranoid. It makes for great gaming and is certain to contain Warehouse 23. After all, the priesthood of Science is far too cozy as the Court of Final Authority to let a niggling detail like a Loch Ness Monster ruin its credibility! Best for everybody to keep any aberrations *freeze-dried and canned*.

## The Conspiracy

Read today's headlines. The kidnapping; the murder; the terrorist bomb; the change in the price of silver – everything was planned. The Conspiracy *made* it happen. Everything is under control – by the remnants of the Nazis; by the Trilateral Commission; by the Bavarian Illuminati.

People – even entire nations – are puppets. Currency. Sheep!

You are being watched right now. They *own us all*. They amuse themselves with World Wars. If you ever get close to the truth, their agents will be at your door, and you'll go quietly. We'll never see you again. We'll conveniently forget we ever did, for our own safety. Everything is a lie.

The Conspiratorial view holds that secretive, ancient groups run everything, and the “common man” is just a pawn of his nation, church, and employer. They, in turn, are puppets of a greater power – a power of which the ordinary citizen never suspects the existence. Somebody, somewhere, has a superhuman capacity for organizing traitors into rank and file, and keeping it all a secret. At least, they're keeping it a secret from *you*. Maybe everybody else knows, and we're all having a terrific laugh at your expense! This book is the latest in our colossal series of jokes aimed directly at *you*.

Paranoia is the order of the day.

The Conspiratorial view is about the dark side of human motivation, and everyday fears about the power of big governments, multinational corporations, and commercial religion. It's not about defying the laws of physics or summoning up spirits – it's about how far greed and secrecy can go. And how humanity gets lost by the wayside.

## Even the Owners Don't Know . . .

Not all owners know what they own. For instance, if the GM has decided that Warehouse 23 is still somehow funded and protected by the U.S. government, that doesn't necessarily mean that (for instance) the president knows about it.

In fact, a thin line of key people could form a chain that provides funding to the Warehouse. If any member of that chain were killed (either by deliberate assassination or honest accident) chaos could erupt, and the Warehouse could be cut free of its moorings *without* a political upheaval to fuel the split.

Any government can reach the point where it lies to itself on a daily basis. In fact, most large governments certainly do just that. Whether it reaches the degree that can keep the Facility a secret from its owners is something the GM must decide.







## Psionics, Magic, and Technology

This book describes a world in which the laws of physics are a ridiculous sham engineered by the Conspiracy to keep us docile. Magic and psionics are both genuine, and things like Time Travel, FTL, and force fields are physically feasible (though possibly out of the reach of the Masters).

The GM should (privately) determine the extent to which these things are true. Anything in the Warehouse could be entirely magical, entirely ultra-tech, or generated as a by-product of mental energy. This can be taken to any extreme. What if technology beyond TL3 is *impossible*, and every item of technology introduced since the Middle Ages is just *cleverly disguised sorcery*? Alternately, ultra-tech aliens could have starships full of technicians, physicists, ESPers, and *magas*. The existence of technology doesn't preclude magic unless you want it to.

Also possible are worlds where aliens are a powerful force, while humans depend on them (and their wrecked scout ships) for ultra-tech toys and breakthroughs. A version of Earth where magic has long been "asleep" and is now being awakened by (pick one: radio noise, canned laughter, the moon-landings, the new Coca-Cola formula) can be a lot of fun, too, especially when the Secret Masters try to keep a *dragon* hidden.

The *players* needn't be informed of your decisions; it's a lot of fun if they get to find out on their own. And it's even more fun if they're *never entirely sure*.

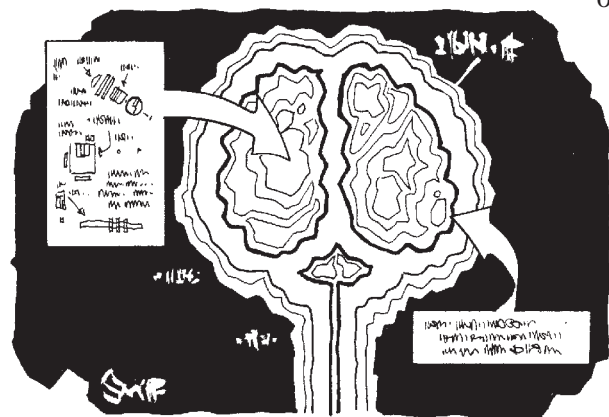
### Default Assumptions

In the Illuminated world described throughout this book, the Secret Masters are Tech Level 8 with reliable consistency. Examples of TLs 9-16 can be *found*, but those are either highly experimental, or examples of technology taken from alien wreckage, time-travelers, or dimension-hoppers (the TL9 computer network is largely the result of theft from UFOs).

Magic, too, is one of the practical tools of the Illuminati, some of whom are dedicated entirely to exploring and keeping the secrets of sorcery. Magic as described in *GURPS Magic* and *Grimoire* is available to illuminated sorcerers, many of whom exist in tiny, independent enclaves. If pockets of Low or High Mana exist, the Facility may have been deliberately built in one (either might suit the Secret Masters, depending on the exact function of the Warehouse).

Psionics are as described in the *Basic Set* and *GURPS Psionics*; most people are unknowingly latent psis, but only a tiny handful ever discover their gifts

or receive training. The Illuminati recruit psis through parapsychology study-programs, simultaneously "debunking" themselves to throw off the scent. Most power levels are very low, but planet-cracking exceptions exist, and are prized by those with hidden influence.

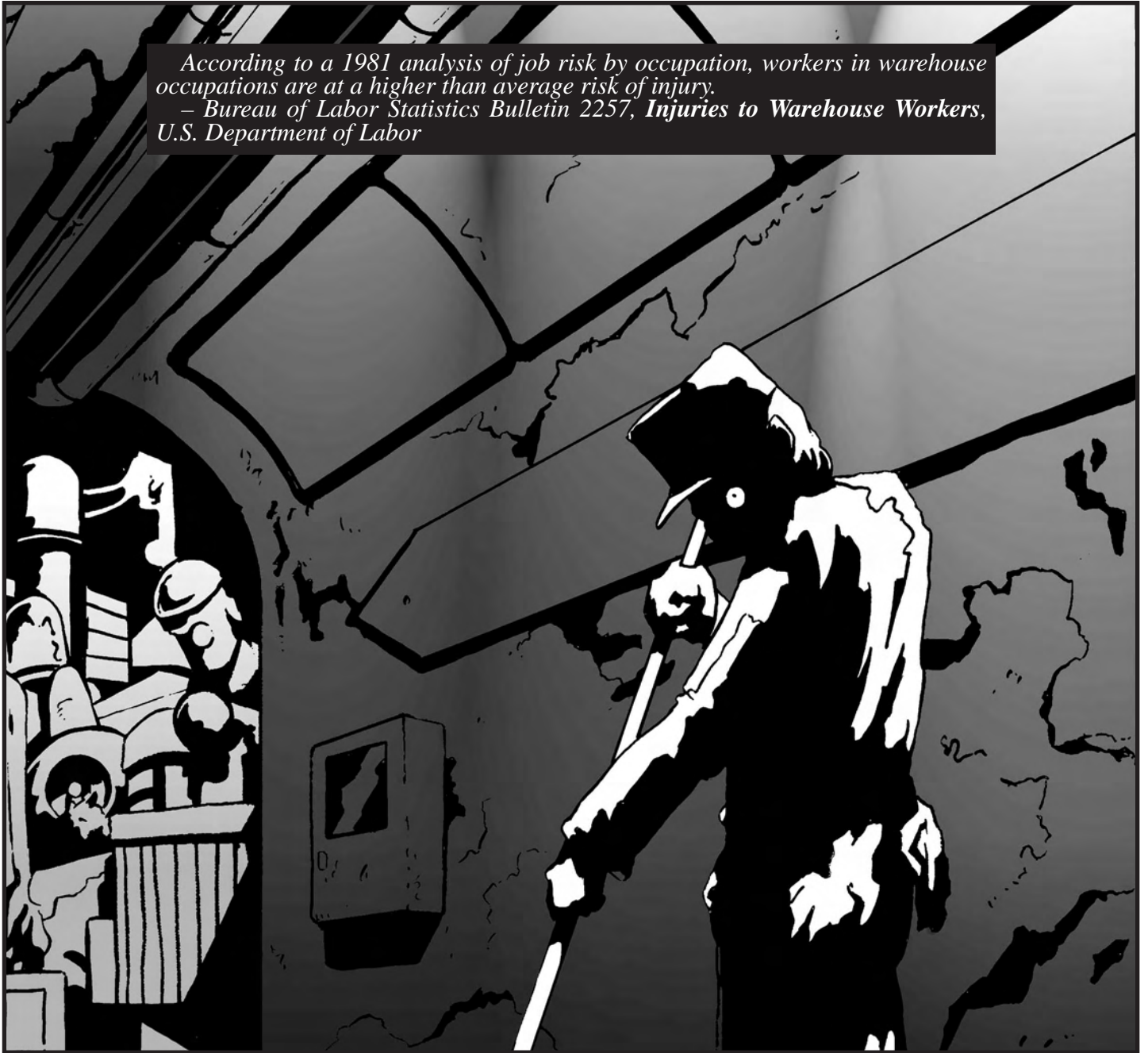






# 3 GALLERY OF THE STRANGE

According to a 1981 analysis of job risk by occupation, workers in warehouse occupations are at a higher than average risk of injury.  
– Bureau of Labor Statistics Bulletin 2257, *Injuries to Warehouse Workers*, U.S. Department of Labor



The Secret Masters have a *lot* of toys to play with, and this is a peek into their toy-box.

For the GM, this is a collection of possibilities to consider. Each entry here can springboard an entire adventure, either within the Warehouse or beyond it. What happens if even a minor conspiracy – or just one clever villain – owns a Genetic Interrogation Machine? Or the Spear of Destiny? Or the Green Grimoire?

Better still, what happens if the player characters *themselves* have access to something here? Temptation is a useful dramatic device for any Game Master in the mood to be a little *evil*. “Magic items” aren’t always “treasure.”

GMs running *GURPS Atomic Horror*, *Cliffhangers*, *Illuminati*, or *IOU* campaigns can dump this *entire book* into their campaigns and oversee the ensuing chaos. GMs not quite so crazy should carefully select entries to be “real,” depending on campaign cosmology, but everything here makes juicy *rumors*. Keep the players guessing.

Some entries are devoted to objects. Some are places or entire technologies. Anything described here (or clues leading to them) might be found in the Warehouse described in Chapter 1, or in a Warehouse of the GM’s own devising. Notes relating each entry directly to Warehouse 23 are included, but each stands on its own, and most have origins beyond the walls of The Facility.



It may be magic; it may be simply technology, “sufficiently advanced” as per Arthur C. Clarke’s celebrated equation. Whatever it is, the Conspiracy *depends* on it, for its secrecy, for much of its power, and for its defiance of others. In a fully Illuminated world, magic is everywhere.

## The Ark of the Covenant

*And they shall make an ark of shittim wood: two cubits and a half shall be the length thereof, and a cubit and a half the breadth thereof, and a cubit and a half the height thereof. And thou shalt overlay it with pure gold, within and without shalt thou overlay it, and shalt make upon it a crown of gold round about. And thou shalt cast four rings of gold for it, and put them in the four corners thereof; and two rings shall be in the one side of it, and two rings in the other side of it. And thou shalt make staves of shittim wood, and overlay them with gold. And thou shalt put the staves into the rings by the sides of the ark, that the ark may be borne with them. The staves shall be in the rings of the ark: they shall not be taken from it.*

– Exodus 25:10-15 (Authorized Version)

Built according to divine specifications by the followers of Moses, the Ark of the Covenant was constructed to hold the “Sinai Covenant,” the Mosaic contract between the Supreme Being and the twelve tribes of Israel: the Ten Commandments. The origins and earliest travels of the Ark are outlined in the Book of Exodus.

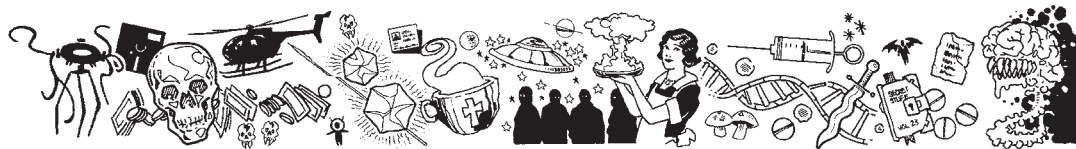
If scripture is accurate, the Ark is the holiest of all relics, the earthly throne of God and the resting place of the original set of laws that were to spell the eventual defeat of polytheism on Earth. It was a hard fight; the ancient Hebrews were polytheists! When times were good, they erected Asherah poles and built temples to Baal and otherwise paid appropriate respect to all of the gods that had normally been worshipped in Canaan. When the Covenant was violated in this manner, the Bible records that God withdrew His protection and the Hebrews suffered for it.

The Covenant didn’t deny the *existence* of other deities – quite the opposite. It was a contract that stated if the Hebrews worshipped God exclusively, that God would protect the Hebrews exclusively, and provide for them. It was a revolutionary idea – one that would take a long time to take permanent root. There were both “practical” considerations (Baal had been bringing rain for as long as everybody could remember – could YHWH do just as well at fertility *and* war at the same time?), and aesthetic ones – the Hebrews had grown up with idols, and were comfortable worshipping them.

The Ark was a symbol essential to the survival of the new monotheism. While idolatry of any sort was strictly forbidden, the Ark answered the Hebrew’s *need* for idols. It was a golden object to be venerated; God’s presence was said to be with it. It was, after all, His throne, providing a physical reminder of His presence and power. The cover was where blood was cast on the Day of Atonement to seek forgiveness for sin (in the Christian cult of centuries later, Jesus Christ would assume the symbolism of the atonement cover).

Moses was either a shrewd political thinker, or truly in contact with a vast intelligence of some sort, or both. The nature of the intelligence (divine, alien, human, or something entirely other) is left to the GM.

Physically, the Ark is as Exodus describes it (see above) with one exception: the atonement cover, like Egyptian arks, has a wooden cover plated with gold, rather than a cover fashioned of *solid* gold (fortunately for the Levites carrying it across the desert). The poles are each about 150 inches long (between eight and nine cubits) and an inch thick, which is consistent with the descriptions of the temple layout in I Kings and II Chronicles. The entire Ark, empty, weighs 250 lbs., including the weight of gold trimmings such as the cherubs and rings. The gold plating is only 1/100th of an inch thick, but the weight of the gold is still more than half of the total weight of the Ark.





The Ark contains the two stone tablets upon which are inscribed the Sinai Covenant. The tablets are intact, not broken; they are the “second draft” that God and Moses inscribed (Deuteronomy 10) once the brief resurgence of idolatry was cut short. Furthermore, the two tablets are *identical*; each contains a complete copy of the covenant. It was standard practice to produce twin copies of any legal agreement, despite traditional artistic portrayal of the two tablets as containing five commandments each.

*Other Contents.* According to the Book of Hebrews, two other items were placed within the Ark during the Hebrews’ journey to Canaan: a jar of manna, and the rod of Aaron. However, the First Book of Kings (1 Kings 8:9) states that at the time it was placed in the Temple of Solomon, the Ark contained only the tablets of the Covenant! It is never explained what, if anything, happened to the other contents. Certainly, the Hebrews would have had no *reason* to remove them.

The Second Book of Chronicles repeats the assertion that only the tablets were in the Ark when it was placed in the temple, but the author of 2 Chronicles was likely quoting 1 Kings.

Other documents assert that both the intact *and* fragmentary covenants were placed within the Ark (although there is no record of this in the Bible, which leads us to assume that the fragments were left on the ground where Moses threw them). Jewish records indicate that the Ark should contain the *original* Torah (the five books of Moses, in Moses’ own handwriting!). The Chrysolite Sphinx (see p. 35) is also rumored to be among the relics contained inside the Ark.

*Powers of the Ark.* The GM may assign any sort of magical or super-technological powers to the Ark that are likely to amuse or frighten, depending on the campaign. Perhaps it can bolster the confidence of soldiers, travel on its own to seek safe shelter for those who serve it, cause rivers to cease flowing, or strike down any unworthy men who touch it – there are scriptural precedents for all four. How the Ark’s power is used can be as mysterious or dangerous as you like – no one knows its secrets. In the film *Raiders of the Lost Ark*, the Nazi villains apparently believed that, by owning the Ark, they could command an invincible army. Ironically, it was this same mistake that caused the capture of the Ark by the Philistines near Aphek!

The Ark had been present at previous victories for the Hebrews, who had come to regard its presence as insurance of battlefield support from God, when it was meant to be a reminder of the *conditions* under which God’s favor was granted.

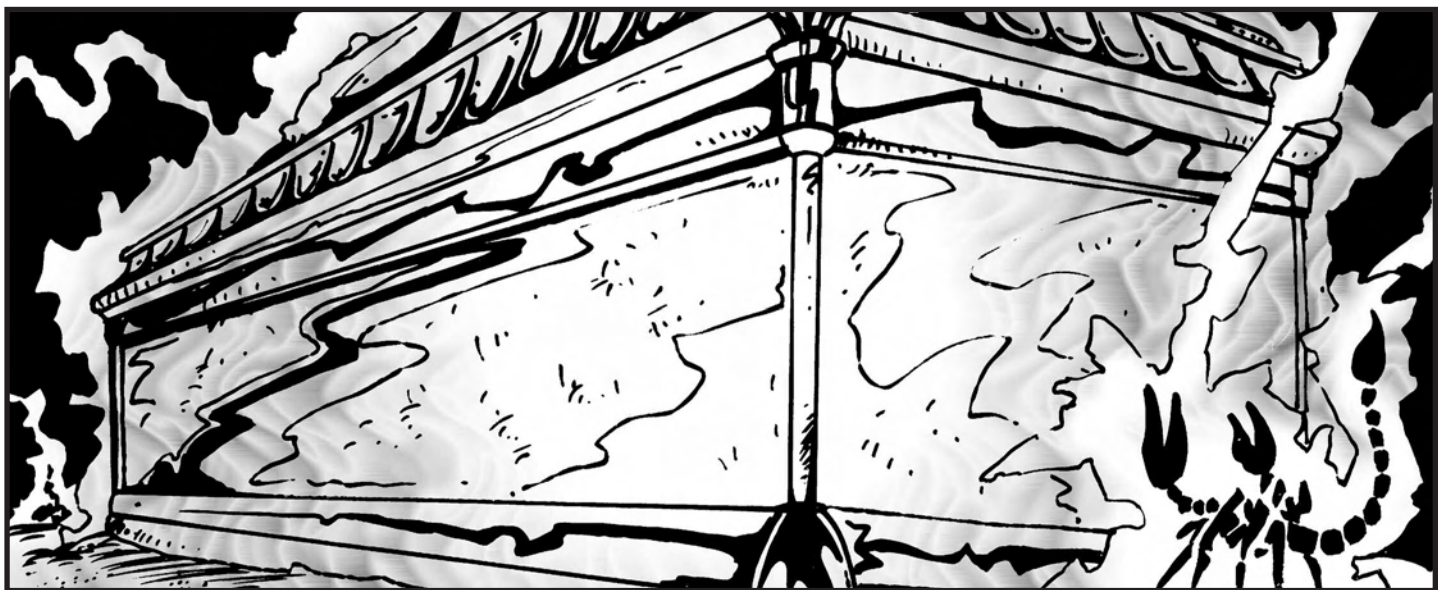
The Ark as a military tradition extends through the centuries: General Lee’s army “carried the Ark” during the first half of the American Civil War – it was the central image of his headquarters flag!

Depending on which documents you believe, the Ark did a lot of strange *little* things between bouts of parting waters and smiting armies. When borne on a cart, it caused the animals pulling the cart to sing for it! When the Hebrews were in the desert, pairs of sparks would fly from between the cherubs to kill scorpions and other vermin (making it *The Bug-Lamp of God* – imagine a Secret Master so decadent as to use the Ark for that purpose alone!).

*Dangers of the Ark.* The most important danger of the Ark is very straightforward: Only members of the tribe of Levi (one of the original twelve tribes of Israel) were permitted to handle or move the Ark. On occasions where Jews of another tribe touched it, they were struck dead instantly (see the story of Uzzah, 2 Samuel 6:6). This makes modern handling of the Ark quite hazardous, since the Levites are one of the *lost* tribes of Israel! With no modern Levites to bear the Ark, touching it is a risk.

It is important to note, however, that Uzzah was struck down because his act was irreverent. When it suited the Almighty, *non-Jews* had no trouble carrying off the Ark! The Philistines, the Egyptians, and possibly the Babylonians took the Ark at various points in history, and survived touching it (at least in the short term). The Ark wasn’t idle during these periods, however. The first book of Samuel recounts the story of the Ark in the hands of the Philistines. First, the Ark caused a statue of Dagon (a Canaanite god; the son of Baal) to fall over and break at the head and hands. When the Philistines moved it to a different city, it caused an outbreak of plague. Frightened and frustrated, the Philistines loaded the Ark on a cart and sent it back to the Hebrews.

*Where Is It?* Speculation on the whereabouts of the Ark (assuming it has survived the centuries) vary wildly. Solomon







## Aaron's Rod

The Bible features a number of notable wooden items, and nearly every one of them is accused by *somebody* of being Aaron's Rod. In some versions of the story, the Rod was the staff of Moses as well as the Rod of Aaron. Some traditions even hold that the staff passed from hand to hand and (when no more wood was available) was forced into service as the cross-piece upon which Christ was crucified. Some sources name it as a fragment of the Tree of Knowledge itself, and claim that its original owner was Adam.

Several powers are attributed to the Rod. The most common theme among them is *life*. Since Aaron's was the rod that sprouted almonds while lying with the Ark, it is seen to be a link to the very forces of growth. If planted in the ground on the shore of the Dead Sea (where no plants grow), it is said that the rod would produce a strong tree. In Exodus 7:8, Aaron's staff was thrown before Pharaoh and became a serpent (exactly as Moses' staff had done in Exodus 4:2). When the Egyptian sorcerers repeated the trick with "their secret arts," Aaron's serpent devoured the wizards' serpents. Whether this trick was something inherent in the staff or an act directly overseen by God is a matter for GM judgment.

The most significant modern use of the Rod might be derived from the Dead Sea story. If the Rod would produce a tree on the shores of the Dead Sea, it might produce a tree on (for instance) *Mars*, thus "transplanting Gaia" (in accordance with the theories of James Lovelock; see *GURPS Terradyne*) and beginning a cycle of life that would introduce oxygen and other plants to Mars, eventually (very slowly) terraforming the planet by holy magic. If the Rod could somehow be duplicated (or if tiny fragments of the Rod would have the same effect), the process could be made much faster. Alternately, study of the Rod through mystical or alchemical means could reveal magical laws that could be exploited for similar purposes.

## The Chrysolite Sphinx

The few references to this artifact are apparently limited to later-period Jewish documents, but it is interesting enough to warrant mention. The "sphinx" is described as a figure of chrysolite or ruby, with the tail and head of a cat, with two wings. It is specifically female.

According to legend, it was this item, and *not* the Ark itself, that was the key to the Hebrews' many victories in battle. At the start of a fight, the Sphinx would emit "a moaning sound," and the Ark (which it apparently never left) would rise from the ground and rush at the Hebrews' opponents. This alone would be sufficient to demoralize most Bronze Age foot-soldiers and charioteers, but the Sphinx provided *direction* for the troops, as well. Both through the Ark's movements and the sound emitted by the figure, the Hebrews were shown the weaknesses of the enemy, warned of openings in their own defenses, and guided to victory. When at last the day was won, the Sphinx's wailing would fall silent, and the Hebrews would find themselves alone on the bloody field of battle, the Ark resting among them.

This is a very different view from the traditional one, where the Ark was borne into battle as a kind of standard, meant to bolster the Hebrew's own faith, or as a weapon, eradicating foes with physical lashes of holy force. It is the only version of the Ark legend that speaks of the Ark moving of its own accord (perhaps the Sphinx's own accord) into battle.



## Notes and Crossovers

If the Ark really fell into U.S. government hands in 1938 (as portrayed in *Raiders*), then the Secret Masters would not view the Martian invasion of the American Northeast that same autumn as a coincidence (see *Martian War Machines*, p. 53)! If the Ark is an instrument of the Greys, then the "Martians" might have invaded because of the sudden appearance of its transmission beacon on their instruments. The time when the Ark first appeared (c. 1446 B.C.) is very close to the time of the rise of the Olmecs; both may have been part of a major extraterrestrial experiment on Earth.

Von Däniken's *Chariots of the Gods?* proposed that the Ark was a radio transmitter used by Ancient Astronauts to communicate with Moses, and that Uzzah was killed by a discharge of electricity when he reached out to steady the Ark. Von Däniken's theories (laughed at even by hard-core extraterrestrial enthusiasts) would require the Ark to have some important physical differences from the Ark described in Exodus (a fully gold-plated box couldn't have positively- and negatively-charged plates!), but is one possibility for Game Masters fond of modern fringe theory.

*Research Notes.* References to the Ark – both within and beyond the Bible – are many; obedience (or the lack of it) to the Sinai Covenant was instrumental in determining the fate of Israel. GMs using the Ark as a campaign-scale plot device are advised to secure a good Biblical concordance (or an electronic copy of the Bible with word-search capability) in order to follow the entire story. The Ark of the Covenant is often called the Ark of the Testament or the Ark of the Lord; the Sinai Covenant is also known as the Mosaic Covenant.



## The Holy Grail

And he took the cup, and gave thanks, and gave it to them, saying, "Drink ye all of it; for this is my blood of the new testament, which is shed for many for the remission of sins."

— John 26:27-28 (Authorized Version)

The Morte d'Arthur, Lohengrin, and Parsifal were my world. I not only wanted to go out on the quest of the Holy Grail, I intended to do it. I got the idea of Chastity as a positive virtue. It was delightful to be pure.

— Aleister Crowley

The Holy Grail, according to legend born in the romances of the Middle Ages, is the cup of Christ, the vessel from which the Son of God and his disciples shared wine at the Biblical Last Supper. After that final meeting between Christ and his Twelve, the cup passed into the hands of Joseph of Arimathea, who, when he gathered up Christ's body from the cross, filled it with blood from the wound caused by the centurion's spear (see *The Spear of Longinus*, p. 38).

The Biblical records of the Grail end there. In fact, only the cup's appearance at the Last Supper is canonical; while Joseph of Arimathea collected Christ's body, the Bible doesn't mention the gathering of blood, or the passing of the cup from the supper table to the hands of Joseph. All other accounts of the Holy Grail come from the time of the Crusades, when many romantic poems described the "most perfect of perfections," the Grail, called in earlier works the *sangreal* or *saint graal*.

There are two legends regarding the fate of the Grail after the crucifixion. The most commonly known story tells how Joseph of Arimathea left Jerusalem and traveled through Europe, coming to England. He settled in Glastonbury, bringing the Holy Grail with him. Other stories tell of the cup being brought out of the holy land by Mary Magdalene, who settled in Gaul (what is now France). The relics of the Magdalene are still venerated where she allegedly lived, in Versailles. When the Nazis "quested" for the Holy Grail in the Second World War, it was in France that they centered their expeditions (having failed to capture England at the time might have had something to do with it).

The Grail is most often described as being golden, and studded with valuable gems. This is in keeping with one of the earliest Grail romances, written by Chrétien de Troyes, *Le Conte du Graal* (1188), and later sources that drew upon de Troyes' work. More contemporary views of the Grail often paint it as an ordinary vessel of clay (sometimes wood), which would more likely be in the possession of Christ, a poor carpenter. Some Grail enthusiasts point out that the cup might have received a gold moulding and other adornment at any point in its history (particularly in the time leading up to and including the Crusades, which were

largely a matter of loot to the knights who undertook them). Thus, the two descriptions of the Grail are not incompatible. There are other versions of the Grail's nature, as well (see *Notes and Crossovers*, p. 37).

## The Grail Order

The Holy Grail is protected by the "Grail Order" or "Grail Family," most often portrayed as a secret order of knighthood descended directly from Joseph of Arimathea. In *Le Conte du Graal*, Perceval, coming to the Grail Castle and meeting with its keeper, the Fisher King, finds that he is a member of the family. Despite a significant failure of his quest (he neglects to ask an expected question and thus brings blight to the land), he inherits the Castle.

In some stories, the Grail Order is a group of secret initiates, clad in white robes. In others, entire families make up the group, and the men keep absolute vows of secrecy (not even revealing their names) while the women are free to admit their station, and to marry to carry the legacy on. In some versions of the story, the Grail Order is none other than the Knights Templar (see *GURPS Illuminati*), and some writers' descriptions of the Grail Castle make it sound suspiciously like a Templar compound. The Grail is said to be cared for by women appointed to the job.

Membership in the Grail Family is nothing to be taken lightly, and the Grail personally "summons" or "calls to service" those who it wishes to serve it. According to some legends, the order "collects" young children of noble lineage. If a good kingdom loses its king, one is "offered" from the Grail Family. This is suggestive of a political conspiracy. One legend describes a list of names and lineages inscribed at the base of the Grail, for each "maid or boy" called to serve it. Once the chosen member of the Family is brought before the Grail and sees his name, it fades, and his membership is established.

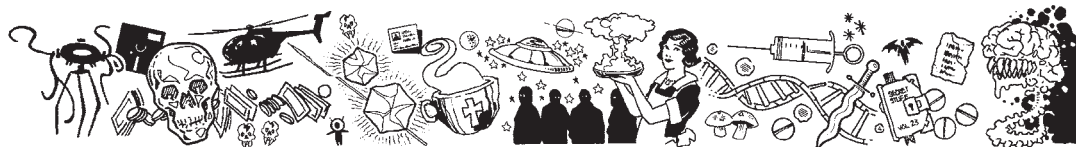
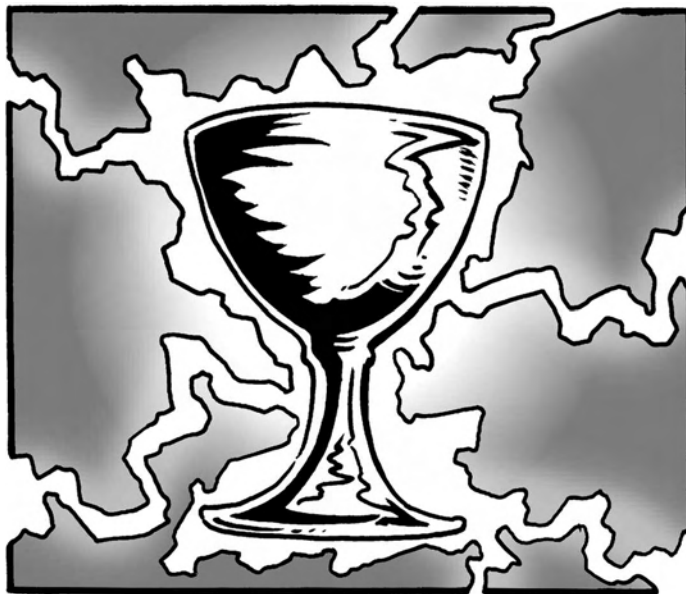
Clearly, the Grail is choosy. Grail knights must be pure, having renounced all falsehood and taken up the sword to adventure. Each time a knight of the Grail rides out, it is to per-

form a deed to absolve a personal sin . . . The order seems to be a lonely lot, carrying its heavy load bravely through the centuries. In many stories, it is suggested that God is angry with the Family, and that it is cursed in some way. Some scholars have equated this with the Jews, "cast out and dispersed," and many who believe in the historical reality of the Grail Order believe that it is (or were at some point) of Judaic origin.

## Powers of the Grail

Depending on which romance you're reading, and whether or not you're concerned with keeping the Grail an Arthurian item, the Grail

possesses many powers aside from its obvious intelligence and ability to magically seek out new servants to join its Family.







Some of these powers are specific to the story containing them, but some are universal properties of the Grail:

*The Grail feeds those who serve it.* Members of the Grail Order, and anyone else the Grail chooses to favor, feast well, cursed or not. Wolfram von Eschenbach, a Bavarian knight of the 12th and 13th centuries, gave a detailed account of a Grail feast in his writings. Everyone who reached his hand toward the table found whatever it is he wanted waiting there, hot food and cold food, “meat tame and game.” The same account said that on Good Friday, a dove would wing its way down from Heaven and leave on the Grail a white wafer, and it was from this act that the Grail derived its powers of generosity. There may be a connection here to holy manna (p. 34). If the Grail is ever stolen (and it presumably can defend itself with more than secrecy), it would be reasonable to assume that no such renewal would take place, and that this property of the Grail might be lost until it returns to rightful hands.

*The Grail holds the power of life and death.* Some stories link the Grail with the phoenix, the firebird that arises from its own ashes in an endless cycle of life and death. A popular symbol among both medieval Christians (for whom it represented the resurrection of Christ) and alchemists, the phoenix is a universal symbol of such rebirth. The Grail can grant life to the dead; it is never seen as “granting death” in any of the romances. Simply *looking* upon the Grail can grant youth and good health, according to some stories, and for a week after basking in the glory of the Grail, the observer *cannot die*. Those with regular access to the Grail can live for centuries, their youth preserved, with only their hair turning gray.

*The Grail holds secrets, and grants Illumination.* The Grail Order is selected to protect secrets – and not just the existence of the Holy Grail. In many of the romances, there are constant veiled illusions to the “secret” that the Grail itself possesses. Some of the stories hint that *they* contain clues as to the secret, if the reader examines them carefully enough. Scholarly debate on this subject makes for amusing reading. By some scholarly accounts, the Grail and the Philosopher’s Stone are the same thing. Certainly, both seem to be the subject of quests for Illumination. In many stories, those who behold the Grail (especially after completing a “Grail quest”) have mystical experiences that open their minds and hearts to truths previously unknown to them. And while they are described as wondrous, they are not otherwise described.

In other stories, the Grail protects its castle from hostile invaders, leads knights to the end of their quests, and provides communication with Heaven. In all cases, it is plain that it is Christ’s blood that is the foundation of the Grail’s power.

## Questing for the Grail

A Grail Quest, in the real sense, is never about *finding* the Grail. Even in the most popular of “King Arthur” stories, the location of the Grail is never the issue. A Grail Quest is a personal matter, often a journey of self-discovery. The end of the journey is always clearly marked, but challenges along the way make up the conflict of the story. The chalice itself often takes a back seat to the lessons of the Quest.

Several themes are prominent in the Quest tales, both medieval and modern. One is the redemption of sin. Grail knights always seem to have led stained lives in their pasts, and the Quest is an opportunity to absolve themselves. Another theme is personal flaws, a common literary device. The knight must overcome his own tendencies to lust, anger, or any number of other “unseemly” passions. The Quest always includes temptations along personal lines, and opportunities to “throw in the towel” and give in to apathy. By the time any knight sets eyes on the Grail, he has asked more questions and gained more answers than he expected, and has improved himself, coming closer to the ideals that the Grail represents.

## Notes and Crossovers

For a traditionally Arthurian treatment of the Grail, Grail Quests and all related matters, see *GURPS Camelot*.

In Baigent, Leigh and Lincoln’s *Holy Blood, Holy Grail* (see pp. 157-58), one interesting variant of the Grail story is discussed, in which the “Grail” is not an object at all, but the *bloodline of Jesus Christ*. An early term for the Grail, *sangreal*, can be broken up as *san greal* (as is commonly done) or *sang real*, which means “Holy” or “Royal Blood.” The authors point out (accurately) that the early stories contain no physical descriptions of the Grail, and those descriptions that are found are not consistent (in some stories, the Grail is a large stone, for instance, or an indeterminate golden object). Their theory is that the first stories are allegories for the bloodline of the Merovingians, and that later authors confused the issue. And if the addition of Christ to the story *wasn’t* a mistake, then the story about Mary Magdalene bringing the Grail to France might mean that she came to Europe and founded the Merovingian bloodline.

This is even more interesting if combined with the work of Barbara Thiering (see *The Spear of Longinus*, p. 38), who described the conspiracy to sneak Christ, alive, off of the cross. The two stories mesh perfectly. Christ and his wife, the Magdalene, settle in Gaul after fleeing Jerusalem. Their sons become one of the most important ruling bloodlines of world history.

The powers of the Grail seem to tie it to older pagan legends. Celtic folklore speaks of the Cauldron of the Tuatha, which



could resurrect slain warriors, and of Cauldrons and Gold Platters of Plenty, which provided food. The head of the hero, Bran, in the same body of myth, protected England from invasion, much as the Grail is said to in some stories.

In UFO-oriented campaigns, there is plenty of evidence that the Grail is an alien artifact and/or principle, and that the Grail Family are descended from *aliens*, not Christ. Optionally, Christ was an alien! One story spoke of the knight Gawain looking upon the Grail and seeing the image of a “child . . . he looketh up and it seemeth him to be the Graal all in flesh . . .” The “child” could easily have been the image of a communicating Grey (see *The Flying Saucer*, p. 66), who to some look like exaggerated human infants.

Regardless of the story, a Grail Quest should be a serious undertaking. If the Illuminati themselves have undertaken one and succeeded, then the “ideals” represented by the Grail, or those of the Conspiracy, are greatly misunderstood! Alternately, they may have found a way to forcibly capture the Grail, and store it away in Warehouse 23.

## The Spear of Longinus

*After this, Jesus knowing that all things were now accomplished, that the scripture might be fulfilled, saith, I thirst . . .*

– John 19:28 (Authorized Version)

*But when they came to Jesus, and saw that he was dead already, they brake not his legs: But one of the soldiers with a spear pierced his side, and forthwith came there out blood and water.*

– John 19:33-34 (Authorized Version)

*There is a legend associated with this spear that whoever claims it, and solves its secret, holds the destiny of the world in his hands for good or evil.*

– (allegedly) Adolf Hitler, himself quoting unnamed visitors to the Weltliches Schatzkammer Museum in Vienna

Known also as the Holy Lance, the Crucifixion Lance, the Spear of Gaius Cassius, and the Spear of Destiny, the weapon used to pierce the side of Jesus Christ at the site of the Crucifixion (and to deliver “the dolorous stroke” of Arthurian legend) was an instrument in one of the most important conspiracies of all time. Furthermore, it seems to be a holy relic of tremendous power.

## The Crucifixion Conspiracy

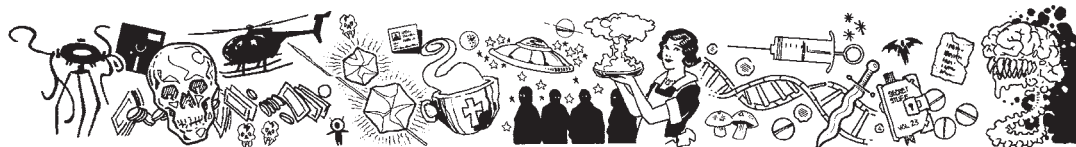
Many conspiracy theorists and scriptural scholars alike have entertained the notion that Christ did not die on the cross, and had no *need* to be resurrected. Rather, the “death” of Christ was falsified by his followers, including the apostle John, who may have been a Roman centurion named Eutychus. The details of the conspiracy can be found in the books of Mark and John in the New Testament; evidence advancing the theory includes text from the Dead Sea Scrolls and a passage in the book of Acts, as well as archaeological evidence.

As related in scripture, Christ was still on the cross on the evening before a major Jewish holy day. It was requested of Pilate that the crucified not remain on their crosses for this Sabbath, and he agreed. By Pilate’s orders, the criminals were to have their legs smashed to facilitate their rapid deaths. The bodies could then be placed in tombs before the arrival of the holy day, and both sides would be satisfied.

This was the opportunity that the followers of Christ needed. They offered Christ a sponge soaked with poisoned wine vinegar in order to “quench his thirst” (the sponge was most likely saturated with a weak snake venom that would act very slowly). Christ appeared to have “given up the ghost” but was merely poisoned and ill (see John 19:29-20 and Mark 16:36-67). A centurion assigned to guard the crucified looked upon the “dead” Christ, and proclaimed that “truly this man was the Son of God” (Mark 15:39). This centurion, possibly the apostle John, allowed Christ to be poisoned in order to save his life.

Thus, the scene was as desired when it came time to break the legs of the crucified: Christ alone among the three seemed dead, and did not need to be maimed. The other two criminals’ legs were smashed as ordered, and John pierced Christ’s side with his spear. It was a common test for death in that era and for centuries afterward to test for *life* by testing for *bleeding*; since Christ bled, John and the watching apostles knew that he still lived; they then acted quickly.

Pilate, when he heard that Christ had died without needing to have his legs broken, was surprised. Since crucifixion could sometimes take *days* to kill its victims, Pilate’s suspicions were understandable (see *GURPS Imperial Rome* for details). To allay his concerns, Pilate summoned the centurion who had overseen the killing of the condemned. The centurion, naturally, *lied* to Pilate (Mark 15:45), assuring that Christ was indeed gone





from the Earth. The body was given over to be quickly placed in its tomb.

Now, all that was left to do was purge Christ's body of the poison to revive him. A hundred *litrai* (about 75 lbs.) of aloe and myrrh were brought to the tomb for that very purpose. While the aloe and myrrh were allegedly for "burial customs," Christ's followers included many physicians who were certainly familiar with the role of aloe as a medicinal purgative. The myrrh was used to soothe Christ during the process, and it had to be done quickly, since once the sun rose on the new holy day, lifting would be forbidden to the Jews, and to move the still-weak Christ would be a violation of their law.

Thus, when Christ later appeared "arisen" before the Magdalene, Peter, and others, he was not resurrected, but he could continue his life and work privately, his "death" now established.

Rumors of this nature have persisted throughout history; one popular for many centuries is that another died on the cross in Christ's place, allowing him to escape.

## The Centurion's Spear

John's (Eutyclus's?) spear was an instrument of the ultimate mercy – the salvation of Jesus Christ from his condemned death. However, like that of the Grail, the veneration of the Spear was not practiced until centuries after Christ's life, and many spears exist that might or might not be the Holy Lance.

The first recorded re-appearance of the Spear is in the sixth century, when St. Antonius recorded seeing the Spear on display at the Mount Zion basilica in Jerusalem. When the Persians took Jerusalem a century later, they took the shaft of the Spear (along with many other crucifixion relics). The Spear's *point* was left behind, and given to Nicetas, who took it to Constantinople. There, it was set into an icon and kept at Santa Sophia.

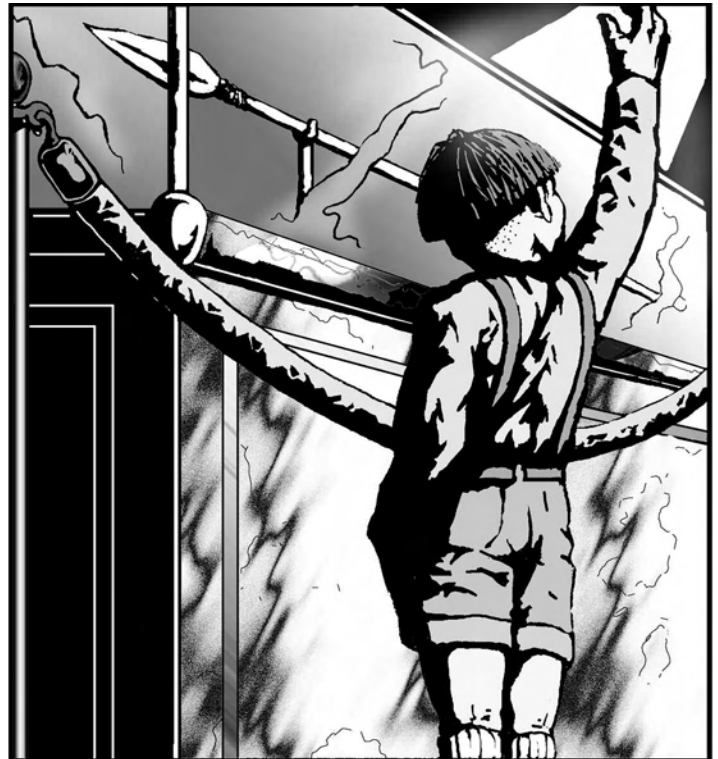
In 1241, the point was given to Louis IX, the king of France, and placed in Sainte-Chapelle in Paris along with a relic said to be the crown of thorns from Christ's head. During the French Revolution, the relic disappeared from Sainte-Chapelle, and there the trail turns cold.

The shaft, apparently, was sent by Arculf (a Frankish pilgrim) back to Jerusalem c. 670. It reappeared in Constantinople in the late 800s, and in 1492 was taken by the Turks, who gave it as a gift to the Pope. It was accepted and placed under the dome of St. Peter's, where it still resides, but the Magisterium officially doubts its authenticity.

The identity of the lance in St. Peter's is often confused with the "St. Maurice Lance," also known as Constantine's Lance, which is on display in Vienna, at the Hapsburg Treasure House museum (Weltliches Schatzkammer Museum). It was this Lance that seems to carry with it a tradition of mystery and occult power.

## Hitler's Spear of Destiny

Stories concerning Hitler's fascination with the Spear are mythical, stemming from the book *The Spear of Destiny*, by Trevor Ravenscroft. A work including many details attained through the author's "guru" using methods of "mind-expansion," the book is taken seriously in very few circles, on par with *Chariots of the Gods?* However, Ravenscroft's version of the story (and those related to it) ties in perfectly with the Warehouse history in Chapter 1, and with any other Illuminated world in which the Nazis had occult or UFO ties.



According to Ravenscroft, Adolf Hitler was 19 years old when he had his first fateful encounter with the Spear, at the Hapsburg Treasure House. He had entered the museum to escape poor weather and a fit of frustration and depression, and was moved by the sight of the Holy Lance on display. He was overcome with a vision of himself owning the Spear in a previous life, and he believed that it would be a vital instrument in his rise to greatness.

Since we know that Hitler was something of a materialist, not sharing Himmler's occult-obsession, the incident might have been the result of psychic manipulations of the young Hitler on the part of the Greys, the Thule Society, or others seeking to groom Hitler for his eventual role in history.

At any rate, the Spear (which Hitler's research showed him was previously owned by Constantine, Charlemagne, and Frederick the Great, among others) was taken from Vienna and placed in the treasure-stores in Nuremberg, where it remained until the Americans recaptured the Nuremberg cache at the end of the war (most of the gold had been moved numerous times during the course of the war as a security measure). Only a few hours after the Americans captured the Spear, Adolf Hitler committed suicide.

U.S. forces apparently returned the Spear to the Hapsburg Treasure House at the end of the war, but that one might have been a forgery. If so, the real Spear was taken to Warehouse 23.

## A Spear In Two Parts

The Holy Lance on display at the Hapsburg Treasure House Museum consists of two main parts, joined by a golden sheath. The most interesting part is the spearhead – the blade itself, which contains a *nail*, allegedly one of those used to bind Christ to the cross. It is held in the blade by a series of brass, silver, and gold threads. The base of the Spear is embossed with two







CIA agent about his exploits in the Soviet Union in 1987, it won't do any good to hook up his daughter to the Device if she was born in 1975.

The Device does a number of things to the "patient." First, it inflicts *pain*, which (for reasons unclear) facilitates the procedure. Second, it flashes stimulating images, designed to evoke the scene that is being questioned. The images must be provided in some form by the operating mages, but the machine translates them onto one of the quartz "screens."

*Example.* If our CIA man has a son born in 1989, flash pictures of Soviet Russia, the interior of the Kremlin, or (if you can get it) pictures of the research lab we're wondering about. Good selection of images makes for a better reading; a lack of appropriate images can doom the operation.

Any question can be asked. The answers appear on a large screen above the subject's head. Interpreting these images is sometimes difficult; the Device doesn't offer any help with that.

*Game Rules.* Each question requires 3d minutes to process. The "interrogation" rolls are made against the Power of the item. The roll is modified as follows:

Both operating mages have Occultism-16 or higher	+1
Good image selection	+1 to +3
No appropriate images	-6
Each generation of removal beyond "parent"	-4
Major life-events in the source's life	+2
Trivial events in the source's life	-2
Subject has High Pain Threshold	-5
Subject has Low Pain Threshold	+1

Successive questioning takes no penalty, but each question (successful or not) does 1d damage to the subject.

*Example.* The Conspiracy wants to know the combination to a safe found buried in an abandoned mine sometime in the 1880s. They have reason to believe the safe is enchanted; opening it by any means other than the real combination could destroy what's inside. They find that the safe was buried by one Joseph Lothrop, who passed away in 1904. His only son is also dead (1875-1935), as are both grandsons (died in the 1950s). One *great*-grandson, however is still alive, and is just over 50 years old. They capture the bewildered man, and strap him in.

The researchers did a thorough job with the "slide show," with images of the countryside, the mine and the safe. They even dug up a few old photos of a local town from the period. The GM doesn't give this a bonus (there's nothing involving the contents or any other people Lothrop knew, for instance), but doesn't assign the -6 penalty. There are two generations beyond "parent" involved, for a -8 penalty. The safe is judged by the GM to be a "significant" event: another +2, for a net -6. The old man's responses to pain are normal. The roll is at -6 (or -5 if the operators are skilled Occultists). If it succeeds, they'll get a mental "movie." It might just be of Lothrop's point of view as somebody *else* opens the safe, but it can give clues as to which



family tree to harvest next . . .

There is only one side-effect, apart from the damage. The images brought up by the Device become part of the *conscious memories* of the patient, even if he was in a drugged stupor when the procedure was used. This has, in some cases, caused schizophrenia and delusion in victims who have been asked a lot of questions . . .

## Notes and Crossovers

There are other ways to use "descendant memory" as a plot device; even *without* magic, DNA has tremendous potential for data storage! A crystal of DNA one centimeter on a side could theoretically contain *ten billion gigabytes* of data. Using normal mass storage rules for Tech Level 8, that kind of data would require a bank of storage media that would fill a sports arena. DNA can already do the job. What we need is a way to produce the crystals, and a read/write method (see the *Brain Hacking* rules, p. 114, for a treatment of this theme).

*Hidden Storage.* Any race capable of genetic-scale data storage could encode living things with *any* data: the complete plans for a thousand super-weapons; the memories of hundreds of people; the complete works of any author. The information would remain hidden in the DNA of the subject, to be retrieved at a later date. This is an excellent method of smuggling information past the Space Patrol, or through the Interregnum . . . With simple error-correction protocols included, it would take several hundred generations for the progeny of the original subject to degrade the information beyond the possibility of retrieval. And a lot of the code in human DNA *does* seem totally inactive . . .





## **Emeralds of Hermes Trismegistus**

According to traditions originating with Greek settlers in Egypt, the great primal sorcerer, philosopher, and alchemist was a man known as Hermes Trismegistus (“Hermes, Thrice Great”), worshipped as a god both in Greece (as Hermes) and in Egypt (as Thoth). The author of many books on nature, truth, ethics, law, magic, and the states of matter, Hermes Trismegistus was the wisest mortal who ever lived, and was barely mortal! He reigned as a philosopher-king for 33 centuries.

The number of books he penned personally has been estimated by adepts to number anywhere from 42 to nearly forty *thousand*. Most of them, unfortunately, were kept in the library/museum complex at Alexandria and lost when it burned; some books attributed to him have survived to the modern day (see *Hermetica* in the Bibliography). Even with the bulk of his works lost, the Thrice-Great sorcerer was responsible for giving humanity the gift of wisdom itself, and of healing. His magic wand, the caduceus, is to this day the symbol of physicians. He also carried an emerald tablet, upon which the essential truths of philosophy were inscribed.

Several versions of the emerald “inscription” exist. One version:

*’Tis true, without falsehood, and most real: that which is above is like that which is below, to perpetrate the miracles of One thing. And as all things have been derived from One, by the thought of One, so all things are born from this thing, by adoption. The Sun is its Father, the Moon is its Mother. Wind has carried it in its belly, the Earth is its Nurse. Here is the father of every perfection in the world. His strength and power are absolute when changed into earth; thou wilt separate the earth from fire, the subtle from the gross, gently and with care. It ascends from earth to heaven, and descends again to receive the power of the superior and the inferior things. By this means, thou wilt have the glory of the world. And because of this, all obscurity will flee from thee. Within this power, most powerful of all powers. For it will overcome all subtle things, and penetrate every solid thing. Thus the world was created. From this will be, and will emerge, admirable adaptations for which the means are here. And for this reason, I am called Hermes Trismegistus, having the three parts of the philosophy of the world. What I have said of the sun’s operations is accomplished.*

This is the credo of “hermetic” adepts, and particularly was the basis of alchemy in the Middle Ages.

The writings of Hermes Trismegistus combine apparently Christian elements with the works of Plato and other Greek writers, sparsely sprinkled with pseudo-Egyptian mysticism. The entire goulash is recognized to be something of a fraud today, but not in the sense of a single set of forged “magic” documents. Rather, early mystics wrote under the name of Hermes Trismegistus as a kind of shared *pseudonym*, a code-word for the totality of the knowledge they were seeking. Hermetic tradition, at its very core, is one of secrecy and complex allegory, all meant to exclude the uninitiated. As an act of mystical and philosophical elitism, assuming the name of the Thrice-Great is totally consistent with the nature of Hermetic tradition.

The mainstream heyday of the Hermetic tradition fizzled in the eighteenth century, when the authentic nature of the writings were questioned with authority. However, real adepts know that there is more truth to the “myth” of the Thrice-Great than might be supposed. Furthermore, it may be the Greeks, Egyptians, and early Christians who were quoting Hermes! Hermetic orders exist today, keeping the flame of mystical wisdom alive and fanning it white-hot – all beyond mundane scrutiny. It may be that the 18th-century “debunking” of Trismegistus was engineered by the Hermetics themselves, to insure greater secrecy in a world that had become too *publicly* conscious of the occult.

## **The German Emeralds**

Warehouse 23 has *several* enchanted gems labeled “Emeralds of Hermes Trismegistus,” half of which were collected originally by Olurean, a German monk of the 13th century. Olurean’s collection of five gems, along with six others found across the globe, are currently in the Facility, but clues uncovered in occult investigations indicate that *many* more might exist.

The Emeralds, while definitely magical (see below), would be dismissed as having no connection to Hermes were it not for the careful examination by Warehouse scientists of the stones when they were acquired in the mid-1960s. Under an electron microscope, and *only* under such magnification, inscriptions are visible on each of the Emeralds. However, they are not the “hermetic credo” described above. They read, translated from Greek, *If man does not laugh, his experience is not good. If man does not feel pain, his experience is false. If man does not learn, his experience is waste.*







## The Codex Order: Children of the Grimoire

The Author has no interest other than the collection of arcane wisdom, but has no intention of hiding it from *everybody*. Rather than trust the intentions of others, however, the Green Grimoire *creates* those whom it can trust. Every few decades, the book travels the world, seeking children to raise as its own.

Taken from the ranks of runaways, kidnapped innocents, survivors of fires or disasters, and orphans, the book carefully selects bright, inquisitive, and *secretive* children (usually five per generation). With its impressive array of magical abilities, it can appear in many forms to the children to put them at ease, and it provides playmates in the form of ensorcelled animals and carefully-chosen illusions. The Codex provides its adopted children with shelter, warmth, and food – and a convincing illusion of parental love, which perhaps the Author still understands, on some level. The children are typically raised anywhere privacy might be had – an abandoned building, railway car, or cave, for instance.

The Codex Order members are the “children” of the Green Grimoire. Raised specifically to promote the traditions of magic and to explore new corners of reality, the sorcerers raised in the shadow of the Codex typically grow to a ripe old age. Some seek immortality. None *ever* take apprentices; they leave that to their secret Patron. The highest among the order calls them to meet once every 7 years. The highest is also chosen to “own”

as a new kind of wizard. In any case, the Green Grimoire is less an object to be found than a powerful entity to be encountered, but the PCs won’t necessarily know that . . .

**Game Rules.** The Codex should be treated as a living thing, a 1-hex creature with *every spell in the campaign world* at an effective skill level of 30. Certainly, every spell in **GURPS Magic** and **Grimoire** is contained in its pages, along with any other spell, alchemical formula, and so on that the Game Master rules is appropriate. For the purposes of spell-casting (only) it has ST 50. Spell-casting “fatigue” heals at the normal rate (4 ST per 10 minutes of rest, since the book knows Recover ST at 30). The book has DX 10, IQ 20, HT 16/25 and PD 1; DR 4. All of these can be increased with spells, of course, but the Author is very judicious about wasteful use of its power. Those who know of it either *want* it, or want it *destroyed*. The book weighs 200 pounds; its memory is Photographic.

The book also has the skills Thaumatology (see p. CI149), Occultism, Mathematics, Alchemy/TL8, Theology, Philosophy, and History (Esoteric) at skill levels of 30 each. It has magic-oriented *physical* skills (the various Spell Throwing skills, Magic Breath, Body Sense, and so on) at effective levels of 12 each. Other skills can be added as appropriate if the GM wishes to flesh out the book as a character, to be used either as a foil for the PCs or even as their Patron. In a Low-Mana zone, the book is at a -5 to *any* skill, spell, or attribute roll!



the Grimoire, but the book travels freely on its own, sometimes disappearing for years to raise a new generation into the Order. Typically, the highest in the Order had been a “favorite” student of the Author from early childhood. Most of those to hold this possession have been sorceresses; none have proven immortal (the demands of the Order often place the wizards at great risk in the service of the Grimoire).

Members of the Codex Order infiltrate other “hermetic” gatherings and organizations, both to gather wisdom and to (carefully) distribute it in the way that most meets the goals and desires of the Author/Green Grimoire. The Order itself typically numbers about 20-30 members, with ages from the early teens to over 400.

## The Green Grimoire in the Warehouse

If the Warehouse has the Green Grimoire under lock and key, it was probably quite a battle – unless the Grimoire *wants* to be studied by the Secret Masters. The new generation of the Order of the Codex might even be trained within the Warehouse itself! Perhaps they aren’t *human*, this time – perhaps some of the Vermin (see p. 25) have been brought to sentience to serve

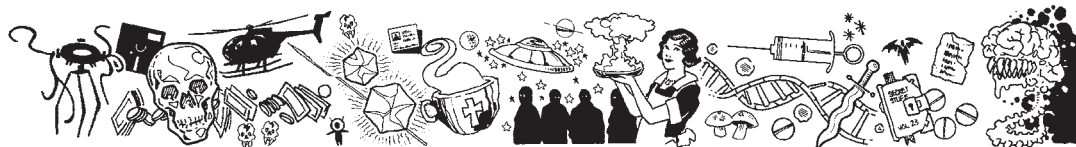
## Notes and Crossovers

A campaign could be built around PCs who are themselves members of the Codex Order. Such characters, if they are recent “graduates” of the book’s teachings, should be built on 200 points each. The Green Grimoire not only teaches its students well, it also uses many arcane sorceries to insure that they are superior human specimens. Members of the Order (if they are young) have minimum attributes of 12 each; all of them have Magery 2 or Magery 3. Each also has both a Patron and a Duty in the Codex itself. The value of each depends on the

campaign, and should be determined by the GM. Members of the Codex Order should have a minimum of 30 different spells, of their own choosing (the Codex encourages its “children” to explore their own tastes in magic).

Alternately, adventures could be built around the *search* for the Grimoire. That it is a living thing is a secret known only to the Codex Order. The legends speak only of a book containing every spell ever written (including lost wisdom!), and that’s the stuff of mighty quests in *any* age where wizards are loose in the world. Those seeking to “capture” the Codex for their own use are likely to run into the members of the Codex Order, many of whom are equally facile with guns *and* spells. And then there’s the book itself to contend with. Even once the hunters realize that their quarry is *alive*, they’ll still have to overcome its powerful magic. The book, in emergencies, can simply Teleport (or even *Timeport*) away. A lot of spells will fly before the Codex is taken prisoner, but it will be an *exciting* battle!

And again, the Codex might have *reasons* to be captured. The book could (if played cleverly) manipulate a hapless group of “owners” into doing its bidding, without ever revealing its true nature. It has probably done so many times in the past.





## The Memories of Michael Perry

This is a shoe box with a wool cap in it. On the shoe box, handwritten with a fat felt-tip pen, are the words “In this box are the memories of Michael Perry.” The box contains only the wool cap. It was found in a remote desert commune in the late 1960s, next to a group of dead teenagers who had left their homes to try to survive together. They died of starvation and dehydration along a remote highway in Arizona. When police found the bodies, they had no idea why the students were arranged in two small concentric circles, or why the body of Michael Perry, with his box and hat, was in the middle. The police didn’t realize that the youngsters had been casting a spell, much less that it had succeeded at the cost of their lives. The police did, however, find a supply of drugs and paraphernalia; mostly marijuana and a few pipes, but one of the younger girls had four hits of LSD in her purse. As far as the police were concerned, they had found a group of “drug fiends” who had been too delirious and high to remember they were thirsty. Seven canteens full of water and two unopened bottles of wine were at the site, as well.

Michael Perry’s life had not been a good one. He came from a family that disintegrated when he was 12, and had abused him before that. He was used by people he trusted, and ridiculed by those he respected, including church leaders, policemen, and friends. His entry into the “counterculture” was justifiable; the culture he knew hadn’t been very nice to him.

He finally found peace and love in the summer of 1968, and the friends he found there had *no* intention of betraying him. They were as naïve as any other group of hippies barely out of high school, but they were kind to Mike, and wanted to find a kind of justice that would prove their point: that communication led to peace; that knowledge of another man’s pain disarmed hostility; and that there was hope for a world that really seemed to need some. They also wanted to add something about legalizing drugs, if they could find a way to fit it in. In short, their ideals weren’t special; their methods were.

### Names in a Hat

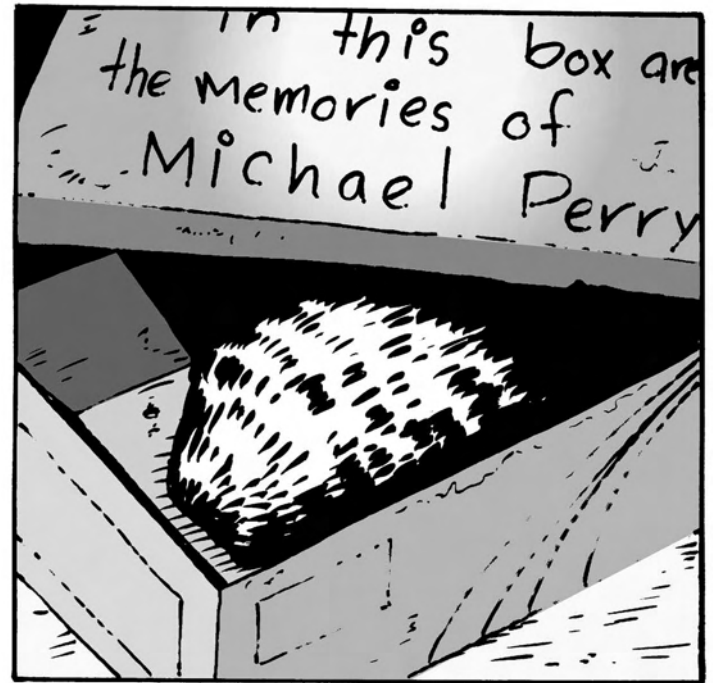
Highway Sunset (née Tiffany Reid) and Michael Perry fell in love in 1967, the same year that Highway Sunset found her mother’s books on magic. Most of the books she read that year were fluff – the half-joking rants of Aleister Crowley (who always kept his real sorcery out of his published work), or new-age books on astral lovemaking, the Aquarian age and bogus “Eastern mysticism.” Somewhere in that pile of pop-culture arcana, Highway Sunset found real magic, and made it work.

When Perry and his friends ran away to the desert the following year, Highway Sunset and he had already performed their own private marriage ceremony for each other, and Highway had a new spell that she wanted to cast, as an experiment. It would require energy from all of their friends at once to work, and it would put Perry’s life into his own hat. If anyone ever wanted to criticize Perry again, they could put on his hat, and feel all the pain and betrayal that he had felt. It was a small step, a token gesture, towards communication and understanding that didn’t seem possible with just words. If they wouldn’t *listen*, perhaps they would *feel*. Perry loved the idea, and so did their friends.

It took a lot more energy than Highway Sunset thought, and the passage of time became something that Perry and his friends

were no longer aware of. They all died, but the hat in the box, dedicated lovingly with the felt pen, contained exactly what they meant it to. It was three days at the police station before a bored cop, joking around, put it on his head. He fell to the ground screaming; he could feel Perry’s father beating him up. After that passed, he could see two Phoenix policemen picking him up off the streets and stealing his last five dollars. The images went on and on, and it was a while before the cop had the energy to remove the hat. When he did, he tried to tell his coworkers what he had learned.

Agents of a magical cabal, possibly the Children of the Codex (see p. 44), were in the police station, and the hat was removed easily that night. The policeman’s story was never believed.



### Notes and Crossovers

Jokingly referred to by some as the “Magic Hippie Hat,” the Memories of Michael Perry can enter a campaign in several ways. Perry knew a *lot* of people, and references to any of them by name, in the presence of someone who has worn the hat, immediately strikes up a conversation! The hat might contain clues to something beyond Perry’s own distress.

Beyond that, it could serve the same function that it served for the police officer, who probably started buying a lot of Ram Dass books and going a lot easier on kids . . .

Magical orders, whether the Codex Order or one of the more open Hermetics, want to analyze it to find clues to the *spell* that was cast, which is apparently a variant on some lesser immortality magic. The hat might contain more than the *memories* of Michael Perry; it might contain his *soul*. And if it does, those adepts seeking personal immortality might (ironically) kill and torture those who stand between them and the wool cap.

Illuminati who are themselves working for World Peace want the hat for *other* reasons . . . imagine if the memories could be telepathically *broadcast*. Disarming the hostilities of the world is a big job; this could be the necessary tool.



## The Crystal Skull

In the depths of the Facility, there is a tall, gray cylinder. The cylinder is connected to building power, and the connection has a lock on it. There is a 2-foot clearance around the cylinder in all directions, and nothing is stacked on top of it. Those passing the cylinder are unlikely to notice anything special about it unless they look closer.

The cylinder is made of steel, and stands 6 feet tall. Observers making Vision rolls notice that there is a needle-thin shaft of light emanating from a pinhole in the back of the cylinder. The light changes color occasionally. A further Vision roll reveals several other pinholes, each of them patched with black putty and emitting no light. It's almost as if something is trying to bore its way *out* of the cylinder using only light . . . Anyone spending more than 10 minutes near the cylinder begin to hear distant, silvery bell-tones and faint murmurs. The cylinder begins to take on an aspect of dread. Any characters with ancestors in Central America (particularly Belize) receive sudden and startling visions of human suffering, then of the icy void of space, then of bright plumage in sunlight . . . The faces of the people in the visions look strangely flattened, their foreheads unnaturally broad. Their expressions are reverent.

In the dust at the base of the cylinder, strange insects are scattered, and the skeleton of a mouse-like animal crunches underfoot, all placed there by warehouse vermin that worship the contents of the cylinder.

The cylinder has a small door, about a foot square, which is secured by an ordinary TL7 card-and-keypad lock. The interior of the cylinder is flooded with blinding light, refracted and reflected in a myriad beams, through and around the Crystal Skull. This artifact was allegedly unearthed in the 1920s in the Mayan ruins of the city of Lubaantun, in what was then British Honduras.

### Agents of the Occult

A good deal of controversy surrounds both the skull and its discovery, compounded and confused by the contradictory stories of the principals. In one version of the story, the skull (*sans* jaw piece) was uncovered by Anna Mitchell-Hedges, later a Fellow of the Royal Geographic Society, but at that time simply the adopted daughter of Frederick Mitchell-Hedges, an adventurer and con-man. Upon raising the skull to the sunlight, native Honduran diggers fell to the ground in tears, and kissed the earth. They prayed and wept for weeks thereafter, slowing progress at the digs. Three days after the principal piece was unearthed, the jaw was found nearby, completing the artifact.

The skull motif is ubiquitous in the pre-Columbian art of

Central and South America. Skulls made of clay, wood, and shell (and sometimes real human skulls embellished with paint and layers of turquoise or obsidian) served what were apparently religious functions. The Mitchell-Hedges skull, however, exceeded any other artificial skull in workmanship, and was constructed with uncharacteristic attention to realistic detail. This has led to many questions regarding the skull's actual origins.

The answer can, perhaps, be found in the skull's apparent *absence* from the time of its "discovery" until the 1950s and 1960s. During that time, Frederick and Anna Mitchell-Hedges were involved in several "adventures," many of which have been questioned as hoaxes. Others have also suspected that Frederick received *part* of the skull from Pancho Villa during his alleged rides with him, and that the entire Honduran expedition was mounted specifically to find the other piece (most likely the top). If this is the case, the jaw piece may have spoken to Mitchell-Hedges, as it has spoken to others since.

Once completed, a series of murders and other unsavory activity was sure to follow. Wherever the skull goes, there is death.

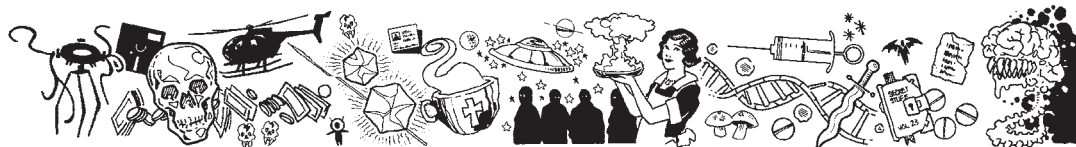
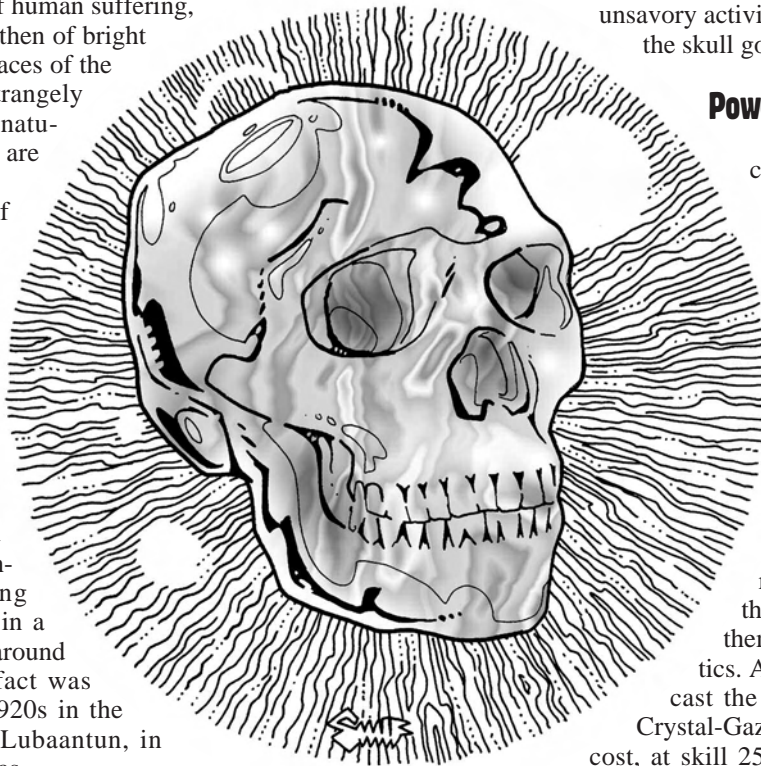
### Powers of the Skull

The skull is manufactured of clear quartz crystal, and careful examination reveals no marks or scratches from the tools that made it (placing its craftsmanship beyond Mayan technology as we understand it). The skull weighs 11.5 pounds; the jaw is separate and movable. The anatomical detail is accurate, with a single exception: a prism carved in the skull's base.

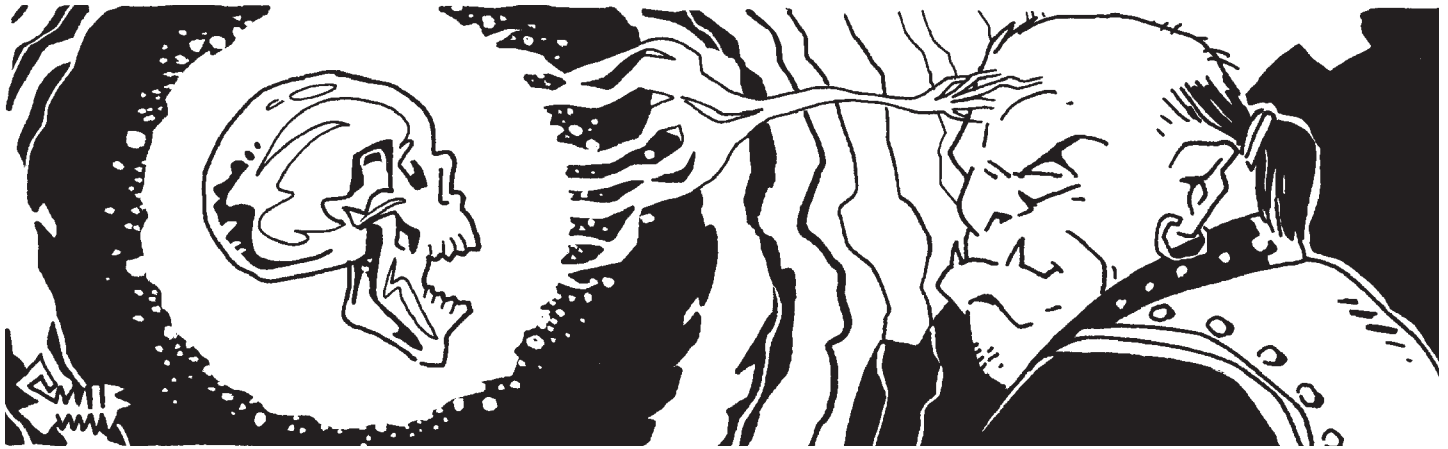
While the skull has *many* rumored properties (see below), the most common thread between them is its value to seers and mystics. Anyone possessing the skull may cast the Divination spell (a version of Crystal-Gazing; see *GURPS Magic*) at no cost, at skill 25. However, specific rituals for appeasing the skull must be learned; the skull is really casting the spell *itself*, for those who *ask nicely*.

Depending on the personality the GM sets for the skull (see *Rumors*, p. 47), the skull might require blood – even assassination – before it grants its visions. An Occultism skill of at least 10 is the minimum absolute necessity; research into Mayan religion and science may also be necessary. Mitchell-Hedges himself (and many of his associates) subscribed to the Donnelly theory of Atlantis (see p. 84), and the skull may be an Atlantean (or Muvian) artifact.

Divination with the skull is very effective: if the roll is made by 5 or less, random visions are granted (within the veins and bubbles of the quartz itself, and in the eye sockets). Rolls made by 6-10 include *sound*, and rolls made by 11+ include *smells*. All normal penalties for physical and temporal distance apply.







The Skull itself is apparently *not* intelligent. It seems instead to be a physical contact – an extension of some great mind or spirit, somewhere. Perhaps in Atlantis, perhaps from another star or another dimension. Its motives are unclear, but the “skull-mind” has the power to affect emotions and desires via the artifact. It has Telepathy power 10, with all Telepathy skills at 20. Its power is focused by the proper use of *light* (hence the complex interior of the cylinder: the lights and mirrors form an interference pattern that nullifies its psychic influence – they *think*). Total darkness doesn’t harm the skull, just the right patterns of light. In natural sunlight, the Telepathy power of the skull *triples*.

Immersion in benzyl alcohol makes the skull (or any piece of clear quartz) nearly invisible, and halves the skull’s power. Several containers of benzyl alcohol are kept near the steel cylinder on separate pallets, along with empty tanks for emergency immersion.

*Rumors.* The “skull of doom” (so named by Mitchell-Hedges in his book, *Danger, My Ally*) has, in recent times, been adopted as a benevolent icon of wisdom and good health by new-age crystal fans. Once a sinister object of death, the kinder, gentler skull exudes warm fuzzy joy and messages of peace and love from our Space Brothers, from the Hollow Earth and from the Dolphin Crystal Sorcerers. Other versions of the story reveal that the skull was once the skull of a human mage, turned to crystal using magic, or alien crystal skull technology.

GMs should determine, secretly, the true persona of the skull. Is it an evil, spiteful thing, bringing a curse of death on any who speak ill of it? Or is it a happy, healing, gentle skull, imprisoned by the cruel Secret Masters? And, if the *real* skull is in Warehouse 23, *what* has Anna Mitchell-Hedges been showing to visitors to her home and displaying at gem shows?

## Notes and Crossovers

Regardless of the occult properties of the skull, it was most likely not found by the expedition as reported. It is much more likely that several other people have been involved in this deception (including Frank Dorland, an art-restorer who examined the skull and performed “tests” on it for 6 years). In the opinion of the Masters, all of these people were likely servants of the skull, rather than its owners. It is also likely that the skull was obtained (purchased!) by Mitchell-Hedges in London in the 1940s (allegedly for a sum of £400), in which case it might have been unearthed in any part of the world, including the lost continents.

If the skull is a tool of the Greys, this would explain its emergence on the world stage during the UFO flap of the 1950s. The ancient Mayans strapped boards to the heads of their infants to produce an “attractive” flattened and broadened forehead, in an obvious attempt to make themselves physically resemble the Greys.

## The Crystal Bell

In 1943, a resourceful OSS operative in France defeated a small group of sorcerers who had been in the employ of the Third Reich. In one of the most successful captures of enemy occult equipment of the war, the spy brought home no less than 17 artifacts. He turned 16 of them over for study by Division 19’s occult-cracking department. The other one he saved in a well-meaning romantic gesture, taking it home to his wife at the end of the war in 1945. The item was a bell made of delicate blue crystal, carved with intricate images of roses and crescent moons. On the upper tip of each crescent, a stylized heart is impaled.

Two months later, both the spy and his wife were dead, and the bell had disappeared. It was 15 years before it was finally captured by agents of Warehouse 23.

Physically, the bell is fragile and delicate, its crystal clapper hung by a broken silver wire. Repairing the wire is dangerous; the bell has the power to make wishes come true.

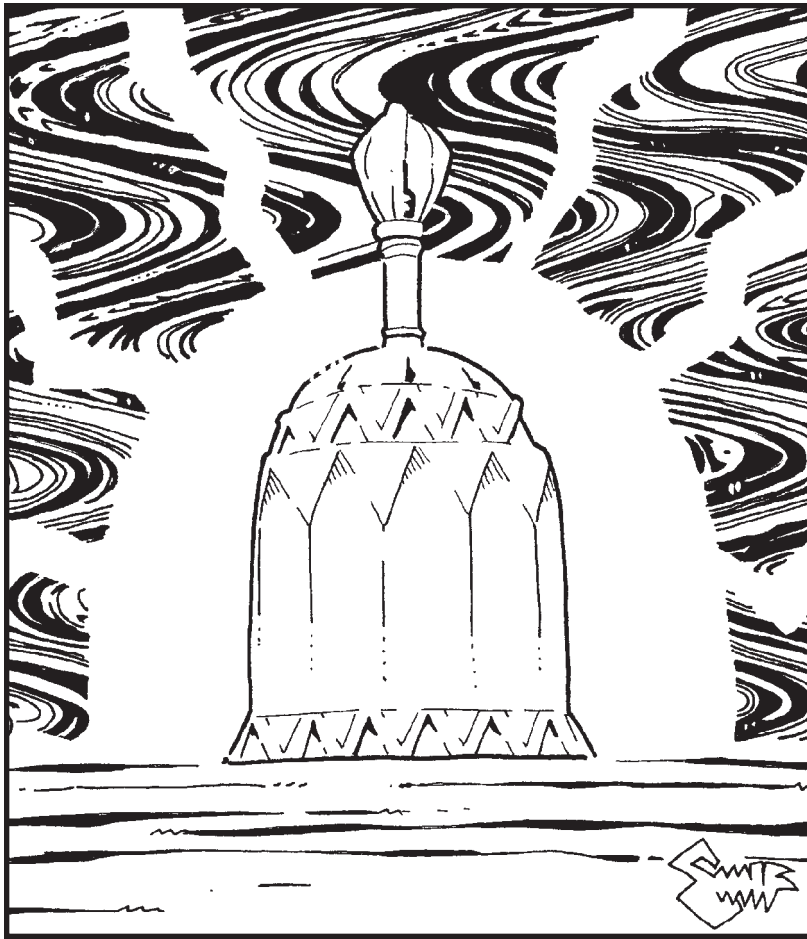
Fixed with any clapper other than the one meant for it, the bell tinkles merrily, and is harmless. In fact, magical probing into the bell reveals no enchantment whatsoever unless the clapper, bell, and wire are intact and joined.

## Wish Before the Chime Ends

When the intact bell is rung, the sound produced seems almost too beautiful, too rich, for such a small object. The chime of the crystal bell is haunting and seems to wrap physically around all those who hear it. If the bell’s owner makes a wish, or focuses mentally on a desire, before the last echoes of the chime fade away, the wish is granted. No wish is too great, unless the wish would harm the bell itself in any way, or separate the bell and its owner.

Wishes granted by the bell aren’t even perverted considerably, although the GM should be careful to grant the *minimum* necessary to fulfill the request, and to use the fruits of the wish to put the wisher in a position to desire more and more from the bell. The bell is enchanted to create dependence on it.





The price of the bell is simple: somebody dies a painful death. The first time the bell is used, a distant acquaintance of the owner meets with a terrible accident. Not a close friend – just somebody who the owner knew and perhaps liked. There is *always* somebody that qualifies. If the bell's owner had no distant acquaintances when the bell was acquired, he *meets* one before the end of that day. But the bell prefers to destroy established relationships.

The second time the bell is used, the death is of a friend, and the grisly conditions of the demise insinuate themselves into the dreams of the bell-ringer. Once again, the bell places the wisher in a position where problems or desires are created by the granting of the wish – to voluntarily discard the bell, even if the wisher recognizes that he is indirectly at fault for the deaths, requires considerable personal willpower and sacrifice. To wish the new troubles away is *so* much easier . . .

The third wish kills somebody who the bell-ringer truly cares for, or loves deeply. So does the fourth, and fifth, and every wish thereafter, until the owner *runs out* of people to love. When that happens, the bell (free of charge!) arranges for the owner to meet a new friend, or a new lover, and forge a relationship the likes of which the owner has not experienced before. On the next wish, *that* person dies. And the process continues.

The bell never kills the owner for making a wish. Never. The wish provides loved ones, one at a time – thrilling and genuine romances, wonderful and trusting new friends. Every wish kills one, and every new death is a dream. Even an *oblivious* owner should be totally aware of his role in the deaths by the time his fourth wish comes true.

The bell can be discarded or given away safely, but it is dangerous to give it to a stranger (the previous owner nicely fits the category of “distant acquaintance” now, and will be the first one killed). Giving the bell to a loved one assures that the old owner will live for at least two more wishes . . .

Breaking the bell is fatal. Somehow, fate manages to impale the owner through the heart with a shard of the bell: its final sacrifice.

## Notes and Crossovers

This type of enchantment is a deadly trap, and one very difficult to be rid of (in a game with strong elements of horror, there is no need for the GM to feel merciful). Players who somehow manage to research previous owners of the bell (perhaps even using a deadly wish to know the bell's past) may hit upon the only solution: the bell must be *abandoned*. The new owners, therefore, are more likely (although not guaranteed) to be ignorant of the old owner . . . Again, in a *GURPS Horror* campaign, even this may not work. The new owner may not surface for years, until the old owner's children grow up, and go and find it . . .

## The Oracle Gem

Another item (like the Crystal Bell) stolen from Nazi occult operatives in the Second World War, the Oracle Gem was a deliberate plant by the Germans, a major part of the hidden occult war that never made the newspapers or history books. By the time the United States figured out exactly what the Oracle Gem *really* did, irreparable damage had been done, and World War

II was already over. If not for the Oracle Gem, it might have been over a lot sooner.

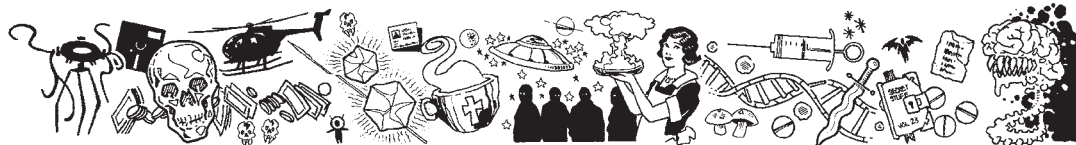
The Gem, physically, is a green chunk of crystal glowing with a faint inner light. It is well-polished, and looks almost like a chunk of green diamond about the size of a golf ball. It weighs nearly 2 pounds, much heavier than it “should” be.

The Nazis (Allied diviners eventually traced it to Theosophist tea-traders in London working secretly for the SS), placed a False Aura spell (p. GR69) on the Oracle Gem with a Power of 22. The False Aura resists information spells cast on the object, causing them to give inaccurate “readings” (it resists the information spell with its own Power in a Quick Contest; see *GURPS Grimoire*, or improvise the details as needed). An Analyze Magic spell (p. B163) that fails the Quick Contest with the False Aura gives false information, making the Oracle Gem seem to be a tool for divinatory magic (p. M54).

This is exactly what happened in 1941, when the Oracle Gem was acquired in Italy. The OSS, thinking that they had acquired a powerful divinatory tool, immediately made it available for the use of the War Department, costing the lives of many Allied troops.

## 20/20 Hindsight

The real power of the Oracle Gem is a challenge for *anybody* to use constructively, and appears to be a kind of natural enchantment. No magical probing into the history of the gem reveals a deliberate ensorcelment other than the False Aura, but





it appears to be very ancient (at least 3,000 years old), and research continues.

The Oracle Gem is used like a scrying device. The mage or occultist, preferably alone and in silence, contemplates the surface of the gem while mentally creating a question in his mind. Theoretically, sufficient concentration and strength of will produce images on the surface of the Gem.

But the Oracle Gem doesn't *reveal* the future; it *creates* it. It also alters the past.

*Example.* A higher-up in the War Department focuses (with the help of a trained occult specialist) on the question "will Japan attack the United States?" After long concentration, the image of small airplanes appears in one facet of the crystal: Japanese bombers. In another facet, images of an island military base – the trees and other vegetation in the area make it look like the Pacific; maybe Hawaii. Explosions light up another facet of the Gem, and the sight of flaming ships in port fill another. It is December 6, 1941. Less than 24 hours later, Pearl Harbor is attacked.

Throughout the war, the United States and its allies made use of the Gem, all the while believing that the Gem was offering them cryptic *warnings*. In fact, the Oracle Gem was *shaping the future*. When the unnamed general asked about Japan, the attack on Pearl Harbor had never been planned. It might have happened later; it might not have. When the question was asked, it *retroactively changed the world*, just slightly, in order to make the attack happen.

Whenever the Oracle Gem is asked a question, it gives the answer that the asker doesn't want to hear. If you ask it how long you will live, it shows you your death – in a few days! If you ask it if your marriage will last, your current argument with your spouse will develop into a rift that ends in divorce. The Gem "warns" you of dangers that would not have come to pass.

The Allies were fortunate that (due to reasons that can ironically be called superstitious) nobody ever asked "who will win the war?" It may be possible that the Axis *did* ask that very question. Since the Oracle Gem never contradicts itself or observed reality, this would have *prevented* any Allies from asking the same question.

The same principle applies to questions asked about the past. Note, however, that events do not change in a way that *contradicts* what is already known to the user of the gem (as the "Observer Effect" from *GURPS Time Travel*). Furthermore, the Gem always changes reality in the most *efficient* way possible while still creating the appropriate negative effect. If something bad is a very real possibility *without* the Gem, the Gem simply turns a likelihood into a certainty.

For instance, if you are adopted, and don't know how your real mother died, you could ask the Gem. Retroactively, she will have died in a way that you find personally humiliating, or died doing something to *harm* you – but failing. If you use the clues granted by the Gem's visions to investigate the incident, you will find that they are true. If, on the other hand, you *know* how your mother died, the Gem tells you nothing – it doesn't deign to confirm known answers.

## Notes and Crossovers

This is a sinister and *subtle* trap. The Oracle Gem could be used for years without recognizing its evil influence. The GM must determine how *absolute* the visions of the future are. If sufficient warning is given, can't the PCs stave off disaster? Probably. But quick acting *and* creative thinking should be necessary. If the question posed doesn't imply a point in time ("Will my future be pleasant?" is much more dangerous than "Will my 75th birthday be nice?" when the questioner is 20 years old) the Oracle Gem usually makes the answer something answerable in terms of days, if not hours.

The quest for the origins of the Oracle Gem (and its role in history) could provide an amusing romp across the globe. Depending on the GM's view of the flexibility of time, the Oracle Gem might have *no* true past, since if anybody bothered to *ask the gem* who made it, the Gem might have altered the past to make its creators something personally dangerous or distasteful to the questioner. Whether this is even *possible* is a question that must be determined for the entire campaign; *GURPS Time Travel* explores issues like this in detail.



# CONSPIRACIES, COVER-UPS, AND HOAXES

The Facility's libraries contain clues – and sometimes complete histories – of every conspiracy that is significant to the Secret Masters. The following are examples of trails that might begin – or end – in Warehouse 23. These entries can also serve as adventure seeds for any illuminated *GURPS* campaign.

## The *Astro Globs!* Cover-Up

In 1983, software engineer Gina Moravec designed a video game for use on one of the early cartridge-based systems. The design was revolutionary, an almost accidental work of inspired brilliance: the twisting, colorful shapes combined and fought in patterns that were simple enough to be learned easily by a toddler, yet challenging enough to keep the most sophisticated game-addict engaged in a constant battle of wits and dexterity.

Through a series of initial “test rounds” employing deceptively simple algorithms and randomized elements, the game – given the working title *Astro Globs!* by Moravec's son – custom-tailored its challenges to the player. The result was a gradual but constant improvement-curve, and a game that was always challenging but never actually *frustrating*.

Moravec was thrilled with her success, but was disturbed by two things. The game's principal design had occurred to her in a dream, and improvements continued to come to her in her sleep, as if transmitted by a distant source. As the game continued to become more elegant and exciting, it became *dangerously addictive*, despite what would now be regarded as primitive graphics and ear-grating music. *Astro Globs!* was an almost supernatural triumph of substance over style.

The Secret Masters were alerted to the game's existence by agents in the Sacred Heart Hospital in Cumberland, Maryland, when Ms. Moravec's 13-year-old son, Doug, was treated there for dehydration. The boy was normally very responsible, and his mother had no reason to fear leaving him alone for a weekend

with a well-stocked refrigerator with emergency numbers on its door. When she returned, Doug Moravec was unconscious in front of the TV set, having played *Astro Globs!* for nearly 3 straight days with no regard even for hunger and thirst.

Field agents were dispatched to both the Moravec home and to the manufacturer of the game, where all evidence of it was seized for study. On the same evening, Gina Moravec was killed in a car accident near Keyser, West Virginia, apparently while on their way to visit her ex-husband.

The SINNER database entry (see p. 14) includes speculative essays on possible defense applications of the technology. Watered-down versions of the “Moravec Algorithms” have, according to the file, been used in more contemporary computer games as part of the Conspiracy's economic and public-mood control experiments. Russian intelligence agents are suspected to have obtained simplified fragments of the algorithms, and some popular Russian games apparently employed them.

*Game Rules.* The minds of children are most susceptible to the hypnotic nature of the game, but *anybody* becomes addicted if he plays long enough.

Every 20 minutes, the player must roll against the average of his character's Age and Will, at a cumulative -1 per consecutive roll. Any failure results in the victim's mind becoming locked up with a desire to play, an unreasoning obsession that eradicates all other concerns.

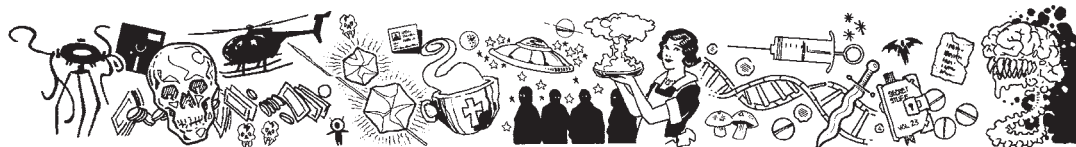
An *Astro Globs!* addict does not seem to be raving or even especially obsessive; just entertained, fascinated by the possibilities of the game, wanting to play “just a few more levels” to see how far he can reach. Suggestions to the contrary are met by rationalized excuses to keep playing, unless the victim has Bad Temper or is otherwise prone to more extreme responses.

The addiction does not seem to last once the victim is removed from the game. Doug Moravec was no longer obsessed with it when he was released from the hospital to his grandparents (with whom he lived until he entered the U.S. Marine Corps shortly after completing high school; Doug was killed in Operation Desert Storm).

## Notes and Crossovers

In a contemporary scenario, the first challenge in examining the game might be finding a system to run it on, since *Astro Globs!* was designed for one of the earliest of the home systems (manufactured by Coleco). A version of the game adapted to modern home computers might become even more dangerous, since the game could be programmed to store a player's “pattern of challenges” selected by the algorithms.

If used by a dishonest hypnotist using the Cinematic Hypnosis rules (p. 109), a copy of *Astro Globs!* would grant +5 to skill!





*Pop Another Quarter.* Since the Moravec Algorithms are specifically designed for *customized responses*, playing any Moravec-derived game creates a simplified profile of the player's mind, his reaction-time, his responses to different colors, sounds, and types of movement. Enough games, with enough variety, could be used as the basis of Hunter Software (see below), or be otherwise exploited. That considered, a Conspiracy in control of one or more video-game manufacturers could outfit the units with internal read/write drives or communications gear, for the creation of "response dossiers." Enemy agents with a habit of popping quarters in the machine at the corner laundromat could be in trouble, and the children of today are the agents of tomorrow . . . *Halt! Step into the light, Agent Manor. Agent Manor, remember those hours you spent playing "Gold Medal Championship Jai-Alai" as a child? Gotcha, Agent Manor. Gotcha.*

*Alternate Versions.* The game needn't be as threatening as described. It might just be *very good*, so good that it would dominate the video-game market. Careful examination of the game's graphics might reveal symbols related to Mayan culture, indicating that the real origin of the game was not the mind of Gina Moravec, but ancient astronauts manipulating her.



## Atomic Death From the Red Planet

*Of their destructive instrument I might venture some conjectural explanation . . . For want of a better term I shall refer to the mysterious weapon as a heat ray. It's all too evident that these creatures have scientific knowledge far in advance of our own. It's my guess that in some way they are able to generate an intense heat in a chamber of practically absolute non-conductivity. This intense heat they project in a parallel beam against any object they choose by means of a polished, parabolic mirror of unknown composition . . . much as the mirror of a lighthouse projects a beam of light.*

— Orson Welles (as Professor Richard Pearson),  
*"The War of the Worlds" 1938 radio broadcast*

On October 30th, 1938, the vanguard of an invading army from the planet Mars landed on Earth. The major Earth observatories noticed explosions of incandescent gas occurring at regular intervals on the surface of the red planet, but were quick to dismiss them as volcanic in nature, or as freak reactions in the Martian atmosphere.

The Martians fired huge cylinders at the Earth, each nearly 100 feet in diameter and containing a single "war machine"; the cylinders crash-landed on Earth and then disgorged their cargo, which immediately began the attack.

The Martians deployed in a jagged line of tripod walkers extending from Virginia to New York, and converged in groups moving inward toward New York City, all the while destroying power lines and means of communication and doing minimal damage to landscape and towns. When Mercer County was bathed in secondary fires started by their Heat Rays they withdrew and allowed the humans to extinguish the flames. The Martians met resistance from state militia forces, but overcame them easily with the combined use of their powerful Heat Ray and a dense, deadly "poison smoke" from which gas masks provided no real protection.

The Martians took New York City, wading across the Hudson like a man wading a brook, flooding Manhattan with the poison smoke.

### Hunter Software

This is highly specialized combat software for armed robots and automated defense systems. It is only of use to a computer brain capable of autonomous control of one or more weapons (including body weaponry, in the case of some robots). The software is Tech Level 9, Complexity 5, and requires a 1-gig database "response dossier." The software has a TL9 price-tag of \$500,000 among high-tech armies and international espionage exchanges.

Hunter Software uses a detailed analysis of the behavior of a *single* sentient target to more efficiently attack him. The database must include stress response data, movement, and reaction-time, patterns of attack and defense. Only detailed surveillance for a full hour of actual combat suffices (alternately, 10 hours on a Moravec-based game or simulator). Each program is heuristically customized to its database. If you want to hunt two different targets, you need two databases *and* two programs.

Computer-controlled attacks against the victim gain a +3 to skill, and the target's Active Defenses are reduced by 3. Hunter Software of higher complexity increases these numbers on a one-for-one basis as usual (double cost for each Complexity increase), but each level requires the database to increase by an order of magnitude: Complexity 7 Hunter Software would cost \$2 million and require a 100-gig database derived from a *hundred* hours of battle! It would grant +5 to all attacks against the target, and reduce his Active Defenses by 5!

Needless to say, this is largely the exclusive toy of the Conspiracy or major world powers. The software used to *create* a Hunter program from collected data is Complexity 6 and \$5 million. Hunter Software can also be programmed to combat an entire *species* of non-sentient animals (rules as above), but the motivation behind an Illuminati Squirrel-Hunter program is too sinister for even *us* to contemplate!









## Notes and Crossovers

While the invasion was apparently from Mars (and the landings were preceded by explosions on the red planet's surface), Mars may not have been the true origin of the invaders. Very possibly, Mars was simply the location of the launch facility for the rocket cylinders, and the invaders were actually from a distant star. If this is the case, then the "Martians" might have been a race employed by the Greys (which makes the error regarding terrestrial bacteria one of their most embarrassing blunders). In any case, it is clear that Martian technology, while superior to Earth's (at least in 1938), is vastly inferior to that of the Greys.

*Storage Notes.* The war machines are gigantic, and belong in the warehouse's largest above-ground hangar (if applicable). The disassembled war machine might be in crates, or in glass display cases, depending on the tastes of the Caretakers. Note that the Martians left a lot of equipment lying around when they died. Any other group might have stolen away with a tripod before the federal clean-up of the war-zone took place.

## Black Helicopters and the Price of Beef

They're sighted all over – unmarked choppers, silent and swift, the eyes of something powerful.

In the minds of most 1990s Conspiracy theorists, the *Black Helicopters* phenomenon is linked to the One World Government conspiracy, commonly called the *New World Order*. In this scenario, the sinister black choppers are owned by one or more major world powers, or the shadow governments behind them. They are used both as spy ships and as tools in biowarfare experiments.

Sightings, however, date back to the 1970s, where the choppers were accused of responsibility, at least in part, for the bizarre mutilations of cattle appearing in the Midwest and elsewhere. In *that* version of the story, the choppers might be alien, or the tools of Satan, or worse.

Manifestations vary, and commonly resemble flying saucer sightings. The real difference is that the observers are certain they've seen *helicopters*, not disks, donuts or cylinders. Many sightings of the Helicopters include UFOs, especially at night (see *Nocturnal Lights*, p. 67).

## Cows Say "Mu"

Mutilated cattle (nicknamed *Mutes* by those who investigate the phenomenon) first received media attention in 1973, when a wave of mutilations swept over Midwestern states, including Minnesota and the Dakotas. Cattle were found dead, with strange parts of their bodies removed: genitalia, eyes, ears, udders and rectums. The removals were made with "surgical precision" beyond that believed possible from wild predators. The bodies were often *devoid of blood*, and the ground beneath the cows was *not* blood-soaked.

In some cases, the cattle seem to have been moved from the site of death, but there were no tracks or signs of dragging. In fact, no animal tracks were found at all – scavengers seemed to avoid the strange corpses. Microscopic examination of tissues from the dead cattle showed damage at the *cellular* level.

By 1974, the Black Helicopters had entered the picture, and were sighted in Kansas, Oklahoma, Nebraska, and Iowa. In 1975, it was Colorado. In every case, farmers and ranch-hands had seen unmarked choppers flying overhead in areas where the cattle had been slain. Satanic cults and flying saucers alike were implicated in the crimes, and police departments and government agents insisted that ordinary predators were the culprits, and that the "bloodless" state of the corpses was caused by blood pooling and congealing in the animals' lower abdomens. Accusations of delusion and cover-up flew in both directions, and the cattle kept on dying.

Somebody, said the theorists, was using the cattle as a part of a biological weapon experiment, or as props in ancient magical rites, or as *fuel* for their UFOs. A bio-weapon called the "VX-toxin" (a virus that only kills Asians) was suspected, without apparent evidence. The government (which is perfectly capable of *buying* cows if it wants to do tests on them) denied its

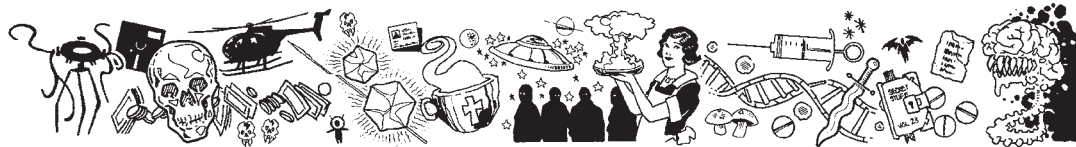
involvement, but admitted that it could not trace the helicopters to any ordinary military or civilian flights. Detractors fired back that the mutilations were not for tests of biological/chemical agents, but to determine the extent of "spillover" from experiments on the public that had somehow been botched.

In June of 1976, *tripod prints* were found near mutilated cattle in Dulce, New Mexico. Had the Martian invaders returned, having found a cure for their immune-system weakness in the parts of cows? In 1979, government funds were granted for federal investigation of Mutes.

Theories continued to range all over. Some insisted that the cows would contain traces unique to the plants that they had eaten, which in turn would indicate the mineral composition in the region, and be used for corporate "geobotanical"

prospecting. The corporations, who were perfectly capable of *buying* cows if they wanted to do tests on them (and capable of stealing *dirt* rather than cows) denied involvement, but many were eager to point the finger at competitors.

The UFOs were accused of mutilating the cows as a form of communication, or of using them as a "classroom dummy" for teaching the dissection of Earth mammals. The UFOs, which weren't in a position to legally buy anything, remained the primary scapegoats. Flakes of "alien metal" were found near the mutes, clinching the deal. In one such incident, federal investigators pointed out that the flakes were of latex house paint, but the farmers who found them (who knew alien metal when they saw it) did not accept this explanation.





## Building Black Helicopters

Two example versions of Black Helicopters have been provided, with full statistics in *GURPS Vehicles* terms. The TL8 version is an unmarked spycraft, owned by an unscrupulous government or the Bavarians themselves. The TL15 version is an extraterrestrial monstrosity. If the Black Helicopters are alien vehicles (such as the second example craft), they can be built at any tech level the GM finds amusing. The alien “helicopter” described has been fleshed out with Flying Saucer technology (see p. 72). When designing alternate Black Helicopters for your own campaigns, make the most of the following rumors about them:

*They Change Shape.* Some sightings have included shape-shifting choppers turning into saucers! Use the *Reconfigurable Components* rules from *GURPS Robots*.

*They Abduct and Mutilate Cattle.* Quadrupeds (including elephants and horses as well as cows) require a cubic foot of cargo space for every 20 lbs. they weigh in order to travel without their legs being broken. A typical cow is 1,500 lbs., requiring 75 cf.

*Their Blades Produce No Draft.* And they’re quiet, too. Sound baffling at the best the TL has to offer is likely. The “draftless blades” is a mystery left to the GM. In locations where mutilated cattle have been found, the grass has not been bent or broken as would be the case with ground-level helicopter flight, and eyewitnesses insist that there was no breeze or “dusting” effect. The blades might really be a rotating sensor-array, an MPD “rudder” to increase maneuverability, simply cosmetic or (as in our sample alien craft) a projected hologram to fool the Earthling dupes.

### Black Helicopter (TL8)

This version of the Black Helicopter is plausible allowing for near-future technology, and provided you’re willing to accept the concept of a stealthy spy-copter designed to drug entire cities and carry cows. In the default universe of *GURPS Illuminati*, these helicopters were developed by abducted engineers from MDD, Bell, and Boeing, working in concert with dairy specialists and Warehouse 23’s own technical staff. The cargo area is roomy enough for two cows and several people, with room to spare for one cow to be sedated and horizontal for crude operating procedures (portable surgical equipment is used; it is not included in the design specs). Even loaded down with two bovine abductees, the craft is frighteningly agile and difficult to catch. It is lightly armed and hardly armored at all, since it’s designed *not* to be engaged by enemy aircraft.

As often as not, the cargo area is devoid of cows, fitted instead with portable chemical-spraying gear used to blanket the countryside with the Secret Masters’ latest bio-warfare or mass-hallucinogen experiment. When serving their function as spyplanes,

the Black Helicopters can stay safely at a distance of several *miles* and still register your fingerprints and hear you breathing.

Performance statistics are calculated with a full complement of two crewmembers, two cows, an animal handler, and medical tech (all but the crew are in the cargo area). Removing the cows drops a full ton and a half of weight, and improves agility and acceleration dramatically.

*Subassemblies:* Skids (two, retractable), TTR rotor.

*Body Features:* Good streamlining.

*Propulsion:* 1,300 kW helicopter drivetrain with 2,080 lbs. of aerial motive thrust, 13,000 lbs. of lift (1,300 kW).

*Weaponry and Accessories:* Linked pair of TL8 15mm chain-guns (BoF) with full stabilization and cyberslave mounts. 500×15mm shots.

*Instruments and Electronics:* Communicator with long 1,000-mile range and scrambler, 30-mile AESA Radar (Scan 20), 5-mile PESA (Scan 15), Level-20 surveillance sound-detector, precision navigation equipment, IFF, inertial navigation system, military GPS, autopilot, terrain-following radar, HUDWAC for Pilot and

Copilot, advanced radar/ladar detector, blip enhancer, TEMPEST equipment, computer with identical backup (hardened, compact, genius, high-capacity minicomputer; Complexity 4), with two terminals (one for each crewmember).

*Miscellaneous:* Compact fire suppression system, high-security alarm.

*Controls:* Computerized, with a set of duplicate controls for the copilot.

*Crew Stations:* Pilot and Copilot can each control all functions of the vehicle from their (standard) crew stations, but the copilot usually handles sensor-ops and the linked miniguns.

*Occupancy:* Short.

*Passengers:* None, but up to

14 standing humans could occupy the cargo bay.

*Safety Systems:* Seat belts and ejection seats for each crewmember. The cargo bay includes safety straps for ten people.

*Environmental Systems:* NBC kit rated for 16 humans, 5 man-day limited lifesystem.

*Power Plant:* 1,350 kW HP gas turbine (uses 81 gph aviation gas) powers drivetrain (excess recharges power cell). 1,800,000 kW-s rechargeable cell powers electrical systems.

*Fuel:* Self-sealing 240-gallon tank (Fire -1). 240 gallons aviation gas (Fire 13). Just under 3 hours fuel for gas turbine.

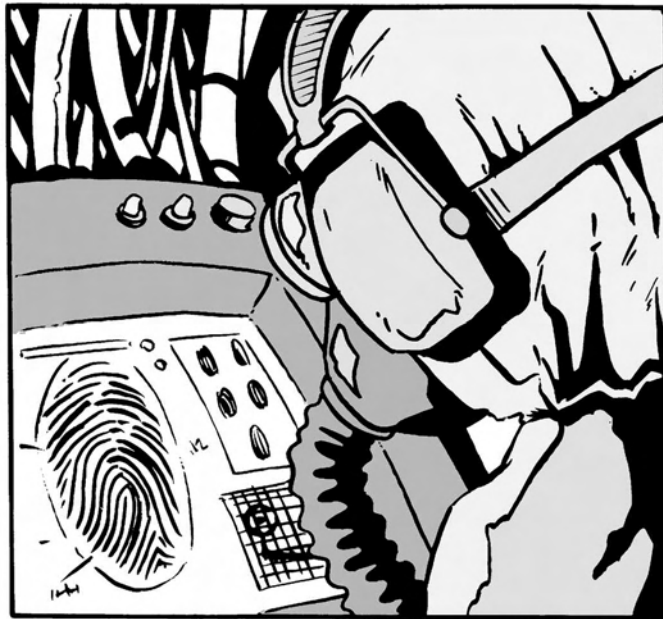
*Access, Cargo and Empty Space:* 21.8 cf access space. 280 cf cargo space. 14,291 cf empty space.

*Volume:* Body (650 cf). Rotor (13 cf). Skid (32.5 cf).

*Areas:* Body 450, Rotor 100, Skid 61. Total area 611.

*Structure:* Light frame, advanced materials, responsive structure.

*Hit Points:* Body 338, rotary wing 150, skids 23 each.



*Structural Options:* Folding rotors, controlled instability.

*Armor:* Overall PD 4, DR 20 (DR 10 advanced composite layered over DR 10 advanced ablative).

*Surface Features:* Sealed, basic emission cloaking, basic stealth, basic chameleon surface.

*Vision:* Fair.

*Statistics:* Empty weight 6,895.65 lbs. Usual payload 3,800 lbs. Loaded weight 12,425.65 lbs. (6.21 tons). Volume 695.5 cf. Size Modifier +4. Price \$4,484,237. HT 10.

*Air Performance:* Stall Speed 0, can fly. Aerial motive thrust 2,080 lbs. Aerodynamic drag 152.777. Speed 300 mph. aAccel 3 mph/s, aMR 7.5, aSR 3, aDecel 30 mph/s.



## Alien Black "Helicopter" (TL15)

This vehicle is helicopter-shaped, minus the rotor assemblies, which can be added by means of holographic illusion. It isn't really a helicopter at all, and it's ten times larger inside than out, including a full-scale surgical theater dedicated to cattle mutilation, and an internal *stable* large enough to hold 10 head of live cattle comfortably. Cows are frozen with a paralysis beam, sucked into the floor-hatch by means of a powerful tractor-beam, and taken to the medical chamber . . .

Some of the technology used to build this craft is UFO tech (see p. 72). In particular, the GM should note that this "helicopter" is propelled via an MPD drive, which wreaks havoc on ordinary electrical systems, and powered via an orgone engine, a dangerous radiation hazard. The electronics are entirely field-based. Components that are installed extradimensionally are noted in [brackets].

*Subassemblies:* Skids (two, retractable).

*Body Features:* Very Good streamlining.

*Propulsion:* Magnetic Planetary Drive with 20,000 lbs. of motive force (2,000 kW).

*Weaponry and Accessories:* A 22.2 kJ Military Paralysis Beam (range 100 yards, Acc 9, SS 11, HT-14 to avoid paralysis if hit, uses 66.6 kW) with full stabilization, cyberslave mount, and HUDWAC w/pupil scanner for the pilot.

*Instruments and Electronics:* Gravity-ripple communicator with medium 10,000 mile range, 100-mile AESA (Scan 23), 50-mile orgone scope with high-resolution imaging (Scan 21), 200-mile orgone scope configured for ground scanning (Scan 25), 50-mile PESA (Scan 23), level-25 surveillance sound detector, inertial navigation system, terrain-following radar, TEMPEST equipment, computer (compact, genius, high-capacity sentient robot microframe, Complexity 12, IQ 17, DX 14), with three terminals [two of them in the extradimensional body].

*Miscellaneous:* Compact fire suppression system, [full fire suppression system], High-security alarm, ST 200 tractor beam (mounted inside and aimed downward, to pull objects through floor-hatch), 555,000-lb. inertial brakes (111,000 kW), double-sized holoprojector (see *GURPS Ultra-Tech*) to produce holograms of rotors, [science lab dedicated to Biology (Cows)], [two-cow scaled operating room], [1,500 gallon standard tank, to retain cow blood], [one-cow scale automed, to perform automatic mutilations]. *Note:* "cow-scaled" components are 3.75 times the size of human-scale components.

*Controls:* Computerized, with a neural induction field for the pilot.

*Crew Stations:* "Pilot" controls all functions of the vehicle (assisted by the sentient computer system), two "Technicians" are assigned to cow-handling and medical work. The Pilot has a roomy crew station; there are two roomy seats behind him in the body for the technicians, if they want to ride up front.

*Occupancy:* Short. *Passengers:* [Up to ten live cattle in a specially-built "stable" (built using the hangar rules, treating cows as 75-cf vehicles)]. *Environmental Systems:* [40-man total lifecosystem, capable of providing air, food and water for crew and ten cows].

*Power Plant:* 6,000 kW orgone engine powers MPD and all other systems during routine operation. A pair of 10,000,000 kW-s rechargeable cells [one extradimensional] provides any extra power needed in combat, and provides power to the inertial brakes.

*Access, Cargo and Empty Space:* 4.6 cf access space. 115 cf "cargo space" in body (a bay over which the tractor beam is mounted, into which a single cow can be pulled and handled by both technicians). [295 cf cargo space]. 35.6877 empty space.

*Volume:* Body (470 cf). Skids (23.5 cf). Extradimensional body extension (4,500 cf – the interface electronics are mounted in the body in realspace, and are ruggedized).

*Areas:* Body 363. Skids 49. Total area 412.

*Structure:* Light frame, advanced materials, responsive, robotic structure.

*Hit Points:* Body 273, skids 19 each.

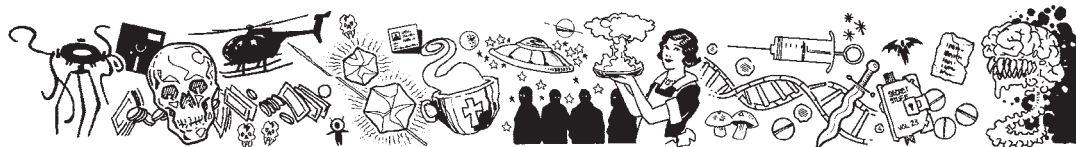
*Armor:* Overall PD 4, DR 180 (advanced composite armor).

*Surface Features:* Sealed, radical emission cloaking, basic stealth, intruder chameleon surface, DR 1,000 variable force screen (4,120 kW).

*Vision:* Fair.

*Statistics:* Empty weight 5,800.32 lbs. Usual payload 200 lbs. [much more extradimensionally]. Loaded weight 6,000.32 lbs. (3 tons). Volume 493.5 cf. Size Modifier +4. Price \$6,541,319. HT 14.

*Air Performance:* Stall Speed 0, can fly. Aerial motive thrust 7 tons. Aerodynamic drag 60.5. Speed 740 mph. aAccel 47 mph/s. aMR 6.5 (however, the inertial brakes subtract 92.5g from any maneuver!), aSR 4, aDecel 2,055 mph/s (allowing the craft to come to a dead stop instantly, even from its top speed).











As the hunt progressed, the instability of the mind-transfer became apparent. Bains became increasingly violent and delusional, and (hidden away in a farmhouse) Crouton experienced the same thing. By the time Bains' men found Crouton (lifting weights and jogging in place with a maniac grin across his face), neither man remembered the other, and Lennis had been shot in the head in a fit of Bains' anger. The other technicians were dead or escaped, and nobody could operate the machines. Both men were lost, the final sacrifice of the Fat Farm. Bains' body was still 40 pounds overweight.

With slightly more attention to security, the devices and chemicals are now in the hands of the Secret Masters, stored in Warehouse 23.

## Notes and Crossovers

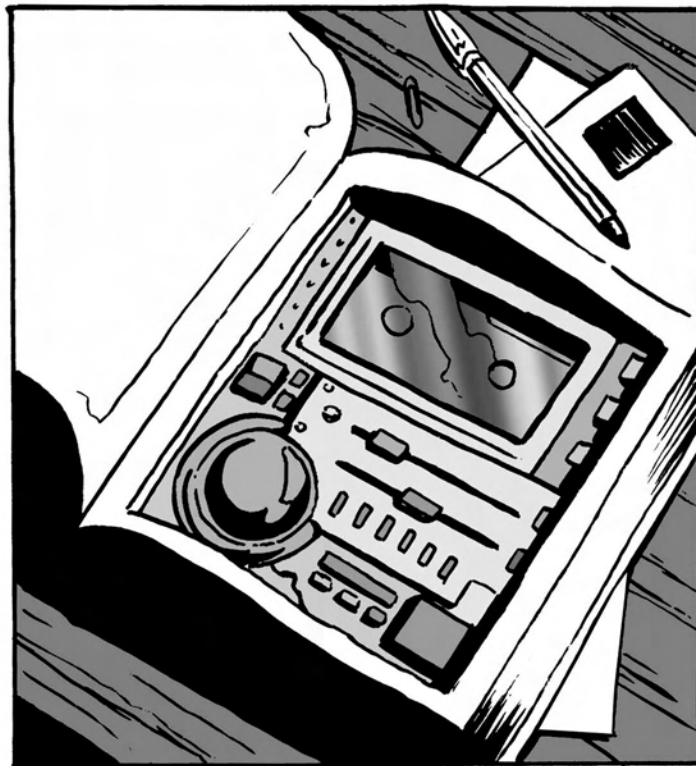
The level of weight that the club required is (fortunately) very rare, and needs a special disadvantage to represent it, should the GM wish to run a game with PC members of the club: *Very Fat* is worth -35 points. Determine basic weight normally, and increase it by (ST×19) lbs. This additional weight counts as Encumbrance, just like the weight from the Fat disadvantage (see p. B28). Very Fat characters take a -3 on reaction rolls, and may not have HT higher than 10. GMs may also require HT rolls for Very Fat characters to avoid taking a point of Fatigue from mundane exertion such as negotiating stairways. Otherwise, treat it as the Fat disadvantage. Any level of Fat higher than this should be represented by the Sessile disadvantage in *GURPS Aliens* and *Fantasy Folk*. This disadvantage should not count against the normal 40-point limit for a Fat Farm game; the characters need more "room" for Addictions, Odious Personal Habits, and other problems.

*Fun With Brains.* Characters who experience the mind-transfer keep their own IQ and minds (including mental advantages, disadvantages, and skills), but gain the new body's ST, DX, HT, and physical features (including such things as Reputation, if the face is of a celebrity). Skills adjust to the new attributes: if you had Guns (Pistol) at DX+3 in your original body, you have it at DX+3 in your *new* body, but based on the new DX, not the old one. Combat Reflexes is retained whether it's in the mind *or* the body. If either patient has that advantage at the time of the switch, both have it when the switch is done. See *GURPS Psionics* for other details on mindswitching, as well (such as switches with animals).

## The Mechanical Textbook

Found in a car wreck by police officers in New Bern, North Carolina in 1988, the infamous "mechanical textbook" appears, from the outside, to be an ordinary algebra text – the kind commonly used to teach high school students. Opening the cover reveals a machine.

One of the functions of the mechanical "book" is tape-recorder. In fact, that's the only *recognizable* function – a very high-quality but otherwise ordinary cassette deck designed to take common TL7 audio cassettes. The book can play them back, too, with astonishing fidelity. The other buttons, lights and screens serve no purpose that the police could ascertain, and the teenagers killed in the wreck couldn't be questioned. Nor could they be identified. Nor did the car have a legal license or registration. The license plate seemed legitimate enough, but when



the numbers were checked, they were found to be on *another* car in nearby Havelock, the owner of which knew nothing of the second car.

## Acquiring the Textbook

Introduction of the Textbook is left to the discretion of the GM. After its discovery, a brief article appeared on the "book" in the local newspaper. Two days later, it (and it alone) was stolen from the police department. It has not been seen since. Two weeks after the incident, Sgt. Kevin Gainey retired quietly from the police force due to "nervous difficulties." Gainey is still alive, and may still be questioned.

If the GM wants to drop the textbook in the PC's laps, the "book" might lead them to Gainey. If the PCs encounter the story first, Gainey might be able to help them locate the textbook.

## Finding and Talking to Gainey

Gainey's number isn't unlisted – although he's moved just south of Havelock, now. He lives in a trailer with a roommate, another ex-cop (John Michael-Smith). He's still all nerves, but he's been busy . . . If the characters are *very* polite when dealing with them, he might tell them about it.

Kevin Gainey has been on a one-man Alien Conspiracy Hunt. So far, he's captured 14 identical Mechanical Textbooks. The original one in the station-house is still lost, he'll say, but he doesn't think it was special. It was just *public*. Gainey is now keeping very, very private with his activities.

## Gainey's Theory

There are select towns in the United States and abroad (possibly spread evenly throughout the world, but not necessarily









## The Warghetz Papers

The Earth we live on is a fake, a forgery. So are *you*, according to the ranting pamphlets published by Jaimie Warghetz of Santa Rosa, California. Forty pamphlets were published over a 7-year period, with titles ranging from *I Think I'm False* to *Judgement Day: 1977*. All of them featured clip-art oscillating between images of domestic tranquillity and bloody tapestries of Armageddon and Ragnarok. Catch-phrases such as "I think we're property" (a popular quote from Charles Fort) are stamped across the pages at odd angles in pale red ink.

According to Warghetz, a few tiny but very powerful cabals rule the planet, vying for constant control of what he calls the "sub-herds" of "sheep and kine." If the PCs have been tangling with the Illuminati in the past, that won't strike them as an unusual notion. Where the Warghetz pamphlets differ from others ranting about the Conspiracy is best demonstrated in one of the last ones published (*Strike Down the Beamers*, printed in the autumn of 1984):

*They ventured too far. In 1977 they DARED too much. The shuttle should not have flown. The Master's history should not have been revealed. The tiny planet beyond Saturn should have been left secret. Elvis and Chaplin should not have been murdered.*

*Dash the infants against the rocks! Dash the politicians against the marble steps of their offices! It will not matter; the cabals have sold us to Men From Space!!! We are not real! Alien forces carved up the Earth and carried it off into space in 1977. A False Earth was left in its place, peopled by False Men and False Women. You are a robot. I am a robot. But our programming is faulty. We can be the glitch in the space-man's machine! We need not stay ignorant.*

*Now we can take our revenge. We do not eat. We think we eat! Our power is BEAMED to us from underground stations and orbiting satellites! We are already dead – but we can kill these simulacra that we are! We can gain vengeance for the dead! We can honor our own distant corpses! Find the beamers and strike them down! Take every rifle in hand! Take every grenade you can steal! Take down your armories and turn their weapons on the power-beams from space!!!*

### Paper Chase

Any fringe magazine from 1978 to 1985 is likely to contain Warghetz's Post Office Box number, and ordering information for both his pamphlets and a small series of cassette tapes meant to go with them. If the campaign takes between the summer of 1978 and January 9, 1985, curious investigators are able to acquire any number of Warghetz's creations for little more than the price of postage. After January 9, however, the well mysteriously dries up. Warghetz does not reply, and eventually mail is returned to the sender, the address no longer valid. After 1985, the pamphlets become almost impossible to find. Any friendly fringe-watchers the PCs might know might have one or two of them, but some of them might speak of Men In Black coming to their homes and collecting them, either at gun-point or with persuasive voices. Of course, if the Warehouse is real and findable, they might be there.

The 40 Warghetz Pamphlets amount to a journal of Warghetz's own investigations and "journey of self-discovery." In 1978, he claims, he injured himself while painting his house, and – instead of blood and flesh – the wound revealed, only for an instant, wires and "strange, flexing cables where muscle should be." He blinked, and the cut once again looked normal; he had a doctor look at it, who assured him he'd be just fine in a day or two. Warghetz didn't believe him, and was never really "fine" again.

His investigations began then, and he found inspiration and "proof" in the strangest of places: friends at NASA, another at Caltech, a copy of Tolkien's *Silmarillion* (published in '77), correspondents in the nation's capitol, and others. Many of his sources are not named or even hinted at in the pamphlets, presumably to protect them. By 1983, Warghetz had finalized his theory that the "cabals" (by which he could mean any or all of the Illuminati; Warghetz apparently never got close to identifying the actual culprits), dealing with intelligent aliens, had sold the planet Earth and everybody on it, in exchange for a trip off the planet and exposure to galactic culture. If this is true, the Illuminati continue their battles among the stars, if they survived, and only their robots are left behind to play out their terrestrial games of power.

Proving or debunking Warghetz's rants could be the basis of an entire campaign. Each of the leads hinted at in the pamphlets leads to several more never hinted at, and all threads follow a large trail of corpses and mysterious disappearances. Warghetz himself was determined to mobilize an army against the "beamers," but apparently never succeeded. The Conspiracy, robots or not, seem determined to preserve whatever secrets Jaimie Warghetz stumbled onto.

If taken to the extreme, the PCs might end up journeying into space to *rescue themselves from the aliens*.

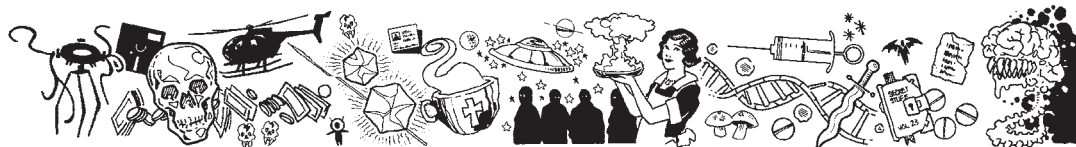
### Notes and Crossovers

If the campaign is less Fortean and more Occult, then the deal should have been with gods or demons, not aliens. Of course, this might not change a single word in Warghetz's pamphlets – he might have been convinced that it *was* aliens! The PCs might, in this case, be able to stage a journey to Hell, rather than deep space, to mount a rescue for themselves or other Earthlings.

*Layers Of Lies.* If you want to *really* rattle the players and mess with their heads, have them find a *new* series of pamphlets (by a different author) midway into their investigations, which explain that the Earth had been destroyed (again!!!) in 1987 . . . If they were robots then, what are they *now*?

*Other Reality-Shifts.* The Warghetz pamphlets demonstrate just *one* type of "realignment" that might be discovered and consequently covered up. The structure above could just as easily be applied to Hollow-Earth or Flat-Earth theories, theories that everybody above a certain age is an agent from our *real* home-planet (see *The Mechanical Textbook*) and so on.

*Reality Salad.* In an especially Illuminated campaign, *all of the above* can be true, provided the GM doesn't mind the mental gymnastics involved (not to mention the unlikely geometry – a Hollow Flat Earth? Perhaps some sort of sandwich . . .). If run well, a campaign that rends that much "reality" can be extremely entertaining, though it is likely more silly than grim.





# THE TRUE FACE OF SCIENCE

The Conspiracy is on the cutting edge of technology in a way that would make Tech Level 7 engineers drool – or collapse in confusion. The Facility’s central power core includes a device that provides clean power from nuclear waste. The “golf carts” and forklifts are powered entirely by Free Energy Collectors. Security forces are outfitted with nanotech weaponry and energy weapons, and customizable force-bubbles allow Warehouse scientists to examine a variety of dangers without inconvenience. Much of the technology was stolen from aliens, but as far as the Masters are concerned, it’s *having* it that counts.

## Barb Needlers

Found originally on the bodies of three Men In Black killed by agents of the Masters in Washington, D.C. (see *The MIB Papers*, p. 60), barb needlers are a loathsome alien weapon. Colloquially known as “barbies,” they are too nasty even for the Secret Masters to use – unless the target needs “special” punishment . . . Generally, the only way that a mundane person encounters a barbie is to be *injured* by one.

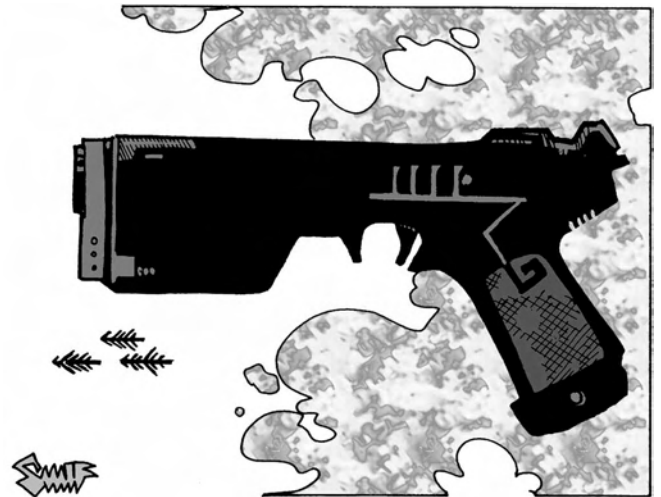
The barbie is a variety of gauss needler (Tech Level 9) that fires a packet of 5mm razor-edged barbs rather than the thin slivers employed in the standard weapon. The barbs spin rapidly in flight, burrowing into live muscle and *staying* there, almost impossible to remove with TL7 medical technology. The barbs tear muscle and connective tissue every time the victim moves or exerts himself. The barbie is a brutal gun, useless against armored foes (all DR except Toughness is tripled against barbie-fire), useless for hunting (meat filled with barbs would *not* be palatable), and good only for spies and assassins (who most often deal with unarmored opponents), and for the terrorizing of civilians by less-than-scrupulous police and soldiers.

Weapon	Malf	Type	Dam	SS	Acc	½D	Max Wt	RoF	Shots	ST	Rcl	TL	
Barb-Needler	Ver.	imp.	2d	10	8	30	100	3	1	10/A	6	0	9
Barb-Shotgun	Ver.	imp.	4d	13	15	50	175	10	1	30/A	9	0	9

If an attack roll with a barbie is missed by 1, the weapon still hits – but with only half of the barbs fired (roll half as many dice) – the rest miss the target, and may hit other characters (see p. B119).

The victim of a barbie attack has several barbs buried deep in his flesh. A Will roll, with a penalty equal to the damage taken is required immediately upon being hit to avoid screaming. The same roll is required to perform any act of exertion (including walking, spell-casting with any ST cost higher than zero, lifting, and so on) at all. Characters with High Pain Threshold need not roll; characters with Low Pain Threshold roll at -5. Barbie

wounds in the torso or vitals may cause *additional injury* if the victim exerts himself. Roll against HT; damage is equal to the margin of failure (minimum 1). The HT roll is made at a -1 penalty for every 3 points of damage already taken from barbie-fire, including damage from previous exertion.



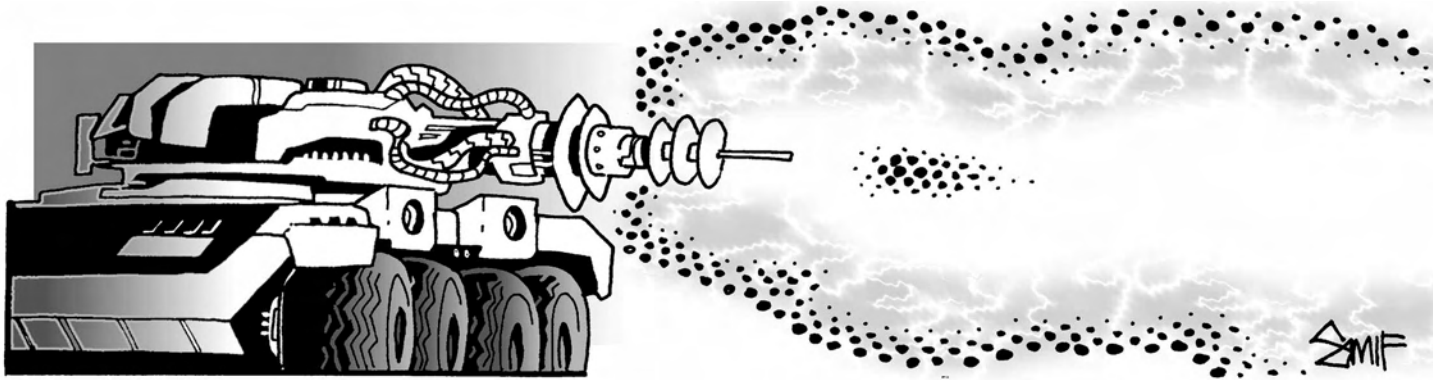
Barb removal requires the Surgery skill at TL9 or higher; the procedure takes 10 minutes, plus 10 minutes for every point of damage done. Double operating time if a medscanner is unavailable (see *GURPS Space*). If the surgeon is working under less than perfect conditions, or with low-tech skills or tools, apply both standard surgery penalties and cross-tech penalties (p. B185). Failed rolls injure the patient as described under the Surgery skill (p. B56), and fail to remove the barbs. A successful operation restores no lost Hit Points; it just removes the embedded barbs. For restoring lost hits, use the normal rules for natural recovery and medical care.

In an “illuminated war” campaign, where the PCs uncover a secret conflict raging behind the scenes with ultra-tech weaponry, the barbie is a good “evil” gun to put in the hands of the MIBs. Even if the PCs never get their hands on one, just trying to save a barbie-fire *victim* could be a frightening reminder of the ruthlessness of some of the Illuminati.

## Notes and Crossovers

If the GM wishes to include these weapons as equipment in a *GURPS Space* or *Cyberpunk* campaign, use the following: The barb-needler costs \$800 at TL9. Replacement clips are \$20 and weigh ½ lb. The “shotgun” costs \$1,500; clips are \$60 and weigh 1 lb. Both guns are Legality Class 1, and require the Guns (Needler) skill.





## The Devolvo Ray

Built sometime in the 1950s (what the caretakers think of as “the Golden Age of Mad Science”), the Devolvo Ray is a gigantic (2.5 ton) ray gun capable of unleashing a combination of gene-ripping energies and complicated *devolvo rhythms* that force the target to visibly slide back along the chain of evolution, eventually coming to resemble a prehistoric ancestor. The entire array requires constant maintenance and a steady flow of three megawatts. It requires a single operator with Electronics Operation (Ray Guns) skill at Tech Level 6.

The Devolvo Ray isn’t designed to be used as a weapon; the ray itself is directed towards a confining steel chair, equipped with manacles and leather straps. Provided the subject is firmly strapped in, no “to-hit” roll is necessary once the device has been successfully activated. The ray can also be re-aimed at water-tanks or cages containing subject animals, but the re-calibrating process takes at least a full hour. If mounted inside a vehicle (pointing inward!) the Devolvo Ray (including operating area and strap-in chair but not the power source) requires 300 cubic feet of space.

Outside of Warehouse 23, Devolvo Rays are likely found only in the lairs of the mad scientists who construct them. Innocents in need of rescuing are traditionally included, strapped into the chair.

**Devolvo Ray Effects.** Every full 10 seconds of exposure to the Ray’s energies requires a HT roll (only conscious characters may roll; otherwise assume failure). Strong/Weak Will applies, and any fatigue is applied as a penalty.

If the roll succeeds, the victim simply takes 1d fatigue.

If the roll fails, the subject drops one major step along the evolutionary track. A human subject reverts to Cro-Magnon state, for instance. This affects the brain as well as the body (see *GURPS Dinosaurs* or *Ice Age* for detailed treatment of the earlier stages of human evolution). On a critical failure, the subject drops *two* steps (directly from modern man to Neanderthal, for instance). Eventually, you’ll have a puddle of Primordial Ooze.

If an intelligent subject rolls a critical *success* on any attempt to resist the Ray, the machine might be damaged by his indomitable will! The subject still takes 1d fatigue, but the Ray’s operator must immediately make an Electronic Operations roll (also at -5); if he fails, the machine shuts down and must be repaired! Angry orange sparks leap from the console. On a critical failure, the machine destroys itself and catches fire! Animals cannot cause this result.

The Devolvo Ray has many uses. Since the connection between Neanderthal and Cro-Magnon are still shrouded in

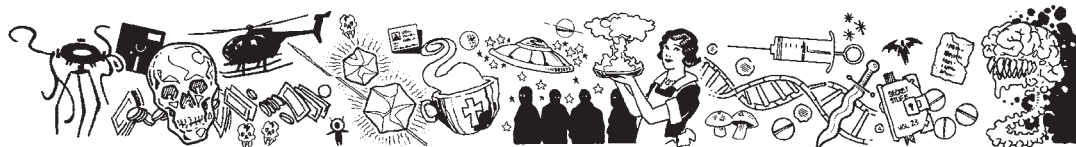
some mystery, observing the “devolution” first-hand would be valuable to modern science (see elsewhere in this book for other theories about the Missing Link). Furthermore, entire villages of Ice-Age people could be created, set free to live in the wilderness, and observed. The value to researchers specializing in pre-historic anthropology would be enormous, and easily justifiable to even a *slightly* mad scientist. Villains of the era it was born of (the 1950s) used it mostly to create prehistoric monsters (berserk dinosaurs from pigeons, gigantic proto-sharks from lemon sharks, and so on) and to dispose of unwanted heroes, or perhaps heroines who spurned their romantic advances.

**Reverse Setting.** If PCs are ever the victims of the Devolvo Ray, kind GMs may permit a “reverse setting” to exist that allows victims to be returned to their normal states. This is never as simple as a “Reverse” switch next to the trigger. It requires complicated rewiring (with associated Scientific skills being required), a quest for some new kind of crystal focus to put in the barrel (a reverse example of whatever is currently installed), more electrical power than is available, or some similar elbow-grease. Alternately, the switch *could* be simple, and the GM could use other complications (the victim breaks free and goes on a rampage, he wanders into a nearby cage full of apes that look just like he does, the focus breaks, or whatever) to make things difficult for the heroes.

It may occur to the PCs (or the villains) that the “reverse setting” could be used to *advance evolution* in an individual, possibly creating a superhuman. The GM can either cause the machine to malfunction and explode if this is attempted (certainly appropriate in some genres!) or he can improvise, allowing the subjects to gain heightened IQs, psionic powers, and grand insights. Of course, these should not come without price! Maybe just painful headaches at first . . . see the Genius Machine (p. 75) for more about the hazards of forcing evolution.

## Notes and Crossovers

The description provided assumes a Ray appropriate to an *Atomic Horror* or *Cliffhangers* campaign (although dusty relics from the ’50s most likely can still be found in the Warehouse – see *The Gallery of Anachronistic Technology*, p. 18). The GM may want to introduce more futuristic and compact versions of the Ray, requiring less power and time. A Devolvo Ray as portable and easy to use as a laser rifle would be at least Tech Level 14 using the normal *GURPS* TL scale, but Mad Science can go a long way toward bridging that gap, and it’s another good item that could be found in a flying saucer wreck.





## The Dream Stage

This device takes up two large rooms, and was rebuilt inside of Warehouse 23 at considerable expense for the purposes of the Secret Masters. It was originally discovered in the secret lair of a cabal of renegade Conspiracy scientists in Switzerland. As far as anyone can tell, it was completed sometime around 1975.

The two rooms comprising the “stage” are a control room and the Dream Theater. The control room contains a battery of dedicated computers, and a sensor-laden couch into which is strapped a sleeping victim. The Dream Theater is separated from the control room by a heavy security door. Within the Theater, the dreams of the victim are completely real.

## Dangerous Symbols

The technology necessary to create the Dream Stage is Tech Level 12 at minimum; the principles the system work on combine force-fields, gravitic control, and holography to create a completely believable (and sometimes deadly) environment. “Psychotronics” (see *GURPS Psionics*) derive that environment from the subject’s dreams, and to provide direct feedback to the dreamer. From the control room, limited *changes* can be made on the Dream Stage, and thus in the victim’s mind. For *serious* changes, however, the Dream Stage itself must be entered. And any who enter the Stage are at the mercy of the dreamer, as much as the dreamer is at the mercy of the machine.

Running this item in an adventure requires a lot of flexibility on the part of the GM, and a complete understanding of the character strapped into the couch. Any characters “on stage” and dealing with the dreamer’s subconscious find themselves in a shifting, unreal environment. If the dreamer dreams he is in Tokyo when Gojira rises out of the ocean to flatten the city, then those in the Stage *are* in Tokyo – as the dreamer imagines it. Buildings in the distance seem hazy and indistinct, and the kanji on nearby buildings are gibberish, assembled from memories like a collage. But – thanks to the ultra-tech force and energy technology involved – the force of Gojira stepping on the characters is just like the real thing. As in a real dream, the scene can shift on a moment’s notice to a pastoral meadow, or a crowded shopping mall with a talking subway system . . . Nothing needs to stay normal in the dream.

The Illuminati have a number of uses for this dangerous technology. The most common is as a simple *window* into the dreams of a captive. As long as no changes or serious interrogation needs to take place, scientists may view the dreams of the dreamer from the safety of the control room. Note that dreams

take place in “real-time” relative to the *dreamer*. This prevents the dreams from flashing by at super-speed, and is achieved by deliberate slowing of the victim’s neural processes.

The Masters also use the stage to explore the dreams of *willing* subjects, including agents who have been abducted by the Greys, or tortured, or mind-wiped by enemy telepaths. With partners and friends on the Dream Stage, the patient may be guided into his own deepest subconscious in ways that mere hypnotism or even telepathy can’t really match.

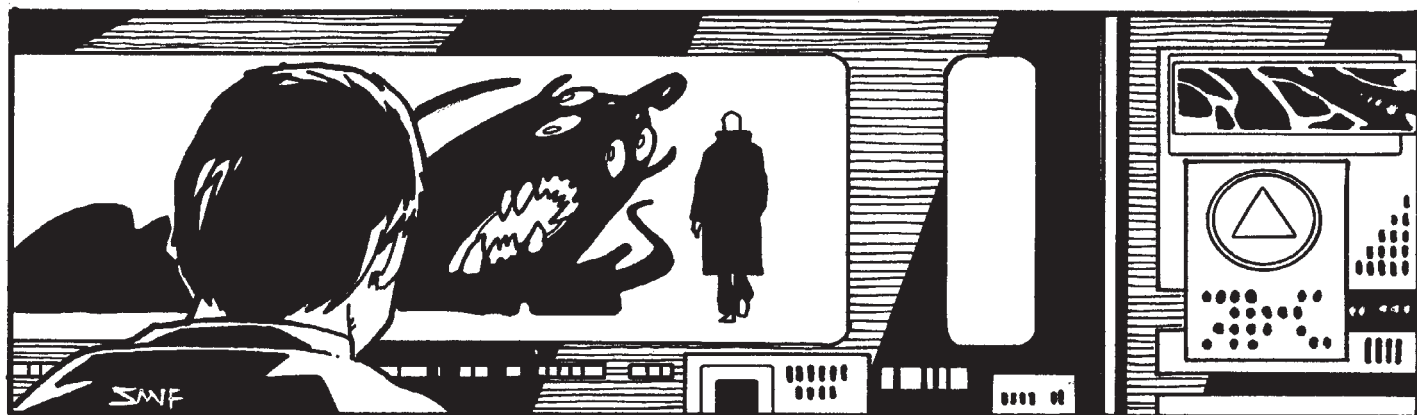
The most interesting – and dangerous – use of the Dream Stage is to manipulate the dreamer and his dreams. Illuminati scientists enter the stage intent on convincing the dreamer that they are the dreamer’s friends, and that they are powerful – even gods. If the dreamer believes that the intruder belongs there, and that he has real power, then the intruder is *endowed* with real power, and control of the dream can be usurped. For some captives, this is simply a method of torture or interrogation. For others, it is a powerful tool for indoctrination or brainwashing (see p. 111).

**Game Rules.** Characters wishing to intrude on another’s dreams in such an invasive way are advised to have the Psychology skill. At the GM’s discretion, this skill may be used to make educated guesses about the meaning of symbols in the dreams, and to guess what might happen next. Psychology and Hypnosis skills may both be used to try to take control of the dream, or at least to mold the will of the dreamer. The dreamer uses his Will to *resist* any such tampering (treat as a Quick Contest).

Any failing attempt to manipulate the dreamer may result in dangerous backlash. This is doubly true if the dreamer has violent tendencies (which needn’t be *overt* violent tendencies). Intruders claiming to be gods can easily be struck by vengeful lightning from the skies of the dream, or plunged beneath waves of molten lead. Intruders are advised to carry as much protection with them as they can, because the technology did *not* include any kind of “safety override” that the builders could find. They were simply reconstructing alien technology, and (as far as they know) the dream belongs to the dreamer, unless you can convince him to give it up.

## Notes and Crossovers

The Dream Stage needn’t be alien. It might be from the future, or another dimension, or the work of an especially brilliant team of mad scientists. It might also be entirely magical or psionic, as discussed in Chapter 2.



## Explosive Flour

Nicknamed “Aunt Jemima,” this is an explosive compound developed by U.S. intelligence agencies in World War II. Requested specifically by operatives in Asia, the compound resembles ordinary bread flour. It was designed to be smuggled through Japanese lines, on the theory that “ordinary peasants” carrying “ordinary flour” wouldn’t be molested or searched, and if they *were* searched the Japanese would look in the “flour” rather than *at* it.

Detailed descriptions of the wartime use of Aunt Jemima have not been released by the government (assuming OSS agents even bothered filing such reports), and even its existence is largely unknown. However, it could be very useful to the Secret Masters or to a group of adventurers. Not only does it *look* like flour, it can be used to make dough and even baked goods (it is detonated by shock or charge, not by fire or heat). It works wet or dry, and biscuits and bread made from the explosive are *edible*, if not especially nutritious.

All of the above properties (including edibility) were specified in the request to OSS Division 19 to develop the explosive. And while edibility was never conclusively established in state-side laboratory trials, three Chinese cooks, acting contrary to orders, ate several biscuits made from the “flour” and suffered no ill effects.

**Game Rules.** Aunt Jemima is a weak explosive, about one-third as volatile as TNT. A single pound of the “flour” does 4d explosive damage (**GURPS High-Tech**). It is very stable and (since it can be used wet) is useful for many applications where more compact explosives would be troublesome. Aunt Jemima is Tech Level 6.

At higher TLs, damage increases. TL7 explosive flour does 6d damage per pound, and TL8 explosive flour is as powerful as TNT (6d×2 per pound). At TL9 and higher, damage is 6d×3 per pound. It is very useful for covertly supplying explosives to low-tech worlds in **GURPS Space** campaigns.

## Notes and Crossovers

The concept of the “invisible explosive” is a useful one at any Tech Level, and can take on many forms. By combining “memory plastic” technology with ultra-tech PLASTEX explosives, we get “memory PLASTEX.” Rap your cane on the floor, it becomes a razor-sharp plastic sword. Attach a detonator to it, and it can take out a starship’s power plant . . .



## The Flying Saucer

*. . . some other world . . . has been, for centuries, in communication with a sect, perhaps, or a secret society, or certain esoteric ones of this Earth’s inhabitants.*

*But I accept that, in the past, before proprietorship was established, inhabitants of a host of other worlds have – dropped here, hopped here, wafted, sailed down, flown, motored – walked here, for all I know – been pulled here, been pushed; have come singly, have come in enormous numbers; have visited occasionally; have visited periodically for hunting, trading, replenishing harems, mining: have been unable to stay here, have established colonies here, have been lost here; far-advanced peoples, or things, and primitive peoples or whatever they were: white ones, black ones, yellow ones –*

*I have a very convincing datum that the ancient Britons were blue ones.*

– Charles Hoy Fort, **The Book of the Damned**

The skies are thick with UFOs.

In the mid-1890s, a series of “mystery airship” sightings were reported across the United States. The airships were seen over both urban and rural areas. Their occupants, on the few occasions they were seen, were human. This was a few years before the first successful launch of a lighter-than air dirigible, but the descriptions matched the cigar-like shape that these airships would take. Since drawings of proposed airships were widely circulated, the sightings were regarded as imagination, and not given much credence. A few years later, airship sightings would enjoy brief popularity in England.

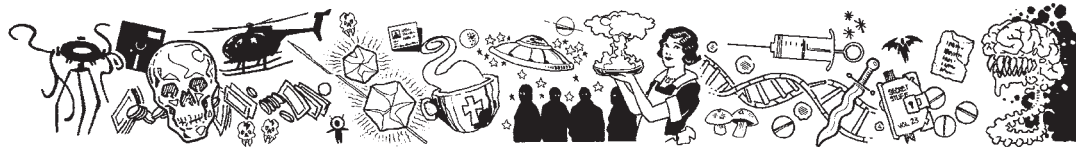
During World War II, American fighter pilots over Germany and Japan reportedly encountered glowing balls of fire and disk-like metallic objects flying alongside their planes. Japanese and German pilots saw the same things. All sides seemed to suspect secret military technology on the parts of their enemies. The Americans dismissed the sightings as either secret enemy aircraft or St. Elmo’s Fire. They called them “foo fighters.”

On June 24, 1947, Idaho businessman Kenneth Arnold was flying his private airplane over the mountains of Washington state, in hopes of collecting a \$5,000 reward for the location of a C-46 Marine transport that had gone down. After two bright flashes of light, which he originally suspected might be a P-51 pilot “buzzing” him, Arnold spotted nine objects flying along the crest of a mountain range. They shone brilliantly like mirrors and were disk-shaped, except for one which was darker and crescent-shaped. He estimated their speed at anywhere from 1,200 to 1,760 miles per hour – a speed that he simply couldn’t accept as possible. He observed the objects for over 2 minutes, even opening his window and removing his glasses to make sure he wasn’t seeing reflections or water. When he landed and described what he had seen to other pilots, the consensus was that he had seen a flight of guided missiles.

As significant as his sighting may have been, his description of the *movement* of the disks was even more important. Arnold said that the disks moved like a stone or *saucer*, skipped across the surface of a lake. Headline writers and reporters snatched up the phrase and ran with it. The disks, the foo fighters from the war, had a new name: *Flying Saucers*.

Kenneth Arnold never once suspected that he had seen spacecraft; he didn’t have any particular theories at all. But what he reported captured the imagination of the press and, in turn,

66 GALLERY OF THE STRANGE







green, sometimes blue-gray, sometimes pale-white. Every other color has been noted, indicating multiple races or sub-species. An average height for such creatures is just over 3 feet tall. The second typical occupant is human-sized and -shaped, occasionally “beautiful” or “angelic” in appearance, but otherwise very human. Both types of aliens tend to wear single-piece jumpsuits, again in a variety of colors. In a few Close Encounters of the Third Kind, insignia (unrecognizable) have been seen on the surface of the vessels or uniforms of the occupants.

*Close Encounters IV.* Close encounters of the fourth kind are abductions or attempted abductions. Flying saucers arrive, mess up the landscape, and disgorge their occupants, who then proceed to kidnap human beings for torture, examination, or sex. Sometimes all three. The Hill incident (below) was the most famous of the early abductions. Many have followed.



## July, 1947: Roswell and the Alien Contract

Someone in the United States had made a deal. A *real* bargain. In exchange for technology from our Space Brothers, all we had to give up was a freedom we never really had – let them watch us, let them use us, let them *harvest* us if they want to. It doesn't matter, since those who signed the contract were exempt.

Who made the deal is still a mystery to most watchers on the Fringe; it might have been a *lot* of people. And maybe Charles Fort was right – maybe we've been the property of one group of aliens for centuries, maybe all others have been warned off, and the only aliens we see that aren't our *owners* are renegades, or pirates, or thrill-seekers. Maybe whomever “sold” us was really buying us a perverse kind of freedom from our existing slavery. A lot of people point the finger at the CIA. Others say the Department of Defense. Some say the Mafia *convinced the aliens that it was the government*, and made the biggest “score” in Mob history. Maybe it didn't take a lot of convincing; maybe it *is* the government.

The Nazis, claim many, had a similar deal, before the aliens abandoned them. Many reports claim that Adolf Hitler and other

top members of the Nazi party faked their own deaths, flying away to a hole in Antarctica, to enter the Hollow Earth in Nazi flying saucers (see p. 7).

The first significant item in the Alien Contract fell onto a farm in Corona, New Mexico, a little over 70 miles away from Roswell. It was less than two weeks after Arnold had seen the shiny disks over Mount Rainier. At Corona, a flying saucer crashed, and a farmer found it.

The “Roswell Incident” was a brilliant cover-up, so good that it was largely ignored even by UFO-watchers for 33 years, until Moore and Berlitz published a book about it (*The Roswell Incident*, 1980). Then, the lid kept so tight for 3 decades was off.

People suddenly remembered Roswell. Retired Major Jesse Marcel remembered being part of a retrieval operation – a lot of material, the *wreckage of an extraterrestrial craft*. Lydia Sleppy remembered. She remembered working at radio KOAT Albuquerque at the time, and she remembered the news reports about the saucer that crashed in Corona. She recalled representatives of the United States Army squelching their news reports, silencing teletypes and telling them all to forget what they'd heard.

Documents were uncovered, one of them revealing that on September 24, 1947, President Truman had founded Majestic Twelve (MJ-12), the fabled “Cosmic Secrets” team, headed up by Truman's chief science officer, Vannevar Bush. It was the *real* government investigation of UFOs, for which later projects were simply a public face. Majestic Twelve had been founded in response to the wreckage collected at Corona.

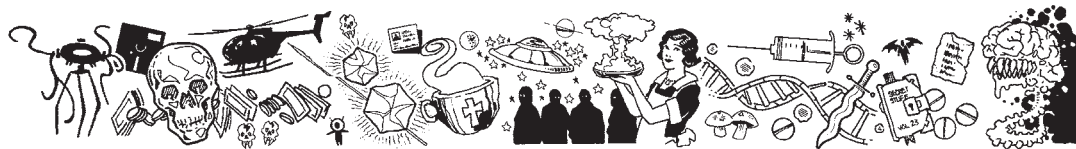
The wreckage was whisked away after only a few photographs were taken. Photographs of the *real* wreckage were confiscated; the government let the press in long enough to take pictures of the farmer who found the saucer standing proudly over a wrecked weather balloon. Thin “alien foil” that had withstood the blows of sledgehammers drooped over a chair beside him. He had agreed to the lie out of patriotic duty; the Army told him that the real wreckage contained secrets that the Enemy shouldn't be able to get by reading a newspaper.

The balloon wreckage was flown to Army Air Force HQ in Fort Worth, Texas, where a public mockery was made of it for all to see. The real wreckage was already on its way to Warehouse 23, where it would rest beside the Martian walkers. The dead occupants were stolen by one of the Illuminati; whether or not Truman *wanted* them stolen remains a mystery, but they were back in Warehouse 23 within 2 months, ready for MJ-12 examination.

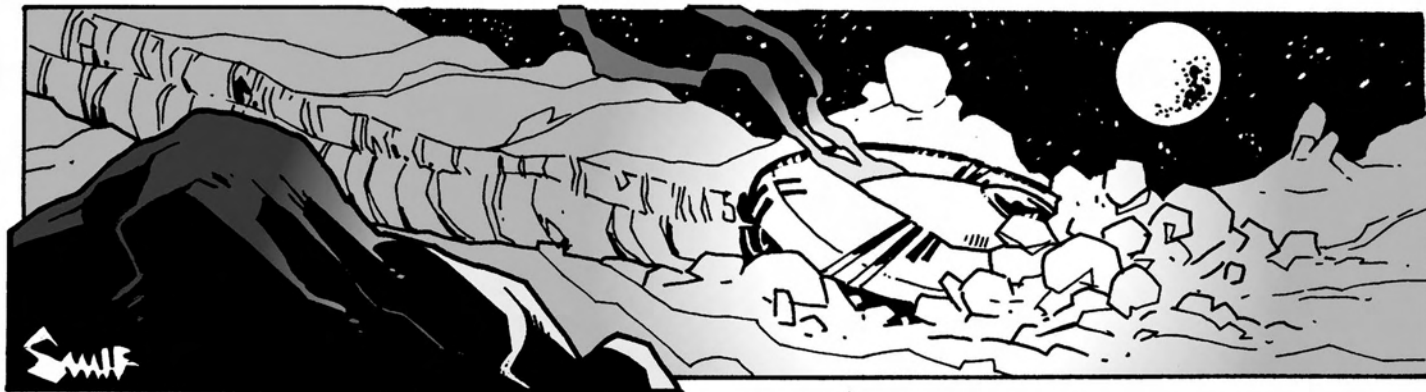
## Mimsy Was the Vannevar

The wreckage from Roswell was an alien lie. It *wasn't* wreckage. Our Space Brothers, it seems, play by their *own* rules, and the flying saucer “wreck” was really a complex series of teaching tools and surveillance gear *disguised* as a wrecked flying saucer. It took Vannevar Bush and the others in MJ-12 months to figure it out, by which time the wreck had already “taught” us a good deal.

A small team of engineers and physicists were collected and granted the nation's highest level of security to examine the Roswell wreck, and the alien bodies. The bodies taught us little – a few items about the physiology of our benefactors. One thing was certain, these *weren't* the “Martians” who had invad-







ed in 1938. Limbs and organs were disassembled, brains were sliced. Trivia was gleaned.

The machinery was a different story. The skin of the saucer was nearly indestructible – the “sledgehammer” tests done in the field had been a few officers acting out of line, but MJ-12 scientists hit the stuff with high-powered lasers, tank shells, contact explosives and more. The skin could be breached, but it took a good deal more than the U.S. military was accustomed to using (in game terms, the skin was the highest grade of TL14 laminate armor, weighing 0.006 lbs. per DR per square foot).

And if the skin was remarkable, the guts were terrifying. Weapon systems, computers, environment systems – even items intended only to *amuse* were there. Many things had been smashed in the crash in such a way to *perfectly* reveal the items’ inner workings without having destroyed their functions. The scientists were too happy to be suspicious.

The machinery in the wreck was a part of the “UFO Contract”; the Earth had received three-dimensional blueprints for technologies that still haven’t been entirely puzzled out (TL14 was the typical level of advancement). But the researchers started acting strange. Some of them began communicating in languages that the others couldn’t understand. Some of them spoke of communicating with entities that the others couldn’t see. Others complained of headaches, or nightmares, or sudden bouts of nausea. MJ-12 director Bush hadn’t spent as much time with the wreckage, and began to ask many of the team-members to step down and take vacations. Some complied – and were never heard from again. Others locked themselves in the Warehouse with the flying saucer, and *vanished* 52 hours later, leaving behind only a strange pattern of tools and paperwork laid carefully on the floor.

The wreckage, clearly, had been designed not only to teach, but to *change*. Two of the scientists involved in the project are now in the Possession Ward (see p. 15). Nazi scientists may have suffered the same fate; the OSS never found out for sure.

## Public Investigations: Project Sign

In the wake of the Kenneth Arnold sighting and the Roswell Incident, many military men became concerned, and one, Lt. General Nathan Twining, requested that the government look into it. Twining, and indeed most of the highest echelons of the national defense structure, had no idea that Truman was already planning the secret MJ-12 project.

Much to the benefit of those involved in Majestic, the Air Force agreed that the saucers warranted investigation, and assigned a code-name (Project Sign) and security classification

(2A, close to the highest in the nation) for the project. The existence of the project was known publicly, but ordinary citizens called it “Project Saucer” and other nicknames. The code-name kept military communiqués regarding the findings of the project a secret for many years. Project Sign officially began work on January 22, 1948. Its headquarters was Wright Field, in Dayton, Ohio – what is now Wright-Patterson Air Force Base.

Sign benefited MJ-12 because its investigations – which included a massive cataloguing effort and inter-departmental examination of evidence – saved Majestic-12 a lot of legwork, and in many cases helped distract the Air Force from higher matters of UFO security.

Sign’s early suspicions (that the Soviets were responsible for the UFOs, building them from postwar German technology) were discarded fairly quickly, and most incidents were explained as misidentification of other phenomena.

One man brought in as a consultant would become a major UFO figure in years to come. J. Allen Hynek, an astronomer at Ohio State University, was asked to comment on many of Sign’s findings. Although initially a skeptic, he later became a vocal advocate of UFO observation (he is the founder of CUFOs), and a critic of the Air Force’s approach to the issue.

Project Sign was split into pro-E.T. and anti-E.T. factions. Those who were convinced that extraterrestrial visitation was the cause for some UFOs prepared a document entitled *Estimate of the Situation* (classified Top Secret) and submitted it to higher authority. The document was “rejected” by the Air Force Chief of Staff (General Vandenberg) and it was quickly declassified, with *all copies ordered burned*. All copies, that is, except those delivered to Majestic Twelve.

The pro-E.T. faction was, person-by-person, *removed* from Project Sign, in a behind-the-scenes effort by the government’s *real* UFO investigators to lead the Air Force off the trail. In December of 1948, the project got a new codename.

## Project Grudge

Retaining its old level of secrecy, the Air Force’s project now had a new direction. The job of Project Grudge was not to *investigate* UFOs, the job was to debunk them – to explain them away as hallucinations, misidentifications, and hoaxes. Furthermore, Grudge worked to reduce the public interest in the flying saucers, hiring journalist Sydney Shallet to write a series of articles for the *Saturday Evening Post* describing the UFOs as fakes and errors. The articles had the opposite effect; there was a dramatic *increase* in sightings. Even Grudge’s own report acknowledged 23% of the cases they examined as “unexplainable” by conventional means.



In January, 1950, the public belief in UFOs was given a shot in the arm that would last for decades. Donald E. Keyhoe, a retired Marine Corps officer and aviation writer, believed that the government was lying about its UFO skepticism, and that the Air Force was covering up its findings (Keyhoe may have caught wind of MJ-12, or he may have simply guessed). His article, appearing in *True* magazine, described his theories and had widespread effect. The “government cover-up” was born.

The goal of Majestic Twelve – to lead the Air Force astray in a morass of skepticism – nearly worked, despite Keyhoe’s article. The public could believe all it wanted, as long as the Air Force didn’t believe anything. Project Grudge might have faded away entirely if not for a rash of radar contacts made by the Army Signal Radar Corps in New Jersey. Suddenly, Air Force Intelligence was interested again, and concerned about Grudge’s strange indifference to this aspect of national security. Edward J. Ruppelt was assigned to the project of re-organizing Grudge with a more scientific outlook, and went to work on October 27, 1951.

By the spring of 1952, the Air Force project became a *separate organization*, and again received a new title.

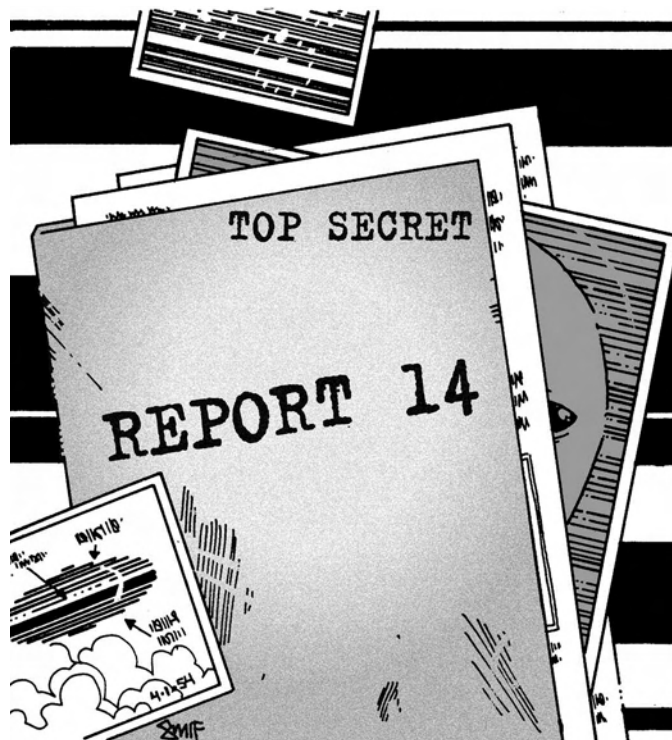
## Project Blue Book

Unlike the previous Air Force projects, Blue Book was run like a professional investigation. Special methods of photography, sound detection, and a wide variety of other technologies were employed, as well as an improved standardized questionnaire for those reporting sightings.

Efforts were taken quickly to combat this, and not even by Majestic Twelve. In 1952, the Central Intelligence Agency convened “the Robertson Panel,” a group of scientists determined to return the project to a pro-debunking position. The CIA’s stated concerns were that *belief* in UFOs provided a powerful lever for enemy “psychological warfare,” and that it created a blockage in intelligence traffic, as well. Those of the opinion that the CIA (or a faction of it) had been responsible for the Contract with the Aliens didn’t accept the Robertson Panel as anything other than a new smoke-screen. Nevertheless, Blue Book was hamstrung, and efforts on the part of Ruppelt to increase investigations were halted. When Ruppelt temporarily left Blue Book for another assignment, he returned to find the entire project reduced to three people – including himself. When Ruppelt left Blue Book entirely, directorship of it was handed over to an NCO.

New regulations were passed that required all UFO sightings to be classified, and making release of such information a violation of the Espionage Act.

Many directors were assigned to Blue Book from the summer of 1953 on, and the roller-coaster of pro-UFO and anti-UFO



approaches continued. On October 25, 1955, Project Blue Book released its famous “Special Report 14.” Curiously, there had been no report 13, but this was explained away as “a kind of military triskaidekaphobia.” The report, though released in October, was dated May 5. The report, claimed Blue Book officials, had finally disproven the existence of flying Saucers.

In 1957, a new organization would appear to battle against government cover-ups, and again it was Donald Keyhoe who led the charge. The National Investigations Committee on Aerial Phenomenon was founded by Keyhoe in 1957, and included the former head of the Navy’s missile program, a former CIA director, many Air Force officers (including Pentagon officials and spokesmen) and many other luminaries. Keyhoe and his asso-

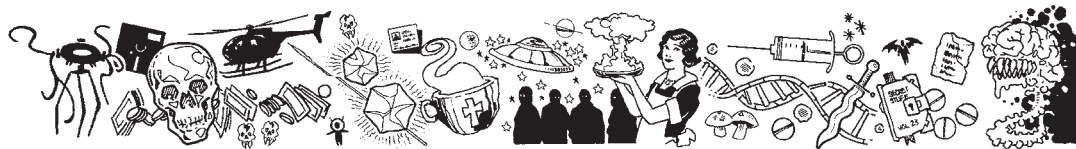
ciates had all been privy to descriptions of major Air Force sightings, *none of which* appeared in the Blue Book files, despite the assurances of those who’d made the sightings that they had been reported. Somebody, somewhere, was collecting the data and covering the whole thing up. NICAP offered a formal liaison with the Air Force to keep both sides honest, but the Air Force declined. NICAP lobbied for congressional hearings, but with no success. The Air Force retaliated with a public smear campaign against Keyhoe and Ruppelt. The attacks on Ruppelt were seen as strange, since he had rejected Keyhoe’s offer of involvement with NICAP and later publicly supported Blue Book’s anti-UFO attitude.

In 1959, Project Blue Book – publicly – closed down, and the entirety of the United States government from that day on has officially denied any further interest in UFOs. The Air Force claimed that it would no longer be interested in receiving reports of sightings.

Curiously, an official Air Force document dated October 20, 1969 required that “Reports of unidentified flying objects which could affect national security are made in accordance with JANAP 146 of Air Force Manual 55-11, and are not part of the Blue Book system.” Such sightings would be “handled by Air Force procedure designed for this purpose.”

## Majestic Twelve

Behind the scenes of *all* of the above, and possibly active today, was Truman’s original ultra-secret group, Majestic Twelve. Very little is known about MJ-12; only a few names, a few incidents, and a few memos have surfaced. Many of the documents associated with MJ-12 have been obvious hoaxes, as evidenced by badly forged government letterhead, anachronistic terms and text clearly lifted from dubious sources and popular works on UFOs.





Of course, Majestic Twelve might *require* that all hardcopy communiqués be prepared in this way, to facilitate their public dismissal (see sidebar, p. 23).

Majestic-12 is considered a fairy tale by many ufologists, but serious students of the Conspiracy know that they were real. Their security classification was 0A – a full stage higher than the official “highest level of security” acknowledged when they were founded. If the GM accepts the rumor that President Truman separated Warehouse 23 from the government, *and* accepts that Truman founded Majestic Twelve, then they might be the *same thing*.

The title “Majestic Twelve” might be a reference to the 12 top *members* of the group. Like Himmler’s top SS officers, and like many portrayals of King Arthur’s knights of the round table, a group of 12 men has occult significance (paralleling the 12 apostles of Christ). The occult connection, again, suggests that the Facility might have been, at least for a while, part of MJ-12. It also suggests that MJ-12 existed for more than flying saucer research.

## Seven Other Incidents

When creating adventures involving UFOs, weaving real incidents into character dialogue and back-story adds depth and a sense of reality to the story. All of the following (arranged in chronological order) are genuine, or at least believed real by some part of the UFO community. Any of them can provide a springboard for a scenario.

*Birmingham’s Ark.* On July 25, 1868, Frederick William Birmingham of Parramatta, Australia, had a vision in which a flying “ark” of glowing steel-blue visited him. He described it as “a machine to go through the air.” A spirit-like presence invited him onto the ark, and took him to a “pilot house” within it, where the spirit showed Birmingham information the spirit seemed to think was very important. Birmingham looked and saw only a single formula, and then the vision ended. Six months later, while trying to solve an engineering problem (Birmingham was an engineer) he came across the equation again – it related to centrifugal pumps.

*The Mantell Crash.* On January 7, 1948, Captain Thomas F. Mantell, Jr., a National Guard pilot, crashed his F-51 in pursuit of a UFO, and was killed. Project Sign declared that he was “chasing” the planet Venus, mistaking it for a flying craft; this explanation was regarded as ridiculous and insulting to Mantell, and an Air Force study 4 years later concluded that the UFO had been a Skyhook balloon.

*Ike Goes to Edwards.* On February 17, 1954, President Eisenhower came back from one vacation (hunting quail in Georgia) just to go on another one, in Palm Springs. Two days into his vacation, however, he disappeared. Rumors immediately circulated that the president was injured or even dead, and his press secretary, James Haggarty, publicly denied that anything was the matter. The president, according to Haggarty, had “knocked a cap off a tooth” and was being treated by a local dentist, C.A. Purcell. Purcell later appeared at a party held by the president, but his wife had no recollection that he had ever treated Eisenhower. It is generally believed that Eisenhower was actually visiting Edwards Air Force Base (very close to Palm Springs) to examine alien wreckage and bodies.

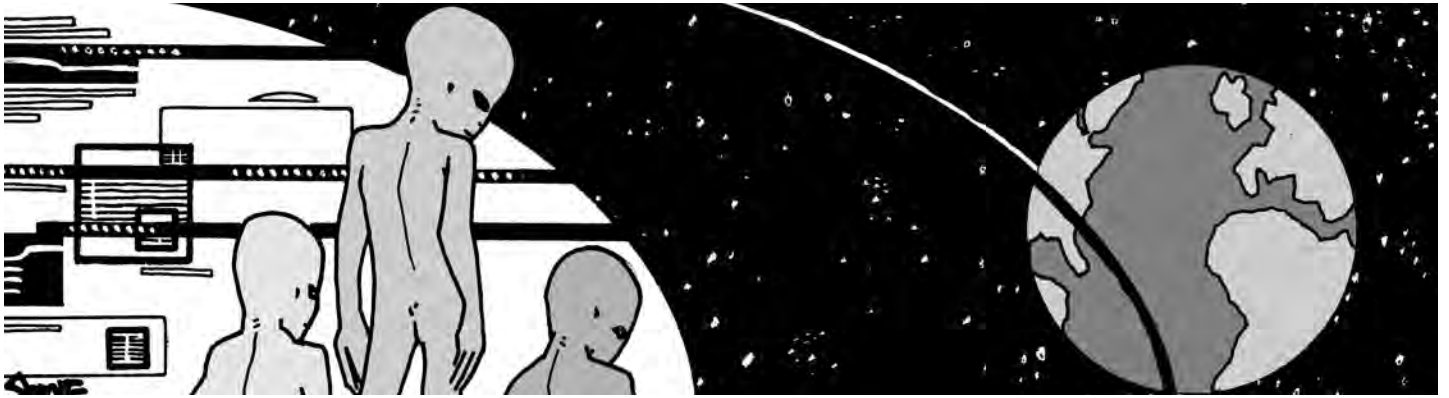
*Levelland Sightings.* In the vicinity of Levelland, Texas on November 2 and 3, 1957, a series of independent sightings occurred that received national attention. At 11 p.m. on the 2nd, Joe Salaz and Pedro Saucedo, driving west of Levelland, reported

that their truck went dead briefly as a torpedo-shaped object, 200 feet long, passed overhead at 600-800 mph. They called the police, who later heard from another caller claiming his engine had stopped when he tried to approach an egg-shaped craft (of similar size) parked on the road. The object flew rapidly into the sky, and the car started again. When police investigated, they saw oval-shaped lights speeding across the skies. Other sightings occurred in the same 2-3 hour period, with total of 12 witnesses. The Air Force sent an investigator, who dismissed the incident as “ball lightning” from a lightning storm, despite the lack of storms that night, and the fact that ball lightning, at its largest, is only a few feet across and cannot dim headlights.

*Prince Neosom.* This is an amusing fraud, but the GM might find some use in it. In 1958, a man appeared before a Detroit flying-saucer club (nearly every large town had one or more of these) claiming to be an alien. He closed his eyes and hummed and claimed to be “psychically” visiting other planets. He told wild stories of other worlds and called himself Prince Neosom of Tythan (a planet he claimed was 8.5 light-years from Earth). He attracted a few followers and once appeared for an interview on DOR radio in New York City, from which the host ejected him after seeing how foolish he was. Neosom (his real name was Lee Childers) had predicted the radio program would be rebroadcast by UFOs all across the Earth. It didn’t happen. His other claims included knowledge of a rejuvenation machine, and that he was born on Earth as a replacement for a stillborn human child. He had also, he claimed, been killed three times by Men In Black. The hoax lost steam after a while (and after a clever ufologist named Jonas Kover put the lie to Neosom with a fake “message from Tythan”), and Neosom (now *King Neosom*, according to the fake message), ditched his wife and children and married one of his female groupies, which he renamed Princess Negonna. His most ardent supporter and spokesman, Douglas Hancock, was admitted to the psychiatric ward of St. Albans in 1959, and released from active Army duty due to personality difficulties.

*The CIA Contact.* On July 6, 1959, U.S. Navy Commander Julius Larsen, of the Office of Naval Intelligence (ONI), in the company of LCDR Robert Neasham and Arthur Lundahl (both working for the CIA’s Photographic Intelligence Center in Washington, D.C.) achieved mental contact with an alien being





calling himself Affa. Larsen had followed up on the case of Frances Swan, who, 5 years earlier, had convinced her neighbor (Navy Admiral Herbert B. Knowles) that she was in contact with Affa herself. Larsen produced several messages via automatic writing, and when “Affa” was challenged to show himself, Larsen spoke aloud in a “trance,” saying “go to the window.” Neasham and Lundahl did so, and Neasham saw Affa’s spacecraft, half-hidden behind nearby clouds. Lundahl couldn’t make out the craft, and denied that it existed.

*The Hill Abduction.* In September of 1961, Betty and Barney Hill were driving along Route 3 in the White Mountains of New Hampshire, when they spotted a light following them through the sky. They stopped the car and Barney examined the light with binoculars, finding it to be a pancake-shaped craft, 65 feet across, with a red light on one side and a double row of portholes. They drove off, frightened, but then heard a strange beeping and grew drowsy. They then noticed that 2 hours had passed, and they were 35 miles further south along the highway. They spoke little of the incident to their friends, but both experienced bad dreams and other disturbances. Barney Hill entered psychiatric treatment and eventually met Dr. Benjamin Simon in 1963. Simon hypnotized both Barney and his wife (separately) in an attempt to uncover the “lost” 2 hours. According to the accounts he received, the couple had driven down a strange road and were invited aboard a landed craft by the Greys; 4-5 foot tall humanoids with grayish skin, large almond-shaped eyes, slits for noses, and large craniums tapering to a small chin. Tests were performed on both of them, and the aliens were especially fascinated with Barney’s false teeth, and confused when his wife’s teeth were not easily removable. They took sperm samples from Mr. Hill, and then set them both down and blanked their memories.

The GM should note that some of these stories are regarded as *ridiculous* by the conservative mainstream of the UFO community. There are *thousands* more sightings and encounters, and dozens more that are famous. For more incidents, books such as the Condon Report and periodicals such as *Strange* should be consulted; see the Bibliography. Also amusing are the writings of George Adamski, famous “contactee” offering messages of peace and love from our Space Brothers.

## Inside the Saucers

These rules are for GMs wishing to construct flying saucers using the rules in *GURPS Vehicles*. Any of the new components and systems described below can be applied to other ultra-tech vehicles, as well, but keep in mind that this technology is *secret* in most ordinary *GURPS Space* campaigns.

True flying saucers are TL12 at minimum, although saucer-shaped aircraft are feasible at lower Tech Levels. Difficulties in *controlling* such vehicles (such as the Canadian Avro-Avrocar in the 1960s) have caused attempts to popularize them to fail; British Rail patented (but never built) a nuclear-powered flying saucer in 1973.

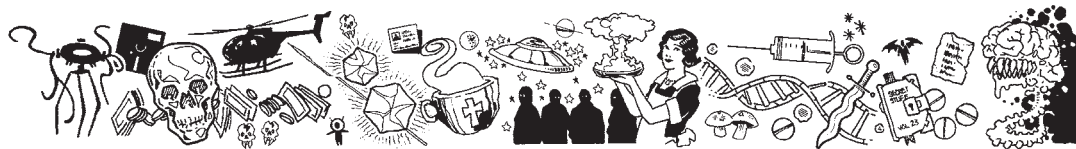
A typical flying saucer is a disk 20-75 feet across, with a domed top. When resting on (or just above) the ground, the vehicle is perhaps 5-10 feet thick (sometimes less). Volume for a vehicle of this size is 500-15,000 cubic feet, depending on shape. Larger and smaller saucers have been seen, but these dimensions are typical for “close encounter” sightings. Doors open from the side of the disk (or from the top, on low-to-the-ground models). Stairways often lead into the depths of the vehicle, which is frequently much larger inside than out.

A stardrive of some sort is necessary for FTL movement in deep space; drives analogous to Warp Drives are typical. Contragravity is a must. Sensors and other equipment is top-of-the-line for the TL of which the saucer is built. Power is typically antimatter, total conversion, soulburner, or orgone (see below). Radical streamlining is common for the most efficient aerial movement; intruder chameleon skin and a variety of stealth features are useful.

The weight of all the new components described here is halved one TL after introduction, and quartered one TL after that. If the price is *not* based on weight, it is halved (and quartered) as well. The only exception is orgone engines, which are not improved by TL increase.

*Field-Based Electrical System (TL6).* Descriptions of the interiors of flying saucers often include a curious detail: devices aren’t *connected* to one another; there are no wires, no cables. This is because many alien species have developed electrical technology on the basis of *web-* or *field-based* power (similar to the experiments of Nikola Tesla here on Earth). Such systems have many advantages, including immunity to electromagnetic pulse, but they pose a dangerous cancer hazard to Earth mammals after long exposure. There is no special price or weight difference for these systems; the vehicle-designer may declare the electrical systems of *any* alien vehicle of TL6 or higher to be “field-based” with the approval of the GM.

*Orgone Engine (TL??).* Related distantly to the soulburner (see *GURPS Vehicles*), an orgone engine sucks orgone (the life-force of living things, and the blue color in the sky) directly from the vehicle’s surroundings and converts it into useable electricity (usually transferred into an energy bank). See pp. 106-109 for a description of orgone energy.





Multiply the kW output of an orgone engine by 0.005 to determine weight in pounds. Price is \$500 per pound; volume equals weight/50 cf.

Since an orgone engine isn't really an "engine" at all, no fuel is required, simply a living environment, such as the blue skies and green hills of Earth. Orgone is drawn in and processed, and DOR (Deadly Orgone Radiation) is expelled as a kind of invisible exhaust. DOR is deadly to humans (the presence of an orgone engine causes humans to take 1.5 rads/hour for every kW of engine output). DOR renders living-metal and bioplastic technologies impractical, due to random and dangerous mutation. Areas touched by orgone-powered craft are often devoid of vegetation for years, and even trace background DOR can be the root cause of an "emotional plague" with such curious side-effects as societal-level sexual repression (see p. 107). This technology is introduced anywhere from TL9 upward; the GM must decide if any alien race knows about orgone. Statistics for this item do not change with Tech Level.

**Orgone Scope (TL??).** An orgone scope is physically similar to a radar device, and has the same weight, price, volume, and power consumption as radar of the same TL as the scope. However, orgone scopes detect *life-force* rather than physical masses. It is an active sensor (emitting a kind of modulated DOR to be "reflected") but there is no known stealth that can block it. Unliving items (and some alien races, at the GMs option) do not register on an orgone scope. A whale, on the other hand, produces a blip comparable to that of a small ship on a radar screen. TL is as for orgone engines.

**Magnetic Planetary Drive (TL12).** A special form of propulsion usable only within a gravity well, a magnetic planetary drive (MPD) allows a flying craft to "surf" the magnetic field of a planet, rather than expelling mass or reactionless thrust to move. An MPD provides the *equivalent* of reactionless thrust in any desired direction, including the vertical (this allows flying saucers to behave like a VTOL without vectored thrust). The MPD core weighs 0.04 pounds per pound of motive force. Volume is weight/50. Price is equal to weight $\times$ \$250. Power requirement is 0.1 kW per pound of motive force.

Note that while MPD force can be vectored in any direction instantly, the system doesn't include any special protection against such jarring changes! Inertial brakes are included on most MPD vessels once technology allows.

**MPD Side-Effects.** An operating MPD frequently causes strange magnetic and electrical anomalies. Headlights blink out, compasses go wild, instruments register ridiculous things. The range and frequency of these events vary widely by local conditions of atmosphere and orgone fields. In game terms, it happens how and when the GM feels like it. Field-based electrical systems are immune to this effect.

**Energy-Phasing Surface (TL13).** This is a surface feature, purchased after the vehicle's structure is completed. A vehicle with an energy-phasing surface can surround itself with an array of invisible "force lenses" which allows beam-weapon fire to emerge from any point on the vehicle's skin, regardless of where it is actually mounted. In game terms, all energy weapons have universal arcs of fire. Energy-phasing surfaces can also be limited to one or more parts of the vehicle (specific pods or superstructures, for instance, or perhaps all parts excluding gasbags). Multiply the surface area of the vehicle (or the equipped sections) by 0.25 for system weight and \$500 for price. The sys-

tem has a volume (in cf) equal to its weight/50 (can be located anywhere) and a power requirement (in kilowatts) equal to twice its weight in pounds.

**Inertial Brakes (TL14).** These "inertia sinks" are usually installed in the body of a vehicle. They are small, specialized gateways to a parallel dimension, used to cancel the inertia of the vehicle and its contents. This technology allows flying saucers to go from Mach 2 to an instant standstill without spilling the pilot's beverage (of course, in some parallel dimension, an unlucky alien slams into his holovision set at relativistic speeds – but the Secret Masters can't be bothered with such trifles). Inertial brakes are rated in pounds of "dumping power." Determine the power of the brake-system, and multiply it by 0.001 to determine component weight. Inertial brakes cost \$1,000 per pound and have a volume of weight/100 cf. Multiply dumping power by 0.2 for power requirement (the brakes draw power for only a second or so at a time, when the actual deceleration or maneuvering takes place, so they're most often powered by energy banks).

Inertial brakes affect performance. Divide the dumping power of the brakes by the loaded weight of the vehicle. *Reduce* the effective G-force of any maneuver by this figure (round to the nearest whole or half-number). Multiply the same value by 21.94 and add this figure to the craft's deceleration scores (round to the nearest whole number). Thus, a 7-ton flying saucer with an operational 84-ton-dump brake can treat a 13g turn as a 1g turn for *all purposes*, and decelerates at an additional 263 mph/s!



*Extradimensional Interior (TL15).* The vehicle is larger on the inside than on the outside! Any part of a vehicle may be stored in a pocket dimension, accessible through the normal vehicle. This can be used to make tiny flying saucers with the interior capacity of major starships, or roomy time-machines the size of phone booths, or Volkswagen Beetles. In game terms, any components defined as extradimensional are considered to have weight and volume *zero* when calculating vehicle statistics. The weight of anything placed *in* extradimensional portions of the vehicle is likewise ignored, making “X-D” cargo space very attractive.

Extradimensional components cost an additional \$100 per cubic foot. They operate for all purposes as though they were in the vehicle (they can even take hits in combat, if shots enter the craft). However, extradimensional gear doesn’t *directly* interact with the real world *outside* the vehicle. Thus, an extradimensionally-installed laser is pointless except for internal defense. The same goes for extradimensional rockets, hydrogen scoops, sensors, orgone engines, and communicators – anything that spits something out or sucks something in. Systems like inertial brakes or contragravity *may* be installed extradimensionally; their influence doesn’t extend beyond the skin of the vehicle! GM rules in questionable cases.

The vehicle must have one set of interface electronics for each section of the vehicle (body, turrets, etc.) that includes extradimensional components. The interface electronics *must* be in the “real” vehicle, and may not themselves be extradimensional. The electronics weigh .001 lbs. for every cubic foot of extradimensional components they allow access to. Volume is equal to weight/100. Price and power requirement is \$100,000 and 1 kW per pound of electronics. If a vehicle’s interface electronics are disabled or lose power, all extradimensional components *vanish* and remain inaccessible until the interface is operable. Total destruction of the interface circuit (GM’s discretion) results in the permanent loss of the extradimensional portion of the vehicle.

## Notes and Crossovers

Flying saucers are one of the seminal myths of the modern day, and are a terrific source of drama in any “Fortean” illuminoid campaign. The entry above describes UFOs that are *science* (admittedly rubbery), but there are other kinds. Jung wrote about flying saucers from the standpoint of the psychoanalyst; others have described them as magical, or extradimensional, or even as “space animals,” perhaps grazing on the contents of our air-pollution (see *Cigar Angels*, p. 93, for an “alternate” UFO). They could just as easily be psychic projections of human dreams, or killer robot drones sent to plague the surface world from the Hollow Earth.

GMs planning a 1950s “time of the saucers” campaign are referred to *GURPS Atomic Horror*, which details life and

adventure in the Saucer Era, including alternate “alien-tampered” Earth history, Atlantean ruins, giant bug-eyed monsters, and more. It is an indispensable reference for any illuminated campaign involving the strange years after the end of World War II.

## Freeze Ray

Another weapon seen in the hands of Greys during close encounters and in the hands of Men In Black the next day, the freeze ray is a staple in the “pulp” science-fiction of the 40s and 50s. Using Beam Weapons (Freeze Ray) skill, the firer can direct a *ray of focused cold* at the target, freezing it solid and coating it with ice. Freeze rays are Tech Level 11, but are typically “secret” technology. If they are publicly known, they are Legality 4.

Weapon	Malf	Type	Damage	SS	Acc	½D	Max	Wt	RoF	Shots	ST	Rcl	TL
Freeze Pistol	Ver.	Spcl	1d	8	12	15	75	2.5	4	50/C	6	0	11
Freeze Rifle	Ver.	Spcl	5d	11	16	30	150	8	4	100/D	9	0	11

Use the laser autofire rules (p. B120) for this weapon. Armor does not protect unless the suit is *sealed*, in which case it protects normally. A life-support belt (p. UT93) grants PD 2, DR 4 against freeze rays. Toughness applies normally.

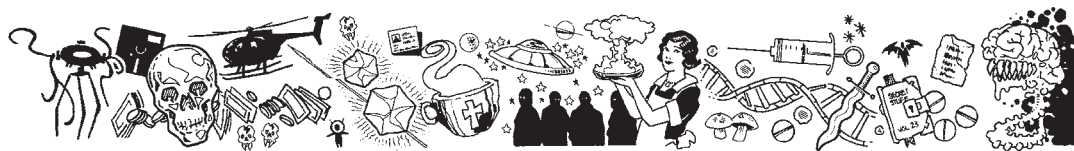
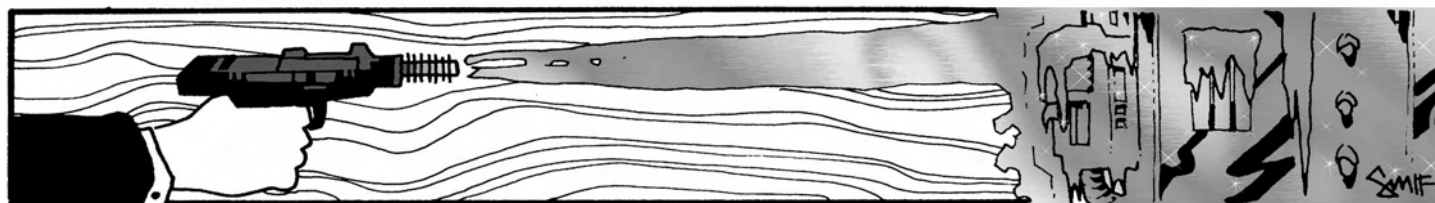
Damage from freeze rays is taken first in the form of *fatigue*. When the target’s ST drops to zero, the target is unconscious and any remaining damage is taken from hit points normally. For every point of damage (not fatigue) that the target takes from freeze ray fire, he is coated with a quarter-inch of ice. If the character is somehow awakened within the ice, he may try to break out with a ST roll, with a penalty of -1 for every quarter-inch of ice. Every point of damage from without chips away a quarter-inch of ice; the ice has DR 1 for every half inch. This DR *does* protect against freeze ray fire, but doesn’t reduce the amount of ice that accumulates!

For every 4 seconds spent in ice, the subject must make a HT roll or take 1 point of damage (adjust HT by up to 5 in either direction according to clothing). When making “death checks” from freeze ray damage (or lingering damage from the ice), a critical success means the victim is in suspended animation, and may be awakened with appropriate medical procedures or magic.

If someone is hit by freeze ray fire but does not fall unconscious, he is physically Stunned if he fails a HT roll. The ST lost cannot be regained until the victim is warmed, preferably with lots of blankets and some hot chicken soup.

## Notes and Crossovers

In *GURPS Space* campaigns where these are available as “off the shelf” equipment, the Freeze Pistol costs \$2,000 at TL11. The Freeze Rifle costs \$5,000.



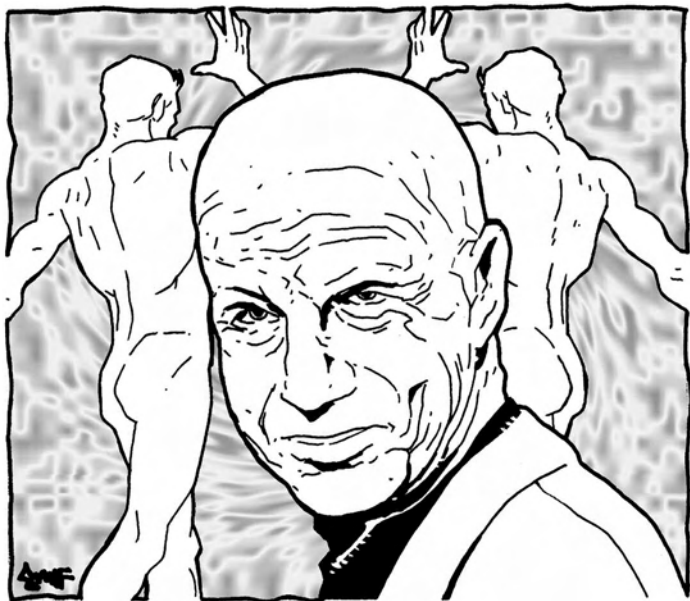




**Game Rules.** The patient's IQ is *doubled* or *tripled* (depending on the final choice made). The character gains the Intuition advantage, and Eidetic Memory (30-point version) as well. These are permanent changes. The machine doesn't do "reverse" operations. The missing thickness of skull is dispensed for the patient to take home as a souvenir and the remaining skull has been reinforced with plastic. The drawbacks depend on the decisions of those operating the machine.

**Bad.** If the patient was given the Nutrient Supplement, and his cellular corrosion was *not* healed, and his intelligence was *doubled*, then the character simply ages at four times the normal physical rate (every 3 months counts as a year for Aging rolls), gains the Very Unfit disadvantage, and a single level of Slow Healing (see *GURPS Compendium I: Character Creation*). The collective result is that the character takes double fatigue from any exertion, and heals both fatigue *and* hits at half the normal rate.

**Very Bad.** If the character's IQ was tripled, treat as above, but the aging process is redoubled (eight times normal rate), and HT drops by 1.



**Really Bad.** If the Nutrient Supplement was bypassed, the character is in real trouble. What the computer blithely called a "Nutrient Supplement" was actually a combination nutrient pack and genetic reconstruction virus, designed to match the character's *metabolism* to his *new brain*. A normal brain makes use of 20-30% of the human metabolism. The patient's new micro-neurons, while super-efficient and arranged in patterns more complex than the most intelligent "natural" human, are still an unbearable strain, using more than 50% of the patient's heart-work, respiration, food, and so on. The character now requires twice as much food, 40% more water, and he ages at over *300 times the normal rate*. Every day that passes is considered a year for purposes of Aging rolls (see p. B83). This is a version of the Terminally Ill disadvantage, with a few other details besides, worth -75 points (-50 if the character already has the Age disadvantage at any level). The character is also Very Unfit with a single level of Slow Healing.

**Blank.** If the "neuron corrosion" has been "healed," the character's *brain has been erased*. Memories, as it turns out, are a kind of micro-corrosion on the brain cells. This explains why (past infancy) brain cells don't naturally regenerate in higher life-forms. Non-regenerative nerve tissue is an evolutionary advantage that allows the existence of long-term memories and personality! The body is now a highly intelligent, *blank* body, the equivalent of a clone without a mind "read into it" using MMSD technology or similar (see *GURPS Ultra-Tech*). The IQ of the body is equal to double the original brain, with an additional +3 to IQ. If the character in question has a braintape backup somewhere, he can be even smarter by using this roundabout method (apparently standard procedure wherever the Genius Machine was built). If not, too bad . . . you've got an infant on your hands. Possibly a rapidly aging, ravenously hungry one.

## The Love Potion, a Neurochemical Fable

In 1987, Dr. Gerry Weldon, working with his own funds in his home in Niantic, Connecticut, created a perfect love-potion. A *side-effect* of his creation was a kind of Immortality Serum.

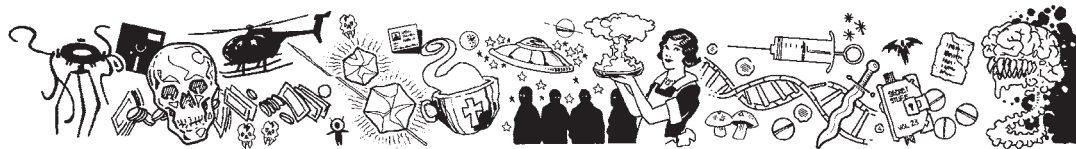
Dr. Weldon's experiments were illegal and murderous. Working as a cook in a quiet country inn, he would inject sleeping couples with irradiated glucose. He selected those couples which had displayed the kind of warm, slavish affection he desired from others. By later kidnapping them and examining slices of their brains against photographic plates, Weldon isolated exactly which neurons in the brain fired when love was present (those that used more glucose were subsequently more radioactive). The patients didn't survive having their brains sliced, but Dr. Weldon chalked it up to progress, and disposed of the bodies on Wednesdays, when he wasn't needed in the kitchen.

Weldon's early potions were only partially successful, and were thrown out. They were either simple aphrodisiacs, causing mindless and indirect lust (amusing, but not what he was looking for) or dramatic failures, which would *kill* the capacity for love in the patient (see *The Weldon Pharmacy*, p. 80).

His final product, however, worked perfectly, and three distinct processes were involved. The first was the *erasure* of the "template" that exists in a human brain defining the traits of the "ideal mate." The brain, Weldon discovered, isn't at all fond of losing the template, and *immediately works to replace it*, working with whatever comes to hand, redefining romantic criteria to fit whatever other person it can observe. In other words, the drug causes the victim to look upon anyone nearby as their new ideal.

Second, the drug contained an engineered virus which increased libido by stimulating specific proteins in the bloodstream (essentially recreating the effects of super-concentrated testosterone without any masculinizing side-effects).

Third, a "waste product" produced by the virus made the "love neurons" Weldon had isolated by brain-slicing more *efficient*, without changing the patient's metabolism. The result was that those neurons tended to "fire" constantly; the patient would be in love continually. True Love, everlasting – with a healthy charge of *lust* to celebrate! Weldon regarded himself as a success.











A single slipspray aerosol contains enough of the compound to cover 7 hexes and weighs a half-pound. If the Secret Masters are especially fond of slipspray, they might outfit their agents with slipspray *grenades*, which weigh 1 pound and cover a single hex and all adjacent hexes when detonated. If the GM has determined that the compound is available for sale in his futuristic campaigns, the aerosol would cost \$15 each and be Legality 6. The slipspray grenades would be \$40 each and be Legality 5.

## Super-Metals and Super-Plastics

The warehouse contains samples of *hundreds* of different new plastics and metallic alloys, from the hands of scientists and wizards alike. Warehouse caretakers have named the metals whimsically, after the super-metals of pulp science-fiction, fantasy, and comic books. Alloys with long scientific titles have stencils bearing campy and familiar terms like “adamantium,” “impervium,” and “collapsium.” “Transparent aluminum” is the common material for office-windows in the administration and medical offices, and a chainmail suit made of the extraterrestrial alloy dubbed “mithril” decorates the office of the Chief Administrator, built for his predecessor.

Only a few of the super-materials exist in the form of formulae or methods of manufacture. The rest are artifacts, lumps, or sheets. Most of them can't be broken down for study – they're too strong. Others are impervious to all forms of energy except one or two. One alien metal found in New Zealand was nearly impervious to kinetic force of any kind – but had a melting point only slightly higher than cheese spread. A fragment of that substance, all by itself, would alert the world that the “laws of physics” are little more than the Illuminati's inside joke.

Those that *can* be manufactured must be done so with care; after a super-metal is cooled, you can't just hammer it into a different shape. Biphase carbide, bioplastic, and other “super-materials” detailed in other *GURPS* texts (particularly *Ultra-Tech* and related works) are also likely to be found in the Warehouse.

### The Red Metal

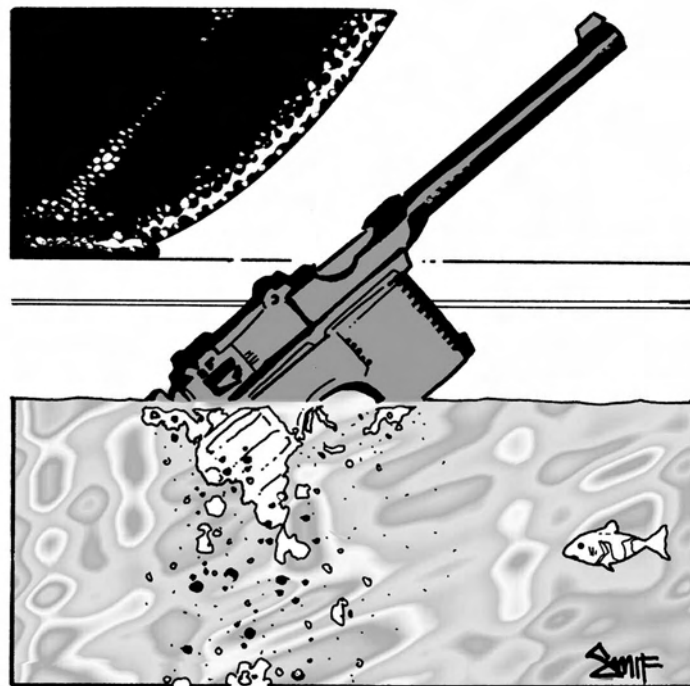
Originally a secret development of Soviet scientists in the mid-1980s, “the Red Metal” (nicknamed *krasivium* by the Soviets) is a compound of several metals and chemicals, engineered with a single remarkable property: krasivium can be made as hard as tempered steel, but is *water-soluble*. Furthermore, while ingestion of the dissolved metal is not advised, it is non-toxic.

This has many uses and a few obvious limitations. Firearms and blades can be constructed entirely of krasivium, making for “disposable” armaments. Toss the gun in the swimming pool of the deceased – and even if the police *do* find the strange red silt at the bottom, they won't know what it is. They'll probably just think the pool needs cleaning. Likewise, more complex machines can be made (or made in part) of krasivium, as an emergency measure in case they are captured.

The problem with water-soluble guns is an obvious one – they're *dangerous* if they get wet. Even a brief exposure to rainfall can get water into the barrel and warp it in a way that makes a gun unfireable or worse.

**Game Rules.** Any metal item can be manufactured from krasivium at five times the normal cost. Such items can dissolve in water at variable rates – different “grades” of krasivium exist,

designed for anything from a 1 minute per pound dissolution rate to 1 *second* per pound (averages based on cubical lumps of krasivium – the actual rate varies with the shape of the object). Firearms made of krasivium drop in reliability when exposed to water; immersion can be assumed to be ruinous for all but the slowest-dissolving grades. Exposure that is reasonably brief (such as a quick jog in the rain) reduces a gun's malfunction number by 1d-1 steps. A Malf of “Ver.” drops to “Crit.,” then to 16, 15, 14, and so on. The gun quickly becomes more of a hazard to the firer than to the target.



### MELCAM-5

In 1967, Warehouse researchers blended, at high temperatures, two soft polymer compounds that they had derived from research on flying saucer contents. The result was a milky-white soft plastic that molded easily, but held its new shape stubbornly once it had cooled. A simple drinking cup made of the plastic could be crimped lightly, but it would bounce back – and it could *not* be crushed.

Tests continued, and the plastic's remarkable quality began to be apparent. It *absorbed energy*, particularly kinetic and heat energy, with unheard-of efficiency. The greater the “energy density” striking the plastic, the greater the percentage of energy that is absorbed. Push a piece, and it moves, though perhaps a bit slowly. Hit it with your fist, and it will resist the blow as though it was much heavier. Fire a bullet at a transparently thin layer, and the bullet will *stop*. In the first and last large-scale test, of its properties, a quarter-inch thick sheet of MELCAM-5 (the operating name for the compound) withstood the vertical impact of the slug of a 45mm railgun. The railgun-slug wasn't even *deflected*; it just fell to the ground, all its energy drained. As armor, this made MELCAM-5 roughly 200 times as tough as steel – and it was light enough to float on water, and dirt cheap.

These properties don't come without a price. Three seconds after impact, the energy absorbed by the plastic is released in a flash of heat from its surface. A small piece seems to radiate













to be a confederation of kings for the new land. The eldest was Atlas, for whom Atlantis (literally, “the daughter of Atlas”) was named.

Poseidon’s sons built a shining city on the place where their parents had lived. A golden temple was erected on the hill, the city on the surrounding rings of land. Bridges were built to connect the rings of land, and tunnels were cut through the land large enough to admit boats. A canal ran straight through the city down to the Atlantic Ocean, on the city’s southern edge, where the ports were constructed. The city itself grew to a diameter of 15 miles (the concentric rings of the “middle city” were only one-fifth that size), and with it, the empire of Atlantis was born.

## Holy Blood

The concept of rulership by divine right is common in many cultures, and Plato adored the idea (see also *The Holy Grail*, p. 36). The ten kings of Atlantis had the blood of Poseidon in their veins, and were therefore beautiful, fertile, strong, and industrious. The society of Atlantis was built along the lines described in *The Republic*, and many generations built up a magnificent culture for fair Atlantis.

However, each succeeding generation diluted the pure blood of the Atlanteans, and moral corruption began to erode the culture from the inside. Atlantis became a place of apathy and decadent waste, and the gods were disappointed. Zeus, in particular, thought something should be done, and sought to teach Atlantis a lesson, that it might do better in the future. He gathered the gods together at his palace, and stood to address them about the problem.

We never learn of Zeus’s address to the assembled gods. It is at that point that *Critias* ends.

From earlier parts of the work, we know that Atlantis strove to conquer the entire Mediterranean, violently expanding as far as Egypt and Tuscany before the brave Athenians, fighting on even though their allies abandoned them, drove Atlantis back. A great storm and earthquake devastated Athens, and utterly destroyed Atlantis, submerging it beneath the dark green waters of the Atlantic.

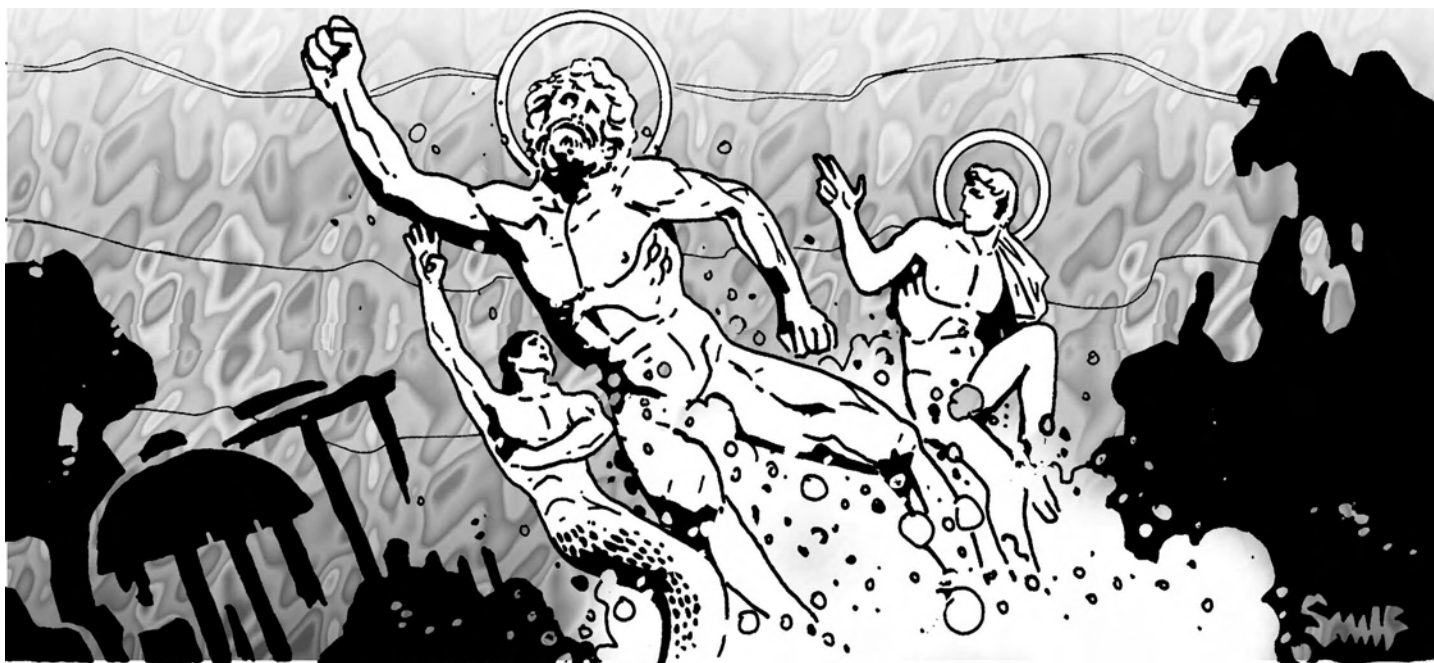
Curious, that gods seeking to teach Atlantis a lesson, seeking to improve Atlantis’s *future*, would then *destroy* it . . . A strange sort of reform! The missing connections between the meeting of the gods before Zeus and the eradication of Atlantis might never be known, since Plato died before revealing them. For much more on Atlantis, check out *GURPS Places of Mystery*.

## The Meeting of the Gods

Jerome Gill no longer lives in Tulsa – his book store has moved northwest, to Boulder, Colorado. Anyone investigating reports of his find (which he didn’t speak of until the early 1980s, when it made a few small-time Fortean newsletters), will find the location of his old book store currently occupied by a consignment-clothing shop. It will take a lot of questions to a lot of neighbors to find out that he married in 1984 and moved with his wife to Boulder. As might be expected, his home phone number is unlisted, and Boulder has a *lot* of book stores to search through. The search can be as difficult as the GM likes. Gill’s new book store is called *Plato’s Retreat*.

Gill still remembers what he saw in the fresh pages of the document, and is fluent enough in the language to have caught most of the important details. Zeus addressed the gods regarding the problems with Atlantis, and Athena demanded blood. Her rivalry with Poseidon had taken many forms before, and this was nothing new. Zeus, however, found himself alone among those supporting the possibilities for Atlantis; the gods had little patience with the beautiful kingdom, and Plato suggested that many of them were jealous of it.

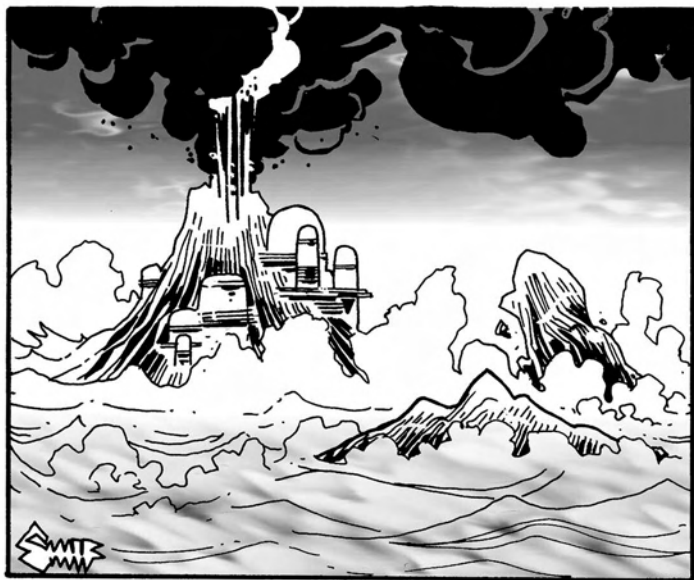
Zeus finally gave in, concluded the meeting and arranged for the mighty cataclysm. He sank Atlantis, but he *lied* to the gods and didn’t *kill* all the Atlanteans. A few of them were *changed*, just enough to allow them to live hidden under the sea, protected by Poseidon and the secrecy of Zeus. Plato then moved into what seemed like poetry, describing the “dragon-green” waters and strange sea-worms and their lanterns that drifted above sunken Atlantis, the words echoing poems that would be written in later centuries by other hands.



Gill didn't read beyond that, but he will explain to anyone interested that that was the end of it. The *third* dialogue in the trilogy (if one was ever written) was not among the papers the woman brought him.

Gill believes that maybe the version found among Plato's belongings at his death was a copy of the rough draft, and that the final draft was stolen by the "people" who visited and later killed the woman he had met in Tulsa. If there are Ancient Astronauts, why not ancient MIBs, after all? Perhaps Plato's writing was getting too close to an allegorical description of the creation of mankind by Men From Space, in the guise of the Olympian gods.

But that doesn't explain why they gave the unnamed Oklahoma woman a copy in the late 1970s, and why they suddenly wanted it back. Gill sometimes believes that he's been the butt of a sick joke, but might have seen a potentially valuable forgery. The truth is up to the PCs to discover, and the complete draft of *Critias* may be in the hands of aliens . . . or in Warehouse 23.



## Other Atlantis Stories

While the original story of Atlantis ended halfway through *Critias* (or at the end of it, if the above story is true), the Atlantis legend would re-emerge from the depths to produce many conflicting theories.

*Fragments of Lemuria or Mu.* Some of the more *occult* approaches to the Atlantis legend were taken by Mme. Blavatsky and the Theosophists, who placed Atlantis as the home of the fourth race to inhabit the Earth, and the destruction of the continent as part of the natural cycle of time. Some related theories described Atlantis as a colony of Lemuria, or even made up of fragments of the Pacific's "lost continent." Rudolph Steiner advanced these theories, with very different descriptions of the Atlanteans themselves.

*Cradle of Mankind.* Other theorists, most notably Minnesota Congressman Ignatius Donnelly, proposed that Atlantis was as large as described, and (with island chains considered) provided the original home of human civilization. Donnelly pointed to similarities between Egyptian and early American cultures

(pyramids, embalming, a 365-day calendar) as proof. The Atlanteans were literally a "master race" for all mankind, and the Biblical legend of the flood and Noah's Ark (as well as other deluge-legends from both sides of the Atlantic) are simply "watered-down" memories of the loss of Atlantis.

*Petri Dish of the Greys.* In an alternate version of the Cradle of Mankind story (not at all incompatible with the Oklahoma story, above), the original Atlantean society was not only the beginnings of human civilization – it was itself of *extraterrestrial* origin. Human beings were created or "planted" by aliens, perhaps as an alien colony. Whether this proto-society was the cause of its own destruction varies. In some versions of the story, our Space Brother creators destroyed Atlantis to wipe the slate clean and start again. In others, the new humans were responsible for their own destruction.

*Nazi Atlantis.* Some writers assert that Hitler and his Nazis were "preparing the world" for a grand cataclysm – the end of an age, in which the original Master Race would *rise from the seas* and reconquer Europe and Asia. Nazi descriptions of the Aryans cast them as "the Prometheus of Mankind, from whose luminous brows the divine spark of genius flew to light all ages." Is this a reference to the psychic powers of the Atlanteans?

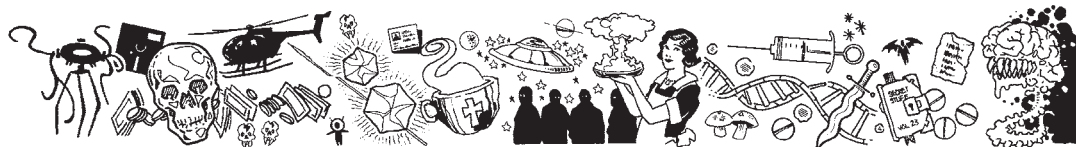
*Thera.* The very *real* island of Thera may have been the basis for the Atlantis legend, since its inhabitants (and a large chunk of its land) were wiped out by a volcanic eruption. GMs wishing to pursue a more "realistic" Atlantis (or wishing to flesh out the culture of the mythical one) should refer to *GURPS Greece*.

*Ultra-Tech Atlantis.* In many versions of the story, Atlantis had (or *has*) technology equal to or superior to that of the modern world. Plato got the outline right, but the technological details were (understandably) misunderstood . . . Again, the technology might have been alien, or entirely terrestrial. In Shea and Wilson's *Illuminatus!* novels, the destruction of an advanced Atlantis kicked off the centuries-long conflict between the Secret Societies.

## Notes and Crossovers

It should be noted that the five-concentric rings pattern on which the original city was built occurs in the design of the Pentagon, the headquarters of the U.S. Department of Defense. In the center of the building's pentagonal "rings" (where Poseidon's temple was in the Atlantis legend) there is a snack bar. The significance of this symbolism is left to the GM. The choice to construct the building with five sides (instead of Atlantis's circular plan) might reflect a deeper occult purpose for the building.

One especially bizarre link between the Atlantean myth-cycle and the rest of the material in this book can be found in the Arthurian legends: King Arthur, after the battle of Camlann, went to his rest on the Isle of Avalon (Avilion), a fairy-isle "to the west" peopled with "a fair race," living lives of beauty and industry. These terms perfectly echo Plato's description of Atlantis. Assuming the aliens or gods responsible for the creation of Atlantis are related to the aliens or gods responsible for Excalibur, they may be one and the same. Those who discover Atlantis might find that the king of the Master Race is none other than Arthur himself (a psychic Aryan?), preparing his people to return in England's time of greatest need . . .





## Caves of the Dero

*The voices came from beings I came to realize were not human; not normal modern men at all. They lived in great caves far beneath the surface. These alien minds I listened to seemed to know they had great power, seemed conscious of the fact they were evil . . .*

— Richard Shaver, *Thought Records of Lemuria*

Sometime in the 1930s, a welder named Richard Shaver made mental contact with alien minds living *inside* our planet. He was up late one night, reading Lord Byron's *Manfred*, and sensed that Byron hadn't written fiction. He had written a kind of coded description of truths he was privy to. Excited, Shaver turned out the lights and began experimenting with "mental signals." His broadcasts were answered; the apparition of a woman appeared. She didn't speak, but Shaver could tell she was reading his mind.

Not long after that, while working, Shaver began to hear voices from his welding equipment. The voices were of frightening, dwarfed humanoids called the Dero (**DE**trimental **RO**bots), who weren't "robots" in the normal sense, but slaves to their repellent habits. The Dero amused themselves by telling Shaver about their hobbies — they lived in a network of deep caves, and stole humans to be tortured, raped, murdered, and consumed. They had machines, they claimed, with which they could control minds and project images to the surface world.

In an attempt to escape the voices, Shaver quit his job and fled, and spent several years in and out of mental institutions and prisons. The rest of the time, apparently, he took odd jobs and got work welding when he could find nothing else.

### My Hero, Tero

One night, in a prison, he was visited again by the apparition of a woman. She was beautiful, and explained that she was one of the Tero (**InTE**grative **RO**bots), the *nice* humanoids living under the surface of the Earth, existing secretly to fight against the evils of the Dero. She helped Shaver escape from the prison and into the cave-complex. Traveling beneath the Earth's surface, Shaver found the group of Tero that had contacted him, and lived with them happily for a time.

### He Remembered Lemuria

The Tero gave him access to their Thought Records, essentially a bank of the memories of all previous members of their race. Through these, Shaver learned of his past lives, and found that he had lived among the dwellers of the lost continents of Atlantis and Lemuria.

Fifteen thousand years ago, Shaver learned, Earth had been colonized by two great races — the Atlans and the Titans, who lived on the beautiful lost continents. Their technology far exceeded our own; the Titans and Atlans had mastered the sciences of the mind, star-travel, and a host of other disciplines. Their society was perfection, their achievements stunningly wonderful.

Twelve thousand years ago, disaster struck. The Sun began releasing waves of *detrimental energy*, a deadly radiation, caused by heavy metals (possibly the same as DOR; see p. 108). The great races sought refuge in a gigantic network of underground tunnels and cities that they constructed. The network ran



under the entire planetary surface (often several miles deep) but was not sufficient protection. The radiation crept down into the tunnels, and the great races knew that they could not stay. Select members of the races boarded starships and left. Those left behind (or those who opted to stick it out) eventually evolved into two separate groups. One group, the *humans*, crept up to the surface world and evolved a resistance to the deadly sunlight. We are their descendants.

The second group remained in the caves, using the machines left behind by the Titans and Atlans to amuse themselves. The energies from the machines themselves became deadly, and this warped the minds of the underground race. Most of them became the Dero, a race of degenerate idiots, who lived only for the pain of others, and for perversion and debauchery. A small minority, the Tero, did not succumb to the pleasures of the machines or to the radiation, and fought a valiant silent war against the unspeakable tyranny of the Dero. They have fought this war for over a hundred centuries.

Meanwhile, the Dero are the cause of suffering in the world, the bringers of Wilhelm Reich's *emotional plague*. They have many types of rays that can read and manipulate the minds of others. Many flying saucers, Shaver learned, are friendly visitors from other worlds, coming to share knowledge or engage in trade. The Dero chase these visitors away with powerful death-rays that unleash streams of Detrimental Energy, not unlike a reverse cloudbuster. Not all UFOs are friendly flying saucers, either; many are collected "Detrimental Energy Disks" beamed above the surface by the Dero. The Dero have *real* saucers, too.

Some Dero spend their entire lives hooked into "Stim Machines," sexual devices that warp the bodies of the Dero while providing them with constant pleasure. They also have "Ben Machines," healing devices that can restore life-energy. Rather than use these devices to benefit mankind, they use them to restore their own spent strength after perverted debauchery.









book might be in electronic form, with the code-cards only working if the printout is *exactly* right – the right font, the right pitch, the right margins. In ancient or medieval games, the code-cards are replaced by other methods of hiding the second text (the paper must be folded in a special way, two pages read together held up to sunlight, one ink soluble and one ink permanent – the possibilities are endless). Such books might hold spells and magical methods (even granting Magery), the True Names of demons, or historical records or personal diaries revealing conspiracies.

The “mental exercises” that grant the powers of the Albe-marle Dictionary are left to the GM. They can take hours, days or weeks. Meditation and incense are likely, as are yoga-style postures and strange mantras. The Game Master is encouraged to stretch the boundaries of player embarrassment.



## The Soulmate Database

The “soulmate database” is a device somehow capable of tracking the locations and feelings of *soulmates* – people who are meant for each other.

Human souls, according to some, are *half-souls*, torn asunder at the beginning of creation. Life is, at its core, a quest for one’s missing part, and each half-soul is doomed to continual reincarnation until the quest is complete. The stuff of the most moving romances is the result of two half-souls finally re-uniting, and in their unity becoming a complete being.

Soulmates are “magnetic;” there is a bond that draws them together across great distances and terrible odds, and the ultimate success of this “universal quest” is a kind of happiness that most people are not privy to. Very possibly, it relates to the flow of orgone (see above) or some other universal “life force.”

When a relationship between soulmates is consummated, they are permanently fused as one, and several new “half-souls” are generated (possibly in their children, but not necessarily so; they *could* appear anywhere). When the soulmates pass on, they will not be reincarnated; they will move on to a higher plane.

At least, that’s the theory.

## The Conspiracy and the Soulmate Database

Obviously, the ability to track the relative positions of half-souls gives a lot of power. With enough starting money and careful management, worldwide *bliss* wouldn’t be out of the question. GMs using the Illuminati from *INWO* in their *GURPS* campaigns should take note! The Secret Masters in Shangri-La would *want* this one . . .

On the more sinister flip side, a villain or villainous Illuminati with lots of cash to spare could just as easily *combat* the tendency for soulmates to find one another. If the above theories are true, this would be an unthinkable powerful tool for limiting happiness. Since the methods of most traditional conspiracies include the spread of fear and paranoia, fostering dependence on governments and corporate power for a sense of contentment, the soulmate database is very likely in the hands of somebody who is less than eager to form perfect couples.

## Madame Rivsky’s Love Oracle

Upon first examination, the “soulmate database” looks to be little more than a garishly-painted carnival novelty. It’s about the size of an arcade game, with a silvery glass window only half-concealing blinking lights and whirling metallic globes. The casing is covered in stenciled promises: “Find Your True Love!” This service, apparently, is available for 25 cents. The title board refers to the machine as “Madame Rivsky’s Love Oracle.”

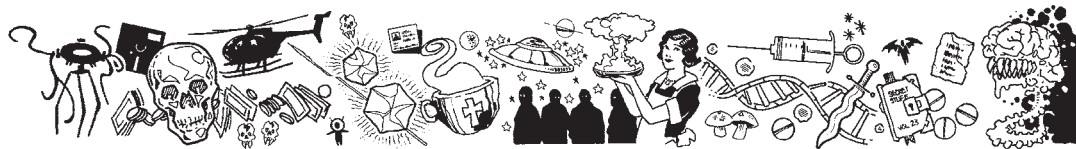
More careful examination will reveal that several holes have been drilled in the back and sides of the device, and that thin black-and-white cables connect the soulmate database to both building electricity and to the Warehouse’s computer network (see p. 14). The powers of the machine can no longer be accessed for a quarter; only the highest network access can draw upon the wisdom of Madame Rivsky.

*Game Rules.* Within Warehouse 23, the soulmate database is essentially another node in the SINNER system, accessible only by skilled computer-hacking. Once accessed, the machine will reveal, for any individual requested, the name, location, and current emotional state of his or her “soulmate” – the perfect emotional, intellectual, and physical partner that many mystical schools claim exists for every person.

The computer can even be used to call up regional maps that glow with lines and globs of color, flowing slowly across the surface of the planet. These maps, combined with text-readouts meant to accompany them, reveal a kind of “contentment index” based on how many soulmates have found one another.

## Notes and Crossovers

Entire campaigns could be built around the soulmate concept, and it would make for some very interesting roleplaying . . . Heroic soul-bonded couples helping their less fortunate friends find their True Loves, and battling the sinister Illuminati that are trying to keep people apart? Not a very typical premise, but this is *GURPS*, after all.







The Blood Rifle spell is an Enchantment spell, with the prerequisites Enchant, Find Weakness, Essential Fire, and five each of the Necromantic College and Energy Sub-College of Tech Magic (see *GURPS Grimoire*). Building the weapon requires Armory (Tech Magic Weaponry) at TL9 or higher, and appropriate materials and tools.

## Telekinetic Bombs

If psionics are known in the campaign, and psionic technology exists (see *GURPS Psionics*), telekinetic bombs can be produced experimentally at TL9, and with consistent quality at TL10. Otherwise, they are likely to be alien artifacts, or items brought to Earth from the future, or from an alternate reality.

A telekinetic bomb is a large, multicolored crystal – a kind of power-battery designed to produce a brute-force explosion from stored Psychokinetic power. “Charging” the crystal requires 3d seconds of concentration and a Telekinesis-2 roll; the process costs a single point of fatigue (a HT roll will avoid it). If the skill roll is successful, the psi’s Psychokinesis power level drops to zero, and his level of power is “invested” in the bomb. The psi gains his powers back 24 hours later, but the bomb is still charged, and the process can be repeated. If the skill roll is failed, the fatigue is still accrued and further attempts may be made (with all the normal penalties for repeated psi use). A telekinetic bomb may be charged any number of times in a day, provided you have a pool of willing psis with Psychokinesis!

Record the total number of power levels stored in the crystal; there is no known limit to how much a crystal can contain. The energy is stored indefinitely without losing potency.

**Detonation.** Only Telekinesis can detonate a telekinesis bomb. Three turns of concentration and a skill roll (modified for distance via the Speed/Range table) are necessary. The detonating psi must be certain of the bomb’s existence and location. If

the bomb has been hidden or moved, use of ESP might be necessary to “get a lock on it.” The crystal explodes at the end of the third second of concentration.

**Explosive Power.** If 13 or fewer levels of Psychokinesis have been invested in the crystal, it does not explode; the bomb just cracks and grows very hot for a few seconds. If 14 or 15 levels have been invested, the crystal becomes a bomb, doing 6d explosive damage. Fragmentation is incidental (see p. B121, or *GURPS High-Tech*). If 16 or more levels are stored, cut the number of levels in *half* (round down) and refer to the Telekinesis Mass Table on p. B172 or P19. Read the pounds listed for lift as the multiple to the 6d damage roll.

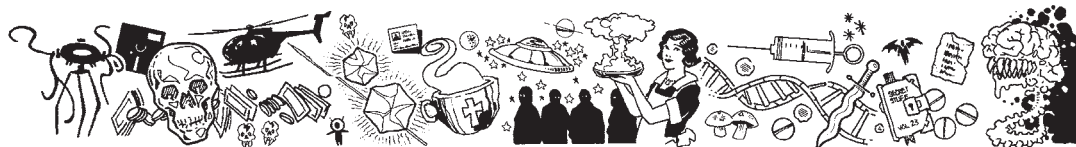
**Examples.** A bomb with 31 levels of Psychokinesis invested in it would do 6d×250 explosive damage (31 halved is 15; TK at power 15 can lift 250 lbs.). A bomb with 60 levels would yield 6d×4,000 damage – the equivalent of a ton of TNT!

## Notes and Crossovers

If the GM wants to introduce telekinetic bombs into a futuristic campaign as “equipment,” they would likely be Legality 0; a price tag of \$2,000 at TL9 would be appropriate (\$1,000 at TL10, \$500 at TL11+). Five crystals weigh 1 pound.

There are a number of pros and cons to this sort of psi-tech. The advantage of having an explosive that can only be detonated by psis is significant, especially when fighting a foe that lacks psionic ability. On the other hand, *any* telekinetic can detonate them. Keeping their existence a secret is essential if both sides have Psychokinesis.

One dangerous option to consider: If telekinetic bombs are widely in use (even by totally secret organizations), *someone* is bound to develop a “Mass Detonation” skill that allows a psi to indiscriminately detonate telekinetic bombs in a global radius. The existence of such a skill (or equivalent psi-technology), and the details of its operation, are left to the GM.







# ATOMIC MONSTERS, JERSEY DEVILS, AND THE MYTHOLOGY OF TODAY

“Cryptozoology” is the study of animals that mainstream science dismisses as unreal. The bulk of cryptozoology is devoted to the discovery of uncatalogued species, and to confirming sightings of animals that are thought to be extinct (such as the moa). Cryptozoology also includes the Loch Ness Monster, Bigfoot, meteoric life, and a host of other fantastic animals.

The Conspiracy has taken upon itself the business of keeping the real existence of such life a secret. For many reasons (some self-evident, others puzzling), it’s been decided that these creatures must not be acknowledged as real.

Such life-forms are kept in two separate facilities in Warehouse 23, collectively known as the Cryptozoo.

*Cryptozoo Alpha.* A maze of Plexiglas cages, half-lit water tanks, and artificial habitats, the “A-Zoo” contains living creatures. As large as several airplane hangars, the A-Zoo even includes multiple aviaries.

Running the A-Zoo is one of the most complicated operations in the entire complex. Many of the creatures there require fragile, expensive, and dangerous methods of life-support. A large team of scientists and zoo-keepers are employed here, living in a sub-village attached directly to the zoo for ease of access in the event of emergencies. The A-Zoo even has its own computer network (accessible from the SINNER system) and a triply-redundant power system.

Some of the beasts here are kept alive because the Warehouse’s zoologists aren’t certain of the safety of cloning or freezing them. Some of the inhabitants of Alpha are *mated pairs* of creatures that the Masters find useful – a “Noah’s Ark” of the Illuminati! Some of the creatures here are alien in nature, and

are kept alive for study, or for some by-product that their lives produce (see the Immortality Fish).

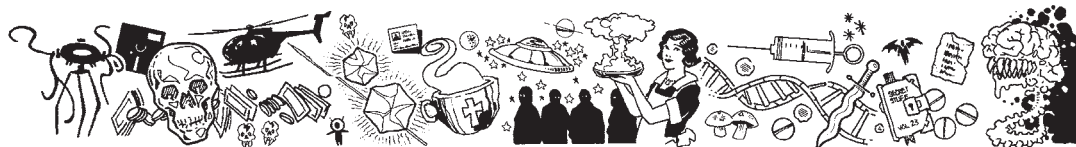
Some of the animals in Alpha are alive because every attempt to kill them has failed.

*Cryptozoo Beta.* A quieter, darker facility, the B-Zoo more closely resembles the central chambers of the Warehouse, since none of its inhabitants are visibly alive. The B-Zoo is a cold-storage facility similar to the main Fridge (see p. 14), but directly adjacent to the A-Zoo and filled exclusively with animal and plant life. Everything from dangerous bacteria to cryogenically-stored dinosaurs is here. Cloneable DNA samples from nearly every creature that has ever walked the Earth (and several that haven’t) are here, too.

A special out-scale cloning facility is also part of Cryptozoo Beta; the Warehouse zoologists often find it convenient to grow a living example of some of the creatures kept “on record,” destroying them when their study or experiment is finished. However, many animals have been deemed impossible or “unsafe” to clone.

## Other Sources

The creatures detailed in this chapter are only a brief sampling of the contents of the Cryptozoo. Dinosaurs, space creatures, talking dogs, giant subterranean burrowing slugs, and other creatures abound there. GMs with access to the various *GURPS Bestiary* books will find statistics for many other beasts that are stored in *some* form (even if only a cloneable sample). The only animals that the Warehouse has had trouble acquiring are the Vermin that are native to it (see sidebar, p. 25)!





# THE MENAGERIE

## Cat-Men/Goatmen

**ST:** 12-17 **Move/Dodge:** 7/7 **Size:** 1  
**DX:** 14 **PD/DR:** 1/1 **Weight:** 150-250 lbs.  
**IQ:** 7-10 **Damage:** 1d-1 cut  
**HT:** 16 **Reach:** C

Cat-men and goatmen alike are a less rural phenomenon than are the neo-giants (see p. 99). Unlike the Bigfoot or yeti, both of whom are typically sighted in woodlands and mountains far from the noise, light, and stink of civilization, the cat- and goatmen are sighted in suburban housing developments, under interstate overpasses, at construction sites, and even in cities, lurking in alleys.

Typically, these creatures avoid humanity, skulking in darkness to *watch* people, but not harm them. Many of them may be former humans, turned “monstrous” by failed experimentation and forced to live lonely existences devoid of the affection of others. If such is the case, contact with the cat-men and goatmen in an attempt to give them a sense of family or society, would be a worthy cause for PCs.

A beast-person only occasionally becomes aggressive or threatens humans. Most seem to favor young people, appearing to teenagers and children wandering in isolated shadows outside major towns. A scream or a few flashlights is usually enough to drive them off, but some have gone so far as to damage automobiles with sharp talons, or to steal food. A few have been violent, stealing children (never to be seen alive again) or mauling those who run from them or threaten them. The body count is not high, but it is real.

Many goatmen and cat-people are enduring regional legends, commonly sighted by beer-soaked teens on “parking” dates, or by farmers or hunters, depending on where the creatures dwell. Since many of these local legends have endured for *decades*, the conclusion is unavoidable that the cat-people and goatmen have extended life-spans, or that they have *families*. While many have reported hitting the creatures with shotgun- and rifle-shot, no bodies have been recovered (at least none that have not been whisked away to secret facilities). Typically, the creatures are hardy enough to run for the safety of darkness even after being shot several times, perhaps to die in private.

### Cat-People and Goatmen in the Campaign

These are common American legends, and can serve many functions for the GM. If they are escaped “guinea pigs,” then they might have vital information to impart if they are still capable of intelligible speech (typical sightings do not include conversations, however). If they are *not* capable of talking, but still intelligent, information could be shared by writing. Alternately,

special magical or medical treatment may be necessary to restore speech to the creatures. When they finally *do* speak, entire vistas of secrets might open up to the PCs. First, however, the trust of the creatures must be earned, and they need to be *located* even before that. They could lead a campaign into the secret laboratories of the Conspiracy, or tell tales of alien abduction, or worse.

Alternately, the beast-people of the suburbs can be outcast aliens, were-creatures, missing links or freaks of nature, preying on innocent children. Entire underground cities may exist, which might or might not be friendly to the outside world.



## Cigar Angels

**ST:** N/A **Move/Dodge:** 10/5 **Size:** Gigantic  
**DX:** 10 **PD/DR:** Special **Weight:** N/A  
**IQ:** 18-20 **Damage:** Special  
**HT:** 12/500 **Reach:** See Below

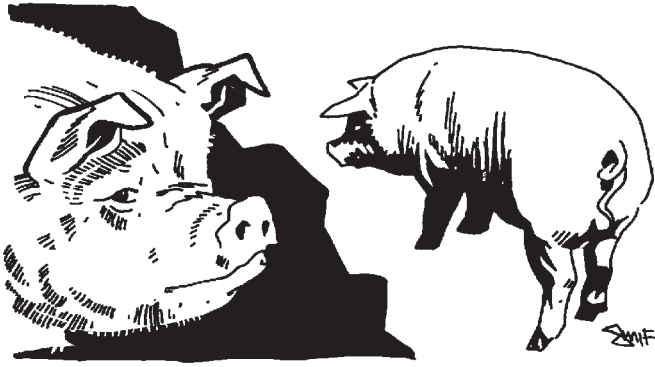
Frequently mistaken for “unidentified airships,” these extra-dimensional creatures are also responsible for the “angel hair” phenomenon (see sidebar, p. 114).

The most significant sightings of the cigar angels occurred in France in 1952. The first occurred in Oleron on October 17, where a huge cigar-shaped form was seen drifting amid a concealing bank of clouds. It hung at an angle in the sky, and several smaller forms were flying in formation around it (this is common in cigar-angel sightings, leading to the common term “mother ships” to describe them). The countryside around









point, these organs (along with the blood of the Gall pig) are compatible with the bodies of humans. Gall pigs are raised and slaughtered not only for food, but for organ transplants and blood.

Unlike many animals in this section, Gall pigs aren't just hidden away in Warehouse 23 and secret biotech facilities. They can be found on farms *all over the world*, secretly inserted into the livestock population over ten years ago. A combination of genetic manipulation and breeding programs is aimed toward the goal of every pig, someday, being a Gall pig – preferably with nobody noticing. So far, it's worked.

Gall pigs are rarely a threat in combat, although they are intelligent enough and strong enough to be trained to fight, if the GM is feeling especially perverse (they could also be engineered with sharp teeth, allowing them to do 1d-1 cutting damage with a Close attack). They can effectively Slam, in any case (give them +3 to ST for knockdown contests).

## Gojira

**ST:** 1,200    **Move/Dodge:** 100/0    **Size:** 100 hexes  
**DX:** 12    **PD/DR:** 0/200    **Weight:** 50,000 tons  
**IQ:** 5    **Damage:** 6d×10 cutting, or Breath  
**HT:** 15/1,000    **Reach:** C,1-50

“Gojira” is compressed Japanese slang (pronounced “Godzilla” by English-speakers) meaning “Gorilla-Whale.” It is the nickname of the world’s most terrible Atomic Monster, awakened as an unexpected by-product of nuclear testing on a remote Pacific island. Gojira is a bipedal lizard-creature 60 stories tall, capable of absorbing radiation into its body safely and expelling destructive jets of radioactive force from its mouth.

If the monster is stored in Warehouse 23, the GM must decide if it is in a state of suspended animation, or dead. More likely, the Facility keeps a stock of “Gojira cells” and other flesh samples that can be cloned or exploited for their radiation-spawned regenerative qualities.

Gojira’s scaly, blubbery skin provides no Passive Defense, but it ignores rounds (and energies) that easily penetrate normal armor; its DR is never divided for any reason. The monster’s DR is *multiplied by 10* against any explosion not directly in contact with its skin. In addition, nuclear explosions do one one-hundredth normal damage, and *cannot* kill Gojira, or knock it unconscious. The creature draws its life-energy directly from radioactivity (a reversal of the orgone concept, suggesting that Gojira may in some way be from outer space).

Gojira has High Pain Threshold for combat purposes; it can feel pain, but its DX rolls are not reduced by injury. Gojira rarely experiences knockback from any attack smaller than

naval cannon (1 hex of knockback per 500 points of basic damage). The monster rolls at DX+4 to keep its feet if knocked back.

Gojira regenerates almost instantly. Every turn that it is injured, it regains hit points equal to its *current* hit points. The monster’s *minimum* regeneration rate is 100 hits per turn!

The monster can spend ST for additional regeneration; every point of fatigue Gojira willingly takes heals 10 hit points. This requires a single turn of concentration on the part of the monster (no limit on how much ST can be spent in a turn in this manner). Gojira heals fatigue at normal rates unless it has a large amount of local radiation to draw upon, so this is a last-ditch measure.

If the creature’s ST is ever reduced to 500 or less, or if it ever takes more than 2,000 points of damage in a single turn, it moves away from any threats as quickly as possible, heading for isolated wilderness or (preferably) open sea, where it makes its home (possibly among others of its kind in Mu and Lemuria).

The speed given is in water (the creature’s natural element); on land, Gojira walks at a speed of 25, usually crushing buildings underfoot as if they were made of cardboard, amid sparks of electricity from torn power cables. Rolling for damage in cases like this is pointless; houses and vehicles are smashed flat under the foot of the monster; the only defense is to *leave*.

Gojira’s principal attack when threatened by real firepower is its “breath weapon,” a jet of focused atomic energy doing *as much damage as Gojira wants*. For every point of damage done, the jet has a range of 1 hex. For every 10 points of damage done, Gojira takes 1 point of damage. This damage regenerates normally! Roll against DX to hit, applying normal penalties for size and range (SS and Accuracy rules are ignored, and Gojira gets no benefit from the Aim maneuver). The creature can divide the damage among multiple opponents, provided they are within a 60° (one-hexside) arc. Roll to hit each target separately.

In addition to its claw attack (listed above), Gojira can smash with its tail for 6d×20 crushing damage. This can only be directed to the rear and side of the monster, and only used against ground or water targets. Its claws, when used, are reserved for batting airborne targets and other Atomic Monsters. Gojira never uses its claws against ground targets.

Incidental radiation from the monster’s attacks has no lingering effect; it “evaporates” almost immediately. This alone is sufficient mystery to interest the Secret Masters.



## Notes and Miscellany

The creature's highly-regenerative DNA has many possible uses, including the creation of "endless" vegetable food sources through "frankenfood" splicing methods. However, failed experiments along these lines have created *new* atomic monsters, vegetable-based, that Gojira has fought. Keeping these events out of the news media has been among the most impressive feats of the Conspiracy; most people believe Gojira to be entirely fictional.

As noted above, the monster's Pacific home may well be the subterranean continent of either Lemuria or Mu. Atlantic-Ocean versions (headquartered in Atlantis – perhaps as pets!) also exist. Alternately, the monster might live on a remote island. Its feeding, sleeping, and reproductive habits are a mystery.

A live, active Atomic Monster of this sort can devastate or destroy entire *cities*, and rip to shreds any PC party short of the combined might of the International Super Teams (see *GURPS Supers* and *I.S.T.*), or those with millions of dollars' worth of military equipment. The Monster *can* be tricked, however; its IQ is not imposing. One attack used successfully against the creature was the use of a top-secret chemical compound that *drained the oxygen* from the seawater the creature was swimming in. The effectiveness of such specialized attacks must be judged on a case-by-case basis.

The GM should note that this is the creature's *modern* form. It first appeared in 1954, much weaker than described here. This seemed to usher in an era of the appearance of such creatures, many of which were a result of alien meddling. See *GURPS Atomic Horror* for a detailed treatment of the "Atomic Monster age." In the passing years, the creature has absorbed a lot of radiation and has grown much more powerful than it was, keeping pace with military technology (it has also been caught up in at least one major incident of time-tampering, further confusing its origins). The upper limits of Gojira's abilities (and its prehistoric proto-origins) are questions to be answered in play. The monster may be related to the "Leviathan" mentioned in Job, Psalms, Isaiah, and elsewhere in the Bible. Likewise, the Illuminati's deliberate creation or use of Gojira depends on the nature of the campaign.

All attacks made against Gojira receive a +11 bonus for the monster's size; it's difficult to miss! Gojira displaces more than 74,000 cubic yards of seawater.

## Gremlins

**ST:** 3      **Move/Dodge:** 10/8      **Size:** 1  
**DX:** 16      **PD/DR:** 4/1      **Weight:** 30 lbs.  
**IQ:** 14      **Damage:** 1d-5 cut  
**HT:** 13/4      **Reach:** C

A constant annoyance to pilots and vehicle operators in World War II, gremlins are a race of mischievous "demons" drawn toward technology. They take endless delight in tormenting and killing human beings, and in destroying their machines.

The origin of gremlins is hotly debated, and only the truly illuminated of the Secret Masters knows the real answer. They may be actual *demons*, let loose as a by-product of Thule sorcery on behalf of the Third Reich (Allied pilots had more problems with demons than Axis, at least according to wartime reports by U.S. and British spy-services and occult-bashing squads). They may be pets of invading aliens, or a quirky *race*

of them, zipping along in tiny flying saucers looking for airplanes to sabotage in mid-flight. The "foo fighter" sightings common in the war may have been sightings of gremlin air- or spacecraft. Alternately, gremlins could be from an alternate dimension, or created by a whimsical spirit of *nature* as a kind of "karmic backlash" against advancing industrialism. Gremlins are a uniquely 20th-century threat, although they seem to have every intention of staying with us as we advance into the 21st.



Gremlins exist physically, but seem to possess several supernatural powers. When they are killed or seriously injured, they do not leave corpses; they simply pop out of existence. If they can manage to get out of human sight, they can seemingly teleport at will. GMs should treat this like the Teleport psi-power, with the limitation "only works when humans aren't looking" and effectively unlimited range. Their hands, contrary to common sense, are as effective as any tool-kit for the purposes of exposing the tender workings of machines and sabotaging them. Gremlins have Mechanic and Electronics Operation skills of 15 for *all* specialties, for the purpose of damaging the equipment *only*. Whether or not a captured gremlin can repair damaged equipment at all is yet to be discovered.

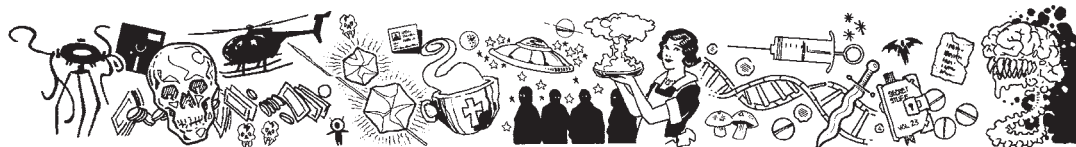
Fortunately, gremlins are largely solitary, but occasional gaggles of them (up to a dozen) were reported as appearing aboard bombers in World War II. The 1990s see fewer gremlins, but they have not disappeared, and are a common threat even to the Conspiracy. Whether any force can summon or coerce gremlins to work for them is highly questionable.

## Ghost Gremlins

Some gremlins are capable of *merging* with technology, becoming a kind of *living glitch*. They can possess anything from ratchet screwdrivers to network mainframes, and do terrible damage from the *inside*. This takes 2 seconds of concentration on the part of the gremlin, after which the creature disappears, absorbed into the device.

Ghost gremlins, once merged, require a lot of effort to remove, and each problem is unique. A gremlin inside a computer, for instance, should be treated as a malicious, free-willed virus – a computer program to be tracked down and quickly erased or corrupted. This could even (technology permitting) result in a virtual battle in cyberspace. If the ghost gremlin decides to make it a *chase*, the fight will be tough, since it can crash systems in its wake, covering its tail to flee. Magic and psionics may also be used, depending on the situation. The Tech College (see *GURPS Grimoire*) and Electrokinetic (*Psionics*) are especially appropriate for dealing with ghost gremlins. At the GM's option, the gremlins may have these powers at their disposal, as well.

However it is defeated, the gremlin is ejected from the machine, physically *stunned* (see p. B127). Whether it decides to stay and try again depends on how threatening the situation is to the gremlin; this is a good time to deal with it physically (no gremlin, if somehow kept in plain sight, is immune to bullets).















Physically, the sasquatch ranges from 6 to 9 feet tall, averaging toward the latter end, and is covered in thick fur, usually brown or reddish brown. Movement and general outline is said to be like that of a primitive human, sometimes “bearlike.” Bigfoot is not believed to have claws of any significance, and so could strike with fists in combat (using DX and doing thrust-2 crushing, based on its ST score), or could use a weapon, depending on its intelligence. If the sasquatch are indeed members of a lost race of Muvians, they may have advanced technology available. Alternately, Bigfoot may be part of a tribe of were-bears.

### The Abominable Snowman

Much more ape-like than sasquatch, the legend of the Tibetan *yeti* is equally ancient. Sherpas speak of a small creature, with wiry red fur, fleet of foot, about the size of a teen-aged boy. Western sightings have included much larger creatures, but even those describe the *yeti* as being smaller, on average, than Bigfoot.

Western involvement with the yeti began in 1899, with the publication of *Among the Himalayas* by British Major L.A. Waddell, who described the gigantic footprints he had discovered. Later discoveries (such as yeti scalps collected for examination by Sir Edmund Hillary) were replaced by the Conspiracy with scalps taken from a rare mountain goat in order to discredit yeti-hunters. Footprints of the yeti aren’t as common as those for Bigfoot (and many more of them can be easily explained as the prints of “canonical” animals), but this is possibly because (as zoologist Edward Cronin suggests) the yeti does not dwell in the snowy highlands at all, but in the high-impenetrable, lushly vegetated Himalayan valleys.

Yeti have fur everywhere except on their faces, and their habits seem very simian, from their movements to their tendency to adopt threatening stances when challenged. There are many legends about the magic powers of yeti, including an ability to move invisibly over the snows. Yeti dung, when dried, is

said by Sherpas to have mystic qualities. It can even be smoked, and this is said to produce true Illumination.

### Further Connections

Both the yeti and sasquatch have been accused by some scientists of being related to *gigantopithecus*, but the deviation from the mold has been significant, considering the many differences between the two most famous groups of Neo-Giants. Both are likewise connected by scholars with aliens and ancient civilizations. Among the two, only the yeti are accused of being magical, but the Muvians practiced sorcery, and if Bigfoot is a Muvian, it probably does, too.

Papers and a diary found on the frozen body of British explorer M. Franklin Cormidigar (a contemporary of New Zealander Hillary) in 1955 suggest the awakening of a *conspiracy* of a race of men in the Himalayas, which Cormidigar seemed to describe as yeti. The differences were lightning speed (Cormidigar yeti have a Move/Dodge of 16/8), and (at least) human intelligence. According to the diaries, the yeti were moving among humans, appearing as animals or stranger creatures, by means of magic or clever costumes. Cormidigar wrote of “the secret brethren” gathering to “again bind true yeti blood to their home.”

Sherpas who found the corpse suggested that the writings were hallucinatory and meaningless, and that Cormidigar had been misusing the sacred dung-drug and wandering the mountains alone. He was found frozen solid, with his face smashed flat as if by a single great blow. Two years later, a Canadian lumberjack admitted to having been captured (33 years earlier!) by a band of sasquatch near Vancouver Island. The details of his story rang bells in the minds of those that had studied the Cormidigar diary. The diary, unfortunately, was reportedly destroyed in a Surrey house-fire. Reportedly.

## Sea Monsters

### Serpent

ST: 200-300+	Move/Dodge: 9/6	Size: 100+
DX: 13	PD/DR: 4/10	Weight: 120+ tons
IQ: 3	Damage: *	
HT: 13/100	Reach: C	

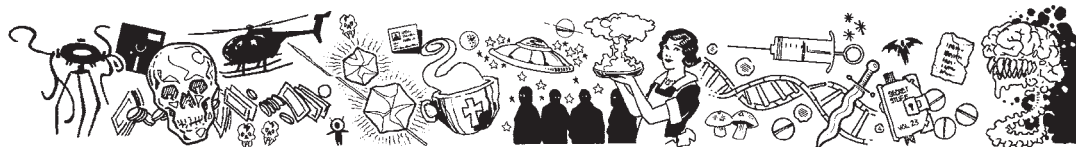
### Giant Octopoid

ST: 50-80	Move/Dodge: 10/7	Size: 25-30
DX: 13	PD/DR: 2/4	Weight: 10+ tons
IQ: 3	Damage: 3d+1 cut	
HT: 12/120	Reach: C,1-8	

### Robot Sea Monster

ST: 500	Move/Dodge: 100/10	Size: Gigantic
DX: 14	PD/DR: 6/2,500	Weight: 25 kilotons
IQ: 13	Damage: 5d+10 cr	
HT: 5/15,000	Reach: C,1-75	

As long as there have been sailors, there have been sea monsters. Men, journeying far from home in tiny wooden ships at the mercy of the elements, drifting on the thin skin of a dark, watery void, had understandable fears of the inky world beneath them. Only the truly illuminated know how justified their fears were. Of those accursed sailors who met the truth, few lived to tell the tale.





The three sets of statistics above generalize a trio of the most dangerous threats that the deep offers ships on the surface. More terrifying things inhabit the depths, but they stay there, silently devouring the bodies and *minds* of those who journey too far into blind abyss.

The Sea Serpent is among the most ancient of the legends. The one described is a true giant – a hundred yards long, and strong enough to wrap its coils around a wooden ship and crush it to splinters. It takes the serpent several turns to “embrace” a vessel, but once in its grip, the unfortunate ship takes damage equal to the creature’s ST *every turn*. Primitive wooden ships snap in seconds; modern submarines might hold out long enough to improvise some sort of defense. Sea serpents can be found in any large body of water, and are gigantic cousins of the anaconda. If they take any significant injury (more than half their hit points), they flee. They are solitary hunters.

The giant octopoid can be used to represent either an octopus or squid, as the GM wishes. Like the serpent, the octopoid can constrict, but with tentacles, rather than its body. Each tentacle has the ST listed, and multiple tentacles can grapple large objects such as boats and ships. Only a single tentacle can grapple a man, but it can do significant damage. Roll a contest of ST each turn. The victim takes damage equal to the margin of failure, if any. Tentacles can be severed by taking damage equal to one-fourth the beast’s total hit points. Tentacle damage in no way affects the body’s hits, and impaling attacks receive no damage bonus against tentacles. Damage listed above is for the beak on the body, to which the octopoid draws any tasty morsels in combat.

The most terrifying of the trio is the most modern. Robot sea monsters have been tools of unscrupulous conspiracies for many decades, and one of them can give Gojira itself a titanic battle. Resembling an even *more* gigantic octopoid, most robot sea monsters have eight tentacles with a ST of 500 (and 7,500 hit points) each. Each can constrict as described above. In addition, the robot sea monster can release an electric shock like a giant electric eel (p. 94). The robot sea monster’s tentacles can be

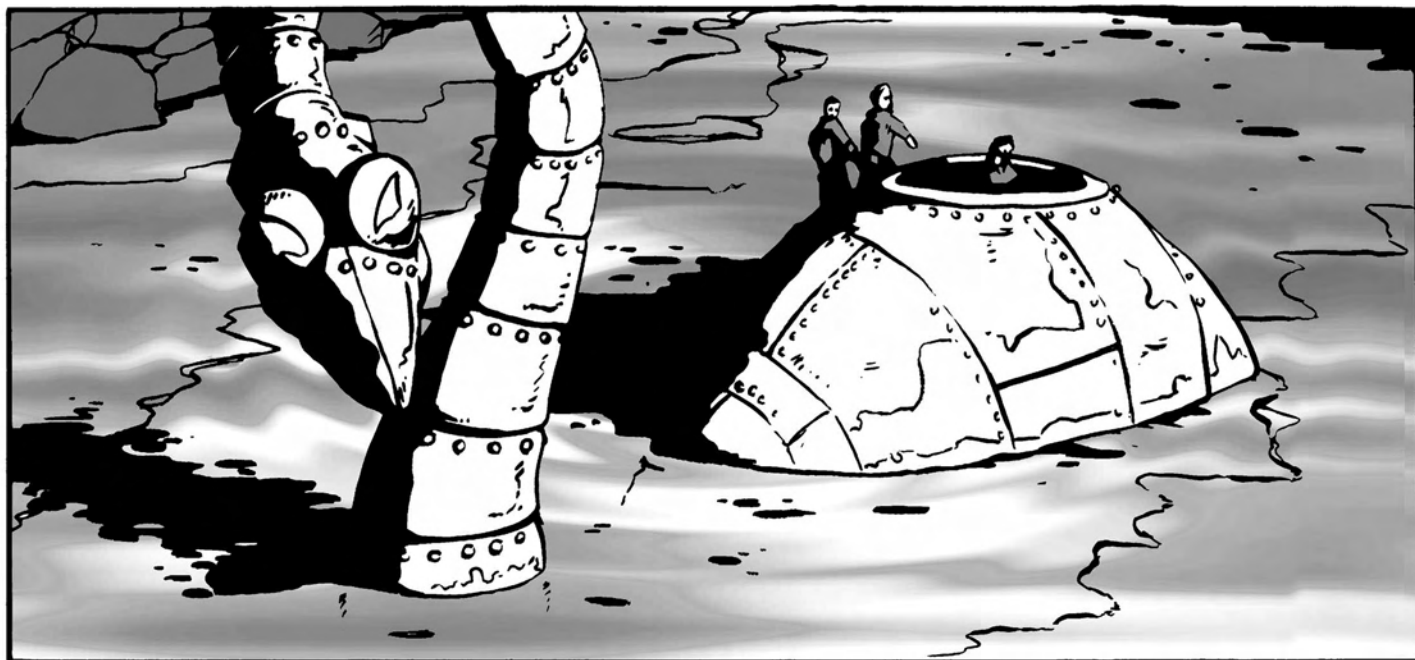
released and operated by radio from the monster itself, as separate submersible vehicles. Each has (with the exceptions noted above) the same attributes as the robot itself, but moves and acts like the Sea Serpent. Each tentacle contains a “suicide explosive” good for 6d×300 damage, detonated remotely from the main robot, or automatically if tentacle and body are separate for more than 3 hours. The tentacles cannot discharge electricity unless they are connected to the body.

It’s easiest to treat the robot sea monster as an “animal” with the attributes listed; it’ll be *programmed* to respond to injury like a real monster, anyway. GMs fond of more detail for mechanical critters are referred to *GURPS Robots and Vehicles*, either of which could be used to create more detailed robot sea monsters. The robot sea monster has a size modifier of +10, but its ultra-tech stealth technology makes it effectively invisible to ordinary modern radar and sonar.

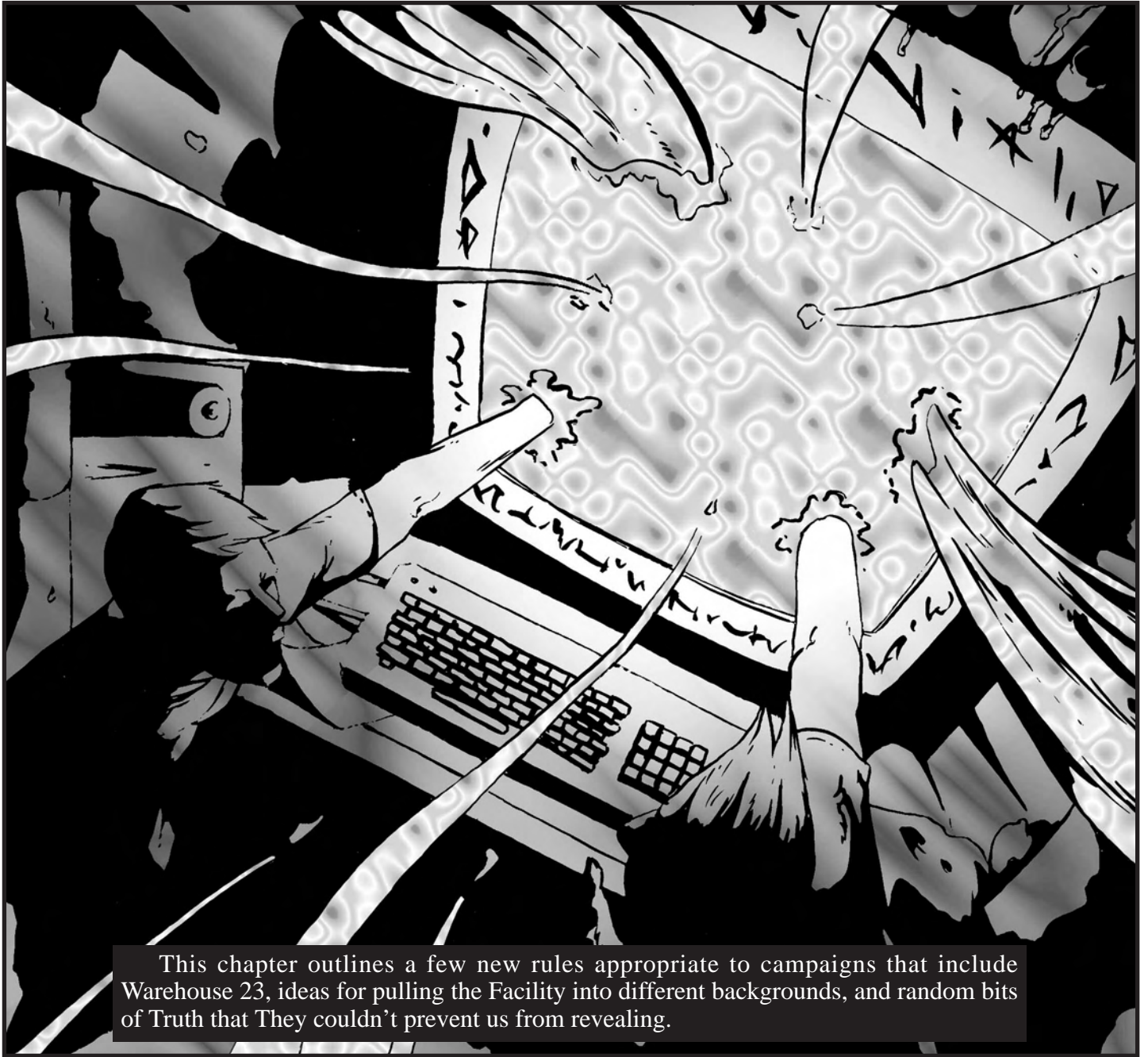
## Other Beasts of the Deep

Sightings occur every year of potential “sea monsters,” and the GM can draw inspiration from them. Most corpses found are positively identified as decomposed basking sharks, but that’s *obviously* a running joke established by the Conspiracy, a rude insult from the dogmatic Temples of Science. Many other sightings are of harmless but strange creatures such as the colorful ribbonfish (a long, slender fish with a bright red crest; some can be as long as traditional “sea serpents”). Of particular value for recent sightings are Fortean magazines, newsletters, and web sites on the net.

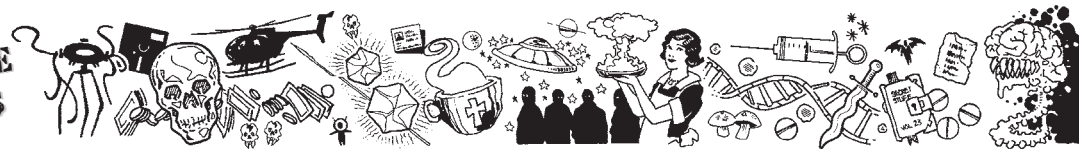
An entire campaign can focus on another type of “beast,” the *operators* of the robot sea monsters. They are a secretive group, operating for the highest bidder. Many of the Conspiracy’s agents that have dealt with them are certain that they’re aliens, others think that they are from the many hidden nations beneath the sea, or aquatic relatives of the Dero (p. 85). Precisely how *many* robot sea monsters are available has not been ascertained; there are at least two, but no more than that have ever been deployed at once.



# 5 ODDS UNBEATABLE AND GRISLY ENDS



This chapter outlines a few new rules appropriate to campaigns that include Warehouse 23, ideas for pulling the Facility into different backgrounds, and random bits of Truth that They couldn't prevent us from revealing.









## Forteanism

Named for Charles Hoy Fort (1874-1932), Forteanism is the study of that which has been dismissed by the scientific mainstream. In game terms, it is an optional specialization of Occultism (p. CII57).

A Fortean may have no interest at all in witchcraft, herbs, or crystals, but he knows a lot about parapsychology (the study and testing of mental powers, from sibling telepathy to pyrokinesis), cryptozoology (animals not recognized as real, such as living dodos, the Loch Ness Monster and Sasquatch), cryptometeorology (fish and frog-falls, summer hailstorms and other curiosities falling to earth), and ufology (UFOs, alien abductions, Men In Black and cattle mutilations). Each of these areas of study are appropriate as *further* optional specializations (see p. B43). Other fields may be added, at the GM's discretion.

Forteanism embraces a philosophy (and literary tradition) that insists that the cold light of doubt be shed not only on the subjects of science, but on scientists and their conclusions. It is not a rejection of science but a rejection of scientific *dogma*. Science must be eternally skeptical but never *dismissive*.

Serious Forteanism needs skills in the "hard" sciences related to their areas of interest. A Forteanism (Cryptozoology) roll would allow a search for recurring patterns in theories regarding the mating habits of Loch Ness Monsters, but that knowledge, *combined* with a knowledge of marine biology, would be required to form a *new* theory, or to credibly challenge an existing one.

Hidden Lore (Forteanism) is a Knowledge Skill, and defaults to IQ-6. Forteanism and Conspiracy Theory default to one another at -4. In special situations, the GM may also allow a default Forteanism roll from Esoteric History (p. 105) or other Scientific skills, also at -4.

1,3 – A silver whistle with three emeralds embedded in the top. Every time the whistle is blown, an emerald glows and cracks, and a powerful demon emerges 2d miles away and starts killing people.

1,4 – A handful of gray dust. In addition to being an effective sneezing powder, the box label indicates that the dust is from the surface of one of the "moons of Mercury."

1,5 – Some shuriken made of a mysterious green mineral. Natives of the planet the mineral came from will find the radiation from the shurikens to be fatiguing and ultimately deadly.

1,6 – A 9mm pistol that smells like chocolate. It is entirely edible, and uses standard ammunition with no problem. Firing it after part of it has been eaten would be dangerous.

2,1 – A desk-model Perpetual Motion Machine. It makes a good paperweight and an interesting sputtering noise.

2,2 – A large ruby containing the glowing soul of a long-dead king. It will attempt to take over the mind of the holder.

2,3 – A file describing the details of the death of Marilyn Monroe, including her own role as a major crime figure in the Hong Kong Triads.

2,4 – A book of recipes for (roll one die) 1-2: Human Flesh, 3-4: Extinct Animals, 5-6: Creatures Found In The Hollow Earth.

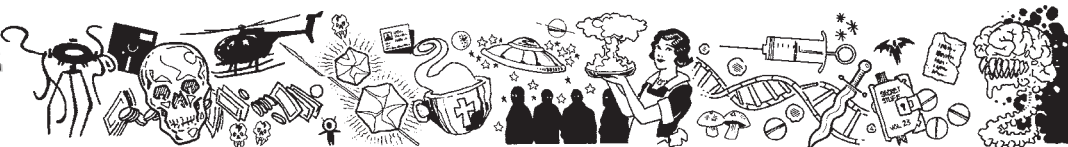
2,5 – A hamburger wrapped in wax paper, still warm, but with far too much mustard (nothing strange about it: a loader-operator stashed it here when he saw an inspector walking towards him – further exploration will reveal the french fries).

2,6 – A copy of Isaac Asimov's *Foundation*, in an edition that corresponds to no known legal printing. The cover painting, inexplicably, features an inverted pyramid.

3,1 – A bottle of children's chewable vitamins that turn the eater into an animal for 1d hours. The animal depends on the vitamin eaten, all of which are in animal shapes. There are several crates of these. They are highly addictive and each use will cause the permanent loss of 1 point of IQ if a HT roll is failed. Addiction sets in as soon as the first IQ point is lost.

3,2 – A small white plastic device with an orange lens set into one end, and two flat buttons. Pressing the left button will create a hologram six feet from the lens – a full-color 3-D picture of a Dwarf (the fantasy race; a bearded one with a strange smile). Pushing the other button will make him grin more and hold out his helmet as if inviting you to put money in it. There is no obvious way to turn it off.

3,3 – A grenade resembling an ordinary modern defensive (frag) grenade. It is loaded with blue paint that eats through glass, but leaves everything else intact.





3,4 – A pack of Twinkies that have passed their expiration date. Small lizard-like creatures are hatching from them.

3,5 – A TV directory from the winter of 2108.

3,6 – A TV directory from the summer of 1844.

4,1 – A snake-charmer's flute, played like an ordinary recorder. It really works, even on default, but it causes the snake to grow rapidly. If the music stops, the snake goes berserk. If the music continues, the snake keeps growing. There is no limit to the size of the snake; it will keep growing as long as it hears the music.

4,2 – A very ugly slug-like creature making a sad little sighing noise. If eaten fresh, it is delicious.

4,3 – A switchblade with a hidden catch on the side. If the catch is pressed, the “knife” opens into a small hand-held computer with an internal cellular modem.

4,4 – A matchbook from the L5 Hilton, an orbital hotel apparently in current operation. The matchbook can be exchanged for a complimentary cocktail in the lounge.

4,5 – A set of six picture postcards from Atlantis, unused.

4,6 – A box of small bottles labeled “Damitol.” It is an injectable drug that causes overwhelming apathy. Each bottle contains two doses.



5,1 – A silver rod which, when held until warmed, glows with green radiance. It can then be used to slice holes in space, opening doorways to an alternate universe with subtle differences from our own. Making a second slash there will make a doorway back here – or maybe to an entirely different alternate reality.

5,2 – A flat square crystal, 4 inches on a side, labeled *The Complete Works of William Shakespeare*. That's really what it is, but it can only be “read” using Telepathy (an ordinary Telereceive skill roll at +6; untrained telepaths can read it with an IQ-2 roll if they think to try).

5,3 – A set of car keys. Further examination of the box will reveal a wallet, an umbrella, and a human body sealed in plastic and perfectly preserved. It looks like the current President of the United States. There are seven other crates with entirely identical contents.

5,4 – The high school yearbook of a major criminal figure. The “have a good life” notes inside the covers are from an astonishing variety of influential and beloved public figures.

## Mind Control Skill

There is no one skill to cover all kinds of mind control. Depending on what sort of abominations he has introduced into the campaign, the GM can require would-be mind controllers to know and use Psychology, Interrogation, Hypnosis, or various appropriate scientific, psionic, or computer skills. See also *Brain Hacking*, pp. 114-117.

Mind Control is a science with a singular philosophy: human dignity and individual rights are sentimental concepts that only encumber an intelligence organization.

## Esoteric History Skill

In a world with immortals, supernatural powers and occult conspiracies, it is likely that the commonly-accepted version of history is wrong. Esoteric History covers the important developments of the past that are unknown to the world at large, knowledge of influential organizations and people, intricate conspiracies and other secrets of the past.

This is a Mental/Hard skill with no default. If there were such a thing as a negative default, it would apply here, since if this skill applies, everything an ordinary Historian knows is wrong!

## Other Things to Find

The GM may flesh these entries out at need, whether they're found among the dusty pallets of the Facility, or for sale at a corner curio shop. They can be the focus of any modern quest – or a trip into the past.

The “flavor” of the quest will depend, as much as anything, on whether the item comes with instructions! It's one thing to discover a fantastic device with complete instructions for use. It's another thing to find it with just a few cryptic notes. It's another thing entirely to find it with no instructions (and in that case, how do the adventurers know it's important? “Found on the person of a MIB” is always a good hint, of course.)

It can work the other way, too. The investigators find the instructions, or the hints, or get a description . . . and the focus of the adventure becomes actually getting their hands on the “McGuffin” itself.

*Continued on next page . . .*









## Other Things to Find (Continued)

### The Purotron

Developed in the late 1950s (cheap knock-offs were available in any department store for a short while), the Purotron is a device which increases the percentage of negative ions in the air. The commercial version was little more than a toy sold to the gullible. The *real* Purotron was much more useful, and disappeared in the early 60s never to again surface publicly.

The real Purotron can increase positive *or* negative ions. Lots of positive ions make tempers short, outlooks dim, and degrade human health. Negative ions stimulate mood, creativity, and healthy respiration. One more toy in the mood-bending work of the Conspiracy.

### Ticket to Hell

It looks like a playful prank: *Admit One: Eternal Damnation or Weekend Visit*. It's even, apparently, a box seat. A ticket to Hell. It makes for a nice novelty until you tear it in half, then you find out that you've been chosen for a special task. Lucifer has risen to Heaven, forgiven, and they need somebody to run things while they work to corrupt him again.

*Continued on next page . . .*

Reich was, at the time, engaging in a new experiment – the “Oranur Project” – in the hopes that orgone energy could be used to eliminate or reduce the effects of radiation. It had taken multiple attempts to acquire radioactive material for his tests, and this, too, angered Reich. He began ranting about Communist plots to shut him down, and accused any who disagreed with him of being Emotional Plague victims, which he had come to equate with the presence of Deadly Orgone Radiation (DOR), a dangerous version of orgone that resulted when “healthy orgone” contacted more “normal” energies such as gamma rays (Reich’s Oranur experiment had caused minor radiation sickness in nearly his entire staff).

At the same time, Reich entered still *another* phase of his research: weather control. Using large metallic tubes and other miscellany, Reich constructed what he called the “cloudbuster.” Resembling nothing so much as a turreted ray-gun, the cloudbuster was meant to increase moisture in the atmosphere, making clouds grow dense and then produce rain – all via focused streams of natural orgone energy.

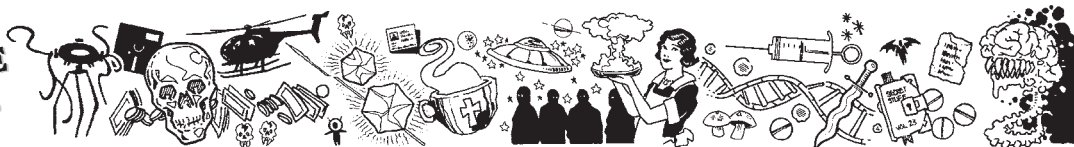
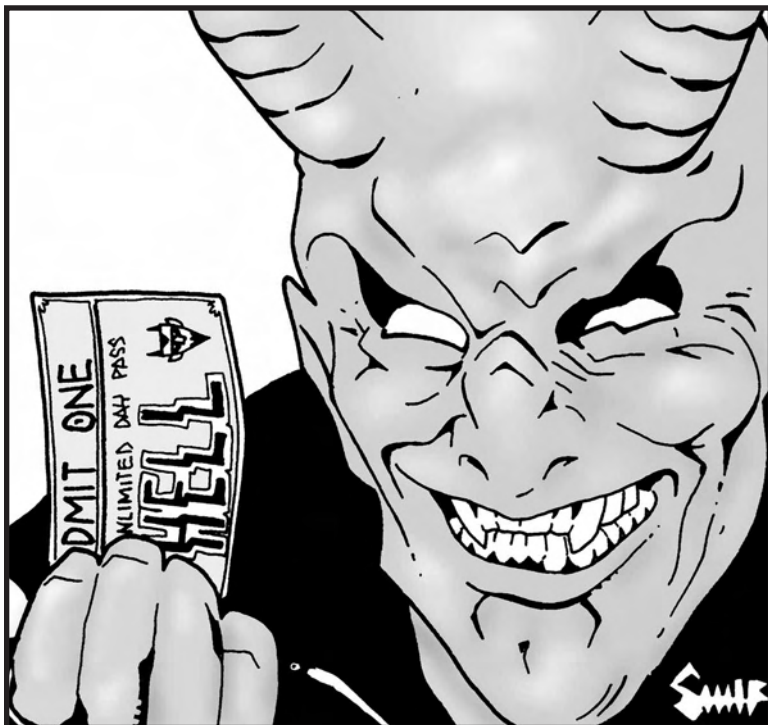
When Reich spotted two UFOs flying above his compound, he realized that not only communist agents in the government were out to get him – he was also at war with agents from *other worlds*. When he pointed the cloudbuster at the UFOs, they *dissipated*. Clearly, the alien vessels depended on DOR in some way, and he had a weapon to fight them. Reich went that summer into the American southwestern desert, where he spent 6 months trying to use the cloudbuster to create rain. Once, when he was very close to success (rain clouds had begun to form in an area that had known only drought for more than 4 years) lights appeared in the sky, and the clouds dissolved. The UFOs wanted to stop him from making rain!

Several conclusions were reached that year, in what would be the beginning of the end for Reich. He knew that beings from other worlds wanted him to fail. He also knew that *They* were responsible not only for the Emotional Plague, but for the deserts of the world, as well. The UFOs wanted the planet Earth to be

dry and emotionally ill, for reasons too horrifying for Reich to fully comprehend. To add insult to injury, federal agents began pestering him in the desert to see if he had been building or transporting accumulators beyond Maine. He threatened them and refused to talk to them, and didn’t return to Maine until the drought ended and a rainstorm came.

When Reich came home, the courts leaned more heavily on him, citing violations of the interstate injunction made by one of the doctor’s associates. Reich continued to defy the courts and refused even to offer an explanation, and he was eventually brought to trial and jailed. He died in a federal prison in 1957.

In the meantime, the Emotional Plague (which had clearly claimed Reich himself, wracking his mind with growing anger and paranoid delusions) continued unfought, its chief opponent silenced. The UFOs continued to sap us of our vital sexual energies, and the DOR flowed like a dry desert breeze . . .







## The Truth About Orgone

Given the existence of orgone-based energy systems in UFO wreckage (see p. 68), the existence of orgone is not really in question. Undoubtedly, the FDA was the puppet of some alien conspiracy, silencing Reich before he could rally mankind against its Emotional Plague. However, not all UFOs use orgone. Some (as described above) are *dissipated* by a flow of fresh life-force, possibly because they are energy-constructs made entirely of DOR, dovetailing nicely with the reports of another anti-UFO activist, Richard Shaver (p. 85).

Orgone energy is an old idea, related to the Hindu *prana*, the Chinese *qi*, the Huna's *mana* and many more contemporary theories of psychokinetic force and "the substance of the soul." If the GM equates "mana" from the *GURPS* magic system with orgone, this would explain the physical nature of many magical rites, since both sex and magic are orgone releases! This habitual fluctuation in orgone would also explain the rumored longevity of wizards, since regular orgone release promotes good health and long life.

## Hypno-Power

Friedrich Anton Mesmer, a Jesuit priest working in Vienna with Professor Hehl (an astronomer), devoted considerable study to the concept of "animal magnetism," and methods of influencing the subconscious mind. His techniques of "Mesmerism," given over to the world stage in 1766 and developed ever since, have been ridiculed by the medical establishments of the modern age. The Illuminati know the truth: hypnosis is a powerful weapon, capable of destroying memories, creating super-assassins, and bloodlessly probing the subconscious mind. Watch the golden pyramid swing, slowly . . . look into its eye. *Obey.*

## Powers of the Mesmerist

These rules should be considered an optional expansion of the Hypnosis skill in the *Basic Set*. They make the skill much more powerful, even in combat! If the GM permits PC hypnotists to use these techniques, an Unusual Background (Esoteric Training) may be appropriate.

*The Creation of the Trance.* Any use of Hypnotism begins by placing the subject in a *trance state*, in which he becomes highly suggestible and unable to act on any initiative other than that which the hypnotist provides. This typically takes 5 seconds (see p. B56). A patient in a trance does not eat or even move (other than a sluggish walk in the direction he's pushed) until the trance is broken. The trance can *only* be broken by the hypnotist who created it!

## Other Things to Find (Continued)

### Talk to the Animals – and Run

Hans Boerhaave invented the Doolittle Device. Named for the fictional man who "talked with the animals," the Device is more properly known as the Boerhaave Algorithm, since it is the computer software, not the device, which is truly miraculous. The "device" (developed with government black money at a Maryland university in the late 1970s) allows inter-species communication. A "universal translator" that allows *two-way conversations between man and beast*.

What Boerhaave discovered, however, was that the animals had a *lot* to say. Dogs biting postmen aren't *accidents*; the animals are getting restless. Swarms of killer bees, plagues of city-vermin, and wild "man-eater" beasts are all the beginnings of a planetary rebellion of animals. Soon, say the rats, the world will be theirs. Do not trust cats. Step on the cockroaches. *Don't let a bear near your bicycle.* Don't watch *The Birds* too many times . . .

### The Real Apollo Missions

On July 16, 1969, mankind walked on the Moon . . . or did we? Warehouse 23 might contain all the evidence that the "Moon landing" was a televised *fiction* meant to thumb a metaphorical nose at the Soviets, who were beating us silly in the space-race. More interesting, the Warehouse might contain the evidence that the Apollo program was a fake, but that there *was* a real space program, which first put a man on the moon in 1964 – possibly in a joint effort with Russia! The real program wasn't televised, and is still active today, constructing lunar colonies and orbital stations entirely unknown to the Mundanes.

*Continued on page 111 . . .*







the first impose a cumulative -2 penalty if they are in the same “session,” so several weeks of therapy may be required.

Related techniques may be used to deliberately *suppress* memories. Use the times on p. B171 for Mindwipe. For the process to work, the Hypnotist must make a standard Hypnosis Quick Contest (skill versus Will+1), with an additional penalty of -1 applied for every 10 minutes of required operating-time. Any failure means a new attempt must be made, at normal penalties. Normal **Basic Set** modifiers apply (including those for *unwilling* patients). Hypnosis can only remove individual episodes or details, never a patient’s entire mind.

## Drawbacks

If these rules are used, cinematic *dangers* also enter the picture. Any time a Hypnosis roll is failed by 5 or more, or any time a Critical Failure is rolled, something happens that the hypnotist did not intend. The GM should be nasty with this. Failing to “freeze” an opponent could change the attack to an All-Out-Attack, and Berserk the foe (making him immune to further hypnosis for the fight and possibly slicing the hypnotist to ribbons). Failure to cure a friend’s ailment could cause *new* ailments. Critical failures can even permanently inflict Mental Disadvantages on a patient who the hypnotist was trying to help, or break the sedation of a “patient” he was trying to hurt or use.

## Mind Control

While the sorcerous minions of the Illuminati can bend a human mind to their wills with a single spell, the Secret Masters aren’t so foolish as to depend entirely on sorcery, or even loyal telepaths, to work crowbars in the brains of the Dupes. Through puppet intelligence agencies, secret police, and think-tanks around the globe, the Illuminati have devoted vast resources to the science of Mind Control – a pursuit including such kindly euphemisms as “depatterning,” “thought reform” and the more sinister “brainwashing.”

The fruits of the science are many. They include indoctrination, enhancement of memory, interrogation, morale- and mood-control, and the destruction of dignity or even identity. With a full range of tools at hand (including drugs, torture, shock treatment, and hypnosis), the Illuminated mind-doctors could eradicate a man’s will to live, make him forget that he ever *did*, then give him a new set of memories, goals, beliefs, and loyalties. The same doctors could protect you against similar intrusions. Not that they would.

The two most publicly-known experiments in mind control have been the Red Chinese “brainwashing” experiments, and the programs of the United States government, named Bluebird, Artichoke, and MKULTRA (see *A Brief History of Modern Mind Control*, p. 113).

## Other Things to Find (Continued)

### The Philosopher’s Stone

Not a stone in the physical sense, but a *concept*, the alchemists’ code-word for the ultimate search for illumination could be in the Facility, in the form of collected and synthesized writings of forgotten mystics and modern adepts. The Elixir of Life itself might be found, and the real goal of the alchemists (turning base humanity into godhood, not “lead into gold”) might have been realized.

### The Swashbucklers

Best found in Warehouse 23 itself, this is a collection of five man-sized robots. Lying in pine crates, they look like corpses, but close examination reveals that they have “wounds” exposing wires and circuitry. Their clothes date from the 17th century, and are brittle and dusty. Corrosion within the robots also reveals considerable age.

These robots, at one point, *believed* that they were English highwaymen. They were part of an attempt to re-write history, using a time machine that couldn’t transport living matter without killing it . . . the robots were the answer. Examination of files stored with the robots describe the “probable success” of the mission. Probable? It seems the robots *won’t be built and sent back for another 7 months*. These dusty relics are at the end of a loop.

*Continued on next page . . .*



**ODDS UNBEATABLE  
AND GRISLY ENDS**





*Sleep Deprivation.* Forcing the patient to write down all of his thoughts, waking him up with regular beatings, administering drugs to stimulate him, and many other methods have been used on POWs to force them into a state of exhaustion. In this state, many are more susceptible to threats or demands. This, too, has applications beyond the torture of military prisoners.

*Social Isolation.* Physical isolation is most effective when combined with social isolation and degradation. The patient is not permitted to bathe, is forced to eat through tubes, and suffers ridicule and insult from orderlies or soldiers. Occasional reversals in this trend (giving the patient the “gift” of some interesting food or a bath) is used to “soften” the subject’s will. Forcing the patient to comply with trivial or embarrassing demands is a related method.

*Social Pressures.* Journalist Edward Hunter, who gave the world the term “brainwashing” in his articles and books about indoctrination in Red China, described the Diary Technique of applying social pressures to a potential convert. Students in Peking were required by the Socialists to keep a daily journal, to be made available on request to government inspectors. At first glance, this seems a waste of time – no student, when told outright that his diary will be read, includes seditious thoughts or even private incidents. What is written is a vanilla account of the student’s life, with pro-Party sentiments added for good measure. This is exactly the intent of the experiment: the idea is related to the famous Nazi maxim that a lie repeated often enough becomes the truth. By requiring a daily session of writing as a loyal communist, the government hoped to eventually create a loyal communist. The results were mixed, but the implications of the approach are terrifying, and can be applied to any conspiracy, religion, or government with dramatic effect.

*Taped Repetition.* Some experiments performed in the ’50s and ’60s focused on repetition of phrases, usually recorded on tape. One CIA-sponsored researcher, Ewen Cameron, hit on the idea of using different *voices* on the tapes, to (in his own words) “capitalize on the force of group decision and suggestion.”

Since there are so many possible techniques, there is no single Mind Control skill (see sidebar, p. 105). Often following electroshock treatment, the patient is placed in partial sensory deprivation and exposed to derogatory statements (or political or religious slogans) for 16 hours a day, over a period of several days or weeks. Afterward, the patient might be forced into several days of drug-induced sleep to enforce the new patterns.

## A Brief History of Modern Mind Control

In 1950, Project Bluebird was established by the U.S. Director of Central Intelligence. The project objective was the investigation of the concept of mind control, to the end of protecting American operatives. Secondly, methods of memory enhancement were to be pursued.

A tertiary objective was the examination of “unconventional” interrogation methods such as drugs and hypnosis. During the same year, journalist Edward Hunter introduced the United States to the “brain laundries” operating in China. The term *brainwashing* is a rough translation of *hsi nao*, the Chinese term for the process of “ideological reform.”

In 1951, the CIA brought in the armed forces and their combined research power, and the project was renamed *Artichoke*. The objectives changed, retaining the focus of controlling people against their wills, but adding techniques of removing the memory of interrogation from interrogation subjects. Again, protection of U.S. operatives was given high priority. Hunter’s work continued to appear:

## Other Things to Find (Continued)

### Super-Fruit

Another general technical pursuit of Warehouse scientists may be the production of *super fruit* and *super vegetables*. Most likely captured from well-meaning botanical labs and suppressed for economic reasons, this could include simple fruits and vegetables that would solve world food and nutrition problems, and (through an amazing variety of flavors and textures), reduce the need for the inefficient beef industry, among others. Of course, the super-food might have dangerous side-effects.

*Continued on next page . . .*



**ODDS UNBEATABLE  
AND GRISLY ENDS**

## Other Things to Find (Continued)

### Angel Hair

A phenomenon commonly associated with UFO sightings (particularly of the cigar-shaped “airships” of the late nineteenth century), “angel hair” refers to clumps of stringy white fibers that fall to earth in the wake of the UFOs. The substance is ephemeral; after a few hours, it dissolves entirely, leaving no samples for long-term examination. Samples that survived long enough to be examined in a laboratory were revealed to be a kind of “borosilicate glass,” containing boron, silicon, calcium and magnesium.

Angel Hair may be related to spiritual “ectoplasm,” a by-product of an opening between two realities or dimensions. It may be related to manna, the “white flakes from heaven” that sustained the Hebrews in the desert, or it may be an entirely physical phenomenon. Strands range from a few inches in length to a 100 feet long. The smaller strands might be spider webs from large “flotillas” of young spiders, but the larger strands are not so easily explained. The GM must decide the truth for himself.

*Continued on next page . . .*

the Chinese process was apparently a “two-stage” method of Confession followed by Re-Education. The emphasis was on the citizen *changing himself*, sometimes at gun-point. Hunter also brought attention to Pavlov’s 1928 film, *The Nervous System*, which demonstrated conditioning techniques. “Clean” American prints of the film had the footage of *human* conditioning removed.

In 1953, the U.S. project name changed again, to MKULTRA, with an agenda focusing almost entirely on mind control and protection from it, particularly through the use of chemicals and other esoteric means. CIA memorandums from the period describe MKULTRA’s goals as including “implanting suggestions.” MKULTRA lasted for nearly twenty years, and was planned as a 25-year, 25-million dollar project. Ironically, while the work of Hunter and others had awakened the United States to the existence of brainwashing experiments, America remained largely ignorant of their own government’s efforts until another journalist exposed them in the 1970s (see below). Some conspiracy theorists assert that Hunter himself worked for the CIA, and that the “brainwashing” articles were published to stimulate public hatred and fear of communism. This, in turn, would mean less resistance to U.S. brainwashing experiments designed to “protect democracy,” should those experiments be revealed.

MKULTRA’s experiments were varied, and a lot of writing has been devoted to them. Some of it is genuinely horrific, but a good deal is certainly exaggeration and anti-government paranoia. The entire issue is emotionally charged, and should be approached with caution. But the sheer volume of data that is clearly not exaggeration is disturbing, and seems to suggest that no “good guys” existed in the field on either side of the Iron Curtain. In 1977, the August 2 imprint of the New York Times ran a story by reporter John Marks exposing the existence of MKULTRA to the public. Although the project had ended a few years before, the crimes committed were still shocking. The article revealed money laundering and illegal experimental techniques, and the research (ironically enough) had been obtained through Freedom of Information Act requests. The director of Central Intelligence, Admiral Stansfield Turner, was called to testify before the Senate. Documents were revealed, and the entire event turned into a scandal. The CIA admitted to many of its “errors,” and promised not to do it again.

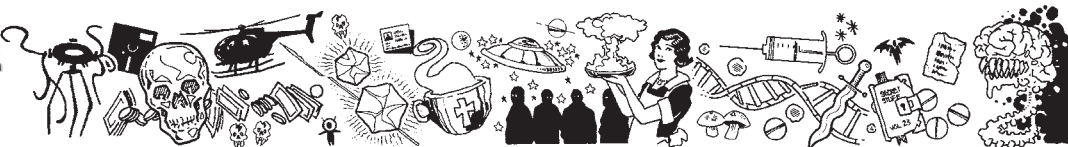
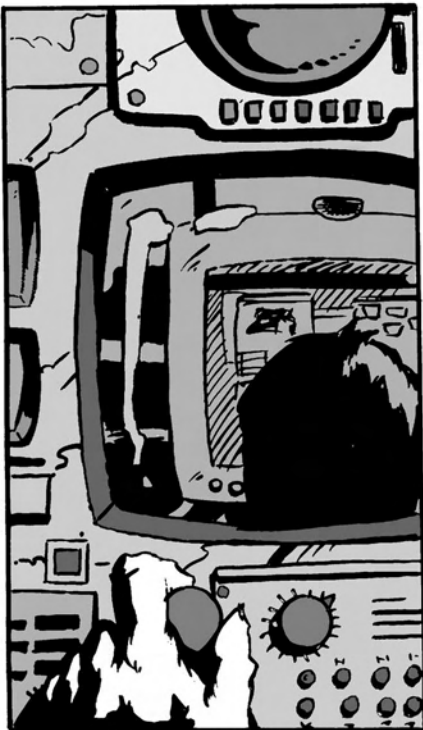
## Ultra-Tech Evil: Brain Hacking

The Conspiracy doesn’t want you to know that computers are evil. The Conspiracy wants you to *embrace* them, to invite the insertion of wires into your skull so that you can become more *intimate* with them – the Internet isn’t merely a series of connected machines, it’s a *wonderful environment* in which you can find respect, wisdom, love, and excitement. Oh, and don’t bother learning how computers *work*; leave that to the professionals. We’ll take care of you, offering 24-hour support for whatever you buy. Just point and click until we can get this neural interface installed . . .

In addition to “mundane” techniques of mesmerism and mind control, the Illuminati (particularly the Greys) might make use of Brain Hacking techniques – the intrusion upon the living brain of anyone with a working neural jack. The skill is described on p. 160 of *GURPS Compendium I: Character Creation*, which includes all the rules necessary for Brain Hacking interrogation.

### Editing, Compiling, Debugging . . .

The mind of a victim can be permanently altered. All the following programs attack by a Contest of the program’s Skill against the victim’s Brain















## **GURPS Old West**

The western is a genre that can take quite a beating in the name of an interesting story. Two notable television series (*The Wild, Wild West* and *The Adventures of Brisco County, Jr.*) featured plots, technology, and characters worthy of the Warehouse. Wealthy railroad barons and bankers are likely candidates for the Secret Masters, along with the usual cast of Freemasons and warmed-over Templars. The occult power of the American Indians could well have been captured and hidden away to facilitate the dominance of the White Man, as well.

## **GURPS Cyberpunk**

All of the technology in this book is somewhere in the Warehouse right now – imagine what it holds in a dystopic future! As if a Conspiratorial universe wasn't hopeless enough . . . Truly *caring* GMs will toss in **GURPS CthulhuPunk** as well, thus helping their players to develop more appreciation for their mundane lives outside of the game.

But if the hopelessness isn't too much for you, *Cyberpunk* is a perfect match for *Warehouse 23*, and the candidates for who owns the Facility grow exponentially with the rise of the Megacorps.

## **GURPS Fantasy: Secrets of Megalos**

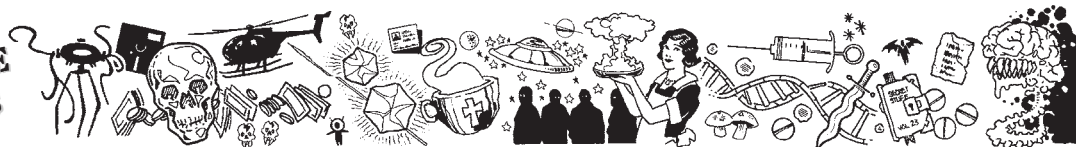
In the world of Yrth described in *GURPS Fantasy*, Megalan officials and sorcerers keep a lot of things secret, including the existence of gunpowder. This world-encompassing conspiracy to keep Yrth a medieval world (thus ensuring the prominence of sorcerers) is highly illuminated; they must have their own version of the Facility. And what if the *Terrestrial* Warehouse 23 was caught up in a freak re-emergence of the Banestorm? The Megalans would fight to possess it, or, barring that, destroy it.

## **GURPS Bunnies & Burrows**

The Vermin (see sidebar, p. 25) open up the adventure-rich possibility of role-playing the animal inhabitants of the Warehouse! With that in mind, this book now describes an entire *game world*, filled with towering wonders made even more incomprehensible and dangerous by the animals' perspective. Warehouse beasts might be as baffled by humans as the rabbits of Cunicula, or they might be very much aware of their role in things, with duty-bound Cats hunting down the dangerous and careless Vermin to prevent the potential Apocalypse that might result if the wrong cord gets chewed on, or perhaps searching for the true origins of their consciousness (*The Secret of Nimh*, with even more sinister possibilities). The animals might even worship some of the strange objects stored in the Warehouse. Furthermore, some of the strange objects might actually *be gods*.

Dora Wolf (p. 10) is likely to be aware of the intelligence of the animals, even if the rest of the Caretakers are not – she may have even befriended them. Adventures involving trips into the Cryptozoo have obvious potential, as well.

This possibility can be combined with *any* genre, even if the player-characters are all human. And if any trespassers could somehow *communicate* with the animals (see p. 109 for a device for doing just that), they could find that they have new allies, informants, or a very dangerous horde of foes . . .





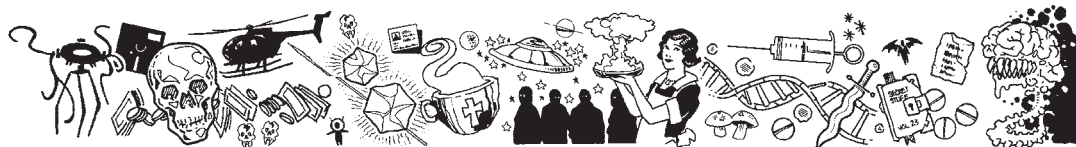
# ILLUMINATED TIMELINE



The following is a compiled list of every significant date referred to in both this book and *GURPS Illuminati*, and historical reference points. This timeline may be combined with the Loi/Alphan events described in *GURPS Atomic Horror*, if desired. Since this book contradicts *itself* on several points, no attempt has been made to reconcile apparent conflicts, and any patterns that appear in this timeline are *not our fault*.

- c. 22,000 B.C. Creation of first stone sculpture by human hands.
- c. 15,000 B.C. Earliest cave-paintings.
- c. 13,000 B.C. Titans and Atlans colonize Lemuria and Atlantis from other worlds.
- c. 12,000 B.C. Earliest weapons. Humans learn to make fire.
- c. 11,000 B.C. Earliest domesticated animals.
- c. 10,000 B.C. The sun begins emitting “Detrimental Energy” (likely Deadly Orgone Radiation), forcing the Titans and Atlans to build a network of caves beneath the Earth’s surface. This doesn’t work, and the Elect among them flee in starships. The remainder evolve into humans, Dero and Tero. Only the humans live on the surface under the sun.
- c. 9600 B.C. Atlantis and Athens are at war; Athens is victorious, and (in the aftermath) Atlantis sinks beneath the waves of the Atlantic Ocean.
- c. 6000 B.C. Beer first made, in Mesopotamia and Asia. Earliest known villages.
- c. 2650 B.C. First stepped pyramid, Egypt.
- c. 2568 B.C. Possible date for the Biblical Great Flood.
- c. 1500 B.C. Earliest known contraceptive is developed by the Egyptians.
- c. 1446 B.C. The Ark of the Covenant is constructed by the followers of Moses.
- c. 1270 B.C. Destruction of Jericho with trumpets.
- 1166 B.C. Mankind cursed with an unbalanced illusion of the importance of Order, according to the *Principia Discordia*.
- c. 1000 B.C. Hindu priests develop the zero.
- c. 950 B.C. Solomon’s Temple constructed.
- c. 925 B.C. Egyptian Pharaoh Shishak possibly steals the Ark of the Covenant from the temple of Solomon.
- c. 770 B.C. First gold coins, in China.

- c. 586 B.C. Second most likely date of theft or destruction of the Ark, by Nebuzaradan, on behalf of Nebuchadnezzar.
- c. 221 B.C. Gunpowder invented in China (according to legend).
- c. 215 B.C. Work begins on the Great Wall of China (completed approximately 100 years later).
- c. 193 B.C. The *Porticus Aemilia*, the first known warehouse, built on a multiple barrel-vault plan.
- c. 4 B.C. Christ is born a few miles south of Jerusalem, in the village of Bethlehem. The birth corresponds with one of the most significant of the early Nocturnal Lights UFO sightings, as eastern magi travel west, guided by what may have been a flying saucer in orbit above Jerusalem.
- c. 30 The Crucifixion Conspiracy; Christ fakes his own death with the help of his followers, including the Roman Centurion Eutychus (John Mark). Christ escapes west with his wife, the Magdalene, to found the Merovingian Dynasty. Joseph of Arimathea takes Christ’s cup westward also, traveling on to eventually settle in Glastonbury.
- 389 Destruction of the Library of Alexandria.
- c. 537 Battle of Camlann; King Arthur is seriously wounded and is taken home to Atlantis, to heal and prepare to return to engineer the capture of Europe at the time of the Apocalypse.
- 542-594 The Black Plague sweeps from the Mediterranean into Europe, halving the population of the Western world.
- 754 End of the Merovingian Dynasty, and possibly the direct-male bloodline of Jesus Christ.
- 1090 The *Hashashin* (Order of Assassins) founded by Hasan ibn-al Sabah in Persia.
- 1099 Jerusalem recaptured from the Saracens; first public knowledge of the Priory of Zion surfaces.
- 1117 Official founding date for the Knights Templar.
- 1188 Chrétien de Troyes writes *Le Conte du Graal*, the earliest of the Grail Romances. The work is not finished, as de Troyes is killed in a fire that sweeps the city.
- 1241 The spearhead of the Roman Spear of Longinus given to King Louis IX of France, and placed in Sainte-Chapelle. It will vanish during the French Revolution.
- 1255 The Assassins “destroyed” by Mongol rulers of Persia.
- 1306-07 Order issued for the arrest of all Templars in France.
- 1431 Joan of Arc (a possible victim of the Heart of Reason) is burned for relapsed heresy in Rouen, France.
- 1492 The Turks make a gift of one of the Spears of Longinus to the Pope. It is placed under the dome of St. Peter’s.





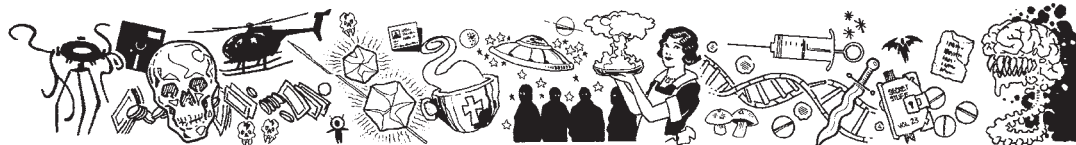


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- 1516 *Utopia*, by Sir Thomas More, first published.
- 1738 Pope Clement XII issues a papal bull excommunicating all Freemasons.
- 1748 Adam Weishaupt, founder of the Bavarian Illuminati, born in Ingolstadt, Germany.
- 1773 Weishaupt appointed chair of Canon Law at Ingolstadt University.
- 1776 The Bavarian Illuminati founded on May 1, originally called the Perfectibilists.
- 1777 Adam Weishaupt becomes a Freemason.
- 1783 Jacques and Joseph Montgolfier make first human balloon flight.
- 1785 The Bavarian government begins its investigations (and persecution) of the Bavarian Illuminati.
- 1786 The Bavarian Illuminati form their first American chapter, in Virginia.
- 1787 The Illuminati are outlawed in Bavaria, and known members are exiled.
- 1818 *Frankenstein*, by Mary Shelley, first published.
- 1823 The angel Moroni appears to Joseph Smith to give him the gold plates upon which are written the Book of Mormon. Many of the plates are lost without being unsealed or translated.
- 1830 Weishaupt dies at age 82; first recorded existence of easy-sealing airtight food containers made of plastic, decades before plastic is normally thought to have been invented.
- 1895 *The Time Machine*, by H.G. Wells, first published.
- 1899 *Among the Himalayas* published, bringing the yeti legend to the Western world.
- 1903 Orville and Wilbur Wright fly the first airplane at Kitty Hawk, North Carolina. The *Protocols of Zion* first appear in Russia.
- 1908 The Tunguska blast.
- 1909 A second blast in Tunguska, less well-known than the first, is one of the largest bursts of psychokinetic energy of the century.
- 1912 The Piltdown Man “discovered,” Piltdown Commons, England.
- 1920 Prohibition passed, lasting until 1933, creating the arena for powerful crime syndicates to exist in the United States.
- 1924 Anna Mitchell-Hedges allegedly unearths the Crystal Skull at the ruined Mayan city of Lubaantun (alternately, 1927).
- 1932 Charles Fort dies (born 1874).
- 1933 President Roosevelt makes owning gold illegal as of the end of April. A new roadway in Scotland is completed, cutting into the Loch Ness wilderness for the first time and beginning Loch Ness Monster sightings, including the first photographs and the first hoax.
- 1935 Laws against the Jews passed in Germany; the Presidential Special Research Office (SRO) is established.
- 1938 Ark of the Covenant uncovered near Cairo and brought into SRO custody, possibly resulting in the arrival of the vanguard of invading Martians. Fortunately, native bacteria kill the invaders and the event is dismissed as a radio-play hoax.
- 1941 Army spy “captures” the Oracle Gem in Italy (July).
- 1942 The OSS is established, absorbing the SRO and inheriting the contents of SRO Storehouse 715. The first part of Reich’s *Discovery of the Orgone* is published, as *The Function of the Orgasm*.
- 1943 Cache of Nazi magic captured in France by OSS agent; cache included the Crystal Bell.
- 1944 The OSS’s Algiers office is moved to Caserta. Warehouse 23 begins operation, January 5. Ray Palmer publishes the earliest parts of the Shaver Mystery in the January issue of his magazine.
- 1945 U.S. takes Nuremberg (April 30), ending the occult war between the Allied and Axis forces. The Spear of Longinus is taken to Warehouse 23.
- 1947 The Dawning of the Flying Saucer Age. Factions of the United States government (and possibly others), “inherit” the contract between our planet and visitors from other stars, and alien craft begin appearing in large numbers. The Kenneth Arnold sighting, the Roswell incident, and others occur. Truman founds Majestic 12 in the autumn, possibly to investigate the saucers, possibly to better *serve* them.
- 1948 Project Sign (the U.S.’s *public* UFO investigation) officially begins operations, headquartered at Wright-Patterson AFB in Dayton, Ohio. By December, the project will be re-named Grudge. *The Cancer Biopathy*, the remainder of Wilhelm Reich’s *Discovery*, first published, six years after the first installment.



- 1949 Secretary of Defense James Forrestal commits suicide; he had been hospitalized for “delusions” of Israeli agents following him. After his death, it is discovered that Israeli agents *had* been following him.
- 1952 Significant sightings of “cigar angels” at Oleron and Gaillac, France (both in October, 10 days apart). Project Grudge is re-organized as Project Blue Book. The CIA becomes involved with UFOs by convening the Robertson Panel with the goal of eliminating belief in flying saucers.
- 1953 Dwight D. Eisenhower succeeds Truman as president of the United States, possibly ending Warehouse 23’s role as a government facility. The U.S. government’s “mind control program” takes its final evolved form as project MKULTRA.
- 1955 Blue Book’s “Special Report 14” is released on October 25, “proving” that flying saucers do not exist. The report is dated May 5, and no “Special Report 13” was ever released. What might be a conspiracy of disguised yetis is alluded to in the diary of a British explorer found dead in the Himalayas.
- 1956 Gojira first appears. Its attack on the coast of Japan is hushed up and dismissed as fiction, not unlike the Martian Invasion of 1938.
- 1957 Wilhelm Reich dies in a federal prison, after devoting two decades of his life to battling the “emotional plague” attacking humanity. Donald Keyhoe founds NICAP. Major UFO sightings in and near Levelland, Texas.
- 1959 Project Blue Book closes up shop. The U.S. government officially denies interest in the flying saucers from this day on. Two CIA men achieve mental contact with aliens at the CIA’s Photographic Intelligence Center.
- 1960 Swiss astronomers achieve telepathic connection with a cigar angel, and experience visions of a world ravaged by flying saucers.
- 1961 The abduction of Betty and Barney Hill from a highway in New Hampshire, beginning a rash of abduction reports. While not the first major abduction of the twentieth century, the Hill abduction will become the most famous, and the model for many imitators.
- 1964 One of the Emeralds of Hermes Trismegistus found in London on the body of a Soviet spy; it was covered in a radioactive, oily residue. The real Apollo program begins with the first (secret) U.S. landing on the lunar surface.
- 1966 The Royal Air Force JARIC concludes that photos taken of a large F-shape in Loch Ness are of a large animal, not of a sunken boat.
- 1967 MELCAM-5 developed by Warehouse researchers.
- 1968 The Memories of Michael Perry recorded on his wool cap in a magical ceremony gone wrong. Perry and his friends are killed.
- 1969 As far as the public is concerned, Neil Armstrong walks on the moon.
- 1975 Richard Shaver dies, his mysterious revelations about the nature of the world still unresolved. The Dream Stage built by renegade Illuminati scientists in Switzerland.
- 1976 Jerome Gill receives the “missing part” of Plato’s *Critias*. The third dialogue in the trilogy was not present.
- 1977 Planet Earth destroyed and sold to aliens. Earth is replaced by a false Earth peopled by robots who think they are real. The *New York Times* exposes CIA crimes related to the then-defunct MKULTRA project. The Senate investigates the incident, and the CIA is scandalized as the allegations are shown to be true. Several Ohio police-cars become involved in a 70-mile chase of a UFO.
- 1983 *Astro Globes!* is developed and seized. Jerome Gill moves to Colorado and opens Plato’s Retreat, a bookstore.
- 1987 Gerry Weldon perfects the Love Potion, Niantic, Connecticut. He does not survive his invention.
- 1988 The Mechanical Textbook is found in a car wreck in New Bern, North Carolina.
- 1990 The U.S. Secret Service raids Steve Jackson Games, seizing (among other things) an operating computer bulletin board system – with e-mail messages – and the original manuscript for *GURPS Cyberpunk*.
- 1993 May 6: Two postmen (Larry Jasion in Dearborn, Michigan and Mark Hilbun in Dana Point, California) go on unrelated shooting sprees within 5 hours of each other. In the summer, collectible card games (the vanguard of a sinister Illuminoid mind-control program) become a smash hit at gaming conventions and begin to spread to the far corners of the globe.
- 1995 The Illuminati begin cruelly flaunting mundane ignorance of their existence by releasing a CCG under their *own name*.





# BIBLIOGRAPHY

*Anything remotely scientific has become, by government definition, a matter of military security first, hence of secrecy, something which does not breed security but fear.*

– Frank Scully, *Behind the Flying Saucers*

While the number of books devoted to warehouses hiding dangerous secrets is understandably tiny, *related* strangeness is nearly beyond mortal measure, consisting of stacks of books, endless works of pop-culture journalism, reams of archaeological reports,

and literally tons of small-press subversive rants, fringe theories, and devotional tracts of varying comedic value.

This book drew on hundreds of sources for both history and inspiration (several each for even minor topics; *dozens* for UFOs alone); the titles that follow are an arbitrary cross-section selected for entertainment value and easy accessibility. We don't endorse *any* of it as "truth," although *some* of it certainly is! Anything here will provide inspiration for illuminated gaming.

## TELEVISION & FILM

*The Absent-Minded Professor.* A college professor invents Flubber (contragravity rubber) and cheerfully offers it to the Department of Defense. Unfortunately, it is stolen by a wealthy villain and (of course) hidden in his warehouse. The Professor and his girlfriend must steal it back in order to give it to the military and live happily ever after.

*The Adventures of Buckaroo Banzai Across the Eighth Dimension.* For the weird science, watermelon, and aliens alone, this is worth it. Provides an alternate view of the 1938 invasion.

*Brazil.* Not to be confused with *The Boys From Brazil*, the Nazi-clone epic which is *also* very appropriate for this list, this is Terry Gilliam's *magnum opus*, set in a world where the Bureaucracy monitors *everything*, and even provides terrorists to keep the citizens loving the government.

*Closet Land.* A children's author is kidnapped by government agents and accused of infusing her work with political symbolism. A frightening view of what can happen once the Men In Black come for you, with sinister suggestions of how *total* government surveillance can be.

*Ghostbusters.* A classic comedy from the mid-1980s, featuring plenty of technology appropriate to the Warehouse. The principal characters are excellent Fortean stereotypes, and the film's blend of ghosts, high-tech, and psychic phenomenon is a textbook example of how the "Fortean lens" can warp reality, when taken to extremes.

*Hangar 18.* An uncomplicated government-hiding-a-flying-saucer feature, this film includes half-hearted attempts at ancient astronauts,

weird technology, Men In Black, and acting. Find it at the local video store; have a friend pay to rent it. Don't expect to keep the friend.

*In Search Of...* The 1970s "classic" TV show hosted by Leonard Nimoy. Shameless "investigations" of every sort of Fortean and Occult phenomena, unencumbered by healthy skepticism or research. A series of paperback books were also published to accompany the series; these can be found in used book stores dirt cheap.

*The Manchurian Candidate.* Communist agents engineer a seizure of the U.S. presidency. A thriller exploring (among many things) the use of hypnosis to create untraceable assassins and to alter memories. Angela Lansbury took a much-deserved Oscar for her portrayal of an agent of the Conspiracy. Based on the novel of the same title.

*The Nervous System.* Available in some libraries, this is the 1928 film by Pavlov that gave us "Pavlov's dog." Some prints retain a scene where humans are put through similar tests; some prints do not.

*The President's Analyst.* One of the best illuminated films ever made, and possibly the most eccentric. A New York psychoanalyst is hired to be the president's private counselor, and cracks from the burden of what he knows. Soon, every intelligence agency on the planet is trying to forcibly relieve him of that burden. The film culminates in a battle against The Phone Company, which is attempting to seize control of the world by implanting microscopic cyberphones in everybody's skull to bring about a New World Order. Both the twisted plot and excellent characters can be easily mined for use by creative GMs, especially for groups that welcome strange humor.



*The Prisoner.* BBC Television. A British secret agent resigns his position, only to be kidnapped by a powerful unknown faction and taken to The Village, where he must fight for his right to identity, privacy, and sanity, and grapple with terrible implications about the nature of the world's governments. Weird science, too. Also a *GURPS* worldbook, and the Village might be Warehouse 23, or vice versa.

*Raiders of the Lost Ark.* A climactic sequence depicts "the power of God" as the Ark of the Covenant is opened under the direction of Nazi occultists. As the final credits roll, this excellent fantasy-adventure gives us a good look at SRO Storehouse 715. The Martians show up a few months later.

*The X-Files.* Fox Television Network. Two federal investigators run afoul of Fortean phenomena, strange cults, and cover-ups.

## PERIODICALS

*Isaac Asimov's Science Fiction Magazine.* Published by Davis Publications, this short-fiction periodical specializes in more off-beat stories than its sister magazine, *Analog*. In particular, the mid-1980s issues of the magazine were referred to while preparing this book, for the short stories of George Alec Effinger and the essays of the late Dr. Tom Rainbow. The former is a cavalcade of gameable Weirdness plots and memorable characters. The latter cannot be more highly recommended to those interested in the science behind the science fiction of the human brain.

*Mondo 2000.* In addition to all the data you need to be more pretentious than the person next to you, *Mondo* takes occasional trips into weird religion, obscure pseudo-science, and the happy, smiling Fringe. Use the interviews to pattern weird dialogue for NPCs.

*Murder is Fun.* You can find this in the huge record/book/video store complexes that adorn most urban areas these days. Digest-sized, black & white, inconsistently appearing, but worth reading. A subversive rant-'zine filled with (mostly) lighthearted paranoia.

*The Skeptical Inquirer.* The official journal of CSICOP, the Committee for the Scientific Investigation of Claims of the Paranormal. While occasionally guilty of almost criminal smugness, CSICOP has done great work peeling the flash off of con-men and shysters of every stripe on the Fringe. James Randi, an

excellent showman and arguably their most famous spokesman, specializes in faith healers and psychic frauds. That people *still* shell out hard-earned cash to see Uri Geller bend spoons is a testament to either the obscurity of CSICOP or the wisdom of P.T. Barnum. Early issues were entitled *The Zetetic*, and a magazine published by a splinter group was *The Zetetic Scholar*.

*Strange Magazine.* One of the most respectable Fortean magazines, *Strange* is an entertaining publication devoted to those who are interested in Weird Phenomena, covering the entire range of Forteana from cryptozoology to UFOs to "missing" islands and time-travel scams. It holds true to the difficult Fortean principle of *open-minded skepticism*, pandering neither to the eager believer or hopeless doubter. This makes it enjoyable to a wide audience and fascinating whether you're interested in believing or not. Best of all, some of the articles read like ready-to-run adventures . . . Back issues are available from the publisher, and recommended.

*Weekly World News.* While other supermarket tabloids such as the *National Enquirer* stay focused on drab celebrity gossip, this classic "for entertainment purposes only" publication is undoubtedly a black joke created by one of the Illuminati. Space-trains, Elvis sightings, teenagers-that-rust, and countless other sober truths are presented in a weekly, inexpensive format. Just a few issues will fuel an Illuminated campaign for years.

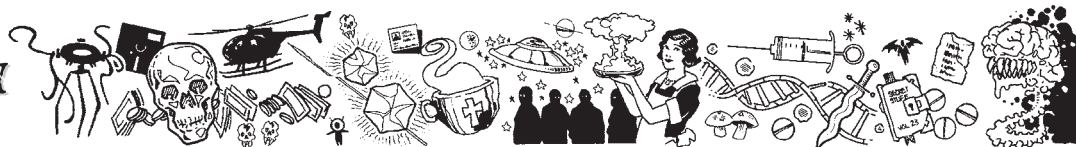
## DELIBERATE FICTION

*1984*, by George Orwell. A brilliant work of non-supernatural horror, featuring a world where *truth itself* has been squirreled away by the government. Lots of big pyramidal buildings.

The *Discworld* novels, by Terry Pratchett. Many of these novels explore what could be described as "conceptual conspiracies" – terrible cosmic truths behind banal clichés, most of them stemming from

primordial entities that exist cross-dimensionally. Also applicable is the concept of "L-Space."

*Foucault's Pendulum*, by Umberto Eco. Perhaps the most *erudite* conspiracy novel ever written. If you're not up on your Qabala, Enochian keys, metaphysics, and simple mundane medieval history, you may find it heavy going. On one of the other tentacles, it provides

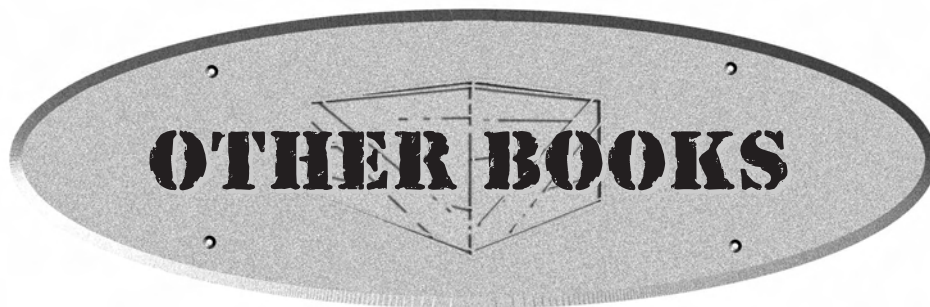




more – and deeper – illumination than anything short of the *Weekly World News*.

*Illuminatus!* trilogy, by Robert Shea and Robert Anton Wilson. A cult classic with many spin-offs, including the *Schrodinger's Cat* and *Historical Illuminatus* books. Wilson is a prolific writer on most every subject connected with the Illuminati, including LSD, UFOs, historical conspiracies, and the occult. Only a fraction of his books are intended as fiction. Which fraction is open to debate.

*Young Zaphod Plays it Safe*, by Douglas Adams. While the entire *Hitchhiker's Guide* trilogy is full of inspiration for Weirdness campaigns, this short story (which appeared in both omnibus collections) features a facility hidden at the bottom of the sea on a remote planet, used as a government hidey-hole and disposal for dangerous items and substances. When read in conjunction with the first novel, it also hints at what lengths the Masters of the place will go to when something *escapes* from their “warehouse.”



*The Atlas of Ship Wrecks and Treasure*, by Nigel Pickford. Dorling Kindersly, 1994. Beautiful and informative survey of the history of sunken ships (and their contents) in every part of the world, from the Bermuda Triangle to the Sea of Japan. Plenty of information to springboard a treasure-hunt scenario, and sources for many things that might be contained in Warehouse 23.

*Behind the Flying Saucers*, by Frank Scully. Henry Holt and Company, 1950. Brimming with anti-government sentiment (see quote, p. 123). The irony is that Scully was a victim of his sources, not the government, and ended up playing an unwitting agent in a shameless UFO hoax. A classic worth reading, but don't forget the salt.

*The Bermuda Triangle*, by Charles Berlitz. Doubleday & Company, 1974. The classic book on “the devil's triangle,” Berlitz' work is a textbook example of how to distort statistics into an exciting mystery. Many details included in the book are *entirely fictional*, but there are those who quote them as gospel to this day.

*The Big Book of Conspiracies*, by Doug Moench. Paradox Press/Factoid Books, 1995. A book for would-be conspiracy-buffs with no attention span. Moench and a horde of artists create a distilled sequential-art intro to most of the “classic” postwar conspiracies. Moench consistently avoids details that would diminish the shock-value of his stories, but to have included them would have probably spoiled the mood. It's fun and *packed with fear*.

*The Books of Charles Fort*. Henry Holt and Company, 1941. The Fortean Society's omnibus collection of Fort's work, consisting of hundreds of compiled reports of Strange Phenomena. This is highly recommended reading, not only for its relevance but for the sheer challenge of digesting Fort's quirky style. Guessing when he's joking and when he's not is half the fun! Individually, Fort's books are *The Book of the Damned*, *New Lands, Lo!* and *Wild Talents*.

*Brain-Washing in Red China*, by Edward Hunter. Vanguard Press, 1951. The book that gave us the term “brainwashing”: Journalist Hunter visits the Orient and gets more of a story than he bargained for.

*Clear Intent: The Government Coverup of the UFO Experience*, by Lawrence Fawcett and Barry J. Greenwood. Prentice-Hall, 1984. Valuable both for its level-headed approach to the subject and *huge* percentage of verbatim primary sources (FOIA-released

government reports and memorandums), this book avoids the “they're hiding frozen aliens” paranoia and focuses on a single premise: the government's professed “lack of concern” regarding UFOs is a lie, regardless of whether flying saucers are real.

*The Confessions of Aleister Crowley*, by Aleister Crowley. Penguin/Arkana, 1989. The collected “autohagiography” of the controversial English sorcerer, guru, and writer, Crowley's memoirs make for a fascinating resource for the GM, both for modern illuminated magic and for 1920s *GURPS Horror*. Behind the screaming wall of Crowley's own ego lies a million useful tidbits on Freemasonry, the Golden Dawn, the O.T.O., exotic locales, and what many people believe about “magic.”

*The Dark Side of History*, by Michael Edwards. Granada Publishing, 1978. Puts occult conspiracy in perspective with more objective human events. Fun reading.

*Fabricated Man: The Ethics of Genetic Control*, by Paul Ramsey. Yale University Press, 1970. Cloning, genetic engineering, and more explored, both from the standpoint of what's possible (or viewed as such in 1970), and what's “right.”

*Fantastic Archaeology*, by Stephen Williams. University of Pennsylvania Press, 1991. A serious examination of the “soft science” side of archaeology most often sensationalized for public consumption, from raiding Lost Arks to seeking out lost continents.

*Final Report of the Scientific Study of Unidentified Flying Objects*, by Dr. Edward U. Condon. E.P. Dutton & Co., 1960. More commonly known simply as the “Condon Report,” this was the official end to government interest in the flying saucers. A huge book packed with case reports and juicy tidbits.

*Flying Saucers*, by C.G. Jung. Harcourt, Brace and Company, 1959. The classic and controversial work on the psychology underlying the saucer myth. Relevant to only a few RPG campaigns, but an interesting read.

*The Great Power-Line Cover-Up*, by Paul Brodeur. Little, Brown and Company, 1993. A serious book, subtitled *How the utilities and the government are trying to hide the cancer hazard posed by electromagnetic fields*. Good model upon which to build any corporate/government axis conspiracy.

*Harper's Encyclopedia of Mystical and Paranormal Experience*, by Rosemary Ellen Guiley. Castle Books, 1991. A fairly thorough book; every general “occult” concept, and many



personalities, are included. Articles are brief but each includes extensive bibliographical references. Very useful as a research “springboard.”

*Hermetica*, edited and translated by Walter Scott. Oxford, 1924. Dry and difficult but worth the time; these are the collected works ascribed to Hermes Mercurius Trismegistus, the basis of “hermetic belief” and a bizarre synthesis of religion and philosophy. Excellent source for arcane wizard-dialogue.

*High Weirdness By Mail*, by Reverend Ivan Stang. Simon and Schuster/Fireside. A catalog (still semi-current) of strange toys, fringe groups, ranting small-press, and more. Sprinkled with insights on American subculture, this book is an indispensable reminder to the weird that We Are Not Alone. Also recommended are Stang’s “Church of the SubGenius” titles, including the recent *Revelation X*.

*Hitler and the Occult*, by Ken Anderson. Prometheus Books, 1995. While ostensibly a book establishing Hitler’s own materialism (which it does successfully), this book is really a thinly-disguised attack on author Trevor Ravenscroft, author of the 1972 work *The Spear of Destiny* (with a few side-jabs at Colin Wilson thrown in for spice). Everything you ever wanted to know about the Holy Lance is here. A very interesting book, despite the misleading title.

*How Things Really Work*, by Henry Beard and Ron Barret. Viking Penguin, 1993. A clever parody of the *How Things Work* books, this volume is a treasury of inventive “mundane” conspiracies that get increasingly sinister as you consider them. Diagrams and illustration show clearly how windows are *manufactured* to get stuck, and how Chinese food is prepared in a central processing facility and delivered by a nationwide series of tubes in which egg rolls can break the sound barrier. The conspiracy on the part of the U.S. government to “devalue the ounce” belongs in any illuminated campaign.

*Jesus & the Riddle of the Dead Sea Scrolls*, by Barbara Thiering. Harper San Francisco, 1992. Thorough examination of Christ’s life viewed through scripture, the Dead Sea Scrolls, archaeological evidence and historical research. A strong influence on Ken Anderson’s work, Thiering weaves the existing evidence together into a steel-hard examination of Christ’s life as real events, free of spiritual or occult baggage. A perfect model for GMs fond of “materialist alternate histories” to explain the events described in any religious literature.

*The Lost Continent of Mu*, by Colonel James Churchward. Ives Washburn, 1931. An apparently sincere book about one of the three great “Lost Continents.” One of the most infamous archaeological hoaxes of the century, the book was so popular in its day that copies of it remain in most libraries today.

*Lost Continents: The Atlantis Theme in History, Science, and Literature*, by L. Sprague de Camp. The Gnome Press Inc., 1954. One of many of de Camp’s well-written examinations of the history behind modern mythology. While not detailed (or recent) enough to be “definitive,” this book is the best starting place for those interested in good reading about sunken continents.

*LSD, Marijuana, Yoga, and Hypnosis*, by Theodore X. Barber. Aldine Publishing, 1970. A serious attempt to completely debunk common misconceptions about the “strange powers” of everything in the title. Excellently done, this book contradicts tons of weirdness in one shot, and consequently provides inspiration for fictionalizing the opposite stance.



*Monsters of the Sea*, by Richard Ellis. Alfred A Knopf, 1994. An entertaining examination of the “sea monster” concept, from the earliest myths to modern science.

*OSS*, by R. Harris Smith. University of California Press, 1972. An in-depth look at the period of U.S. espionage that (indirectly) is responsible for as many conspiracy theories as the Freemasons.

*The Paperclip Conspiracy*. Little, Brown & Company, 1987. A look at the Nazi/CIA connection that gave us the Saturn V in exchange for dropping our promise to punish the war criminals of Nazi Germany. Fairly thorough.

*The Quest for Wilhelm Reich*, by Colin Wilson. Anchor Press/Doubleday, 1981. The sanest blend of attack and sympathy I’ve seen exploring this unusual man’s life.

*Selected Writings: An Introduction to Orgonomy*, by Wilhelm Reich. Farrar, Staus and Company, 1960. Funny blue energy from the man who gave it to us.

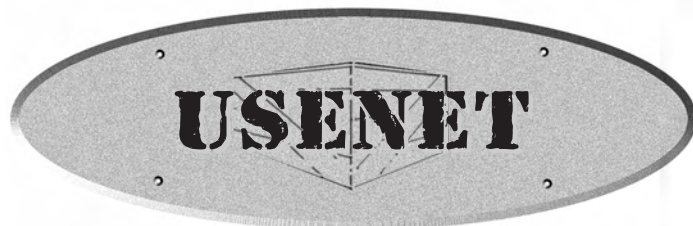
*They Call it Hypnosis*, by Robert A. Barker. Prometheus Books, 1990. An examination of what hypnosis *is* and *is not*, and by far the most useful of the many books on hypnosis consulted for the rules in the last chapter. The information provided was cheerfully turned upside-down for this book; GMs interested in the reality of hypnosis are urged to read this.

*The UFO Verdict*, by Robert Sheaffer. Prometheus Books, 1986. Does a great job of tracing the roots of many saucer-clichés. A good companion to *Watch the Skies!* (below).

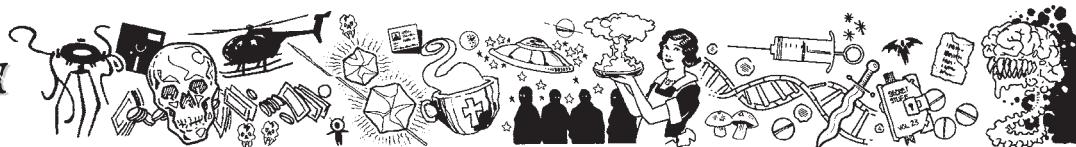
*War Report of the OSS*. Walker & Company, 1976. Unclassified “Top Secret” report on the wartime activities of the OSS, with parts still deleted for security reasons.

*Watch the Skies!*, by Curtis Peebles. Smithsonian Institution Press, 1994. An up-to-date chronology of the UFO myth, this is an excellent resource. While typically one-sided (in this case on the debunking side), Peebles lacks the self-righteous crowing of Philip Klass and other anti-UFO specialists, opting for a sympathetic approach to this cornerstone of contemporary mythology. The points made are solid and reasonable. This book will be a pleasant relief for anyone who’s overdosed on pro- or anti-UFO paranoia.

*The World Almanac Book of the Strange*. Signet/New American Library, 1977. Many authors. A useful introductory guide to the spectrum of Fortean Phenomena. Like the *Harper’s Encyclopedia*, the articles are brief, with the real treasure hiding in the bibliographies.



“Secret Contents of a Certain Government Warehouse.” Version 0.1 compiled by Stirling Westrup <stirling@ozrout.uucp>, v0.2 and v1.0 compiled by Timothy Toner <thanatos@interaccess.com>. An indiscriminate collection from movies, TV, and books, this Warehouse includes Stormbringer, Imperial Stormtrooper battle gear, a kryptonite meteorite, and hundreds of other knickknacks and memorabilia.







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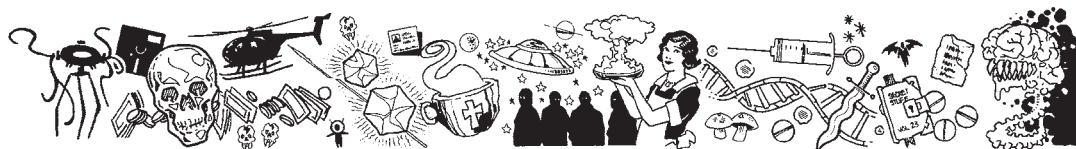
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