

THE THIN BLUE LINE

A Detroit Police Story



JASON MARKER



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**“WATCH YOUR STEP ROOKIE,
OR YOU’LL END UP IN CORKTOWN.”**

Calamity brews in Detroit. Paranormal activity is on the rise. An angry spirit, a dangerous creature, or a pack of desperate cultists hides under every sewer cover and within every abandoned building. The officers of Corktown Precinct are the only thing standing between the city and paranormal onslaught. Corktown has a secret, though.

Its crew of supposed washouts are either psychics or have encountered the paranormal. These damaged, over-worked, and under-paid officers must keep paranormal activity in Detroit under wraps and out of sight. No mean feat in a city as old, large, and haunted as Detroit.

Corktown officers face constant threats from mundane crime, paranormal forces, as well as their inner demons and growing madness. Do they have what it takes? Can they stand against the growing threats, or will they be consumed, along with the city they guard?

The Thin Blue Line is a modern horror setting that requires the *Savage Worlds Core Rulebook* and the *Savage Worlds Horror Companion* for use.

MELIOR VIA



- Filed by: Jason Marker -

The Thin Blue Line
A Detroit Police Story

LEAD DEVELOPER

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CONTENTS

DETROIT HISTORY	1
NOTABLE NEIGHBORHOODS	9
CORKTOWN PRECINCT	40
CORKTOWN ROLES	46
FRESH RECRUITS	52
CHARACTER CREATION	52
SETTING RULES	54
SKILLS	57
HINDRANCES	59
EDGES	60
PARAPSYCHOLOGY	63
PSYCHIC POWERS	64
NULLIFIERS	68
PARAPSYCHOLOGISTS	69
PARANORMAL PHENOMENA	69
PARANORMAL GROUPS	72
RATIONALIZING	73
GEAR LOCKER	75
PERSONS OF INTEREST	83
STOJANOVIC HOLDINGS	83
THE PERSEPOLIS GROUP	85
CORKTOWN HQ	91
TALENT SCOUTS	96
PARANORMAL CREATURES	102
SHIFT BRIEFING	110
LIFE IN THE BIG CITY	110
ADVENTURE GENERATOR	113
HAZARDOUS CONDITIONS	118
A BOY AND HIS GOLEM	121
THE GOOD DOCTOR	123
ANIMAL CONTROL	126
LENS AND SHUDDER	129
UNSAFE STREETS	132
CURSED ITEM GENERATOR	136
KICKSTARTER BACKERS	141

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Fort Pontchartrain Image page 3, courtesy Detroit Historical Society.

This volume is a work of fiction. While Detroit is a real city, our portrayal of it is modified in many ways, not the least of which is the inclusion of supernatural elements. We make no claims to the accuracy of any persons or organizations, living or historic. Rather, they are modified to tell a horrific story.

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Chapter 1

DETROIT HISTORY

"Speramus meliora; resurget cineribus"
—Official Motto of the City of Detroit

COMES ALONG CADILLAC

At the dawn of the eighteenth century, a group of around one hundred adventurous Frenchmen, accompanied by an equal number of allied natives and a pair of Catholic priests, set sail from Montreal en route to Détroit du Lac Érie, or The Strait of Lake Erie. A charismatic charlatan and con man named Antoine Cadillac led the expedition. Born Antoine Laumet some time in the mid-seventeenth century, Cadillac's origins are obscure at best. He claimed to be from Gascony in southwest France, that his father was a powerful lawyer and counselor at the Court of Toulouse who had the King's ear, and that his mother was the daughter of wealthy landowners. At some point, the young Antoine received a military education and a commission in the French Army, which allowed him to indulge his taste for graft and his powerful wanderlust. In the late 1600s, he took on the bogus title of de LaMothe Cadillac as a way of making himself sound more aristocratic. Along with his new title he fabricated a fake lineage and coat of arms, gave himself a military promotion, obscured his past, and traveled to the New World to make his fortune.

Throughout the 1680s and early 1690s, Cadillac served in a number of posts throughout New France, either leaving or being transferred for gross corruption after lining his pockets with ill-gotten gold. In 1694, he was put in command of Fort Michilimackinac at the

northernmost tip of Michigan's Lower Peninsula, which oversaw traffic through the straight between Lake Michigan and Lake Huron. Here he increased his wealth and power by illegally selling brandy to the neighboring Ojibwa people and taking bribes from traders and smugglers. For roughly five years, he lorded over Fort Michilimackinac, lining his pockets, rewarding his

Cadillac and Le Nain Rouge

By the time he left for the New World, Antoine Cadillac had amassed an impressive collection of enemies. None, however, would cause as much damage to him, and to Detroit, as *Le Nain Rouge*. Literally "The Red Dwarf", *Le Nain Rouge* is a *Lutin*, an ancient Norman house spirit. At some point in his youth, Cadillac insulted this vengeful spirit, and it dedicated its existence to ruining Cadillac. *Le Nain* followed Cadillac around France, and to the New World. Eventually, *Le Nain*'s trickery and evil influence combined with Cadillac's corruption led to Cadillac's being sent to Louisiana and his eventual recall to France. *Le Nain* stayed in Detroit using its powers to sow suffering and discord. Over the centuries, *Le Nain Rouge* became Detroit's harbinger of doom, appearing before major upheavals like the Great Fire and the 12th Street Riots. Recently, there have been countless reports of *Le Nain* appearances throughout the city, troubling the Corktown Precinct.



friends, and playing his enemies off of one another, and generally enjoying his autonomy.

Throughout this time, Cadillac was always on the lookout for his next adventure and money-making opportunity. He saw that the fur trade was suffering, and that traffic along the straits of Lake Erie was in dire need of fleecing and exploitation. With King Louis's support, Cadillac chose a bluff overlooking the narrowest part of the Strait to found his new fort in 1701. It had excellent lines of site, easy access to the Strait, and abundant timber and arable land surrounding it. Cadillac named it Fort Pontchartrain in honor of the Comte de Pontchartrain, to

whom he owed so much, and immediately settled in to plunder the locals and grow richer still by any means necessary.

Over the next few years, Fort Pontchartrain grew from a small wilderness outpost into a bustling outpost. As Commandant of the fort, Cadillac had a free hand in running the affairs of both the fort and the trading post, and he immediately set to work

squeezing every last ounce of gold out of colonists, trappers, traders, and native peoples alike. His gleeful corruption and tyranny were breathtaking. As he did in Fort Michilimackinac, he sold liquor to the natives, stole their crops and land, taxed the settlers into poverty, and squeezed tariffs, customs fees, and outright bribes out of every builder, trapper, trader, and smuggler who passed through his domain. The settlers appealed to both the government in New France and to King Louis for relief. The natives rose up again and again to lay siege to Fort Pontchartrain, burning and looting every-

The Mound Builders

The area that would become Detroit was inhabited long before French adventurers came along to build forts and extort the locals. The first people to inhabit the southern Great Lakes region, including the Detroit area, were the Mound Builders. Little is known about these ancient people. They left behind few artifacts, no written records, and no explanation as to why they disappeared. What they did leave, however, were their mounds.

These ancient people left two kinds of mounds behind: round-topped, hill-like domes and flat-topped pyramidal mounds. They were built in various sizes, from small domes only a few feet across to huge constructs hundreds of feet long and dozens of feet high. Some were used as burial mounds and contained tools, pottery, and the bones of interred people. The flat-topped domes

seem to have been used to mark territory, as foundations for buildings, and as watchtowers.

By the late-seventeenth century, none of the indigenous people around the Straits of Lake Erie knew who the Mound Builders were. Settlers demolished the mounds to make room for crops and towns—the bones within scattered or ground into dust and the artifacts stolen or destroyed. By the middle of the nineteenth century, every mound in the Detroit area had been plundered and destroyed.

Much of the city is built over these ancient sites, and these areas of the city have always had a higher than normal amount of paranormal activity. Those sites that are known former mound sites, Rouge Mound in Delray, the Belle Isle Mound, and the Jefferson Mound, are kept under surveillance by local Corktown Talent Scouts. There are many more suspected mound sites throughout the city, places of power prone to paranormal flareups.

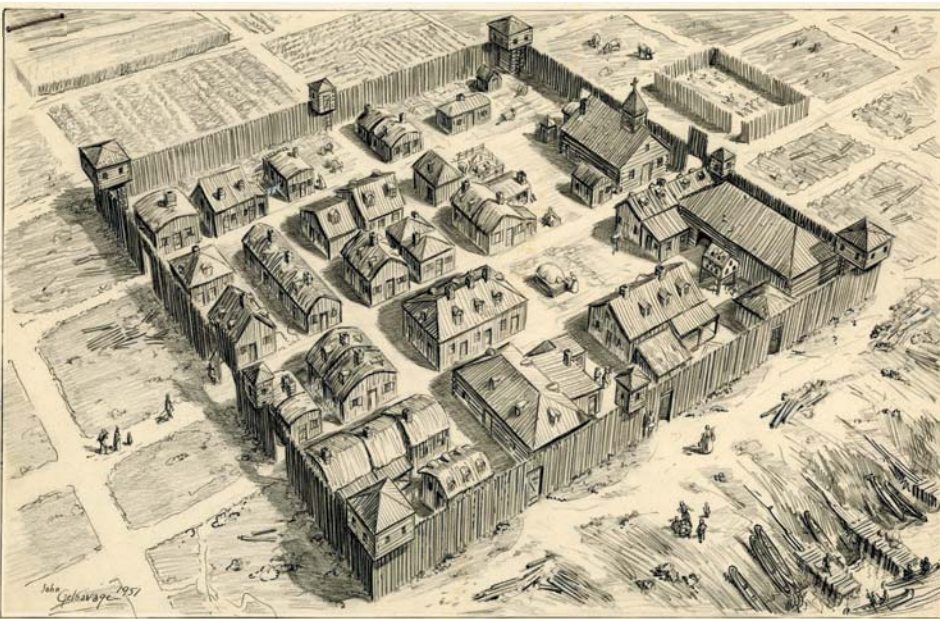
thing they could get their hands on in an effort to drive the white settlers and their tyrannical leader back into the river.

Finally, King Louis and the Comte du Pontchartrain had had enough of the news coming from Fort Pontchartrain. While Cadillac's actions had made them both a considerable amount of money, and while he had expanded France's hold on the Great Lakes, he had gone too far in his greed even for the French Court. In 1710, not even a decade after he'd carved Fort Pontchartrain out of the wilderness, Cadillac was stripped of his command and much of the wealth he had acquired, and was shipped off in disgrace to be governor of the thoroughly undesirable Louisiana Territory.

FORT PONTCHARTRAIN

When Cadillac was relieved of his command at Fort Pontchartrain in 1710, many of the original settlers, and all of Cadillac's friends, left the settlement. Almost overnight, the population of Fort Pontchartrain shrunk to nearly half its size. Over the next few years, new settlers trickled in, new farms were platted, the settlement expanded, trade increased, and Fort Pontchartrain thrived. In 1712, Francois de la Forest took command of Fort Pontchartrain and ushered in almost fifty years of relative peace.

An increase in farming, the arrival of historically important families such as the Navarres, and even the assignment of a royal French notary defined the half-century of French rule.



Ribbon Farms

During the period of peaceful French reign, settlers flocked to Fort Pontchartrain to take advantage of its prosperity and rich lands. Much of the property along the river was divided into ribbon farms to meet the needs of the many new farmers. Ribbon farms were long, narrow strips of land usually 250 feet wide and anywhere from three to five miles long. These strips of land began at the river and stretched north, with most of the farmhouses located close to one another along the waterfront. Their unique layout allowed multiple farms to access the river and made it easier to drain, irrigate, and till the soil. Today, many of Detroit's streets and neighborhoods bear the names of the ribbon farms and farm owners that they replaced. Perhaps the most famous is Livernois Avenue on the West Side. Livernois, which runs from the Detroit River near Fort Wayne in Delray to just north of 9 Mile Road, was named for Joseph Livernois. Other modern Detroit areas named for the old ribbon farms include Labrosse, Chene, and Beaubien streets and the Woodbridge neighborhood.

The fortunes of the settlement rose and fell, commandants came and went, and there were feasts, famines, Indian raids, and killing winters. None of this dampened the spirit of the settlers or deterred new immigrants from trying their luck in the settlement. Soon, Fort Pontchartrain was the largest French settlement between

Montreal and New Orleans. Although war between France and Britain had been declared in 1744 as a prelude to the French and Indian War, the conflict had little effect on Fort Pontchartrain for the first few years. As the war progressed however, clashes with local indigenous tribes increased in number and violence, and support from the French government slowed to a trickle.

The Battle of Bloody Run

At the end of July 1763, 250 British troops left Fort Detroit in the dead of night to make a surprise attack on Chief Pontiac's encampment. Captain James Dalyell led this attack, in an attempt to break Pontiac's siege. Unfortunately for Dalyell and his men, sympathetic French settlers warned Chief Pontiac of the attack. The Chief dispatched a force of nearly 300 warriors to lay an ambush at the bridge over Parent's Creek, a spot about two miles east of Fort Detroit.

The ensuing battle was an absolute slaughter. The British forces were destroyed almost to a man while Pontiac's forces suffered very few casualties. The bodies of the dead and dying British soldiers choked the creek, and its waters were said to have run red with their blood for weeks after the battle. Captain Dalyell was reported killed in action, but his body was never found. The few battered survivors fled back to the fort to report their defeat, and there they remained until Pontiac lifted the siege of his own accord months later. Thereafter, Parent's Creek was known as Bloody Run.

Today, the spot where the battle took place lies within the placid, tree-lined confines of historic Elmwood Cemetery on Detroit's near east side. The majority of Bloody Run Creek was rerouted and covered more than a century ago by the Detroit Water Department, but a small section is still visible running along the cemetery's Pond Road. For more than two centuries, strange, inexplicable events have been reported near the site of the battle. Strangely dressed men have been seen lurking behind trees and bloody bodies have been found in the middle of the Pond Road, only to disappear before the watcher's eyes. Passersby have often reported the sounds of screams or fighting coming from behind the cemetery's Gothic iron fences, only to have it explained away as juvenile delinquents or other criminal activity. Lately, the stretch of the exposed creek has run red with alarming frequency.

A scout car from the Corktown Precinct has patrolled Elmwood Cemetery weekly for decades. With the recent uptick in paranormal activity throughout the city, the cemetery has come under closer scrutiny. Corktown officers view Elmwood as yet one more front in a seemingly losing battle with the supernatural.

In early 1760, the British Army defeated the French forces at Quebec, bringing the French and Indian War to an end. New France was given over to the British Crown, and all French Forts, including Fort Pontchartrain du Detroit, came under British command with the signing of the Articles of Capitulation.

FORT DETROIT

Major Robert Rogers, a guerrilla fighter and ranger in the British Army, was dispatched in 1760 from Fort Pitt in Pennsylvania to take possession of Fort Pontchartrain. Runners carried news of his coming to the French commandant from allied native tribes, which was the first he had heard of it since news of the Articles of Capitulation hadn't yet reached Fort Pontchartrain. Rogers arrived in late November of 1760, accepted the surrender of Commandant Belestre, and raised the British flag over the fort. French rule was ended, the people of the settlement were now British subjects, and the settlement was renamed Fort Detroit. Rogers remained in temporary command of Fort Detroit for a few weeks until Captain Donald Campbell succeeded him, ushering in thirty years of British military rule.

Life under British rule was drastically different for the former French citizens. Where the French largely sought peace and friendly relations with neighboring Indian tribes, the British were suspicious of the indigenous peoples and sought a purely commercial relationship with them. Taxes increased on citizens, traders, and trappers, and tax payments were zealously collected. The British government gained a monopoly on the fur trade by squeezing out French trappers and consolidating trade routes. This new British regime was like a return to the bad old days of Cadillac rather than a continuation of the decades of relative prosperity.

The policies that the British enacted toward the local indigenous peoples were so oppressive that they sparked Ottawa war chief Obwandiyag—Chief Pontiac, in English—to rebel. Pontiac's Rebellion lasted for three years, until his death in 1763. After a number of treaties were signed between the British and the native peoples, relative peace finally returned to Fort Detroit. Three years of guerrilla warfare against Pontiac and his people taught the British authorities little, and they continued to

exploit and oppress both the colonists and the weakened and disarmed natives. This continued for the next thirty years until, in 1796, Fort Detroit was handed over to the newly formed United States. Detroit became American territory.

JOINING THE UNION

Over the course of the following decade, Detroit's fortunes changed for the better. The town grew and expanded, and was incorporated as a town in the Northwest Territory in 1802. One of the most important men in Detroit's history, a Catholic priest and politician named Gabriel Richard, came to St. Anne's Parish during this decade. Among his accomplishments were planning and implementing a road building project to connect Detroit to Chicago which would become modern day Michigan Avenue, founding the school that would eventually become the University of Michigan, starting the first newspaper in Michigan, and serving as the territorial representative to the United States Congress. The little town on the strait grew in size and prestige under the guidance of Richard and a group of territorial judges which included another Detroit titan Augustus Woodward. That ended in 1805, when fate dealt Detroit a blow that would change the course of its history.

RISE FROM THE ASHES

In the early, pre-dawn hours of June 11, 1805, fire destroyed the young city of Detroit. Starting in or near stables owned by a baker named John Harvey, the flames swept through the city unimpeded, consuming the close-packed wooden buildings and plank streets. By mid-afternoon, nearly the entire city was gone, leaving behind only smoking rubble and an exhausted citizenry. No one was killed during the blaze, but the six hundred souls who called Detroit home lost everything.

Before the ashes had cooled, Judge Augustus Woodward and his colleagues swept into action to rebuild. Woodward drew up a plan for a new city based on the spoke and wheel layout of Washington DC and proposed it to the territorial government. Soon after, Michigan was officially made an autonomous territory, and

The Doorway to Freedom

By the 1850s, thanks to its proximity to Canada, its radicalized African-American population, and its strong abolitionist sentiment at large, Detroit had become a major stop on the Underground Railroad. Codenamed "Midnight" by people those involved, Detroit abolitionists assisted thousands of escaped slaves in their quest for freedom. All along the riverfront, barns and warehouses hid slaves, who rested and readied themselves for their passage to Canada. Today, a statue on the riverfront depicts a larger than life group of escapees looking toward Canada as they await their boat. It's a powerful image in a powerful place, and many swear they've seen parts of the statue moving at night, or have heard hurried, whispered conversations coming from its vicinity.

Detroit became its capital. In September of 1806, the Michigan Territorial Government approved Woodward's plan for the new city and awarded Detroit an additional 10,000 acres on which to build and expand. Work began immediately. Although the Woodward Plan never saw full implementation, it laid the groundwork for Detroit's growth and improvement throughout the rest of the century.

Detroit was again incorporated in 1806, this time as a full fledged city, and the territorial governor appointed Solomon Sibley as its first mayor. Sibley was soon replaced by Elijah Brush who guided the city through its rebuilding. The city continued to rebuild and expand until the outbreak of the War of 1812, when British troops seized Detroit. The US Army retook it in 1813, and by 1815 it had reverted back to civilian hands. With civilian control reestablished and a mayor and council back in charge, Detroit turned back to rebuilding and looking eagerly toward the future. By the outbreak of the Civil War, Detroit's population was upwards of 45,000 and growing. During the war, thousands of Detroiters formed or joined volunteer regiments to fight the Confederacy.

Among them were the 24th Michigan Volunteer Infantry, part of the legendary Iron Brigade, who fought so valiantly and lost so many at the Battle of Gettysburg. Detroit also saw its first race-related riot during this time, as Irish and German Catholics rose up to resist the mandatory military draft. Casualties were high, and at least 35 buildings were burned to the ground in what one Detroit newspaper called "The bloodiest day that ever dawned upon Detroit." The riot shocked Detroiters to their core. Sadly, this would not be the last incidence of civil unrest for the city.

The antebellum period created another boom for Detroit. Veterans returned from the war ready to get back to their families and their work. Immigrants from the US and abroad began moving to Detroit to build new lives. New manufacturing and agricultural technologies emerged, increasing the efficiency and productivity of the area's industry. Economic and social groundwork laid after the Civil War would soon pay dividends for Detroit and for the nation at large.

SHIPS, STEEL, AND STOVES

By the latter part of the nineteenth century, Detroit was an industrial and commercial powerhouse. Michigan was rich in natural resources, particularly timber, iron, and copper, and had seemingly endless acres of rich, fertile farmland. Detroit, with its easy access to the rest of the world via water and rail, was poised to take advantage of the state's riches. Shipping was big business in Detroit, along with smelting ores and steel production. Lumber made many Detroiters wealthy, like David Whitney. Pharmaceutical companies such as Parke-Davis and Stearns started along East Jefferson Avenue, revolutionizing medicine. Tobacco,

The Dora May Disaster

On a fair June evening in 1896, Detroit suffered its greatest maritime disaster. The steamship Dora May blew up as it entered the river just off the Windmill Point Light. Hundreds were killed instantly when the ship's boilers exploded, and hundreds more died or were seriously injured during the panicked evacuation. Within minutes, aid boats put off from shore, and a surprising number of people were saved. What was left of the Dora May sunk off Belle Isle, but was quickly cleared from the channel. Today, the tragedy is largely forgotten. The area where the ship blew up is extremely psychically active. Over the years, vessels have reported flickering lights, unexplainable sounds, and even glimpses of the Dora May herself.

especially cigars, built more than one mansion in Brush Park. The Detroit Seed Company and the D.M. Ferry Company revolutionized how seeds were presented and sold to the public. The three biggest industries of the era, however, were ships, steel, and stoves.

The shores of the Detroit River had been home to numerous shipyards since the days of Cadillac. With the industrial revolution and steam power, Detroit became home to some of the most advanced and prolific shipwrights on the Great Lakes. Some of the first steamships to navigate the Lakes were built in the Detroit



yards. Detroit Stove Works began production in 1861, as the first foundry in the Great Lakes region to combine modern engineering and foundry work. They gained a reputation for high-quality, affordable stoves and other cast iron products such as railcar wheels, ship parts, and marine engines. Other stove and iron work companies sprung up along the river, including Michigan Stove Company and Peninsula Stove. For over forty years, Detroit was the leading supplier of residential and commercial stoves in the nation. All of these products required iron and steel, and many foundries, smelters, and mills opened, primarily in the southwestern parts of the city, to provide it.

These burgeoning industries needed workers, and in the mid- to late-nineteenth century there was no shortage of immigrants coming to Detroit for work. First it was Germans and Irishmen who came to build farms, open businesses, and work on the river. After the Civil War came Central and Eastern Europeans, primarily Poles with a mix of other Slavs from the Austro-Hungarian Empire. With immigration and increasing commercial influence, Detroit grew throughout the 1800s, with the newly made steel, lumber, and shipping barons moving north along Woodward Avenue and building ornate mansions in Brush Park and in the East Ferry district. With the money and the people rolling in, Detroit's future was looking up. No one, however, could have foreseen the massive changes in store for the city in the coming decades.

THE MODERN CITY

By the dawn of the twentieth century, Detroit was home to nearly 300,000 souls and was the thirteenth largest city in the nation. It was a compact, well laid out, well run small city with a reputation for industrial innovation and a welcoming attitude toward immigrants and minorities.

THE RISE OF THE AUTOMOBILE

When Henry Ford founded the Ford Motor Company in 1903, the nascent automotive industry was already off and running. Detroit entrepreneurs rushed breathlessly into the design and production of automobiles shortly

after the first rickety examples were built in Europe. Capitalizing on existing machine-tool, coach building, and other manufacturing industries in Detroit, the auto industry exploded almost overnight. Soon, automotive and related industries dominated Detroit. The car changed the city on a fundamental level. Considerations for the automotive industry affected how and where Detroit's workforce lived and worked. It changed how streets were laid out and built. Whole swaths of Detroit were demolished to make room for new auto factories and their related manufacturers.

Detroit had never seen anything like the new automotive boom. Between 1900 and 1930, the city's population ballooned from just over 250,000 to more than 1.5 million. Immigrants flooded into the city by the thousands, coming for good jobs at good wages. This caused a building boom as apartment buildings were thrown up to house the steady stream of new Detroiters. The city limits expanded repeatedly, gobbling up surrounding townships with impunity. While this was a relatively peaceful and prosperous time for the city, Detroit had its fair share of strife, too. Clashes between established Detroiters and newcomers were commonplace, especially between old citizens and recently arrived foreigners and between those groups and minorities. The labor movement struggled against the auto companies, staging famous sit-ins and fighting the "Battle of the Overpass" to gain protections for automotive workers and those in auto-related industries.

When war broke out in 1939, Detroiters were ready. Many thousands of young men and women flocked to recruiting stations and went off to fight in Europe and the Pacific. Those who could not stay behind and formed the backbone of America's military-industrial might, the Arsenal of Democracy.

THE ARSENAL OF DEMOCRACY

In 1942, production of civilian vehicles ceased completely in Detroit. Dozens of the city's factories retooled for wartime production. They turned out everything from tanks, bombers, and rifles to uniforms, tires, machine parts, and provisions to keep the US military supplied during World War II. Despite all the work and patriotism, tensions were high and spirits were low during the war. Along with the stresses of rationing, fear, and worry came labor and race-related tensions.

Tens of thousands of families, most of them African-American, migrated north from the southern and central states to work. There was a housing shortage, tent cities sprang up as new arrivals waited for housing to be completed, and once again established Detroiters clashed with newcomers over space and jobs. In 1943, the second Detroit Race Riot broke out and raged for three days, leaving many dead and wounded people and destroyed buildings in its wake. Only military intervention could quell the riot, and the city lapsed into a state of detente as the citizens tried to put aside their differences and concentrate on the task at hand. Military production continued until the end of the war, and by 1946 Detroit built cars again.



THE DECLINE AND FALL

Returning servicemen caused a postwar boom that ushered in a golden age for Detroit and sowed the seeds of its ultimate downfall. Record profits for the automotive industry were coupled with cheap land in the suburbs north of 8 Mile Road, the carving up of the city to make way for the interstate highway system, and the disastrous urban renewal schemes of the 60s and 70s. These factors triggered a mass migration of middle-class workers to the suburbs that, over the course of the following quarter century, emptied the city and swelled the population of places like Warren, Ferndale, and Oak Park. As auto companies boomed, they built more and more factories outside of the city. Jobs were automated or moved to the suburbs, and citizens within the city found it harder and harder to support themselves and their families. Finally, the lack of jobs, declining services, decaying infrastructure, aggressive policing, and bad leadership caused the racial and social tensions to erupt again.

In 1967, the 12th Street Riots broke out on the near west side and nearly consumed the city. Lasting for five long, bloody days, the '67 riot surpassed the riots of World War II in length and violence. Dozens died, thousands were wounded, and tens of thousands of dollars worth of property was destroyed. The Michigan National Guard was ordered into the city to quell the violence, along with the 82nd Airborne Division of the US Army, but the damage had already been done. Over the next three years nearly 100,000 people left the city for the suburbs and beyond, striking another blow to the already weakened city.

This slow, agonizing decline persisted for thirty years. The city withered away as more and more families fled in the face of rising crime, corrupt leadership, and terrible services. By the late nineties, the city's population had fallen from a total of 2.5 million to just under 800,000. Huge swaths of the city were totally empty, with abandoned houses and burned out commercial buildings acting as a magnet for criminals, squatters, and the insane. Huge industrial complexes stood vacant, buildings in the downtown core were shuttered and slowly dismantled from within by thieves and scrappers. The populace grew poorer and more desperate. Crime skyrocketed, and arson became endemic as vandals torched thousands of empty buildings. Detroit had become a dangerous, hard-eyed city whose suburbs were terrified of it. A hard core of Detroiters stayed,

some by choice, others through circumstance, but nearly every one was fiercely proud of their city and would do anything to return it to its former glory. People fought back against the growing tide of crime and disenfranchisement. They organized, formed new block associations, took to patrolling their neighborhoods, started businesses and charities, and tried their best to fill roles vacated by fleeing neighbors and absentee leaders. A renaissance began in the late eighties, struggled along in fits and starts, and finally found its footing as the twentieth century came to a close. Detroit began the new century battered and reeling, but also hopeful. To the cautiously optimistic, things were looking up for Detroit.

A HOPE FOR BETTER THINGS

Today, Detroit is in the midst of a rebirth. People are slowly moving back into the city where they fill gaps in established neighborhoods or build new ones from whole cloth. Young people with fresh ideas and an entrepreneurial spirit find new answers for Detroit among the detritus of the last century. Investment is pouring in, especially in the Downtown, Midtown, and New Center neighborhoods where the Persepolis Group is buying up properties not already owned by Stojanovic Holdings. Redevelopment and reconstruction stitches the fabric of the city back together. There is life downtown and all along the Woodward Corridor, as new shops open and people move into lofts and apartments that were closed for decades. There is bustle in the city again, and hope.

Huge issues remain, however. There is still too much empty land, too many abandoned buildings, too much crime, and too much poverty. City services are stretched thinly, especially fire and police, and there is too little money in the city coffers. Private investment money fuels downtown's renaissance, but many complain that the effects aren't felt throughout the neighborhoods. Leadership is poor at all levels, and many look at this "rebirth" with a jaundiced eye. In addition, it seems that Detroit's strange past is coming back to haunt it.

Detroit has always been a hotspot for the otherworldly, but within the last decade paranormal activity has skyrocketed. No one has an explanation for it, and those who have to deal with it, including the overworked and under-

staffed Corktown Precinct, are working triple-overtime to keep it under control. None can tell what lies in store for Detroit's future, and not even the most passionate, most biased Detroit booster can claim that the city is anything but a work in progress. Detroit and her citizens persevere and know that someone will be left to sweep up the ashes and start anew.

NOTABLE NEIGHBORHOODS

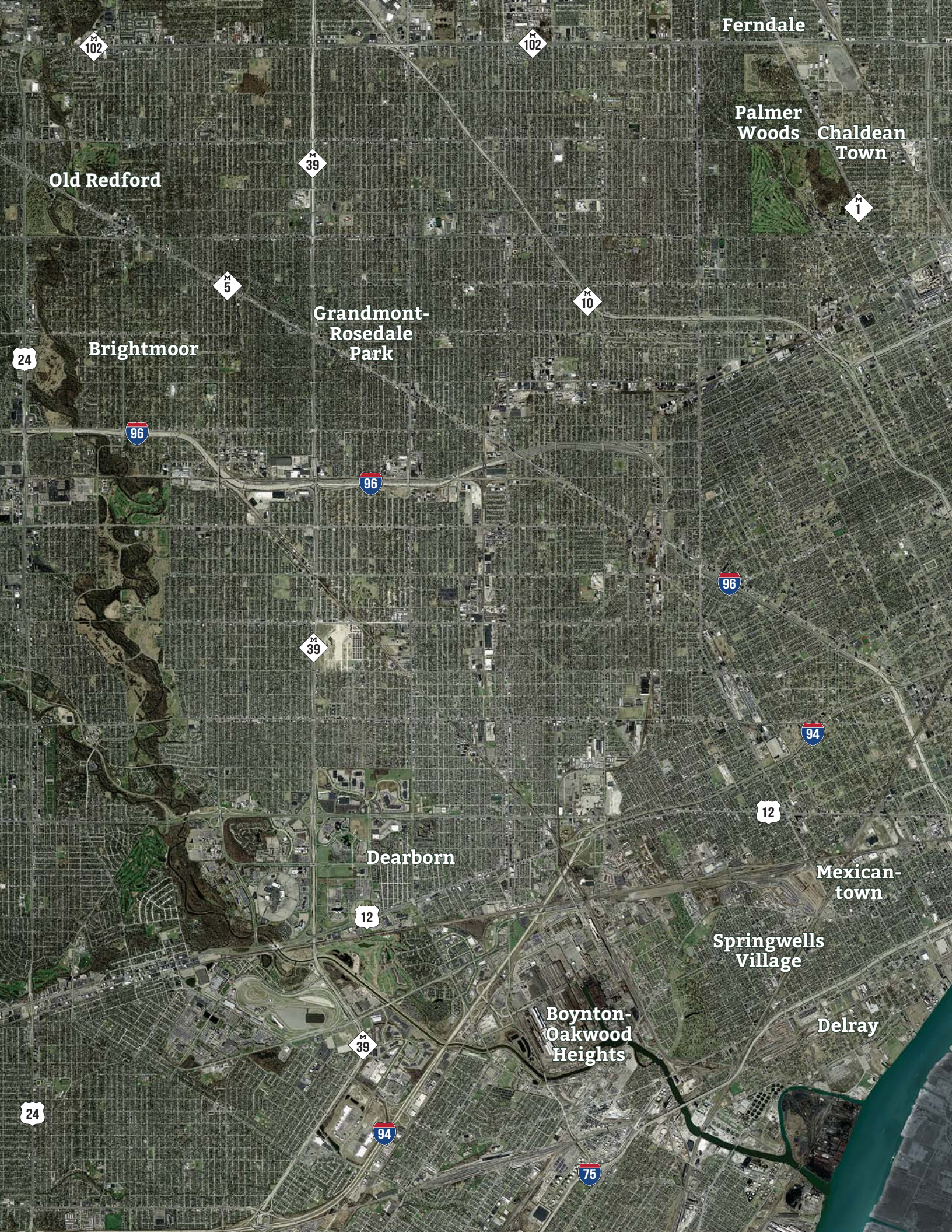
With an area of over one-hundred and forty square miles, Detroit has a staggering number of neighborhoods. Some are bustling, tightly-knit communities, others are dangerous war zones, and still others are simply empty, nothing but urban prairie and roaming packs of animals.

DOWNTOWN

Over the past decade or so, Detroit's downtown has gone through a number of dramatic changes. No longer a moldering remnant of former glory, the city's core has been reborn through hard work and public-private invest-

The Detroit People Mover

Once upon a time, Detroit had one of the most comprehensive, efficient mass transit systems in the country. Streetcars and the interurban rail system were the city's primary form of transportation before the introduction of the automobile, and the city's transit system continued to carry tens of thousands of Detroiters per day well into the post-war era. By the mid-fifties, buses and cars replaced Detroit's rail system. In the late eighties, the People Mover opened a small step toward restoring rail service in the city. The People Mover is an automated elevated light rail system that encircles the downtown area. There are thirteen stations, each decorated with murals and mosaics by local artists, and a train garage connected to the Rosa Parks Transit Center. Over the years, the People Mover has gained a negative reputation as being inefficient and wasteful, but the benefit it provides to downtown, outweighs any drawbacks.



Ferndale

Palmer Woods
Chaldean Town

Old Redford

Grandmont-
Rosedale
Park

Brightmoor

24

96

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Dearborn

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Mexican-
town

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Springwells
Village

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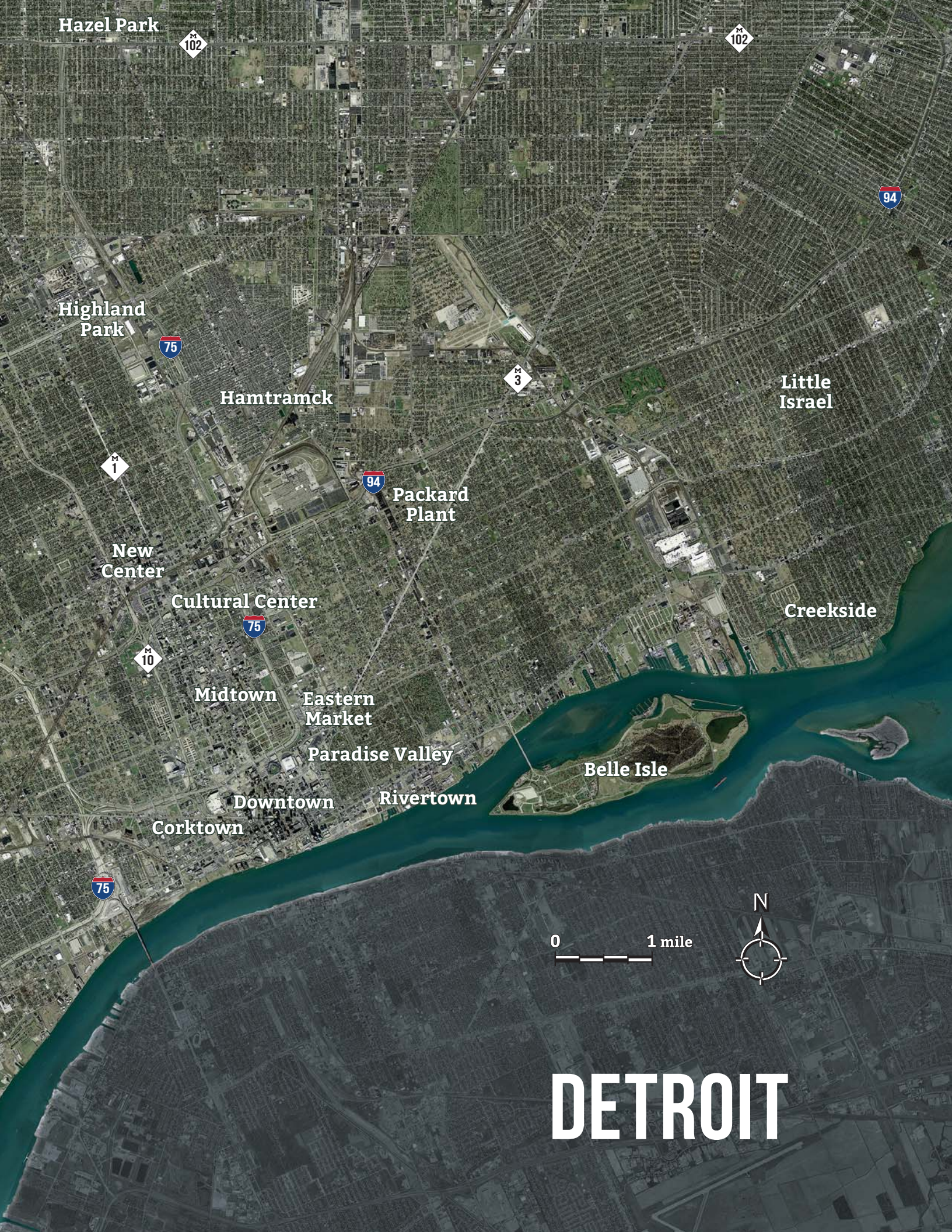
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Hazel Park



Highland Park



Hamtramck

Little Israel



Packard Plant

New Center

Cultural Center



Creekside



Midtown

Eastern Market

Paradise Valley

Belle Isle

Downtown

Rivertown

Corktown



0 1 mile



DETROIT

The Boy Governor

Stephens T. Mason's political career started as Territorial Secretary at nineteen. At twenty-two, Mason became acting Territorial Governor in 1834, and a year later he was elected governor of the newly created State of Michigan. He served until 1840 and holds the record as the youngest governor in American History.

After serving as governor, Mason retired to New York to practice law. During the winter of 1842 he contracted pneumonia, and died in January of 1843. He was buried in New York's Marble Cemetery and was largely forgotten.

His eternal rest was disrupted sixty-five years later, when his body was exhumed and shipped to Detroit to be buried in Capitol Park. He was laid to rest again during a ceremony attended by Michigan's sitting governor, Detroit's mayor, and numerous other officials. In 1955, his body was moved again, this time to make way for a bus terminal. Unfortunately, records regarding his location within the park were lost. During recent renovations it took nearly a week of searching to find the relocated vault. Stephens was again exhumed and re-interred in the base of a new vault built into the base of his statue.

Recently, people have reported a peculiar-looking young man in a severe, old-fashioned suit lingering around Capitol Park. He claims to be Michigan's governor and asks passersby where the State House is. Most take him for an eccentric young artist or a reenactor working for the Detroit Historical Society. Whoever he is, Corktown officers would like to have a word with him.

ments. What the Stojanovic family started at the end of the twentieth century with their investments and land speculation, the Persepolis Group has made into a fine art. Downtown has a number of important neighborhoods within it, each one adding its special texture to the city's fabric.

Downtown is served by the Detroit Police Department's 1st Precinct. Considered the DPD's easiest assignment, officers of the "Cadillac Precinct" are looked on with a mix of derision and envy by those in other precincts. The 1st is primarily concerned with keeping downtown

safe and clean to make a good impression on visitors attending conventions, concerts, and festivals. They are overstaffed and given access to assets not readily available in other parts of the city. They receive the best training, the best benefits, and the newest equipment. Of the hundred new scout cars that the Persepolis Group recently donated, fully half are at the 1st Precinct. A private security company called Anauša Protection Services also patrols downtown. Owned by The Persepolis Group, APS maintains security in all PG owned properties throughout the city.

The officers of the Corktown Precinct and the 1st Precinct have a long-running, often acrimonious rivalry. Corktown officers investigating paranormal activity downtown endure harassment and obstruction from their supposed brothers in the 1st. There is no Corktown Talent Scout (see page 48) in the 1st Precinct. Instead, an APS employee named Carlos Jackson takes those duties.

BLACK BOTTOM-PARADISE VALLEY

Black Bottom was a traditionally black neighborhood and commercial district on the near east side of Downtown. It came to prominence in the 1920s as thousands of people moved from the Deep South to Detroit for automotive employment. In segregated Detroit, Black Bottom was the hub of black culture and business. The neighborhood was home to hundreds of black-owned businesses: grocers, doctor's offices, upscale clothiers, and nightclubs. The area's central business district—Paradise Valley—contained world famous jazz clubs, theaters, and dance halls. Today, although reduced in size by urban renewal and the construction of Lafayette Park, it remains a busy entertainment district known for good restaurants and excellent live music.

CAPITOL PARK

The site of the first Michigan state capitol, the Capitol Park Historic District features a small, triangular green space surrounded by ornate buildings from the late-nineteenth and early twentieth centuries. For decades, only drunks, junkies, and the homeless frequented Capitol Park. The once grand buildings stood empty. Recent investment by the Persepolis Group has cleaned up and redeveloped the area. The park was cleaned, its lighting fixed, and its trees replanted. Surrounding buildings are slowly

The Michigan Theater

Foxtown's Michigan Theater began as an ornate movie palace. Built in the French Renaissance style, it boasted a 5,000 seat auditorium, a massive orchestra pit, and a Wurlitzer theater organ. The theater stopped showing movies in the sixties but soldiered on as a music venue. In the late seventies, the theater closed and was converted to a parking garage. Bizarrely, much of its interior was left intact. The ornate plaster ceiling remains, along with portions of the upper balconies, the main lobby, the projection booth, and even the entire upper proscenium arch that once graced the stage. Visitors can see hints of the faded grandeur of the old theater in the grimy gilded frescoes and walls of shattered and smudged mirrors. Since it was gutted, people report strange noises and lights coming from the Michigan. The side of the building that faces Grand River Boulevard has huge openings that allow passersby a clear look at the interior of the structure. More than one Detroiter has seen hundreds of ghostly figures seated in the old balconies, silently watching a movie that has long since ended.

being converted into mixed use spaces with ground-floor retail and lofts, condos, and apartments of varying levels of luxury.

FINANCIAL DISTRICT

Downtown's Financial District is south of Campus Martius and runs to Jefferson Avenue on both sides of Woodward Avenue. The former heart of Detroit's banking industry is home to nearly forty high-rises, many of them gorgeous Gilded Age or Art Deco remnants such as the historic Guardian Building.



Other famous buildings include the Buhl with its subdued bronze details and quiet splendor, the unassuming Dime building, and the ornate, square-shouldered Penobscot with its massive red rooftop beacon and Native American motif. The Financial District is beginning to hum once again as start-ups and established companies alike move in and breathe new life into the formerly vacant offices and public spaces.

FOXTOWN

Foxtown is a busy, entertainment-focused district that runs along Woodward between Grand Circus Park and Brush Park. Named for the Art Deco Fox Theatre on Woodward, the neighborhood is a constantly humming area of theaters, bars, and restaurants. In addition to the Fox, State, and Continental Theaters, Foxtown houses a stadium complex that includes Stojanovic Field—home of the Detroit Tigers—and the massive LeBeau Stadium—home of the Detroit Lions. Foxtown encompasses the historic Park Avenue district with its nightclubs and bars, the famous, derelict Michigan Theater, and the fortress-like Grand Army of the Republic building.

GRAND CIRCUS PARK

One of the few surviving pieces of Augustus Woodward's 1805 plan, Grand Circus Park was established in 1850. The park is a broad, green semi-circle between Foxtown and the lower

The GAR Building

Located on a triangular lot at the far edge of Foxtown, the GAR building is one of the most unique properties in Detroit. Built in the late nineteenth century, the Grand Army of the Republic building resembles a castle, with imposing granite walls, arched windows, and a crenelated tower at each corner. It was initially built for Union Army Veterans of the Civil War as a combination convalescent home and social club. In its heyday, the GAR featured shops, a restaurant, a barber, and a bank on its ground floor. It also contained sitting rooms, a library, a clubhouse, a grand ballroom, and a number of offices. The GAR organization vacated the property in the 1930s as the number of living Civil War veterans dwindled, and the building stood vacant for decades. Recently, a Detroit-based multi-media company has renovated the old building. Nearly ready for its grand opening, the new GAR features two restaurants and a bar on the ground floor, with offices, rental studios, and open art spaces on the remaining floors. Throughout the renovation, the new owners and construction crews reported numerous unexplained phenomena. Corktown officers have visited the site nearly a dozen times to deal with hauntings and manifestations.

Woodward commercial corridor split down the middle by Woodward Avenue. It features broad lawns, two historic fountains, and is surrounded by a number of historic buildings such as the Statler, Tuller, and David Whitney hotels, the recently renovated Madison and Adams Theaters, the Detroit Opera House, the apartments and condos of the Kales Block, and Central United Methodist Church. Stojanovic Park dominates the northeast corner of the Grand Circus Park, and fans gather here in large groups before and after games. Beneath the park are two multi-level parking garages

Campus Martius

Campus Martius is a public park at the intersection of Woodward and Michigan Avenues. Augustus Woodward platted it in 1805 as part of his plan to rebuild Detroit. In its 200 years, the park has grown, shrunk, disappeared, and been rebuilt and re-imagined dozens of times. Heavy investment from Persepolis and other investors makes it the focal point of the Downtown renaissance.

The rebuilt park is an oblong roughly half the size of a city block surrounded by a traffic circle. The southern point features the Michigan Soldiers' and Sailors Monument, while Apadana Tower, the Detroit headquarters of The Persepolis Group, dominates the northern part. The park features two stages, a cafe, a large fountain, and ample green space. In the summer, a portion is filled with sand, lounge chairs, and umbrellas and turned into an ersatz beach, while during the winter the park features a public ice skating rink and hosts the city's Christmas tree. Since its renovation, new coffee shops, bars, and boutiques have sprung up in the formerly empty ground-floor retail spaces in the surrounding buildings.

that provide ample parking space for visitors. Recently, the Persepolis Group made a number of donations toward park improvements. This improved lighting, repaired fountains, and installed tables and chairs for public use.

GREEKTOWN

Greektown is a slice of Old Detroit on the far east side of downtown. Narrow streets, winding alleys, covered arcades, and small plazas characterize the neighborhood. Primarily a dining and entertainment district, Greektown is home to the best Greek and Mediterranean restaurants in the metro area. Bakeries, bars, and boutiques are plentiful, especially in the slightly seedy Trapper's Alley. Greektown is the most colorful neighborhood outside of Southwest, with multi-colored light strings crisscrossing streets and between buildings, ornate neon signs, and colored lanterns. The area has a reputation as being a fun, but volatile, neighborhood in which to spend an evening.

MERCHANT'S ROW

Situated between Campus Martius and Grand Circus Park, Merchant's Row was once Downtown's premier commercial corridor. Standing shoulder to shoulder, this stretch of brick and brownstone low-rise storefronts was once home to some of Detroit's most famous companies. James Vernor developed his famous ginger ale in a drug store soda fountain here not far from Frederick Sanders' famous confectionary. S.S. Kresge had a flagship store on Merchant's Row, as did numerous other middle and upscale shops. The most famous resident of Merchant's Row was Hudson's Department Store, located in a massive, red brick skyscraper at the Row's southern end. Most of the buildings sat empty for decades during the worst of Detroit's decline, but recent developments have brought Merchant's Row back to life.

When Mahmoud al Fars built his Apadana Tower, he purchased most of Merchant's Row as well. Over the past decade, the area has blossomed into a mixed-use commercial and residential area. New businesses occupy the ground-floor retail spaces with lofts and condos above them, and the grand Hudson's Building has been returned to its former glory. It houses small technology and biotech companies related to or backed by The Persepolis Group. The ground floor houses boutiques, cafes, and galleries catering to Persepolis Group employees and visitors. Since its reopening, the Hudson's Building has been plagued with reports of mysterious noises—mostly ghostly music or the sound of boisterous crowds—and the appearance of unidentified people wearing fashions spanning the last century or more.

WASHINGTON BOULEVARD DISTRICT

The Washington Boulevard District is home to the majority of Detroit's high-rise hotels. It features a broad grassy median of ornamental light fixtures, fountains, historical markers, statues of famous Detroiters, and a pair of cannons guarding a civil war memorial. Many of the buildings stood empty and open to scrapers for decades during the lowest parts of Detroit's history. After nearly a decade of work and investment by the Persepolis Group and its wealthy partners, Washington Boulevard boasts some of the finest accommodations in the state today. This district is home to the famous Book-Cadillac hotel, Book Tower which was recently

converted to a boutique hotel, Washington Square Apartments, the ornate Industrial Bank Apartments, and the comfortable Statler Hotel.

WEST JEFFERSON

The West Jefferson District is the thin strip of land located between Jefferson Avenue and the river at the foot of Woodward Avenue. The massive towers of the Renaissance Center, Michigan's tallest building, dominates its Eastern border. The luxurious Riverfront Apartment Towers define its western boundary. Between are Joe Louis Arena, home of the Red Wings, Cobo Center which is the city's convention center, and Hart Plaza, a public park centered around a huge waterfall fountain that hosts a number of outdoor festivals throughout the year.

EAST SIDE

Detroit's East Side is a swath of neighborhoods, industrial zones, and struggling commercial areas east of Woodward Avenue. The post-war suburban exodus and job losses hit this area hardest, and today it possesses the poorest, most blighted, and most dangerous neighborhoods the city has to offer. Whole areas have disappeared, with only the street grid, the stumps of streetlights, and the occasional water-filled foundation to suggest that anything had been there. Herds of deer, packs of coyote and feral dogs, and flocks of pheasant inhabit urban prairie where there were once hundreds of homes and thousands upon thousands of hard working families. Violent crime is endemic to the East Side, and gangs operate with near impunity there, at war with one another and with their opposites on the West Side.

All is not lost. There are solid, well-kept neighborhoods full of people trying to live as best they can. Places like Krainz Woods and Nortown—home to the Two-Way Inn, the oldest and most haunted bar in the city—are still vibrant. To the south, Morning Side and East English Village are full of beautiful brick homes on winding, tree-lined streets, with good schools and historic structures. There are The Villages, a historic riverfront neighborhood full of homes built in the mid to late-nineteenth century, a handful of art deco high-rise apartment buildings, and streets lit with quaint gas lamps. Closer to Downtown is Lafayette Park, an historically

The Belle Isle Serpent

In the seventeenth century, Father Louis Hennepin led a group of missionaries and French *Coueurs des Bois* through the Great Lakes region. Called by God, they had come to convert the indigenous people and make their fortunes through trade and fur trapping. After months of grueling travel, they came to a large, heavily wooded island in *Détroit du Lac Érie* where they put ashore for a night's rest. On the island's shore, Fr. Hennepin discovered a large stone idol erected by the local peoples. In his zeal, he took up an axe and struck the idol down. Others in the group joined in the destruction, but to their horror, every piece of stone that fell from the holy idol turned into an angry rattlesnake that attacked Fr. Hennepin and his men. In short order, they all lay dead or dying on the island's shore.

The spirit within the idol then called out to the people who erected it, and crowds came to marvel at the white men's audacity and to assist their protecting spirit. The spirit ordered that the bodies of the white men be thrown into the river and a cleansing ritual be held to scrub their taint from the island. The people did so, and then rebuilt their idol. The spirit then summoned up a massive serpent from the depths of the river to ward off further intrusion. It was said that the serpent's body wrapped completely around the island, forming a scaly barrier that could only be crossed by the local peoples.

Today, no massive sea serpent blocks access to Belle Isle. Evidence of the ancient stone idol or the dead Frenchmen is long gone, erased by centuries of European occupation and the conversion of the island into a grand park. The island does have snakes however, including infestations of Eastern Massasauga rattlesnakes, which are a constant nuisance to both visitors and park employees. Insidious Tar Snakes have also been encountered on the island, a fact that greatly concerns Corktown.

significant high-rise residential development designed by Modernist architect Mies van der Rohe. Huge parks like Dorais Park with its velodrome and soapbox derby hill litter the north and central neighborhoods of the East Side, and the lower East Side is home to the Detroit Riverfront with its walking paths, public art installations, and outdoor concert venues.

The East Side is also home to City Airport, Detroit's first international airport. Opened in 1927, City Airport was the area's premier international airport for decades. It's a sprawling urban airport surrounded on all sides by dense, working-class neighborhoods. Today, City Airport primarily handles cargo aircraft, and is home to dozens of small, fast corporate jets. The Persepolis Group keeps a small fleet of jets at City Airport including Mr. al Parsa's personal aircraft—a Piaggio P.180 named Fatimah.

BELLE ISLE

Belle Isle is an oblong island in the Detroit River a few miles east of Downtown. At nearly 1,000 acres, the island has been in constant use since before the days of European settlement. In 1881 it was officially made a city park, and famous landscape architect Frederick Law Olmstead was hired to design improvements for the island. Land was cleared and forests were thinned for meadows and parade grounds. Canals were dug and massive pumps installed to drain the marshy land. Roads were laid down, dozens of buildings and shelters were built—including Belle Isle Casino, and numerous monuments were erected in honor of city, state, and national heroes.

As the park's popularity grew and the number of visitors increased, so too did the attractions. An aquarium and zoo were opened, the Scripps Conservatory was built featuring a greenhouse, botanical gardens, and a topiary garden complete with a hedge maze, and both the Detroit Yacht Club and the Detroit Boat and Rowing Club were opened on the island's northeast side. A massive band shell was constructed which hosted music concerts and stage plays, and a two-hundred foot tall, steam powered carillon was built in the center of the island that played six times a day. Rowboats could be rented to explore the island's many canals, and paddle boats were available for lazy afternoons on the island's central lake. Field houses, tennis courts, handball courts, and ball fields were constructed to provide ample space for athletic

contests and exercise. A police station was built in the first decade of the twentieth century, along with riding stables, two beaches, and an eighteen-hole golf course.

For over a century, Belle Isle was Detroit's premier park and the brightest jewel in the city's crown. Then, for many years, it was considered a dangerous place fit only for criminals and the crazy-brave. With no way to restrict access to the island and little police presence, it became a lawless area. While it remained mostly peaceful, it also became a haven for drunks, junkies, petty criminals, and the adventurous. Belle Isle's reputation as a seedy, potentially dangerous run-down park endured until the end of the twentieth century when the city park service set about returning it to its former glory. After a twenty year campaign of public and private investment and redevelopment, the park has improved dramatically. Playgrounds were updated or completely rebuilt, every building on the island was renovated, and new concession vendors now serve the park's visitors. The aquarium and zoo re-opened, and the massive, ornate Scott Fountain operates again. The Great Lakes Museum and the Natural History Center were among the upgraded museums. The entire park received a massive and much needed makeover. Belle Isle now hosts hundreds of thousands of visitors every year, who are more likely to encounter free concerts, family reunions, and packs of food trucks than muggers or junkies.

Belle Isle has a long paranormal history unique from the city's. Centuries ago the native peoples worshipped on the island and built idols and stone cairns. Strange creatures and ghostly apparitions have been reported stalking the island as long as people have been visiting it. In the old days it was Indian ghosts and swamp monsters. Today

it's the White Lady who attacks lonely hikers and joggers, drowned bodies emerging from canals, or ghostly children playing on park equipment. The DPD's 7th Precinct serves the park. In addition, the Belle Isle Safety Station, which is housed in a century-old stone farmhouse and manned by DPD officers, patrols the park twenty-four hours a day on bicycles, on horseback, and in DPD scout cars. There is also a small fire station on the island, as well as a coast guard station and a small Immigration and Customs office. Corktown has a long history of dealing with the strange and unexplainable events that happen now and again on Belle Isle, and their scout cars and officers are a common sight in the more out of the way places of the island. The Corktown Talent Scout for Belle Isle is a young officer named Maddy Staebler who possesses an uncanny ability to sense trouble before it happens.

CREEKSIDE

At the far southeastern tip of Detroit, where Alter Road separates the city from The Pointes, is an incongruous neighborhood of islands and canals called Creekside. Fed by Fox Creek, the neighborhood is a comfortably shabby area of winding waterways, ornate bridges, and narrow, tree-lined streets that locals describe as the Venice of the Midwest. Nearly every home in Creekside has access to the water, and kayaking to the nearest party store is often easier than walking or driving. The neighborhood is



The Crash of XA908

On October 24, 1958, an Avro Vulcan B.1 bomber of the Royal Air Force's No.83 squadron plummeted out of the sky and smashed into the edge of the Detroit River on the city's far east side. The aircraft, tail number XA908, was on a goodwill tour from England to Lincoln, Nebraska. She had made a number of stops on this tour, and on the morning of the 24th she left the Canadian Air Force base at Goose Island for her last leg to Nebraska.

At 3:40pm, air traffic control at Cleveland Municipal Airport received a desperate mayday call from XA908. She was at 35,000 feet over Dresden, ON, fifty miles from Detroit, and needed an emergency flightpath to any nearby airport. Minutes later, the aircraft slammed into Detroit's east side, her throttles still open and her engines still driving her near the speed of sound. There was a massive, fiery explosion. Five houses and numerous trees were utterly destroyed. People were knocked flat and windows were shattered by the shockwave as the aircraft plowed a trench hundreds of feet long and forty feet deep through the neighborhood. This trench flooded when the aircraft destroyed the seawall, and the river came rushing in, hampering rescue efforts.

Miraculously, no one on the ground was killed, but all six crewmen died instantly. Pieces of the aircraft, body parts, and other debris were scattered over a six-block area. Two hundred police and firefighters responded, and thousands of spectators clogged the streets and snarled traffic. Priests from nearby St. Ambrose church rushed to the scene to render aid, and eventually last rites to XA908's crew. One of the crewmen managed to eject over Lake St. Clair, but he didn't survive the ejection. His body was found the following spring in the Detroit River, still strapped into his ejection seat. The crew's remains were interred at Oak Ridge cemetery, and an investigation determined that the cause of the crash was a complete failure of the electrical system and its backups, which rendered the Vulcan's electro-hydraulic controls totally unusable.

separated from the river proper by Brush-Ford Park, Riverfront-Lakewood Park, and Fox Creek Park, each featuring broad swaths of grassland, scenic lighthouses, and countless docks and fishing piers. Creekside is a small and fascinating reminder of Detroit's maritime past, both peaceful and violent.

There are countless legends of creatures, murders, hauntings, and violence in Creekside. During the eighteenth and nineteenth century, settlers and indigenous people clashed over the site. Legends tell of predatory water spirits and fishermen living among the reeds and shallows. During prohibition, whiskey and gin came through creekside from Canada, and more than one rumrunner died a violent death along the river. Dog Lady Island is an empty, weed-grown place, named after a legendary elderly woman who supposedly had a pack of feral hounds who captured trespassers and ground their bodies into dog food. Creekside has seen its share of grief and violence over the centuries, and it can be a surprisingly psychically active area. Creekside is served by DPD's 7th Precinct, and the Corktown Talent Scout is Officer Sean Corbett.

EASTERN MARKET

Eastern Market is 43 acres of culinary heaven located just east of Downtown between Mack Avenue and Gratiot Avenue. Established in 1891, the area is largely two and three story Victorian-style brick storefronts with a few more modern buildings interspersed. The district houses almost two-hundred businesses—including slaughterhouses, dairies, poulterers, seafood purveyors, halal and kosher meat suppliers, produce companies,

Recently, Creekside residents have called 911 to report a hurt, lost-looking young man in what appears to be a flight suit wandering the streets asking passersby for help, directions, or if they've seen "The chaps". Corktown officers have responded to calls from their local Talent Scout, but so far they have failed to contact whoever or whatever it is.

grocers, butcher shops, coffee roasters, spice importers, a distillery, and all kinds of food and beverage distributors—which serve the city's restaurants, caterers, and general food service needs. Every Saturday from spring to late fall, a farmer's market attracts tens of thousands of people seeking fresh produce, baked goods, and flowers. It is held in the central public market with its broad open-air sales sheds.

Eastern Market isn't just farmer's markets and food purveyors. The district is also home to art galleries, music venues, restaurants, public art spaces, nightclubs, and loft developments. The mix of residential and commercial has been a direct inspiration for other redevelopment projects Downtown and along the Woodward corridor.

Over the years, Corktown has responded to countless unexplained events in Eastern Market. Most recently, reports of gruesome animal mutilations of a seemingly ritualistic nature came from one of the slaughterhouses. The investigation is still ongoing. Eastern Market is served by DPD's 7th Precinct, and the Corktown Talent Scout is Officer Sam Duncan.

HAMTRAMCK

One of two autonomous cities within Detroit's city limits, Hamtramck is located in the north-central part of Detroit just east of Interstate 75. Originally called Hamtramck Township, it was a rural farming community, until it incorporated as the Village of Hamtramck in 1901. With incorporation came a gradual increase in population and development. New businesses, particularly those related to the automotive industry, opened, and people moved into the village to take advantage of these new jobs. In 1914, the Dodge Main Assembly plant opened, and Hamtramck exploded.

With the opening of the Dodge Brothers' new factory, thousands of immigrants flooded into Hamtramck. Most of these new residents were Polish, with a smattering of southeastern European Slavs from Austria-Hungary. The bucolic German farming village quickly transformed into a factory town. Over the following decades, Hamtramck gained a reputation as a hard working, hard drinking, blue collar town with a close-knit community bound by their Polish culture and their auto plants. By the late 70s, Hamtramck suffered the depopulation, job loss, and blight that plagued Detroit. Much of the

historic Poletown neighborhood was destroyed to make way for a new auto plant named Poletown Assembly. The Poletown project was supposed to bring jobs back to the area, remove blight, and stabilize the neighborhood. Sadly, it was too little, too late, and Hamtramck continued its downward slide.

Some measure of salvation came to Hamtramck at the turn of the century. Hamtramck's depopulation was not as catastrophic as Detroit's, and many of Hamtramck's residents stayed to maintain their community. These people formed the core of Hamtramck's preservation efforts. In the late nineties,

Poletown Assembly

Covering more than 350 acres, the Poletown Assembly Plant straddles the Detroit-Hamtramck border. By the early seventies, the old Dodge Main Assembly plant was shuttered and the Poletown neighborhood heavily blighted as its residents fled for the suburbs. A redevelopment plan was hatched in the early eighties between the city and General Motors to raze the neighborhood and build a new, modern car factory on the site. Despite community protest, the deal went through and over four-thousand Detroiters were displaced using eminent domain. In addition to the human cost, the construction destroyed hundreds of homes, businesses, and a handful of historic churches.

Today, Poletown Assembly employs almost 2,000 Detroiters. Even thirty years later there is resentment over the destruction of Poletown. "Poletown Lives" graffiti is still scrawled on walls and lampposts throughout Hamtramck.

There is a small Jewish cemetery called Beth Olem within the factory grounds, which had been preserved decades ago when Old Dodge Main built a parking lot around it. Beth Olem is only open for visitation twice a year—at Rosh Hashana and Passover—but plant security is constantly responding to reports of people inside the cemetery who seem to vanish into thin air before they arrive.

Bengali immigrants arrived to raise families, open businesses, churches, and mosques, and add to Hamtramck's already rich international culture. A mass emigration of Yemenis followed the Bengalis, opening their own businesses and raising families. This influx was just the shot in the arm Hamtramck needed, and the little city was poised to make its comeback.

The old world Polish auto worker culture still dominates Hamtramck, and many businesses carry Polish names and have signs printed in English and Polish. Hamtramck is home to some of the region's best live music venues, especially for fans of rock, hip-hop, and metal. Polish markets, restaurants, and bakeries are common, but it's as easy to get a gourmet pie from a popup restaurant as a plate of pierogi and kielbasa. Added to this are the vibrant Bengali and Yemeni cultures and what they've brought to the city. The bells of Saint Florian's Catholic Church are accompanied by muezins making their call to prayer from the city's mosques. Numerous languages are heard on Hamtramck's streets, and it's not uncommon to see a young Yemeni woman in a headscarf chatting with a recently arrived Polish immigrant, or a pack of young Bengali boys playing basketball in one of the city parks.

Hamtramck maintains its own police and fire departments, and Corktown has no jurisdiction within Hamtramck's borders. Unofficially, Corktown officers operate in Hamtramck all the time, as it has a high incidence of paranormal activity. Corktown's Talent Scout for Hamtramck is an HPD patrol officer named Stephan "Steve" Malkuski.

LITTLE ISRAEL

Located on the far East Side near the Morning Side neighborhood, Little Israel is the last holdout of the once common Jewish neighborhoods within the city. Centered around Congregation Beth Shalom, an Orthodox Jewish congregation founded in Detroit in the early twentieth century, it is a small, insular neighborhood of around two hundred families. Largely of Russian descent, the people of Little Israel practice a particularly strict and austere form of Judaism similar to the Hasidic communities in Southfield and Oak Park. The neighborhood resembles Morning Side with small, well-kept brick homes on tree-lined streets and small commercial areas featuring signage in both English and Hebrew. Thanks to its close-

knit culture, Little Israel has remained largely unaffected by the kinds of decline and violence that has plagued other East Side neighborhoods. Recently however, an influx of people from other nearby neighborhoods renting or buying vacant homes in Little Israel has created tension between the insular Hasids and the newly arrived residents.

Corktown has traditionally had very little to do with Little Israel. While there have been problems in the neighborhood in the past, they have been largely dealt with internally. There were rumors that a golem was being kept in the shul, but inquiries by Corktown officers into those rumors was politely but firmly rebuffed.

PACKARD MOTORS PLANT

The Packard Motors Plant on Detroit's near east side has the dubious distinction of being the largest industrial ruin in the world. Built from 1903 to 1911, the massive 3,500,000 square foot plant is situated on a forty-acre plot of land that runs along East Grand Boulevard. The plant was considered the most modern and efficient automobile manufacturing plant in the world at the time of its opening. For fifty years, Packard built some of the finest cars and trucks in the world here, while forming the heart of a densely populated, tight-knit community. Packard survived WWII and the post-war era mostly intact, but struggled to regain dominance in the face of less expensive products and heavy competition from Chrysler, Ford, and General Motors. In 1958, Packard ceased production and in 1959 the plant closed for good, ripping the guts from the surrounding neighborhood. Thousands of Detroiters were left unemployed in a neighborhood with no jobs, and the neighborhood slipped into a quick decline.

The massive plant soldiered on under various owners over the following decades. Never fully occupied, it hosted a number of industrial and commercial enterprises over the years from chemical processing plants, electroplating companies, and machine shops to thrift stores and soup kitchens. People left for the suburbs and the surrounding neighborhood became blighted, pockmarked with burned out houses, collapsing commercial buildings, and abandoned vehicles. Industries within the plant closed, and the complex deteriorated.

Throughout the 80s and 90s squatters took up residence within the echoing buildings.

Scrapers stripped the buildings of wires, fixtures, even window frames and structural elements hastening the deterioration. Chop shops set up in the old rail barn. Suburban teenagers came to drink, buy drugs, and break windows. Acres of graffiti sprang up. Paintball players roamed throughout the assembly floor, while illegal raves were held in the steam, mechanical, and access tunnels beneath the plant. Homeless people constructed tent cities on the grounds, and bodies were dumped into empty holding tanks. The plant gained a reputation as a place to party, a place to get a fix, or a place to "do business" out of the sight of cops or rubbernecks.

Today, the Packard Plant has a new lease on life. Mahmoud al Parsa's Persepolis Group purchased the entire complex from the city. Renderings of the plant's redevelopment into a high-tech business incubator and open community art space have drawn praise and cynical criticism. The plant grounds have been secured for the first time in decades, with fences surrounding the complex and private security patrolling the premises.

Along with delinquents, explorers, ravers, criminals, and the insane, the Packard has been the site of dangerous paranormal flare-ups over the years. Corktown officers have, in recent memory, broken up one death cult, an attempted summoning, and countless reports of strange lights, noises, figures, and creatures roaming the tunnels. A guard dispatcher for the Persepolis Group's private security, named Tina Hart, acts as a Talent Scout and informant for Corktown.

RIVERTOWN

Rivertown is between East Jefferson Avenue and the Detroit River running east from the Renaissance Center to the MacArthur Bridge. The last intact piece of Downtown's industrial riverfront, the area is composed of tall, imposing brick warehouses interspersed with parking lots, old factories, garages, and a sprinkling of more modern commercial buildings along Jefferson. When the Renaissance Center was built, many of the buildings closest to it were demolished to make way for surface parking, while the buildings further east languished without owners or upkeep. Beginning in the late 90s the area transformed into a mixed residential and commercial district.

Modern Rivertown is a popular stop for Detroiters and suburbanites. It's a busy commercial and entertainment district full of nightclubs, century-old restaurants, corner bars, and lofts. The famous Soup Kitchen blues bar is just one of many historic blues and jazz clubs. The fortress-like Brush Street Station was redeveloped into a theater and restaurant, and a machine parts supply factory was converted into an artists' collective called The Playground. Rivertown is home to Rivard Plaza, Chene Park, Mt. Elliott Park, and a variety of smaller public green spaces. The Riverwalk was extended along the river, and docks for ferries and water taxis were installed.

Like most redevelopment projects over the past decade, the Persepolis Group is heavily involved in Rivertown. The new residential development at Orleans Landing and the preservation efforts at the Medusa Concrete complex are just two of PG's investments in the area. Rivertown is patrolled by DPD's 7th Precinct and private security officers from the GM Renaissance Center. The Corktown Talent Scout operating in the neighborhood is a DPD veteran named Paul Harebedian.

MIDTOWN

Midtown is a thriving, densely populated neighborhood north of Foxtown to New Center. Platted in 1805 after the Great Detroit Fire, the area remained agricultural until after the Civil War. As downtown businesses developed and the city population grew, upper class Detroiters purchased land here as a way to escape the hustle and bustle of the city. Once the streetcar lines were built in the 1860s, people flocked into and developed the area. Wealthy Detroiters competed with one another to build the fanciest homes, and whole neighborhoods of huge, ornate, rambling mansions in the current Victorian-era architectural style cropped up throughout the area.

As the city changed and expanded, so too did Midtown. The new Orchestra Hall was built along Woodward, and a museum district bloomed with the construction of the Detroit Institute of Arts and the main branch of the Detroit Public Library. Others followed, along with high-rise apartment buildings and new homes. Wayne State University—founded in 1868 as Detroit Medical College—expanded, claiming more land and buildings.

The David Whitney House

At the corner of Woodward Avenue and Canfield Street, the David Whitney House is the last remnant of Gilded Age splendor left along Woodward. Built in 1890 by notorious lumber baron David Whitney Jr., this massive Romanesque Revival mansion was the Whitney family's home for decades. Constructed of imported pink jasper and marble, the mansion has more than 22,000 square feet of interior space and features 52 rooms, twenty fireplaces, a hidden, armored vault beneath the dining room, and numerous ornate stained glass windows designed and built by Tiffany & Co. Whitney died in 1900, but his widow and surviving children lived in the house until the late twenties when the house was sold and the family moved to The Pointes. The house passed through a number of hands over the next six decades, even facing demolition at one point, until it was purchased by a wealthy developer in the mid-eighties and converted into a fine dining restaurant,

Today, the Whitney is one of the premier fine dining establishments in the city. Remarkably well preserved, the house looks much as it did the day it was built with modern conveniences, fire suppression systems, and the state of the art kitchen carefully hidden from sight. The Whitney has a reputation for excellent food, spectacular ambiance, and for being incredibly, actively haunted. Both David Whitney and his wife died in the house, as did a number of their children. Over the years hundreds have witnessed unexplainable phenomena within its walls. Whitney's ghost is seen peering from upper story windows or walking through his private rooms. Sounds of music and laughter echo from the empty conservatory, and more than one ghostly servant has been seen bussing tables in one of the restaurant's dining rooms.

Midtown changed as the auto industry boomed. Grand old mansions were demolished to make room for apartment buildings or divided into apartments or multi-family homes. Automotive-related businesses sprang up throughout the area, including service stations, showrooms, and even factories. After World War II, Midtown suffered the same population and job loss as the rest of the city and fell into disrepair. The university and the museums held on and were the vanguard of a twenty-first century resurgence.

The Detroit Police Department's 3rd Precinct is officially responsible for Midtown, but the Wayne State University Police efficiently carries out the majority of the policing. Midtown's Corktown Talent Scout is a WSU officer named Patrice Jackson. A fifteen year veteran of the force, she has had more than her share of run-ins with Detroit's paranormal activity.

BRUSH PARK

Brush Park covers a twenty-two block area east of Woodward Avenue between Mack Avenue and Interstate 75. The area was developed as a neighborhood for Detroit's elite families, and between 1850 and 1900, nearly 300 homes were built for the city's gentry. With its stately homes, theaters, gorgeous churches, tree-lined streets, and lovely parks, this "Little Paris of the Midwest" was a playground for Detroit's wealthy and powerful. Brush Park's golden age was fleeting, and by the turn of the twentieth century, the neighborhood was in decline.

With the development of Detroit's streetcar lines and the rise of the automobile, Detroit's wealthy moved further afield, building new estates in Boston-Edison and The Villages. Brush Park's popularity waned, and the stately old homes were divided into duplexes and apartments. By the end of WWII, the neighborhood was in an advanced state of disrepair. Brush Park withered to almost nothing as the city lost jobs and population and whole blocks were demolished. In the late 90s, people trickled back into the neighborhood buying up and restoring old mansions and building new brownstones. Today, Brush Park has a small but growing population.

Over the past few decades, paranormal activity within the neighborhood rose steadily. More than anywhere else in the city, the spirits living in Brush Park took particular offense to

First Unitarian Church

Brush Park's First Unitarian Church was built in 1890. The massive, square-shouldered church built of red sandstone in the Romanesque style served its congregation well until the late thirties. Then, it was sold in the wake of heavy renovations. Over the next sixty years, the building changed hands numerous times, serving different congregations and operating as a soup kitchen and homeless shelter. By the turn of the twenty-first century, the church was derelict and left to rot away.

Today, its facade stained with soot and most of its windows boarded up, the church awaits rehabilitation or demolition. Unknown to most passersby, the old building houses a large number of the city's homeless population who have converted it into a makeshift shelter. A powerful spirit lives in the church as well, watching over its inhabitants and keeping them safe. Corktown only recently became aware of the spirit in the old church, and an investigation is ongoing.

their rest being disturbed by speculators and construction. Recent reports of strange-looking creatures prowling the empty lots and structures appearing and disappearing again in out of the way corners of the neighborhood have bumped Brush Park into the top of Corktown's list of places needing surveillance and containment.

CASS CORRIDOR

Located north and west of Downtown, Detroit's Cass Corridor is one of the city's most culturally significant areas. By the middle of the nineteenth century, Midtown was booming and wealthy Detroiters looked to land west of Woodward Avenue to build their new homes. A former ribbon farm named for former Michigan governor Lewis Cass, and owned by his great-granddaughter Mary Cass Canfield, was subdivided in 1871. Soon, huge estates were built along the new neighborhood's tree-lined streets and wealthy Detroiters flooded in. Nicknamed "Piety Hill" due to the number of churches, it remained wealthy and residential well into the first part of the twentieth century.

As the auto industry flourished, wealthy residents moved into more fashionable neighborhoods. As they left, middle- and working-class people moved into the area. Numerous businesses sprang up along Cass and 2nd Street to cater to their needs. In the late twenties, the S.S. Kresge company built their Art Deco headquarters in the neighborhood, and the largest Masonic Temple in the world was constructed near Cass Park. A thriving Chinatown neighborhood developed north of the Temple, and new arrivals from the American South added to the area's already diverse character.

The post-WWII years were especially hard on the Cass Corridor, as job and population loss led to a drastic increase in poverty and crime. During the 60s and 70s, the Corridor became a hotbed of radical politics, art, and music. Clubs



The Milaflores Massacre

In the pre-dawn hours of February 3, 1927, three small-time hoodlums were gunned down in Detroit's Milaflores Apartments. The three had come to carve out their own territory from the notorious Purple Gang. After a spree of murders, kidnappings, and beatings, the head of the Purple Gang put a hit on the interlopers. The leader, a jewel thief from Chicago named Frank Wright, was lured to the Milaflores by an anonymous call stating that a friend of his had been kidnapped and was being held in apartment 308. With his two accomplices in tow, a pair of burglars from New York named Joe Bloom and George Cohen, Wright arrived at the Milaflores. When they reached the door to 308, the fire door at the end of the hall burst open and a handful of men unloaded a hail of pistol and sub-machinegun fire. The killers escaped down the building's back stairs and disappeared into the night. Cohen and Bloom were killed at the scene, and Frank Wright died of his wounds the next day at Grace Hospital. His last words were, "The machine gun worked." No one was ever convicted of the killings, and the case remains open to this day.

Since the killings, dubbed the Milaflores Massacre by Detroit's media, the apartment building has been plagued with violent paranormal outbursts. Pools of blood appear on the floor of the third floor corridor, and bloody handprints appear and disappear from the walls. Residents often report screams and gunfire, and at least six people have died in room 308 under mysterious circumstances. Corktown officer London Harris lives on the building's first floor and has had numerous dealings with the spirits plaguing the Milaflores.

like the legendary Gold Dollar birthed Detroit's raucous and vibrant rock scene. Artists settled in old apartment buildings and abandoned garages, drawn by cheap rents and a strong community. This bohemian counter-culture atmosphere combined with the urban blight gave the Corridor a dangerous and exotic reputation; one that was eagerly embraced by the neighborhood's inhabitants.

Today, the Cass Corridor is in transition. Massive redevelopment in the south end of the Corridor and demographic changes in the north threaten the Corridor's character. Tensions between established residents and new arrivals are on the rise. Many long-time residents see the new arrivals—typically young, upper-middle class, and college educated—as gentrifiers and colonizers, while the new arrivals either ignore the concerns of the established residents or accuse them of standing in the way of progress.

Thanks to a tumultuous history and the presence of at least one former mound site, the Cass Corridor has a high level of paranormal activity. Some of the city's most psychically active sites are in the Corridor, including the Milaflores Apartments at Cass and Alexandrine and the former funeral home where Harry Houdini was laid out after his death in Detroit's Grace Hospital. Corktown officers are a common sight in the Cass Corridor, both on and off duty. Aside from regular patrols and investigations, quite a few Corktown officers live in the Corridor.

CULTURAL CENTER

Detroit's Cultural Center came to prominence in the early twenties as part of the City Beautiful movement of the early twentieth century. Working with Wayne State University, Detroit's leaders developed the northern area of Midtown into a grand cultural center of museums, theaters, and educational institutions. Between 1920 and 1930, huge investments resulted in the Detroit Institute of Arts, the main branch of the Detroit Public Library, numerous luxury apartments and residential hotels, and the expansion of the university. Other art and culture institutions followed over the next few decades. The Scarab Club, Detroit's premier artists' collective, built their new clubhouse behind the DIA. The Detroit Society of Arts and Crafts, predecessor to the College for Creative Studies, moved in along John R. Street, and the Detroit Historical Society abandoned

Marche du Nain Rouge

For the past few years, a festival called Marche du Nain Rouge has marched down Cass Avenue with the express purpose of banishing Le Nain Rouge and his curse from the city. Based on a tradition from Detroit's earliest days, the Marche is held the Sunday after the Vernal Equinox and is a rag-tag, DIY, Mardi Gras-style parade and festival. There are ornate floats, marchers carrying banners and wearing costumes, brass bands, and even a leather-clad stranger in a demonic red mask playing the part of Le Nain. The parade ambles down Cass from Canfield to the Masonic Temple where revelers gather in the temple's ballroom to dance and drink and cast off the year's bad luck and evil spirits. For most Detroiters, this harmless fun at the end of a long, cold Michigan winter. Unbeknownst to revelers and Marche organizers alike, Le Nain has been in attendance every year since the festival's inception. He comes unbidden—sometimes invisible, other times as a reveler—to hear the city's collective anxieties and to feed on the festival's chaos. So far, Le Nain has neither caused nor allowed anything bad to happen during the Marche.

their small space in the Barlum Tower downtown for a new home on Woodward Avenue.

The latter part of the twentieth century saw more improvements. A children's museum, a science center, and an African-American History museum joined the existing institutions. The University continued to expand, new businesses flourished, and Gilded Age mansions were converted into hotels. Today, the Cultural Center is considered one of Detroit's most precious jewels and the heart of the city's academic and artistic communities.

The Cultural Center has a remarkably high level of paranormal activity. Most comes from the museum collections. Nearly all of the DIA's artifacts possess lingering amounts of psychic energy, and Corktown officers have all of the the museums under near constant surveillance.

NEW CENTER

Named for a prestigious auto business newspaper called the New Center News, the neigh-

borhood properly developed in the 1920s as a hub for the automotive business. Three miles north of Campus Martius primarily on the west side of Woodward Avenue, New Center is home to some of the city's most famous landmarks and most prestigious neighborhoods. Cadillac Place, once the headquarters of the General Motors Company is here, along with the Argosy Building, the New Center building, and the historic Hotel St. Regis. The thirty-story Fisher Building—an Art Deco masterpiece—stands at the center of the neighborhood and can be seen for miles around day and night. North of the central business district are a number of historic, extremely prestigious neighborhoods such as Boston-Edison and Virginia park with their tree-lined brick streets, century-old mansions, and private security.

New Center houses many automotive-related businesses. It is also home to a number of shops and boutiques, many government offices, and upscale restaurants. The massive Aztec-themed Fisher Theater is one of the last great movie palaces in the area. New Center Park is a public green space and outdoor music venue built on the site of a demolished office tower, and every summer the area hosts Taste Fest, a three-day art, music, and food festival.

Paranormal activity in New Center is low, but there are some hotspots. Both the New Amsterdam and Milwaukee Junction historic districts are particularly active, a fact that many at Corktown put down to those areas' former heavy industrial character, and the number of lives lost in the factories and foundries. The Fisher Building is incredibly haunted, a fact that Corktown is at a loss to explain since no notable tragedies or accidents have happened on the site. New Center is served by both the 3rd and 10th Precincts, with a remote dispatch station at the corner of West Grand Boulevard and Woodward. The Corktown Talent Scout for the area is Officer James Ferguson.

NORTH END

The North End area stretches from 8 Mile Road south to New Center along Woodward Avenue and encompasses a diverse collection of neighborhoods and historic districts. A portrait of the entire city in miniature, the North End is home to wealthy and exclusive neighborhoods like Palmer Woods, comfortably middle class areas like Sherwood Forest, working-class Chal-

dean Town, and impoverished, heavily blighted places like Highland Park.

CHALDEAN TOWN

Located on a narrow stretch of land between Woodward Avenue and John R. St., Chaldean Town is, as its name suggests, home to most of the metro area's Chaldean population. The small, relatively young neighborhood of single-family homes encompasses an area that runs north to the state fair grounds and south to the Highland Park city line. Part of the Middle-Eastern diaspora that has settled in the Detroit Metro Area over the past century, Chaldeans are largely Syrian and Iraqi Catholics. Chaldeans first moved into the area in the early twentieth century to take jobs in the burgeoning automobile industry. They settled in the neighborhood due to the availability of jobs, housing, and an existing, sympathetic Lebanese Maronite community. The newly minted Detroiters built up a small, thriving community with a bustling commercial area along 7 Mile Road, and Chaldean Town flourished until the middle of the century.

During the latter half of the twentieth century, the Chaldean population steadily diminished. Urban flight and improved socioeconomic standing saw second and third generation Chaldean-Americans move to northwestern suburbs such as Bloomfield Hills and Bloomfield Township. Today, Chaldean Town is primarily Middle Eastern, but only just. The remaining Chaldean population is nearly evenly split between the

elderly who don't wish to move, and young, newly arrived immigrants. The area represents a starting point to get settled, save some money, start a family, and then move to the suburban Chaldean enclaves.

Through the changes, Chaldean Town maintains a strong cultural identity. Along 7 Mile Road especially, long established Middle Eastern bakeries, cafes, and markets remain among the ubiquitous coneys and party stores. The far-flung suburban community is anchored to the old neighborhood by both the baroque, century-old Sacred Heart Cathedral and by the Chaldean American Center of America. In recent years, the area has enjoyed a renaissance as Detroiters "rediscovered" its bakeries and restaurants.

Paranormal incidents at the State Fairgrounds have increased at an alarming rate since work started on the second stage of the project. Already stretched thin, Corktown officers have little time and few resources to devote to disturbances at the fairgrounds. Luckily, nothing particularly terrible has happened, only minor disturbances that are easily explained away, but this state of affairs can't last forever.

Michigan State Fairgrounds

In 1904, Detroit businessman Joseph Hudson purchased a 135 acre plot at the corner of Woodward Avenue and 8 Mile Road. This land was sold to the Michigan State Agricultural Society for one dollar as a permanent home for Michigan's state fair. Buildings were erected, and the fairgrounds hosted its first state fair in August of 1905.

First held in 1849, the Michigan State Fair took place in many towns and cities across the state before settling into its Detroit home. A huge, week-long agriculture expo and carnival, the fair provided education and entertainment as well as an opportunity for Michigan farmers to show off their crops and livestock and see new advances in agricultural technology. Throughout the rest of the year, the fairgrounds hosted sporting events, concerts, political rallies, and large community events. At

its height, the Michigan State Fair attracted over a million visitors a year, and the fairgrounds were busy year round.

Its fortunes fluctuated wildly over the decades. After years of declining attendance and rising debt, the state fair was permanently shuttered in 2009 and the fairgrounds were left to decay. Recently, the Persepolis Group purchased the fairgrounds from the state and began plans for repurposing. The first stage of the fairgrounds' redevelopment, a large shopping center along 8 Mile, is already completed and has proven wildly popular with both Detroiters and people from nearby Inner Ring cities. The second stage of the development, which includes a thorough renovation of the coliseum, demolition of numerous buildings, and the construction of a mixed use residential and commercial center, is currently ramping up.

DPD's 12th Precinct and The Detroit Fire Department's Engine 44 and Ladder 18 provide emergency services to Chaldean Town. The Corktown Precinct has had little to do with Chaldean Town proper, as the neighborhood hasn't seen the kind of uptick in paranormal activity as many other areas of the city. Corktown has had more than its share of trouble with the Michigan State Fairgrounds, which abuts Chaldean Town directly to the north however, and Corktown officers are not an uncommon sight in the neighborhood. The active Corktown Talent Scout working in Chaldean Town is an EMT out of Engine 44 named Ibrahim Azmeh.

HIGHLAND PARK

Highland Park is a small, autonomous city within Detroit's city limits. It is located south of McNichols Road between Interstate 75 and the Lodge Freeway and is bisected by the historic Davison Freeway. In 1818, Judge Augustus Woodward purchased a large plot of land six miles north of Detroit with plans to found a town called Woodwardville. These plans fell through, and the area went through a number of names, including The Highlands and Cassandra, until it was given a US post office and named Whitewood in 1860. The Whitewood name stuck until the area was incorporated as the village of Highland Park in 1889. This area was heavily agricultural interspersed with country estates owned by Detroit's elite. This bucolic character changed forever in the early 1900s when it caught Henry Ford's attention.

In 1907, Ford purchased 160 acres along the east side of Woodward Avenue to build a new automobile factory. The massive Ford Highland Park Plant opened in 1909 and in 1913 it revolutionized auto production with the introduction of the assembly line. The Ford Plant, where the famous Model T was produced, brought an influx of jobs and residents to Highland Park. The village incorporated as the City of Highland Park in 1918, and its population swelled to nearly 50,000 by 1920. The Chrysler corporation formed in Highland Park in 1925, bringing more jobs and people to a city already bursting, and Highland Park grew into a bustling working-class enclave. The city's neighborhoods were full of modest single-family homes and the city's schools and civic organizations were the envy of the region. Prosperity wouldn't last, however, and by the mid-fifties Highland Park began a slow decline into blight and poverty.

Disinvestment, plant closings, and population loss took a heavy toll during the latter part of the twentieth century. Ford ceased production and shuttered their sprawling factory and Chrysler moved their headquarters to Auburn Hills. Neighborhoods disappeared as their residents fled. Homes and businesses disintegrated due to vandalism and neglect. By the late eighties, Highland Park was among the poorest, most dangerous cities in Michigan. The state seized control of city government. State police and private contractors provided emergency services. The library was shuttered, and the city's streetlights were removed due to an inability to pay the electric bill. It was, in the words of one local journalist, "The Detroit of Detroit".

Today, Highland Park still struggles with crime, blight, and poverty. The long-suffering citizens hold out hope for better days, however. Two automobile parts manufacturing companies recently opened plants in the city, bringing jobs and investment. The Persepolis Group opened a high-tech business incubator in the old Ford Plant along with an education and community center focused on teaching children skills needed to work in the tech and manufacturing sectors. The Highland Park Police Department and the Highland Park Fire Department once again provide emergency services. Corktown officers operate within the city limits thanks to a jurisdiction sharing agreement. Highland Park has little paranormal activity, but the Ford Plant and the remains of the shuttered Public Safety Complex do generate some reports. The Corktown Talent Scout operating in Highland Park is a Wayne County Sheriff's Deputy named Carol Blackmoore, a stern-faced, middle-aged officer with an unsettling habit of reading minds.

PALMER WOODS HISTORIC DISTRICT

Named for a nineteenth century US Senator named Thomas W. Palmer, the Palmer Woods Historic District is the most exclusive area in the city. The district is located on the west side of Woodward Avenue running south from 8 Mile Road to McNichols Road and west all the way to Livernois Avenue. It is composed of three distinct neighborhoods, massive Palmer Park, and two historic cemeteries. Most of the area is residential, with some light commercial areas along Woodward and a dense stretch of shops, boutiques, restaurants, and music clubs along Livernois Avenue called the Avenue of Fashion.



Palmer Woods is Detroit's premier neighborhood and home to numerous wealthy professionals, politicians, businessmen, and athletes. The neighborhood is heavily forested with old elm, oak, and evergreen trees which separate it from the surrounding communities. Broad, curving streets bearing names evocative of English Gentry cut through the tall trees, lined with huge, elegant Tudor and Colonial Revival-style mansions. Here and there throughout the neighborhood are a handful of mid-century homes built by famous architects such as Frank Lloyd Wright or Minoru Yamasaki. It's the kind of neighborhood where homes have their own names and storied histories, like the reportedly haunted Bishop Gallagher Residence, the Fisher House, and the infamous J. Peter Gates Home.

Just west of Palmer Woods is the small, tight-knit community of Sherwood Forest. Named for the Sherwood Forest from the legends of Robin Hood, this neighborhood of old brick homes and lovely tree-lined streets is populated largely by middle and upper-middle class African-American professionals. It has a vibrant and active community association that formed soon after the first few homes were built in the early twentieth century, and has fought tirelessly to preserve the neighborhood from blight, crime, and over-development. Sherwood forest even publishes its own newspaper, a slim weekly publication called The Tattler which is part gossip rag, part real newspaper, and part community newsletter. A heavily wooded,

wedge-shaped greenspace called Sherwood Park at the neighborhood's western edge is home to a small farmer's market and a band shell that often hosts community jazz concerts.

The center of the district is dominated by the broad, green expanse of Palmer Park. Covering nearly 300 acres west of Woodward Avenue between 7 Mile and McNichols Roads, the park was created in 1893 on land donated by

US Senator Thomas Palmer. The park features miles of walking and riding paths, picnic shelters, an 18-hole golf course, tennis courts, a field house, swimming pools, a splash park, numerous monuments, and broad play fields. A large, man-made lake called Lake Frances offers boating and fishing, and an historic log cabin that once served the Palmers as a summer house sits on its shores and houses both a historical museum and the headquarters of the Palmer Park volunteer organization.

The third distinct neighborhood in the district is a dense collection of luxury apartment buildings known as the Palmer Park Apartment District. Located in the southeastern corner of Palmer Park where McNichols Road meets Woodward Avenue, the Apartment District was first developed in the mid twenties. The buildings are an eclectic collection of mid-rise apartment buildings in a number of different architectural styles ranging from Art Deco to International to Colonial Revival. This neighborhood is the heart of Detroit's LGBT community, and features an array of LGBT owned and friendly businesses from bookstores and clothiers to coffee houses, bars, and restaurants. The Apartment District community also hosts an LGBT festival in Palmer Park every summer which coincides with Pride Fests both downtown and in neighboring Ferndale, another LGBT enclave.

While it is largely peaceful both temporally and psychically, the Palmer Woods Historic District has its fair share of paranormal phenomena. Most of the area's paranormal activity is confined to the ancient and exclusive Woodlawn and Evergreen cemeteries, but Palmer Park has had a handful of particularly spectacular events over the past few years. The district is served by DPD's 12th precinct as well as private security firms employed by Palmer Woods, Sherwood Forest, and the Apartment District. In addition, the Detroit Police's mounted division stables are located just to the west of Palmer Park, and officers often exercise their horses in the park or patrol the neighborhoods. Corktown keeps a close eye on the district, especially after a massive disturbance in Palmer Park that involved the waters of Lake Frances boiling and killing all the fish that called it home.

Aside from the active Talent Scout, a private security patrolman named Michael Jennison, Corktown's best source of information about the situation in the district is The Tattler, the community newspaper published in Sherwood Forest. Occasionally, an anonymous individual submits stories of strange, unexplained phenomena in the district which are printed in the paper as a curiosity and largely considered to be a long, serial piece of fiction. The reports are real, however. Someone in Sherwood Forest understands the paranormal on a deep and fundamental level, and Corktown is extremely interested in finding out who this person is.

WOODLAWN AND EVERGREEN CEMETERIES

Located along Woodward Avenue between 8 Mile and Palmer Woods, Woodlawn and Evergreen are two of the most storied cemeteries in the city. Opened around the turn of the twentieth century, both were designed along the Victorian-era model of the parkland cemetery. Each heavily forested cemetery features broad burial plots spaced well apart on the low rolling landscape. While very similar in construction, each cemetery has its own distinct character.

The older and grander of the two, Woodlawn cemetery was founded in 1895 as a resting place for the city's elite. As much a city park as it is a cemetery, Woodlawn features broad boulevards, miles of footpaths, fountains, a large man made lake, an ornate chapel and crematorium, and a host of park-like shelters. It is home to some of the most famous names in

Detroit's long history. Edsel and Elanor Ford are buried here in sleek, black granite sarcophagi, while nearby the Dodge brothers lie in state in a mausoleum designed to look like an Egyptian tomb complete with twin sphinxes standing guard at the entrance. Auto magnates, politicians, wealthy philanthropists, and even famous musicians and athletes are buried here, and their grand tombs are an eclectic collection of styles from Neo Gothic to Art Deco and everything in between.

Evergreen Cemetery is located directly south of Woodlawn and caters to a more modest clientele. Smaller than its neighbor, Evergreen has the same tall trees and rolling landscape as Woodlawn, but houses fewer mausoleums and its graves are of a more subdued nature. Opened in 1905, Evergreen was designed to serve the needs of the growing central and eastern European immigrant population. Many headstones, especially those in the older areas of the cemetery, bear both English and Cyrillic inscriptions. Evergreen also has the largest number of Armenian grave sites in the metro area as one of the only undertakers versed in traditional Armenian burial practices once had his funeral home across Woodward from the cemetery.

Both of these historic cemeteries exhibit high levels of paranormal activity. While reported events aren't as spectacular as those at Elmwood or Woodmere they are more common by far. Spirit sightings among the shady paths of Woodlawn are a regular occurrence, and ghostly, weeping babushkas crouched over graves in Evergreen are reported frequently. Corktown maintains a steady watch over the cemeteries, patrolling once or twice a month and Michael Jennison, the Talent Scout from nearby Palmer Woods, keeps the precinct abreast of any particularly overt events.

SOUTHWEST

Southwest Detroit is a diverse set of neighborhoods, commercial areas, and industrial zones running from the western edge of Downtown between Michigan Avenue and the river. It houses the majority of Detroit's heavy industry, well-kept historic neighborhoods, the largest Mexican and South American population in the state, and historical landmarks. Southwest is home to Corktown, and the Corktown Precinct.

Detroit Salt Mines

The Detroit Salt Mines extend nearly 1,500 feet below the surface of Boynton-Oakwood Heights. The remains of a Paleozoic-era sea, the salt beneath Detroit stretches for millions of square miles across North America. The mines include hundreds of miles of corridor linking huge caverns carved from salt. A rail system and heavy vehicles transfer miners and salt throughout. It's a huge, bustling, industrial complex that few ever see.

Legends surround the salt mines. Some claim "Salt People" haunt the complex—the ghostly remains of miners killed and buried in the mine. Others tell of unearthly lights and strange sounds in the older, less frequented parts of the complex. The Corktown Precinct has little to do with the salt mine, although the rumors have drawn their attention.

BOYNTON-OAKWOOD HEIGHTS

The Boynton-Oakwood Heights neighborhood is a blighted, impoverished, industrial neighborhood on Detroit's far southwest side. Named Michigan's most polluted zip code, Boynton-Oakwood Heights hosts the majority of Detroit's heavy industry. Massive oil refineries belch gouts of flame. Toxic smoke from foundries and mills mixes with the output of chemical plants and waste incinera-

tors. The neighborhood is flooded with smog and poisonous soot.

Close-packed housing developments built during the first half of the twentieth century cluster around the industry. Many are now empty or burned out husks, but there is still life in the old neighborhood. Community groups struggle to clean the area, demolishing or restoring abandoned buildings, and securing empty lots.

Boynton-Oakwood Heights has a lower than expected level of paranormal activity for such blight. The one exception is the salt mine, where factory workers and passersby have seen strange-looking people caked in salt wandering the streets. Short, localized earthquakes correspond with the solstices here. The neighborhood shares police services and a Corktown Talent Scout with Delray.

CORKTOWN

Located directly west of downtown along Michigan Avenue, Corktown is Detroit's oldest extant neighborhood. The area swelled with Irish immigrants fleeing the Great Potato Famine in the 1840s. By the mid-1850s, over half of the population was Irish, primarily from County Cork, and the neighborhood gained the nickname Corktown. Until the mid-twentieth century, Corktown was nearly all residential, with a housing stock of small cottages, rowhouses, and the occasional late Victorian. In the mid-twentieth century the Lodge and Chrysler freeways were





built through the neighborhood, along with light industrial areas, which changed Corktown's sleepy residential character.

Today, Corktown is one of the fastest growing neighborhoods in the city. After decades of abandonment and decay, people and businesses are flocking back to the old neighborhood. It has become a destination for city dwellers and suburbanites as well. The stretch of Michigan Avenue from Third Street to West Grand has seen particularly huge growth. Older businesses have seen a steady flow of new patrons while restaurants, boutiques, bars, clubs, and

Detroit's Irish-American club, maintains a strong presence in the neighborhood, and the annual St. Patrick's Day parade marches proudly down Michigan Avenue every spring.

The Corktown Precinct has served the neighborhood for generations. A throwback to an earlier era of policing, the precinct's jurisdiction officially extends only to Corktown proper, the Woodbridge neighborhood, and the parts of Mexicantown that lie east of Interstate 75. Corktown has a reputation as a dumping ground for washouts and screw-ups, or as a place where

cafes have sprung up among them. The neighborhood gained a reputation as an entertainment district, as many of the bars that line Michigan Avenue also host live nightly music. While Corktown is no longer a strictly Irish neighborhood, it retains much of the character. Many businesses, especially Corktown's many bars, still carry the names of their Irish founders.

The Gaelic League,

Michigan Central Station

Tall, forlorn, and abandoned, Michigan Central Station is Detroit's most famous ruin. The Michigan Central Railway Company built it to replace an inconveniently placed station along the downtown riverfront. Corktown was chosen due to easy access to the Detroit-Windsor tunnel and a convergence of rail lines. Ground was broken in the spring of 1912. In December 1913, the still incomplete MCS accepted its first train as a massive fire gutted the downtown station. In the spring of 1914, Michigan Central Station officially began its nearly eighty years of service.

Michigan Central Station is a massive, stone and steel Beaux Arts edifice composed of a sprawling, copper-roofed station building and a connected twenty story tower. Nearly two miles from downtown, MCS dominates Corktown's skyline. The station building stands 100 feet to the top of its peaked roofs, while the tower soars to 230 feet. When it opened, it

had the largest footprint of any building in Corktown, enclosing more than 500,000 square feet.

Everything about the station was designed to impress. Arched windows forty feet high and twenty across flank the main entrance and flood outer areas with sunlight. Smaller, elegant arches and skylights provide light for the main concourse and inner spaces. The interior was Romanesque, with marble walls and ornate vaulted ceilings supported by Doric columns. MCS boasted fine restaurants, a busy lunch counter, a coffee house, and many smaller shops. It provided all the amenities the well-heeled traveler could desire.

Rail travel peaked during World War I, and boomed again during World War II. At its height, MCS handled 100 trains daily. The rise of automobile culture in the late 40s derailed train travel and the station's fortunes. The building slowly decayed as shops left, sections closed, and traffic slowed to a trickle. The last train left Michigan Central Station in 1988.

old officers spend their final years of desk duty. Little is known of their true mission outside of the precinct, and many DPD officers neither like nor trust the men and women of Corktown. There is no dedicated Talent Scout for Corktown, although at any given time there are a few Talent Scouts from other precincts or new Scouts in training patrolling the neighborhood or visiting the precinct house.

DELRAY

Delray is a blighted, heavily industrialized neighborhood at the southern tip of Detroit. The Detroit River to the east, the Rouge River to the south, and several freeways and busy rail lines isolate the neighborhood. Delray is sparsely populated, highly polluted, and impoverished. The main commercial district along Jefferson Avenue is abandoned; its brick storefronts are boarded up or burned out. Residential blocks are patchworks of weedy, trash-strewn lots, burned out husks, and dilapidated squats amid the homes of the few struggling holdouts. The rest of the area is a deep, black industrial scar of chemical plants, refineries, ore smelters, and other heavy industry that belches clouds of soot, metallic dust, and dangerous fumes.

This wasn't always a blighted, polluted, forsaken landscape. The area was originally part of Springwells Township, and was platted as an unincorporated area called Belgrade in the early nineteenth century. In 1843, the US Army built Fort Wayne to protect Detroit. In 1851, a returning Mexican-American war veteran named Augustus Burdeno renamed the area to Del Rey in honor of the battle of

Molino del Rey, and in 1897 it incorporated as the village of Delray. Two years later, the largest building ever built for exposition and educational purposes was built on a site just west of Fort Wayne as part of the Detroit International Exposition and Fair. The village was full of promise for both the established families and for the new incoming immigrants.

In the late 1880s, Eastern European immigrants, primarily ethnic Hungarians, flooded the area and Delray soon came to be known as "Little Hungary". Businesses and churches catering to the Hungarian immigrants sprung up along Jefferson Avenue, Delray's defacto main street. In the 1890s, the first heavy industry moved into Delray, a massive chemical plant that paved the villages roads and provided the first organized fire service. This

The Corner is one of the most active paranormal sites in the city. Decades of emotionally charged events left the area saturated with psychic energy. Corktown Precinct mostly deals with simple manifestations here—ghostly, long-dead baseball stars running the bases or the sound of screaming fans wafting over the neighborhood. Paranormal flare-ups at The Corner are less dangerous than those at Michigan Central, but they are immediately obvious to passer-by. A spirit screaming gibberish in the flooded basement of the train station is easily explained. A young Ty Cobb running the bases at Harwell Field in the dead of night in full view of everyone driving past on Michigan Avenue is decidedly less so.

The Corner

For more than a century, the corner of Michigan Ave. and Trumbull in Corktown was hallowed ground for baseball fans. In the late 1800s, it was the site of Bennett Park, home of the newly formed Detroit Tigers baseball club. In 1912, Tigers' owner Frank Navin built a concrete and steel stadium on the site. Seating 23,000 fans, Navin Field was conducive to high-scoring games. After the death of Frank Navin, Walter Briggs bought the Tigers, expanded the stadium, and renamed it Briggs Stadium in 1935. By 1938, the stadium held in excess of 50,000 baseball fans. In 1961 it was renamed Tiger Stadium, the name it would carry until it was shuttered in 1999.

The Corner hosted countless emotionally charged events. In addition to regular season baseball and football games (the Detroit Lions played at The Corner from 1938 to 1974), the stadium hosted two

World Series, concerts, boxing matches, and even political rallies. Over time, the stadium became increasingly obsolete and it was clear that The Tigers needed a new, modern stadium. The Tigers played their final game at The Corner in 1999 before a packed house. Afterward, an emotional ceremony let fans and players say goodbye. The Tigers moved to Stojanovic Field in Foxtown, and Tiger Stadium was shuttered.

Today, The Corner is a haven for baseball and its fans, but on a much smaller scale. After the stadium was demolished in the mid-00s, the field was taken over by a Corktown-based volunteer group and renamed Ernie Harwell Field. Wooden bleachers were erected, and it now hosts little league games, local school teams, and vintage "base ball" games using rules and uniforms from the nineteenth century.

plant was followed quickly by two huge blast furnaces built by Detroit Ironworks on nearby Zug Island, and thereafter by more chemical processing facilities, factories, foundries, and other heavy industries.

Until the middle of the twentieth century, Delray remained a prosperous, blue collar immigrant enclave. This all changed with expansion of a wastewater treatment plant and the construction of Interstate 75. Both projects destroyed hundreds of homes and businesses which drove many to flee the neighborhood. The area became more and more polluted, jobs dried up, people fled who could afford to, and those that couldn't or wouldn't sealed themselves away behind tall fences and locked gates. By the eighties, street gangs battled for control of the ruins. Through the work of community groups, holdouts, and hopeful visionaries, Delray's condition eventually stabilized or even improved.

Zug Island

Zug Island is a man made, gumdrop-shaped island where the Rouge River meets the Detroit. Originally a marshy peninsula owned by the Zug family, Zug Island was formed when a shipping canal was dug to allow large ships easier access to the Rouge. In 1901, the first blast furnaces opened. Further steel and ironworks were built, and it was connected to Detroit's transportation network by bridges. For more than a century, Zug Island has been a polluted industrial wasteland. Slag from the steel mills and incoming coal stained the ground black. Hazardous chemicals, heavy metals, and even radioactive elements from ore refining contaminate both land and water.

Zug Island is privately owned, off-limits to visitors, and well-secured. Rumors about its activities swirl through the city, each more fantastic than the last. The Detroit Police Department, including the Corktown Precinct, has no jurisdiction on Zug Island as it's privately owned and secured. There are no Corktown Talent Scouts on the island. While Corktown officers never step foot on the island, they have had plenty of contact with strange creatures crossing the canal and entering Delray.

Fort Wayne

Fort Wayne is a massive stone star fortress built in 1840 as an artillery emplacement to protect Detroit from Canada. As it neared completion, tensions eased, and the fort was mothballed. For years, it housed cattle, stored grain, and served as a terminus of the Underground Railroad.

At the outbreak of the Civil War, Michigan units of the Union Army were garrisoned at Fort Wayne. The fortress grounds expanded and more buildings and barracks were built. Later, the fort garrisoned soldiers for the Spanish-American War, WWI, WWII, The Korean War, and the Vietnam War. It was a detention center for suspected communists in the twenties, a hub for war materiel cranked out by Detroit during the two world wars, and even as a home for Italian prisoners of war from WWII. Anti-aircraft guns and Nike-Ajax missiles were based there during the fifties and sixties, but were decommissioned in the seventies.

Today, Fort Wayne is in a shocking state of disrepair. Many buildings are open to the elements. Some are in danger of complete collapse. Due to its long history, Fort Wayne is prone to intense paranormal outbreaks. Phantom regiments drill on the parade grounds, and the sound of cannon drift over the surrounding neighborhood with surprising regularity.

The people in the neighborhood, now primarily Mexican immigrants and African Americans with a few remaining Hungarian and Slovak families, are rebuilding with the help of state and federal grants. The Persepolis Group has recently invested in the community, providing assistance to the beleaguered populace. It's still an incredibly rough neighborhood, but the people of Delray, like their neighbors to the north and east, keep working toward a hopeful future.

Delray is served by the DPD's 4th precinct on Fort Street, and a number of DFD firehouses. The active Corktown Talent Scout in the neighborhood is Officer Emilia Contreras, a scout patrolman with an uncanny knack for defusing emotional situations. Delray has its share of paranormal outbreaks, but nothing too dire. Historic Fort Wayne is especially active however, and reports of strange happenings and horrible creatures in the slag piles and toxic pools of Zug Island have circulated for decades.



MEXICANTOWN

Originally known as La Bagley due to its location along Bagley Avenue, this vibrant, densely populated neighborhood is the heart of Detroit's Mexican-American population. In the forties, families came from Mexico and the American Southwest in search of wartime jobs. The Mexican population grew throughout the century, boosted by immigration booms in the seventies, eighties, and nineties. Eventually, the area known as Mexicantown came to envelop a number of existing neighborhoods including Hubbard Farms with its stately old homes and tony apartment blocks, and the Vernor Corridor along Vernor Highway which is home to many of the area's best restaurants and shops. Today, nearly all of the Metro Area's Mexican and Central American population live within its borders.

The Mexicantown community focuses upon church and family life. The population is largely Catholic, and large families are the norm. It's largely composed of single-family homes with scattered apartment buildings. Clark Park, one of Mexicantown's many gems, is an old park with ancient trees, playgrounds, ball fields, and an ice rink. The neighborhood is known throughout the region for its excellent Mexican restaurants and bakeries. In recent years, Mexi-

cantown has seen immigration from South America and other global Spanish-speaking populations. There are now many Argentinians, Salvadorans, and Puerto Rican communities within Mexicantown.

Mexicantown is served by DPD's 4th Precinct. The neighborhood has always had a higher than normal incidence of paranormal events, arguably due to the number of mounds that were once part of the area. In addition, Santeria is practiced alongside traditional Catholic rites and rituals in some neighborhoods. Careless use of Santeria's arcane rituals has led to more than one major paranormal outbreak within Mexicantown. The Corktown Talent Scout for the area is Officer Esteban Montes, a Detroit Native and Afghan War veteran with a powerful will.

SPRINGWELLS

Springwells Village is a catchall name for a number of neighborhoods surrounding Ford's historic Rouge River Plant. Once part of the defunct Springwells Township, the area shares much with Mexicantown. Small commercial districts feature Mexican and South American restaurants and small and medium-sized businesses. The population is largely Mexican-American, with a small number of South American immigrants. Nearly the entire neighborhood is employed at the Rouge River Assembly Plant, with the remainder employed by local auto suppliers.

Springwells has some of the highest incidences of paranormal activity in the city. Many of the most ornate Indian mounds were here. Soil and stones from the demolished mounds were used in local building projects over the centuries. Before Cadillac came, the site was considered holy to the native peoples due to the healing qualities of its many natural springs. Throughout its history, the area has hosted a handful of disappearances and brutal murders. Springwells is served by DPD's 4th Precinct. The Corktown Talent Scout is a reserve officer named Carlos "Carlito" Zaltana.

WEST SIDE

Like the East Side, the West Side is a catchall name for the various neighborhoods west of Woodward Avenue. Larger than the East Side, the West Side is mainly residential neighborhoods. Small commercial areas spread throughout, and heavy industry in the southern portion along the river. The West Side was heavily depopulated along with the rest of Detroit, but it fared better than the East side, remaining a more cohesive, less volatile area of the city.

BRIGHTMOOR

Brightmoor is representative of the hardest hit neighborhoods in the West Side. Settled by Appalachian immigrants in the early twenties, Brightmoor was a small community of modest homes and small businesses. As jobs moved out of the city, so did the residents of Brightmoor. Whole blocks were abandoned, property values tanked, and crime skyrocketed, further increasing flight from the area.

Modern day Brightmoor is the kind of place most people envision when they think of Detroit—a heavily blighted, dangerous, urban prairie full of empty lots and burnt out buildings. This characterization is not entirely fair, although it does carry some truth. There remains a strong community within Brightmoor, albeit a small one that is under siege by street gangs and random acts of violence. Community volunteer organizations have tried to improve life in Brightmoor. These groups provide vital services and work within the neighborhood to clean up, secure abandoned properties, and patrol the neighborhood. DPD has recently stepped up patrols in the neighborhood as part of a new community policing initiative, and it has had a remarkably positive effect on the struggling area.

The Springwells Massacre

On December 16, 1885, tragedy rocked Springwells Township. A farmer named Frank Knoch, his wife, and their two sons died in a horrific house fire. Neighbors rushed to render aid, but it was too late. The flames nearly incinerated the Knochs' bodies and reduced the house to cinders. Authorities suspected a faulty chimney or exploded oil lamp caused the blaze. However, during autopsies, a horrible atrocity emerged.

The Wayne County physician discovered that the Knochs had been murdered. Frank and Susan each had a small caliber bullet in their brains. What was left of the children's bodies showed evidence of having been hacked to pieces before being burned. A .22 caliber revolver and the head of a hatchet were found in the house's rubble. Authorities declared that the Knochs were murdered in their sleep and then fire set to conceal the killings. The Wayne County Sheriff took over the investigation.

Strange events wiped out all but one member of Frank Knoch's family over a few months. Prior to the fire, his father and eldest brother died under mysterious circumstances. Those cases were reopened. Knoch's mother took ill and died, evidence suggested that she was poisoned. The eldest Knoch brother disappeared after her death. His body was found six months later in the Detroit River wrapped in heavy chains. The final Knoch brother, a slow-witted, powerfully built young man named Herman lived into his fifties when, with no explanation, he hung himself in the back room of the flower shop he owned with his wife.

Investigators never solved the murders. So little was left of their bodies that all four were buried in a single coffin. The Knoch family plot in Elmwood Cemetery, and the former site of Frank Knoch's home on Fort Street have been the scenes of hauntings and other disturbances for more than a century. Today, people often call 911 to report a woman in nightclothes wandering Fort Street calling for her children, or a tough looking young man inquiring of passersby if they've seen someone named Herman.

Ste. Anne de Détroit

Founded in 1701, Ste. Anne de Détroit is the second oldest Roman Catholic parish in the United States. The church was the first permanent building built at Fort Pontchartrain. Over the years, Ste. Anne's parish inhabited four different buildings as older ones were destroyed by natives, burned in the Great Fire, or fell into disrepair. The parish even held masses in different parishioners' homes during the eighteenth century. The current massive and ornate church was built in 1886 and has seen continuous use ever since. The grounds include the church, a community center, a disused convent, and a Southwest Detroit historical museum. Today, masses are performed in Latin, Spanish, and French, with a single English language mass held for visiting Catholics from the surrounding suburbs.

Ste. Anne's possesses a sacred relic of Ste. Anne. A finger bone enclosed in a jeweled, velvet-lined copper reliquary was brought to the New World in Cadillac's original expedition. Rumors of healing powers have surrounded it for centuries. A Franciscan named Nicholas Constantine del Halle carried it on Cadillac's mission, until a native marksman killed him in 1707. His remains were interred beneath the church altar and moved each time a new church was built. Today he lies in a crypt beneath the current altar along with Fr. Gabriel Richard and the Revolutionary War hero Colonel Jean François Hamtramck. Parishioners swear to have seen one or the other of the church's famous inhabitants lurking around the grounds. An unknown Franciscan Priest named Fr. Halle even celebrated masses during WWII when the church's regular priests were deployed with the US Army.

IMOGEN HOSPITAL

Near the city's far western border, a massive plot of land the size of a medium-sized neighborhood lies fenced off from the surrounding area. Passers by can see little on the 300 acre site save for weeds, rubble, and a handful of large, empty brick buildings huddled together in the center of the plot. It looks like any other blighted neighborhood or abandoned industrial park. Those brave enough to hop the tall, razor wire-topped fence quickly learn the true identity of the site. Throughout the acreage are piles of twisted wheelchairs, discarded beds, and smashed medical instruments. Dozens of building foundations are laid out along a grid of streets. Rusted sewer covers are stamped with the name Imogen Hospital. A lonesome, forgotten cemetery, larger than many of the city's churchyards, shelters under a mass of scraggly trees. This is the site of the former Imogen Hospital, a notorious workhouse and psychiatric hospital whose memory is a stain upon the city.

Founded in the early 1800s as a poor house and work farm, the Wayne County Poorhouse moved to the West Side from Hamtramck Township in 1834. Here, the indigent and destitute were imprisoned and forced into manual labor to pay off their debts. A sanatorium was added to the site after the Civil War to tend to victims of tuberculosis, leprosy, and other contagious and incurable diseases. As it grew, the complex became almost completely self-sufficient with its own powerhouse, bakeries, canneries, a sewage treatment plant, employee housing, fire service, police force, and its own post office. New buildings housed inmates and patients, and a psychiatric hospital was built on the site at the turn of the twentieth century.

Throughout the first few decades of the twentieth century, Imogen grew dramatically. The Great Depression brought a huge influx of patients and inmates as poverty and mental illness exploded. Many "shell shock" cases from World War I and World War II also came to Imogen. People from all walks of life were sent to receive treatment for real and questionable afflictions. Conditions for inmates and patients were atrocious. Those in the poorhouse were abused and often worked to death, while the "patients" in the psychiatric ward were lobotomized, experimented on, or simply

left to their own devices and kept under lock and key.

By the mid-fifties, attitudes toward psychiatric care and work farms had changed, and the city worked to close the facility. The final patient was transferred to an out of state hospital in 1959, and the entire complex was fenced off and abandoned. Guards were posted for a little while, but eventually the city couldn't afford to keep them. Soon the site was open to looters, scrappers, and squatters and the complex was stripped of almost everything of value. Buildings burned or were disassembled piece by piece for their materials. The city made a half-hearted attempt to clear and secure the site, but it didn't last. By the turn of the twenty-first century, there was little left of the complex save for the remaining standing buildings and countless tragic memories.

The Imogen Hospital site is extremely psychically active, and quite dangerous for both mundane and paranormal reasons. Aside from the regular threat of crime, West Side gangs use the site as neutral territory and numerous criminal enterprises operate here. There is the constant threat of hauntings, manifestations, and even powerful paranormal creatures hunting in the ruins. Imogen is on Corktown's most watched list, and a night patrol at Imogen is often used as punishment or as hazing to "break in" new recruits.

GRANDMONT-ROSEDALE PARK

The Grandmont-Rosedale Park neighborhood was initially developed in the early twentieth century. It's a residential neighborhood with broad, tree-lined streets and large brick homes built in the Tudor Revival and Colonial styles. Grand Boulevard and Outer Drive mark the neighborhood's boundaries, and major commercial areas along these arteries provide ample shopping, dining, and entertainment. At the center of the neighborhood lies North Rosedale Park, a broad public park set among tall old oaks and maples. The park is home to the North Rosedale Park Community Center which houses a ballroom and theater as well as meeting and community spaces.

Throughout Detroit's tumultuous history, Grandmont-Rosedale Park suffered little population loss and blight. As old inhabitants moved to the suburbs, middle-class and upper-middle class African-Americans purchased

the homes and kept up the neighborhood. The entire district is on the National Register of Historic Places, which makes for a well-kept and comfortable neighborhood. Corktown has traditionally had little to do here, as the neighborhood has never been terribly active or prone to paranormal outbreaks. Recently, disturbances in neighboring Brighmoor have spilled over into the area, and Corktown officers have responded to a handful of strange disturbances and unexplained phenomena.

Grandmont-Rosedale Park is served by DPD's 2nd Precinct. The Corktown Talent Scout for the area is a DPD investigator named Byron Wills. Wills is a twenty-year veteran of DPD, and one of the few Corktown officers to ever successfully transfer to another precinct.

OLD REDFORD

Old Redford was once part of a large stretch of farmland and small villages called Redford Township. In the early twenties, Detroit annexed the area to meet the housing demands of newly arrived immigrants. With annexation came a boom in development, and soon new homes sprouted up among the old farmhouses and agricultural buildings. A commercial center was built around the confluence of Grand River, Lahser Road, and West McNichols Rd which featured clothiers, grocers, home goods and hardware stores, and a grand, ornate movie palace called the Redford Theater.

Old Redford was a staunchly working-class neighborhood. Its streets were lined with modest homes and its shops, restaurants, and bars catered to the needs and tastes of the factory workers who called the area home. During the suburban exodus, Old Redford's population dwindled, but unlike Brightmoor to the south, it soldiered on largely intact.

Today, Old Redford is a mixture of poor and working-class areas interspersed with blighted blocks and struggling commercial districts. The commercial district around the Redford Theater has seen a recent renaissance. The old theater underwent a massive renovation, returning it to its pre-war glory. It now shows classic and art house films as well as annual film festivals. New restaurants, bars, and boutiques have opened around the theater, and the area is gaining a reputation as a small but vibrant artists' enclave.



Like much of the West Side, Old Redford is served by DPD's 2nd precinct. The Corktown Talent Scout is a patrol officer named Tanya Meeks. Old Redford is very psychically active, a fact Corktown attributes to long demolished mounds. Spillover from neighboring Brightmoor and the abandoned Imogen Hospital site causes issues on Old Redford's borders that often bring Corktown officers into the neighborhood.

DEARBORN

Dearborn is a suburb to the west of the city across the River Rouge, first incorporated in 1893. As Detroit Grew, well to do citizens began looking outside of the city for wide open spaces to build estates and start businesses, thanks to its proximity and ease of access, Dearborn was a popular site for this kind of expansion. Dearborn became a city in 1927 after absorbing neighboring Fordson. At the beginning of the twentieth century, automotive magnate Henry Ford built his Fair Lane estate in Dearborn to escape the bustle of the big city as well as hopeful job seekers who had taken to camping on his front lawn. Not long after, he moved his company headquarters to the city, and built a number of research facilities, proving grounds, and even a company airport. Dearborn boomed with the influx of jobs and revenue, becoming the consummate company town.

Dearborn is also home to the majority of the Metro Area's Middle-Eastern people, with 40% of the city's population being Arab Americans. The largest mosque in America, the Islamic Center of America is located in Dearborn, along with a large Arab-American museum. The heart of the Middle Eastern community in Dearborn is along Warren Avenue, and it's here that some of the best Middle-Eastern and Mediterranean restaurants and bakeries in

The Redford Theater

The Redford Theater opened in 1928, and is the only remaining movie theater on the West Side. Built in the Exotic Revival style with Japanese motifs, the theater featured a grand, three-story foyer, a full theater stage along with its movie screen, and a complex Barton theater organ. The Redford survived the ups and downs of Detroit's fortunes and the crumbling of Old Redford by showing exploitation and foreign films throughout the sixties and seventies. In the eighties, the old theater was purchased by a volunteer organization who embarked on a massive renovation and restoration campaign. Japanese motifs, erased during WWII, were restored, fixtures were cleaned and replaced, and numerous upgrades were made.

Throughout the renovation, a number of strange phenomena were reported. Even today, theater employees and visitors report sounds of laughter and screaming from the empty auditorium, and Ghostly actors and technicians are often seen around the basement rooms.

the state can be found. Upon arriving in the metro area more than a decade ago, the venture capitalist and head of the Persepolis Group Mahmoud al Parsa purchased a home in Dearborn for his wife and family in the city's most exclusive neighborhood.

Dearborn has its own police and emergency services, but Corktown has a shared jurisdiction agreement with them. The agreement is rarely used, since Dearborn is nearly devoid of paranormal activity. The Corktown Talent Scout operating in Dearborn is a Dearborn Police Detective named Nasr Sekhet.

THE INNER RING

The Inner Ring are suburban cities and villages that border Detroit directly along 8 Mile Road. Incorporated in the twenties and thirties, these cities are walkable and densely populated with distinct town centers full of small, local businesses. After World War II, cheap land and homes made the small cities incredibly attractive to returning servicemen. A huge population shift began emptying Detroit and filling its immediate neighbors. Their fortunes rose and fell throughout the twentieth century with those of the automobile industry. Twenty years ago, many were considered little better than slums, places that were dangerously close to the city and populated by those who couldn't afford to live in Birmingham, Troy, or Auburn Hills.

This attitude has changed in the past decade, as the metro area contracts and people chose the denser, more livable Inner Ring. Most, like Warren, Hazel Park, and Roseville are working or middle class towns with a job base provided by the automotive industry. Highly educated, young, middle and upper-middle-class people who enjoy the benefits of hip, quirky little towns with strong LGBT communities, populate others, like Royal Oak, Ferndale, and Pleasant Ridge. Then there are the sleepy bedroom communities like Oak Park with their tree-lined streets, quiet neighborhoods, and tight-knit ethnic enclaves. All share good city services, respectable schools, well-maintained parks, and a pedestrian friendly main street appeal. They also share deep ties to Detroit, economies still tied to the auto industry, and an intense pride in their communities and their state.

Officers of the Corktown Precinct rarely operate north of 8 Mile Rd. While Corktown does have a shared jurisdiction agreement with the police departments of most of the Inner Ring, they typically have precious little to do there. Detroit's suburbs haven't seen the paranormal activity that the city proper has over the past few years. While Corktown officers do pursue leads and suspects into the suburbs as part of ongoing investigations, most paranormal issues in the greater metro area are dealt with by organizations like The Highway Patrol and God's Children (see page 72) or by private investigators.



Chapter 2

CORKTOWN PRECINCT

"Watch your step, rookie, or you'll end up in Corktown."

—Common DPD saying.

PRECINCT HISTORY

For more than a century, the Corktown Precinct has stood a lonely and silent vigil over the people of Detroit. As the city goes about its business, and their colleagues in other precincts deal with the day to day crime of a desperately poor, largely abandoned, post-industrial city, the men and women of Corktown hold the line against the ever encroaching horrors of the paranormal. Their history is long and proud, filled with stories of terror, heroism, and tragic loss, and largely unknown. Only a handful of people in the DPD know of Corktown's true nature and mission, and they are sworn to secrecy to protect both Corktown's officers and the people of Detroit.

THE FOUNDING

In 1905, the city of Detroit was rocked by a series of horrific murders. Called the Fort Street Murders in the media, the sensational killings took place over the course of the summer. A dozen victims, all from the booming neighborhoods in the city's southwest, were eventually credited to a single unknown killer. What caught the attention of Detroit's breathless, bloodthirsty newspapermen, and what caused investigators to suspect a single killer, was the exceptionally grisly nature in which the victims were killed. Each was decapitated

and dismembered with limbs pulled from their bodies by brute force. Some of the bodies appeared partially eaten. Only two victims were ever identified—a successful baker named Collins, whose mutilated, dismembered body was found behind his bakery on Fort Street, and a young laundress named Halasz who was found torn in half in a weedy lot along the river in Delray. The rest—presumed to be newly arrived immigrants, day laborers, and drifters—were never identified and their bodies eventually buried in unmarked pauper's graves in Woodmere Cemetery.

The Detroit Police and P.R.

In real life, the Detroit Police Department has a less than stellar reputation when it comes to public relations and civil rights. From accusations of actively recruiting southern and Appalachian whites to keep the African-American population in line during the twenties and thirties, to the massively controversial S.T.R.E.S.S. program of the late sixties and early seventies, to the long string of ugly scandals that plagues the department today, DPD has its share of black eyes.

In *The Thin Blue Line*, as with the city itself, the Detroit Police Department depicted within the game is a fictionalized version. Detailing the socio-economic, racial, and political issues which plague Detroit and its police department are beyond the scope of a role-playing game and, at the end of the day, are no fun to talk about or to play. Game Masters who wish to inject these sad realities into their games are welcome to, and there are plenty of resources available online for research into the problems plaguing DPD, but they will not be detailed in this setting.

The sheer violence of the killings, combined with swirling rumor and the constant shrill newspaper headlines demanding answers and accusing the police of indolence and incompetence, whipped Detroit's population into a panicked frenzy. The killings were the talk of the town, from city hall to the bars and cafeterias along Michigan Avenue. Everyone had a theory about the killer. There was the usual blaming of minorities and newly-arrived immigrants, and a number of suspects from the Italian, Irish, African-American, and Slavic communities were rounded up, questioned, and ultimately, almost grudgingly, let go without charges. As the killings continued, panic increased and speculation became wilder. Some said that a bear or ape escaped from a carnival that had passed through the city earlier in the year was to blame. Others claimed it was the Freemasons or another secret society.

No one knew what to believe. Throughout the city, people lived in fear that they would be the next victims, and the police seemed powerless to stop the killings. As the body count increased, DPD investigators appeared at a loss. There were no witnesses, no suspects, or even persons of interest. It seemed as if the killer simply appeared out of thin air, killed at his leisure, and disappeared again without a trace. By the end of August, the heat of a long Michigan summer and the stress and fear of the endless murders brought the city to a boil. Papers began to call for the chief of police to be replaced, for the mayor to be recalled, for the army to be called in—anything to stop the terror. Then,

suddenly, there was a breakthrough in the case and Corporal James P. Callahan of the Corktown Station became an overnight hero.

Callahan, a first-generation Detroiter whose parents came from the County Clare, was a ten-year veteran of the Metropolitan Police of Detroit. Born and raised in Corktown, Callahan was well liked and respected both in the community and throughout the police department. He was also a powerful psychic, a gift from his mother that he kept well hidden. Callahan discovered the first of the Fort Street Murderer's victims, and right away suspected that the killer was not of this world. He sensed a lingering paranormal presence at the crime scene, a half-seen shadow cast by something old and dangerous. Throughout the rest of that bloody summer, as the inspectors ran into dead end after dead end and the fear in the city became palpable, Callahan pursued his own investigation. On his days off, Corporal Callahan used his gifts to examine the places where each victim was discovered, to track down leads and witnesses unknown and unavailable to his less gifted colleagues, and, in one instance, even to speak to a spirit who claimed to be one of the victims.

All of this hard work paid off in September, when Callahan finally discovered the nature of the killer and its likely whereabouts. With the help of a similarly gifted fellow officer named Thomas Flannery and a young and particularly fervent priest named O'Higgins, Callahan tracked the killer down. The creature responsible for the killings, a powerful, extremely dangerous possessing spirit from the Old World

Detroit Police Department History

From its founding until around 1860, Detroit had no organized police force. The county sheriff enforced the law. The garrison commander at Fort Pontchartrain organized militias to protect the public. In 1861, the State of Michigan appointed a four-member Police Commission for Detroit who founded the Metropolitan Police of Detroit. With heavy deployments of soldiers in the Civil War, uniformed Detroit Police Officers only took to the streets in 1865.

Over the next hundred years, the DPD was at the forefront of policing techniques and technology. Detroit was the second police department in the country to appoint an African-American officer in 1893. That same year, the country's first female police officer took her oath. DPD was the first to employ automobiles for patrol, and revolutionized police work in 1922 with the first radio dispatch.

By the late 1960s, dwindling population and changing demographics triggered a reorganization. Precincts consolidated, and controversial plans were put into place. The department changed from majority Caucasian officers to majority African-American. As Detroit's tax base and population dwindled, emergency services funding dried up and officers left for greener pastures. By the late twentieth century, the DPD was hemorrhaging officers and money. Chiefs came and went, the department was subject to federal oversight for a few years, special units were disbanded and their assets sold.

At the dawn of the 21st century, DPD's situation stabilized and began to make headway against the city's crime. Recent successful recruiting efforts, an infusion of public and private funds, and a new, more responsive chief have improved the working conditions of rank and file officers immensely.

somehow manifesting in Delray, was living in a dilapidated warehouse along the river, coming out at night to feed on blood and terror. With only their service revolvers, their psychic gifts, and Father O'Higgins' burning faith, the three entered the warehouse in the dead of night, captured the demon, and exorcised it.

The exorcism sent the demon back to where it had come from but left Callahan and his colleagues with a dilemma. They had successfully solved the Fort Street murders, eliminated the perpetrator, and had ensured that no one else would fall prey to its hunger. Had the killer been human, the paperwork would have been done that day and Callahan would have been instantly promoted. An Old World demon feasting on innocent citizens, though? Who could they tell? Who would believe them? They needed to tell someone that the creature's reign of terror was over, and that no more mutilated corpses would be found in the streets, but how? The answer came in the form of a John Doe recently fished out of the Detroit River off Zug Island.

Using hastily fabricated evidence, Callahan and Flannery pinned the Fort Street Murders on the drowned man. They created a name for him, the barest of background details, and enough evidence to plausibly link him to the killings. With that done, the two officers presented their "evidence" to the captain of the Corktown Station and hoped that it would pass muster. It did, mostly because it gave the police a suspect and an answer and an easy end to the

Fort Street Murders case. Ignoring a number of glaring discrepancies, the captain presented the evidence to his superiors, who after the briefest inspection declared it good and the case closed. The newspapers were alerted, Callahan, Flannery, and their captain were all offered promotions and public accolades, and everyone breathed a sigh of relief that the terror was over. Everyone was happy with the outcome and ready to move on with their lives. Everyone, that is, save for Chief Patrick O'Hara.

Chief O'Hara had seen quite a bit of policing in his day, and he knew a falsified record when it passed his desk. He was no fool, and while his subordinates may have been content to ignore the strange nature of the evidence and its curious inconsistencies, the chief was not. He was determined to get the real story from these two young bucks from Corktown, and he sent down to the precinct house for Callahan and Flannery. The Chief's summons arrived in Corktown for the two newly-minted sergeants, and suspecting that their scheme had been found out, they reluctantly made their way downtown.

Chief O'Hara greeted Callahan and Flannery coolly. They were not invited to sit, and they remained standing at attention in front of the chief's desk. After the briefest of pleasantries, O'Hara set into a serious interrogation. He picked apart their report line by line, calling out obvious discrepancies and demanding answers. The tenor of his questioning was reasoned and firm at first, but as Callahan and Flannery's answers became increasingly vague and evasive, the chief's tone and temper steadily rose.

Finally, after nearly ninety minutes, all three had had enough. The chief told Callahan and Flannery that if they didn't produce the true story in the next minute that their careers were over and that they would face certain jail time. Callahan, who by now was angry, embar-



ressed, and exhausted, said, "Here's your story" to O'Hara, and stepped forward to lean over the broad desk. Chief O'Hara half rose from his seat, a shouted question on his lips. Callahan swung his right hand up as if to strike the chief, but instead laid his palm flat on O'Hara's forehead. In an instant, Callahan poured his mental record of the investigation directly into the chief's mind. O'Hara's eyes went wide, he blanched, and his face contorted into a pained grimace as he shared Callahan's experiences. The exchange only took a moment, but in that time Chief O'Hara saw and heard months of good police work, communing with spirits, and the final terrible battle with the demon in the warehouse.

As soon as it began, it was over. Callahan stepped away from the desk, visibly shaken, and Chief O'Hara slumped back into his seat. Silence fell over the three officers and they stared at one another. Finally, after what seemed an eternity, Chief O'Hara said simply, "I believe you." The tension fled from the room, and O'Hara called for chairs to be brought in. After the chairs arrived, O'Hara produced a bottle from his desk along with three small glasses. He poured each of them a drink, told the duty sergeant that he was not to be disturbed, and for the next four hours the three officers discussed the case and its ultimate resolution.

At the chief's insistence, Callahan not only made a full and truthful report on the Fort Street Murder case, but on the paranormal in general as he understood it. He described the nature of his gifts, and those of his mother. How they were different in scope and utility but also closely related in their results. Flannery discussed his gifts as well, and how, despite their different natures, his and Callahan's abilities worked surprisingly well together. They talked about other instances where they had worked together off duty to deal with paranormal situations, and how they had encountered others with varying degrees of ability with whom they had worked in the past.

In addition, Callahan described other spirits and creatures that he had encountered in the line of duty. A shocking number as it turned out. He told Chief O'Hara that these things, these creatures and spirits were always just at the edge of reality trying to find a way in. Some were benign, even helpful. Others were wicked and dangerous, like the demon who had rampaged through the southwest all summer. Most were neutral, however. Some were bound

The Corktown Station House

Corktown's comfortably ramshackle precinct house is as strange and high-maintenance as the men and women who work there. Designed by famous Detroit architect Louis Kamper, it was built in the late 1890s as a replacement for an older Corktown Station destroyed by fire. An incongruous building among its square-shouldered brick storefront neighbors, it looks like a French Renaissance chateau in miniature. A covered arcade connects two separate buildings—the station proper and a smaller carriage house. Constructed of limestone, brick, and marble, the station house features large round turrets at each corner capped with conical roofs, slate and copper accents, large arched windows, and other features designed to invoke French country estates.

The main building houses offices, locker rooms, holding cells, a range and armory, a waiting room, interrogation rooms, a common assembly area, a forensics lab, and the archives. The carriage house holds the precinct's motor pool of scout cars, SUVs, and motorcycles. Grand and imposing from the outside, the interior is stark and shows the wear and hasty repairs one would expect in a heavily used government building nearly 120 years old.

Maintaining such an old building requires money that the DPD simply does not have, so it is always in a sad state of disrepair. Officers assigned to Corktown do what they can, buying supplies and taking care of repairs with their own money and skills, but the building continues to deteriorate. Despite its faults, the precinct has no plans to leave their old home. Its interior is cramped and inconvenient. It is too hot in the summer, and the steam heat is unreliable in the winter. The electrical system is still a mix of old knob and tube and fuse boxes, there is no rhyme or reason to the circuits, and whole sections of the building lose power at regular intervals. There is even a spot in the Investigators' Office where walking heavily across a certain patch of floor makes the lights go out in the motor pool. Windows that are not painted shut or boarded over leak constantly, and not a single door in the whole building opens or shuts correctly.

The old precinct house is uncomfortable, unsafe, profoundly haunted, and many officers from other precincts absolutely refuse to enter it. Corktown officers staunchly defend their home though, and it would take a disaster or a heavenly act to remove them from the dilapidated old building.

to the land, some were bound to buildings, some could be summoned, and some simply appeared with no rhyme or reason. They could take physical form, or exist as nothing more than a vague mist and a cool chill in the air. Their numbers were, apparently, legion, and their variety made them nearly impossible to catalog.

It was, in Callahan's opinion, something to do with Detroit itself. Something about the land was wrong—cursed, perhaps. He did not fully understand the reasons, but he could tell the chief the results. The city was haunted, and the barrier between this world and the next was extremely porous throughout the area. Spirits and unnatural creatures passed between worlds very easily in and around Detroit, and no one save for a few gifted observers knew or had the means to deal with it. Those few, men and women like Callahan and Flannery, were largely lone operators, working in secret to keep the city's paranormal energies in check.

Throughout the conversation, despite being visibly shaken and often at a loss to fully grasp what was being said, Chief O'Hara asked probing questions and took copious notes. At one point, during a lengthy description of yet another unnatural creature that Callahan had encountered on a patrol, O'Hara tossed his pen on the desk, closed his eyes, and squeezed the bridge of his nose between his thumb and forefinger. They had been talking for hours, through lunch and well into the afternoon. Between them they had finished the best part of the bottle of whiskey, and O'Hara had filled a small ledger. They were all exhausted, physically and spiritually, and the chief still was not entirely sure where to go from here. This was witchcraft, or close enough to it to be indistinguishable. Callahan could read minds and talk to ghosts, Flannery could do, well, something incredible and very likely heretical in the eyes of The Church that the chief did not fully understand. He was very close to the end of his endurance. His entire world had been turned upside down and he needed a smoke, a meal, and a long night's sleep.

The chief cut Callahan off with a wave of his hand and stood up. He said they had talked enough, declared the meeting over, and dismissed them to return to duty. They were to report to him first thing in the morning however, and they were to come prepared with notes and ideas on how to protect the city from the encroaching paranormal threats. Chief O'Hara

left his office early and spent his evening and far into the night thinking, writing, and drinking in his study. Callahan and Flannery retired to Sullivan's, a public house frequented by officers from the Corktown station, to soothe their nerves and sketch out their report. In the morning, Callahan and Flannery reported at 8:00 AM sharp, in full dress uniforms, carrying an envelope containing the founding documents of what would become the Corktown Precinct.

THE RISE OF CORKTOWN

Callahan and Flannery's plan was simple and elegant. A special squad of gifted investigators would be organized and based out of the Corktown Station with special jurisdictional powers throughout the city. This squad would be tasked with protecting the citizens of Detroit from paranormal incursions using techniques that they developed. The founding members of this paranormal investigation unit were to be culled from the Metropolitan Police at large and trained at Corktown under Callahan's supervision. In the report, Callahan identified six additional gifted officers he had worked with in the past, men who were reliable, steady, and, he felt, capable of handling the rigors of dealing with the paranormal on a daily basis.

The plan required that the nature of the squad's work and the abilities of the men who belonged to it should be kept secret from both the public at large and from as much of the Metropolitan Police Department as possible. Few would believe or understand the issues at stake, and if it were made known to the public that spirits and otherworldly creatures were near at hand and ready to harm innocent, law-abiding citizens, there would be mass panic and riots in the streets. Safeguards would be put in place to isolate the squad as much as possible from interference. Their position would be made permanent, and provisions for their funding and training would be written into the charter of the police department itself. The only people who would know the truth about the new special squad would be those officers who were members and the chief of police himself.

Chief O'Hara agreed with the report, making only slight changes for clarity, brevity, or to solidify the charter. Once everything was agreed upon and set in official documents, the chief gave Callahan and Flannery six months to recruit the other members of the squad,

train them, and begin policing the paranormal. The two officers had their new squad up and running in four months, with Callahan promoted to Investigator-Lieutenant and put in command and Flannery as his second.

Over the next few decades, the mission of the Corktown special squad grew in scale. From a special unit of eight detectives working mundane crimes while on duty and paranormal crimes after hours, it grew to encompass the entire precinct. Flannery was killed in the line of duty, and Callahan served as head of the special squad well into the early thirties, eventually dying at his desk while writing a report. As more psychic officers were discovered and paranormal activity slowly rose throughout the first part of the century, Corktown officers focused more and more upon the paranormal aspects of their mission. In addition, more and more officers without psychic talents were surviving encounters with the paranormal. These men and women were brought into Corktown for both observation and to assist in protecting others from the horrors they had witnessed. The special squad eventually became the Corktown Precinct, essentially a separate department within the DPD with its own secret mission, training, and culture.

Throughout the latter part of the twentieth century, as the DPD slowly shrank and went through a series of restructurings, the future of the Corktown precinct was always at risk. They were threatened numerous times with disbandment, as the large, neighborhood-based precincts were a relic of the earliest days of policing. Time and again, some legal or bureaucratic snag in the original Corktown charter saved the precinct. Corktown survived against all odds, maintaining the secrecy of their mission and executing it to the best of their abilities.

MODERN POLICING

Today, the situation at the Corktown Precinct is grim at best. For years, the Detroit Police Department has been understaffed and underfunded, barely able to keep up with the rising crime and disintegrating social fabric of the city. Within that dysfunctional system, Corktown is the most understaffed and underfunded precinct in the department.

Their precinct house is falling apart, their scout cars are the oldest models in the fleet, they are constantly short on office supplies, they never have enough equipment, and what they do have is often old and difficult to maintain. There is never enough funding, never enough materiel, and too little manpower for the job.

The shortage of officers and support staff at Corktown means more work for everyone. Twelve-hour shifts are the norm, with officers working five and six days a week just to maintain the bare minimum of law and order in the community. Working seventy or eighty hours a week is not uncommon for a Corktown patrol officer. Within that time, Corktown officers carry out their sworn duties to both serve and protect the citizens and to contain and suppress paranormal activity within the city. They are expected to take part in training exercises, complete reams of paperwork, and attend mandatory individual and group therapy sessions in an effort to shore up their crumbling psyches. It is a grueling schedule, perhaps the hardest in the department, and it burns out officers and support personnel with alarming speed.

Along with their staffing and funding problems, another issue that plagues Corktown is that they are largely isolated from DPD culture and bureaucracy. This is a two-edged sword. Headquarters largely leaves the precinct alone, but only because they do not know what to do with them. Corktown's mission, their status as a century-old relic of the old-style single-neighborhood precinct, and their unfortunate reputation makes them a largely unknown "other" within the department. It is a largely held belief throughout the DPD that Corktown is where careers go to die, and that it is where troublemakers, washouts, poor performers, and officers who are considered poor "team players" get sent before they are drummed out of the department altogether.

Corktown officers are merely tolerated at department wide functions or when called upon to provide festival support downtown, and other precincts are slow to provide backup for Corktown officers when called upon. They rarely show their faces at the Gaelic League and Nemo's, the two primary DPD haunts in Corktown. Instead, Corktown officers drink together at Sullivan's after their shifts and stay away from colleagues in other precincts.

CORKTOWN ROLES

Despite their unusual status and organization, Corktown uses the same rank structure as the rest of the Detroit Police Department. Corktown officers wear the same uniforms, the same insignia, and save for the Corktown Precinct patch that replaces the regular DPD "Automotive Capitol" shoulder patch, they wear the same decorations. Where Corktown differs most from the rest of the department is in the numerous specialty roles related to their paranormal suppression and containment mission.

RANKS

All DPD officers fit into the department's rank hierarchy. From the greenest academy recruit to the Chief herself, each man and woman has a specific role and a place in the hierarchy. Throughout their career and depending upon their rank, DPD officers are represented by one of two unions—the Detroit Police Officer's Association (DPOA) or the Lieutenants and Sergeants Association (LSA). These unions negotiate member contracts and represent members in cases of workplace grievance or disciplinary issues.

Police Officer: The majority of Corktown's personnel carry the rank of Police Officer. They are the backbone of the precinct and perform most daily policing. Police Officers carry out their duties behind the wheel of a scout car, on motorcycles or bicycles, or on foot patrolling along Michigan and Trumbull in pairs. The Police Officer rank has no special insignia.

Corporal: Corporals are senior Police Officers with at least ten years of service. Officers are promoted to the rank of Corporal by an appointment from their precinct Captain after recommendation by their

superior officers. They do not have official rank authority over Police Officers, but their experience and seniority commands a level of respect from their colleagues. One of their most important responsibilities is the training of officers recently graduated from the academy. Corporals wear two silver inverted chevron stripes on their shoulders.

Neighborhood Police Officer: DPD's Neighborhood Police Officer program is a scheme recently instituted by Chief Robinson based on the Community Oriented Policing Strategy (COPS). The program focuses on building ties within the community using proactive techniques in an attempt to head off crime before it starts. In Detroit, Neighborhood Police Officer is a distinct rank. Each precinct has NPOs walking the streets, talking with people and business owners, building ties in the community, and presenting themselves as a personal face of the DPD. They largely deal with non-emergency and quality of life issues, and have dedicated NPO email addresses and cell phone numbers that citizens are encouraged to use. Some NPOs throughout the DPD are also Corktown Talent Scouts, as the NPO program is an opportunity to keep a look out for paranormal incursions.

Investigator: Investigator is a specialization, rather than a specific rank within the DPD. It is considered a step up from Police Officer roughly equivalent to becoming a Corporal. These men and women are the department's detectives, tasked with investigating and solving ongoing criminal and paranormal cases. After at least



five years on the force, an Officer can take tests to become an investigator. If the officer passes, he is transferred to an investigative unit and begins work as an Investigator. Investigators who rise through the ranks become Sergeants, Lieutenants, and Captains like their non-investigative colleagues, and gain responsibilities. Investigators in the Corktown Precinct have specific types of crime in which they specialize: vice, homicide, cybercrime, sex crimes, etc. Investigators are plain clothes officers who wear no specific rank insignia. In their dress uniforms, they wear the insignia of their current rank within their unit (Sergeant, Lieutenant, or Captain).

Sergeant: Sergeant is the first managerial rank within a precinct. DPD Sergeants supervise watch shifts, lead small specialty squads, and perform routine management. Any Police officer can apply for promotion to Sergeant after five years of service. Promotion requires a series of rigorous tests and interviews, as well as educational, performance, and disciplinary requirements. Seniority and military experience are also considerations for promotion. Officers who pass the tests and meet the necessary requirements are placed on a list with other candidates who are promoted in order of their test scores. No matter their seniority, a DPD Sergeant has authority over all Police Officers and Corporals. Sergeants wear three silver inverted chevron stripes on their shoulders.

Lieutenant: Lieutenants are a precinct's middle managers who oversee Sergeants and report to the precinct Captain. They are promoted in much the same way as Sergeants. Prospective Lieutenants must pass numerous tests and achieve very high requirements to be

considered for such an important leadership position. In the DPD, Lieutenants are typically in charge of specific Investigator squads, such as homicide or narcotics. They are also commonly put in command of patrol substations within larger precincts. Lieutenants wear a single gold bar pinned to the collar of their uniform.

Captain: DPD captains are the highest ranking precinct-level officers in the department, and are promoted to that rank by appointment of the Chief of Police. Every DPD precinct is commanded by a Captain, who is primarily an administrative officer. Corktown's current Captain is a 20-year DPD veteran, former homicide investigator, and former US Army officer named Malcolm Simms. Captains wear two vertical gold bars joined by two thin horizontal bars, colloquially known as "train tracks", on the collar of their uniform.

Other Ranks: There are a handful of ranks above Captain in the DPD, such as Inspector, Commander, and Deputy Chief. These are primarily headquarters ranks however, and the men and women who carry these ranks are more often seen at city hall or at Police Headquarters than down among the rank and file in the city's precincts.

SPECIALISTS

As they are drawn from the ranks of Detroit's police force at large, the men and women of Corktown have a range of experience and skills. Among the Corktown officers there are members of the Bomb Squad, the Underwater Recovery Team, the Special Response Team (Detroit's SWAT unit), the Tactical Service Section (the newly reorganized gang squad), the K-9 unit, the Mounted Division, and many more. In addition, Corktown has special squads to help in their battle against supernatural forces.

Armorer: Armorers design, build, and maintain equipment used in the investigation of paranormal activity. Custom optical systems, specialist ammunition types, modified weapons and armor, and specially tuned sensor and communications gear fall within their purview. Armorers are also responsible for the maintenance of the precinct's mundane equipment, such as vehicles, service weapons, and other gear. Most Armorers are Intuitive psychics.

Archivist: Archivists are a mix of historian, librarian, academic researcher, and patrol

Non-Sworn Personnel

There are a number of positions within a DPD precinct that are filled by individuals who, while employees of the Detroit Police Department, are "non-sworn" and have no legal authority. These are typically a precinct's dispatchers, precinct report desk clerks, and other clerical-type positions. While vitally important to a precinct's operation, these roles are filled by non-sworn personnel because the time and skills of a precinct's sworn officers are better utilized in patrolling the streets or investigating the DPD's countless open cases.

officer. They maintain an exhaustive library of occult and arcane literature, paranormal classification systems, and the records of paranormal containment and elimination within the city. While they spend most of their time in the precinct house's library poring over old books and performing research and cataloging duties, they also work weekly patrol shifts alongside their more active colleagues.

Containment and Elimination Team:

The CET is Corktown's answer to the Special Response Team. These highly trained officers are experts in dealing with particularly dangerous paranormal situations. They tend to have an encyclopedic knowledge of spirits and paranormal creatures as well as the weapons and tactics used to deal with otherworldly threats. CET officers are commonly transferred SRT members or newly recruited officers with military experience.

Parapsychologist: Where Archivists spend most of their workday in the precinct's dreary library, Parapsychologists spend most of theirs on the streets. Parapsychologists are trained as field researchers and paranormal forensics experts. They seek out phenomena and interact with otherworldly creatures to better understand their nature. They also act as Corktown's forensic scientists, collecting clues, photos, and psychic impressions at a crime scene then analyzing them at Corktown's small lab. Parapsychologists catalog new beings, speak with mournful spirits, and study the development of psychic abilities among their fellow officers and the population at large.

RECRUITING

In a precinct as overworked and understaffed as Corktown, recruiting is paramount, but incredibly difficult. Psychic abilities are uncommon among the general populace and vanishingly rare among Detroit's police community. Non-psychic officers who encounter paranormal events and survive with their wits intact are a rare commodity. Corktown's poor reputation leaves no one eager to for a posting there.

Despite these difficulties, new officers arrive on a semi-regular basis. Every year, a handful are recruited as old officers retire, quit, or are driven mad. Specially trained members of the Talent Scout unit identify and draw in these officers, who are drawn from the DPD and occa-

Never a Cop When You Need One

DPD in general, and Corktown in particular, are notorious for long response times to even the most dangerous crimes. Citizens in Corktown know where to find an officer when they need one without calling 911 or dealing with DPD dispatch. Bucharest Grill, a takeout shawarma place, is extremely popular with Corktown officers thanks to the fact that for around five dollars a busy officer can get an entire meal that they can eat with one hand while on patrol. Corktown officers are also frequent visitors at Evie's Tamales on Bagley just east of I-75 and at the newly opened Institute of Bagels on Michigan. In a pinch, citizens know they can find at least one off-duty officer, if not an entire watch recently off shift, at Sullivan's.

sionally from other law enforcement agencies and private security firms.

Talent Scouts are specialist Corktown officers embedded in other DPD precincts to monitor paranormal activity and identify prospective recruits. Like their colleagues in Corktown proper, Talent Scouts are officers who are either psychic or who have survived brushes with the supernatural. Officially personnel of the precincts in which they are embedded, Talent Scouts report secretly to Corktown with

A Night at the Hospital

Every organization has rituals, official or not, that they use to welcome new members. For a new Corktown officer, their welcome is a nighttime patrol of Imogen Hospital. The notoriously dangerous, profoundly haunted, empty mental hospital complex on the West side is full of angry, tortured spirits, terrible creatures, criminal enterprises, and roaming packs of gang members. When a new recruit begins their probationary period, they are sent to patrol the grounds of Imogen Hospital, alone, their first night on patrol. While they are shadowed by another officer, they are on their own unless they get into life-threatening trouble. How they handle this patrol often says as much about a new recruit as any number of tests and psychological evaluations

news of suspected paranormal activity, suspicious happenings, and potential transfers. They contact Corktown's dispatch, when a new case emerges, making sure to reassign it. There are also non-DPD talent scouts in the Wayne State University Police Department, Hamtramck Police Department, Highland Park Police Department, the Detroit Fire Department, the Wayne County Sheriff's Office, and private security firms.

After a Talent Scout identifies a potential recruit, that officer is observed for thirty to ninety days. Once qualifications are confirmed, the Talent Scout approaches them with a transfer offer. Given Corktown's reputation, this is often a very hard sell. No one seeks out Corktown, and many of those approached are unwilling or unable to admit they are psychic or have seen and experienced things beyond the pale. It is a Talent Scout's duty to draw these reluctant officers out and reassign them to Corktown as quickly as possible.

Most potential recruits come around. Being the sole psychic in a precinct full of mundane officers is extremely wearing on a gifted individual. Psychics, especially in high-stress positions, have a difficult time working alongside non-gifted people. They are often ostracized due to personality quirks and a feeling of "wrongness" about them. Many find it hard to form connections with those who lack their abilities. Transfer to Corktown provides these officers with a place to belong, where they can be open about their abilities and use them for the greater good as opposed to suppressing and hiding them constantly.

The same issues hold true for mundane officers who have survived paranormal encounters. People are poorly equipped to handle encounters with the paranormal. The human brain is simply not equipped to deal with the shattering terror of an angry spirit or an otherworldly creature rampaging through the streets. When faced with such events, most individuals either rationalize the situation (swamp gas, weather balloons, a prankster, etc.) or shut down. In both cases, survivors are confused, often frightened, and unable to fully explain what happened. A small number of people, those blessed with exceptional willpower and strength of mind, see these events for what they are and can deal with them.

Talent Scouts seek out individuals who survive paranormal encounters with their wits mostly

Corktown Radio Codes

Police forces throughout the country use a series of specialty radio codes called "10-codes" to communicate. These bits of radio shorthand allow a dispatcher or officer to report a situation or summon backup quickly, efficiently, and with a minimum of talking. Along with the 10-codes used throughout the DPD, Corktown uses a number of unique codes broadcast over a secret frequency to alert officers to ongoing paranormal events. Some of the more commonly used codes are as follows:

- 10-600: Possible incursion, officer required.
- 10-605: Confirmed incursion; active spirit.
- 10-610: Confirmed incursion; active creature.
- 10-614: Confirmed incursion; civilians involved.
- 10-618: Occult activity in progress.
- 10-620: Major incursion, active phenomena, all units respond.
- 10-622: Reported phenomena in structure.
- 10-684: Physical manifestation in public view.

intact. Their new found paranormal knowledge, combined with an ability to safely witness and even resist otherworldly terror, make them a perfect fit at Corktown. Like their psychic colleagues, these survivors tend to be "off" after their encounters. Their personalities change, or they develop strange tics and eccentricities that make less aware officers extremely uncomfortable. These veterans are offered the chance to more fully understand what they encountered and the opportunity to protect others from similar ordeals: a deal that few pass up.

The work done by Corktown's Talent Scouts is among the most important in the precinct. Their ability to convince suspicious, frightened, often capricious psychics to not just trust them but to accept a transfer to what is largely considered the worst assignment in the department is a godsend. Without their constant vigilance and skills, Corktown would be without new officers and at an even worse disadvantage against the growing paranormal threats.



They learn to identify spirits and creatures, to handle manifestations and random phenomena, and to deal with supernatural threats. During this part, new officers learn to properly use the precinct's specialty equipment, including custom ammunition, spectral analyzers, ultrasound scanners, and more esoteric pieces of kit.

As the paranormal education progresses, recruits learn more about their own abilities and how

TRAINING

Once a new officer is officially transferred to Corktown, they undergo an intense period of training and education to prepare them for their new careers as paranormal investigators. This six month training period combines standard DPD qualification evaluations with a crash course on the paranormal. The Corktown training regimen was developed to ease a recruit into the reality of dealing with the supernatural as well as mundane crime. It focuses on marrying traditional policing skills with the development of each officer's psychic potential.

Training begins with an officer quality evaluation. New recruits undergo a series of tests, both physical and skill based, to see how they stand up to DPD quality standards. They are tested on their knowledge of the law and basic policing, both in a classroom environment and in the field. They re-qualify for any special units to which they belong. Fresh Corktown recruits then undergo a physical exam, physical fitness tests, a driving exam, and re-qualify on their service sidearms, the taser, the shotgun, and the M4 rifle. While all of this testing and re-qualifying seems overkill on the surface, there is a very good reason for it: Corktown officers are held to a very high standard.

After newly arrived recruits complete re-qualifying, they begin learning about the paranormal. Precinct parapsychologists and archivists teach officers about policing the supernatural.

they complement Corktown's mission. Most psychics are uncomfortable or unfamiliar with using their abilities around others or pushing them to their full extent. The precincts parapsychologists and training officers coach them to maximize their potential and to use their abilities in the course of their work. Those officers who are not psychic, or who possess the rare Nullifier ability, are trained in counter-paranormal techniques.

After ninety days, a new officer is typically ready to begin full-time police work as a probationary officer. They are assigned the jobs they held in their former precincts—Police Officers patrol, Investigators take on cases, etc.—and they must meet performance benchmarks over the course of the next three months. If at the end of their six-month probationary period a new recruit receives passing marks and evaluations, they become a fully sworn Corktown officer: a position they hold until retirement or death.

Failed tests must be retaken, and officers have an additional sixty days to do so. If a new officer is unable to pass the Corktown training regimen, they are let go from the DPD. This rarely raises questions in the department thanks to Corktown's reputation as a dumping ground for troubled officers. Separated officers receive full pensions and severance and benefits to which they are entitled. In addition, they are placed on an observation list and Corktown parapsychologists check in on them to make sure they are

adjusting to civilian life and to give them any assistance they need with their psychic abilities.

LIFE ON THE BEAT

Corktown officers tend to burn out quickly. The physically and emotionally taxing nature of regular police work combined with the stressors of paranormal incursions takes its toll. Natural psychic abilities and constant exposure to supernatural elements trigger spectacular meltdowns that are far rarer in other precincts. The average Corktown officer works between sixty and eighty hours a week, typically in eight to twelve hour shifts called watches. Officially, watches change three times a day—at 08:00, at 16:00, and at 00:00. The precinct house is open and staffed twenty-four hours a day.

It is a rare officer whose work is over in eight hours, however. The men and women at Corktown often work ten or twelve hours at a stretch, cramming more police work, training, and paperwork into a workday than any other Detroit precinct. In addition, Corktown officers often work their rare days off, attending mandatory training or events at headquarters, responding to city wide police calls, or working public events like Jazz Fest or the Electronic Music Festival. This is due to their staffing shortage and their paranormal duties. Watches overlap, with new officers coming on shift while colleagues from the previous watch remain in the field responding to calls or completing paperwork. Double and triple overtime is common at Corktown, but the hours are so long and draining that few have an opportunity to enjoy the fruits of their labor.

A typical day begins when an officer reports for their watch shift. The first thirty minutes is spent in a briefing by that day's watch sergeant who brings the officers up to speed on the day's events, ongoing investigations, important alerts, and anything else germane to the day's work. Once the briefing is over, officers spend thirty minutes taking care of assorted business around the precinct house including paperwork, requisitioning specialty equipment, addressing issues with their scout vehicle, or performing other minor, work-related duties. By the end of that first hour, each officer in the watch shift has left the station and begun their patrol.

Most patrols out of Corktown are car patrols, carried out by single officers in one of the

precinct's scout cars. A handful of motor officers at Corktown patrol on specially outfitted motorcycles—either light-duty Honda Hawks or more powerful Harley-Davidson interceptors. Officers on scout or motor patrol spend their days responding to emergency calls, performing traffic stops and security inspections, rendering non-emergency aid to citizens, and providing a visible presence to the neighborhood. During their patrols, Corktown officers watch for signs of paranormal incursion and respond to calls related to suspected paranormal activity throughout the city. Dispatchers from Corktown use a private, encrypted frequency to dispatch officers to incursion sites, and they use secret 10-codes to inform officers of the incursion's nature.

Corktown runs foot and bicycle patrols during daylight hours. Dismounted officers are typically limited to the business districts along Michigan and Bagley, and the densely populated neighborhoods that abut them. These assignments are primarily for community engagement and active crime prevention, and are seen as easy assignments highly sought after by officers on watch.

While on the clock, breaks and meals are catch as catch can for Corktown officers. While DPD's police union mandates breaks at given intervals throughout a shift, reality dictates that lunch and break times are spent working. Meals are typically eaten quickly on patrol. Stopping for a sandwich or cup of coffee is often combined with community policing. Breaks, such as they are, are usually taken parked in a scout car, catching up on paperwork, listening to the radio, and watching for suspicious activity.

On paper, a Corktown officer's workday is supposed to end with returning from patrol an hour before their scheduled quitting time to debrief with the watch sergeant, return specialist gear, complete paperwork, and check in with their assigned counselor. In reality, officers are often busy for hours after their shift is scheduled to be over, as neither crime nor paranormal incursions hew to specified hours. Officers lucky enough to clock out when scheduled are the envy of their colleagues, but it is a fleeting joy. An officer who clocks out on time one day may very well work an eighteen hour shift the next.

Chapter 3

FRESH RECRUITS

"Semper Vigilans"

-Unofficial Motto of the Corktown Precinct

Nobody in the department wants to go to Corktown. Outsiders view it as the precinct where careers go to die. The Board of Police Commissioners reassigns officers here only after they have cracked under pressure. Raw academy graduates never go to Corktown. Only those who have already failed elsewhere receive assignments here.

Maintaining this cover is seldom easy for officers who serve at Corktown. Interactions with colleagues from other precincts are invariably demoralizing. They need to contend with horrors that could shatter minds, and yet they can never take credit for their heroics. Instead, they need to continue to play the part of the largely incompetent oafs, who try to get by on the used equipment reassigned from elsewhere.

One part of the story is true. The Board of Police Commissioners directly oversees every transfer. The catch is that transfers are extremely selective. Officers who failed under stress are assigned medical leave and rehabilitated. Those who demonstrated paranormal abilities or survived an encounter with a supernatural entity are sent to Corktown precinct, without any explanation in the official paperwork. Officers with paranormal talents are rare. Mundane individuals who survive their first encounter with the supernatural are even more uncommon. These officers are a valuable resource, and the Chief treats them as such.

After years of service, proven members of the Detroit Police Department are never happy to receive a transfer to Corktown. Some try to resign rather than accept it. Talent Scouts are

crucial in easing a new officer's transition to the precinct. Only after a thorough briefing and training about new responsibilities can a new assignee go to work at Corktown.

For psychics, part of this training includes learning how to control their newfound abilities. Often, established precinct officers have related skills and can assist with the basics. Inexperienced psychics pose a danger to themselves and their partners in the field. Training to be able to control those talents under stressful situations is absolutely essential.

All Corktown officers must be familiar with the most common types of supernatural entities and their weaknesses. Case files go back decades, and recurring issues are a core part of the training. Every new assignee learns about the mutants at Zug Island, the ghosts at the Corner, and the dangers of Elmwood Cemetery. They train with a variety of nontraditional weapons and ammunition specifically suited for the threats they must now confront. One of the biggest challenges is recognizing these threats from descriptions and sketches and learning the weaknesses of each type of entity.

CHARACTER CREATION

Building your Corktown precinct Officer takes a few steps. This section presents one approach to creating the character that you can portray in your game sessions. Note that this order is flexible. As long as all the steps have been completed and the character follows the rules, creation has been done the right way. Sometimes, a player may find that it is more

important to have a certain Edge or Trait than a specific Origin. This is perfectly acceptable.

1. CHOOSE YOUR ORIGIN.

Officers are assigned to the Corktown precinct because they exhibited psychic abilities or survived an encounter with the paranormal. The first step in character creation is to choose which paths led to their reassignment. Characters with special abilities gain the Arcane Background (Psychic) Edge. Characters who encountered the paranormal instead gain the Jaded Edge. Characters resistant to the supernatural gain the Arcane Background (Nullifier) Edge. The chosen Edge does not count against those selected in Step 3.

2. TRAITS

Characters must assign values to all of their traits and statistics.

A. ATTRIBUTES

Your officer begins with a d4 in each attribute, and has 5 points with which to raise them. Raising an attribute a die type costs 1 point.

B. SKILLS

All characters begin with Knowledge (Law) at a d6. In addition, your officer has 15 points for skills. Each die type in a skill costs 1 point, up to the linked attribute. Increasing the skill above the value of the linked attribute costs 2 points per die type. Corktown officers must have at least a d4 in Driving, Fighting, Guts, and Shooting.

C. SECONDARY STATISTICS

Charisma is equal to the total bonuses or penalties given by Edges and Hindrances.

- Pace is 6".
- Parry is equal to 2 plus half Fighting.
- Toughness is equal to 2 plus half Vigor.
- The Reason track begins one slot in from the right, at Irregular.

3. EDGES AND HINDRANCES

As members of the Detroit Police Department, all Corktown officers enter play with a Vow (To Serve and Protect) Hindrance. They also begin with the Legal Authority Edge (see page 62). These two abilities do not count against the ones selected below.

Your officer begins with one Edge of your choice at creation. The character may gain additional creation points in return for selecting Hindrances. Up to One Major Hindrance (2 points) and two Minor Hindrances (1 point each) may be selected.

For 2 points, you can either:

- Gain another attribute point
- Choose an Edge

For 1 point you can:

- Gain another skill point

4. GEAR

The Detroit Police Department provides officers with the minimal essential gear (see page 76) that they need to perform their duties. This includes basic weapons, uniforms, transportation, communications gear, and similar matters. To reflect this, characters begin with a selection of gear based upon the character's backstory as well as the Skills, Edges, and Hindrances that the player has selected. Gamemasters should work with players to compile a list of equipment that is particularly well suited to the character's needs. Every officer starts with a service revolver, but an accomplished shooter could have a sniper rifle as well. An archivist could have a field-hardened laptop, while an armorer could have a tool kit. Gear for Novice characters, however, should never be of the highest quality or best caliber. Such equipment is reserved for a character who has earned it through experience. Further, a character should only have a reasonable amount of equipment that they can easily carry—or that can fit in their squad car. Corktown precinct is notoriously underfunded, and its officers seldom have access to the best equipment.

In addition, characters begin with \$500 of personal resources that they may use to supplement their officially issued equipment. A character that wishes to have better body armor under his uniform, a higher end phone, or an alternative sidearm could use these funds to purchase that equipment.

5. BACKGROUND

Explain your character's backstory and motivations. This should include the character's hometown, any past jobs, and history with the Detroit Police Department. That first encounter with the supernatural is critical. That was the

reason for reassignment to Corktown precinct. How the character reacted to the encounter, as well as the reporting process, and the aftermath are all key to building the character's story.

The Corktown precinct includes members ranking from Police Officer up through Captain. Players should work with the Game Master to determine an appropriate rank based upon their backstory and the role they intend to play. As the characters are intended to be active in the field, Captain is not a good fit for the campaign. Typically, a party is made up of beat cops and Investigators.

SETTING RULES

Officers of the Corktown precinct are a vital line of defense for Detroit and its citizens. Their precinct is underfunded and they are overworked. The city's honest citizens struggle every day, and very few trust the police. Paranormal activity is on the rise, and it represents a constant threat to everyone who lives here. Life is hard, and a few tweaks to the Savage World game system are necessary to reflect that.

From the Savage Worlds core rules, The Thin Blue Line uses the Critical Failures Setting Rule. The Thin Blue Line uses the Vices Setting Rule from the Horror Companion.

DEDICATED SETTING RULES

The Thin Blue Line introduces a few specific setting rules.

JUST AS LUCKY

A Wild Card can choose to prevent an opponent from spending a Benny on any action that directly affects him by spending a Benny of his own. The two Bennies effectively cancel one another out. If a Wild Card spends more than one Benny on a single action, an opponent can only counter the first.

LOST ILLUSIONS

Serving in the Detroit Police Department for years exposes a person to the darkest side of humanity. Working in the Corktown precinct forces an officer to confront inhuman entities motivated in ways beyond human comprehension. The daily grind can leave some officers with deep physical and mental scars. At the Game Master's discretion, if the player has a good explanation, a character may take an additional Hindrance. This follows the same rules as other Hindrances selected during step 3 of character creation.

REASON AND DELIRIUM

The supernatural world is intrinsically beyond human comprehension. At times, some elements may act in ways that, at first, seem logical. However, there is little consistency in this regard. A supernatural being's motivations are not dependent upon the physical world. Some may be trapped in memory from decades or centuries prior, often re-enacting the events leading up to death. Others seek purely intangible objects, such as an emotion or a memory of a dream. Spirits linked to a loca-



tion often attempt to preserve what they view as the purity or contamination of their home—whether that is a pristine grotto or a horribly polluted stream.

Most people are blissfully unaware of the supernatural. Some have peripheral interactions, which offer clues, but no concrete evidence. These people comfortably live in denial of the entities that dwell in the shadows around us. They enjoy life in a world where Reason is paramount. Events take place in a straightforward chronological sequence. Their universe favors order and logic, even when colored by emotion.

Direct exposure to the supernatural changes a person. Most psychics are born with their abilities, but many only manifest supernatural talents—arguably as a means of self-preservation when exposed to other entities. Others have their worldview shattered and must re-evaluate their entire way of thinking or go mad. That change in perspective has consequences. While they can better deal with the paranormal world, their physical world becomes less comprehensible. As a character's perspective shifts, they lose touch with Reason, and they instead begin to experience the world through the lens of Delirium.

Reason and Delirium are not absolutes. Instead, they are points on a spectrum. For game purposes, that spectrum has five points. A mortal who has never had contact with the supernatural begins at the Reason end, on the right side. A being of pure spirit, such as a ghost, exists in a state of pure Delirium, on the far left end. Rookie Officers from the Corktown precinct begin the campaign one step to the left of Reason, after they have suffered their first direct exposure to the supernatural.

Each location on the spectrum has implications for the characters at that place. Extended exposure to the supernatural can cause a

character to move further toward Delirium. A combination of therapy and psychiatric medications can enable some individuals to recover Reason, moving back through the spectrum. However, a mortal who has suffered exposure to the supernatural can never return to a state of Perfect Reason.

PERFECT REASON (○ ○ ○ ○ ●)

Most people try to live in a structured and ordered way. They work their job, usually during the same hours. They earn a fairly consistent wage for their efforts, and they pay their bills on a regular basis. They enjoy following a schedule that lets them plan out their days far in advance. Emotion and happenstance trigger inconsistencies, but they are usually manageable ones. For the most part, the world is remarkably consistent, and things proceed in a logical order. Cause precedes effect. The clock ticks, seasons progress, and the world rotates on its axis as it orbits the sun.

People who exist in a state of Perfect Reason do not deal well with the supernatural. In fact, they deny its very existence. The inherently chaotic nature of the paranormal disrupts their view of the world. When exposed to the supernatural, those who are not immediately terrified simply rationalize their experience away with explanations of a trick of the light, a weather balloon, or another illusory effect. Anyone who fails a Fear check after encountering paranormal beings or phenomena immediately moves from Perfect Reason to Irregular. After a brush with this new world, they are no longer capable of ignoring its existence. Characters who have fallen from Perfect Reason can never recover this state.

There are no special rules for characters living in a state of Perfect Reason.

IRREGULAR (○ ○ ○ ● ○)

The first time an individual acknowledges an interaction with the supernatural, their perception of the world is changed forever. The person must suddenly acknowledge that there are things in this world that do not obey rational laws. This is more than a matter of faith or a belief in the inexplicable. It is a worldview altering experience. The person's perceptions expand to encompass the fact that the world is bigger and scarier than they could have previously believed.

Blank Table	Del ○ ○ ○ ○ ○ Rea
Healthy Mortal	Del ○ ○ ○ ○ ● Rea
Ghost	Del ● ○ ○ ○ ○ Rea
Corktown Rookie	Del ○ ○ ○ ● ○ Rea

Acknowledging that the world is Irregular requires a significant change of life for most people. When they come to accept this reality, it tends to change their priorities. Some either embrace or discard their religious beliefs. Others embark upon a personal journey to try to come to a greater understanding of this greater world. They intently study myths, history, and legends, trying to find hints of others who have discovered what they have. Many explore and embrace fringe beliefs about conspiracy theories regarding secret governmental bodies, lost civilizations, and alien invasions.

Characters at the Irregular stage gain the ability to include information about the paranormal as part of Common Knowledge checks.

IN THE BALANCE (○ ○ ● ○ ○)

Further exposure to the supernatural world grants individuals a greater understanding of how it works. Much of it does not make sense, however. The supernatural world includes elements that the mortal mind simply cannot comprehend. People who are In the Balance are further engrossed in the pursuit of paranormal knowledge and recognize supernatural elements that individuals who are Irregular do not notice. This includes the "echoes" of spirits, noticing supernatural phenomena more easily, and even the ability to recognize those who have paranormal abilities simply by the way they act.

Unfortunately, constant awareness of the supernatural world comes at a price. Supernatural objects can distract an individual from the mundane world around them. At times, an individual might not even recognize when they are interacting with the supernatural world in place of the physical. Actions that seem perfectly reasonable to a character In the Balance are inexplicable to someone who exists in a state of Perfect Reason.

Characters and entities In the Balance gain +2 to any Common Knowledge checks dealing with the supernatural. However, they suffer a -1 to all Notice checks, as they must deal with input from both the physical and supernatural worlds simultaneously. Characters In the Balance suffer a -1 Charisma when interacting with anyone at Perfect Reason.

UNHINGED (○ ● ○ ○ ○)

An Unhinged entity is in stronger contact with the spiritual world than the physical.

These entities perceive the spiritual world and interact with it preferentially over the physical. Minor spirits and lesser entities, which more physical beings might not even perceive, constantly draw their attention. A being or individual who is Unhinged interacts with these beings more readily than with physical beings, though the interactions often have a physical component. These individuals often speak with spirits that are invisible to others, or act to avoid aggressive actions from these entities.

Beings who live under these conditions begin to lose contact with the physical world. There are simply too many spiritual beings to interact with for the character to be able to concentrate on physical distractions. This also confers a greater understanding of the spiritual world through constant interaction.

Unhinged characters automatically succeed at any Common Knowledge checks dealing with the supernatural. However, they suffer a -1 penalty to any Common Knowledge checks that do not deal with the supernatural. Unhinged characters suffer a -2 Charisma when dealing with anyone in Perfect Reason. They suffer a -2 to Notice checks dealing with the physical world, but they gain a +2 bonus to Notice checks associated with the supernatural.

DELIRIUM (● ○ ○ ○ ○)

Spirits live in a world that intersects with ours, but extends far beyond it. Their perceptions are profoundly different than those of humans—or any other living physical being. Ghosts may interact with the memories of places and things that haven't existed for centuries. Nature spirits may react to the environment, as it was long before humans despoiled it. Some beings could even interact with echoes of a future that has yet to be.

Living beings cannot survive in a state of Delirium. Entering this state of being permanently severs the connection between the spirit and the body. While the spirit may continue its existence, the body enters a persistent vegetative state. There are no confirmed instances of a spirit reuniting with its previous body after entering a state of Delirium.

There are no special rules for characters who enter Delirium. They become, essentially, coma ward patients.

TRANSITIONING BETWEEN STATES

Humans who tamper with supernatural forces enter a downward spiral from a state of Perfect Reason to Delirium. With each exposure to these forces, their psyches risk further contamination. Only the most concerted efforts can temporarily stave off the progression toward collapse and detachment from the physical world.

Any time an individual at Perfect Reason encounters the supernatural, they must make a Fear check. On success, they shrug off the exposure, and rationalize the experience without further consequence. On a failure, they recognize that the entity's existence is inexplicable, which moves them down the meter to Irregular. No beings can move from Irregular back to Perfect Reason.

Any time a character at Irregular, In the Balance or Unhinged suffers a critical failure on a Fear Check associated with the supernatural, they move one step closer toward Delirium. Similarly, any time that a character suffers a critical failure when using a Psychic power, they move one step closer toward Delirium.

Characters move one step toward Perfect Reason when they purchase the Back from the Brink Edge (see page 62). Game Masters may, at their discretion, award Back from the Brink ranks for particularly good role-play or in cases where the heroes enjoy a particularly dramatic triumph over the supernatural. There is no known means for characters to recover from a state of Delirium. Failed attempts to reunify a spirit with its body often provide a conduit for a malevolent spirit to possess a physical form.

SKILLS

The Thin Blue Line makes a few revisions to the basic skills list for Savage Worlds. These revisions were made so that characters in the setting could focus better on the elements that were most central to gameplay in Detroit.

ATHLETICS

Corktown precinct officers are expected to be effective law enforcement professionals in the field. Many have a military back-

ground, and all are expected to pass regular physical fitness exams. Climbing, swimming, and physical stamina are all prerequisites to fulfill their responsibilities. The Athletics skill combines the Climbing and Swimming skills into a single skill. Core Savage Worlds rules that refer to either of these skills should instead substitute Athletics.

GUTS

Experience with terror can cause a character to become inured to the experience. Over time, characters who have continuously experienced the supernatural horrors of Detroit recognize the dangers and learn to react in an appropriate manner. When called upon to make a Fear check, characters must use their Guts skill in place of a Spirit roll.

MASTER SKILL TABLE

Skill	Attribute
Athletics	Strength
Boating	Agility
Driving	Agility
Fighting	Agility
Gambling	Smarts
Guts	Spirit
Healing	Smarts
Intimidation	Spirit
Investigation	Smarts
Knowledge	Smarts
Notice	Smarts
Persuasion	Spirit
Piloting	Agility
Repair	Smarts
Riding	Agility
Shooting	Agility
Streetwise	Smarts
Subterfuge	Agility
Survival	Smarts
Taunt	Smarts
Throwing	Agility
Tracking	Smarts



SUBTERFUGE

Corktown officers tend to discourage criminal activities through their presence. They generally have the authority they need to complete an investigation and to stop criminal and paranormal threats. However, there are times when they need to be more discrete. For these instances, Subterfuge combines the Stealth and Lockpicking skills into a single skill. Savage Worlds rules that refer to either of these skills should instead substitute Subterfuge.

NEW SPECIFIC KNOWLEDGES

Two Specific knowledges are particularly relevant in The Thin Blue Line.

FORENSICS

Forensics involves the scientific analysis of a crime scene and the evidence collected from it in preparation for legal proceedings. This

includes the ability to process biological, chemical, trace, and impression evidence. Successful investigation requires access to a field kit at the crime scene and then a fully equipped crime lab to complete the analysis.

PARAPSYCHOLOGY

Parapsychology includes the study of paranormal entities as well as the effects such beings can have upon mortal humans. Parapsychologists depend upon accurate recordings and interviews from current field officers, but they must also reference older works, in some cases ancient ones. Because of this, many acquire a vast knowledge of myths and legends on a global scale as well as a local one. They learn to identify a type of entity based upon its proclivities as well as its appearance. They must also recognize the weaknesses associated with different types of entities.

MASTER HINDRANCE TABLE

Hindrance	Type	Hindrance	Type
All Thumbs	Minor	Heroic	Major
Anemic	Minor	Illiterate	Minor
Arrogant	Major	Jumpy*	Minor
Bad Eyes	Minor/Major	Lame	Major
Bad Luck	Major	Loyal	Minor
Big Mouth	Minor	Mean	Minor
Blind	Major	Obese	Minor
Bullet Magnet*	Major	One Arm	Major
Cautious	Minor	One Eye	Major
Clueless	Major	One Leg	Major
Code of Honor	Major	Overconfident	Major
Combat Shock*	Minor/Major	Poverty	Minor
Curious	Major	Quirk	Minor
Death Wish	Minor	Screamer*	Minor
Delusional	Minor/Major	Slow*	Major
Disrupted Psyche†	Minor	Small	Major
Enemy	Minor/Major	Stubborn	Minor
Gambler†	Minor/Major	Ugly	Minor
Glass Jaw†	Major	Vengeful	Minor/Major
Greedy	Minor/Major	Victim*	Major
Habit	Minor/Major	Vow	Minor/Major
Hard of Hearing	Minor/Major		
Haunted†	Major		

*From Savage Worlds Horror Companion

†From The Thin Blue Line

HINDRANCES

No one is perfect. Everyone is damaged in some way, and many Corktown officers were damaged long before they joined the force. Others suffered physical, mental, or emotional injuries in the line of duty. Not matter how well they might strive to conceal their damages, the stresses of adventure can bring these flaws to the forefront. Often, overcoming a personal challenge can be just as powerful an element to a story as overcoming ones more central to the plot.

CORE HINDRANCES NOTES

Members of the Detroit Police Department must adhere to certain mental and physical requirements. While some shortcomings can be ignored, and exceptions might be made, others are simply too severe to be easily overcome. Officers at the Corktown precinct can be even more restricted, as they must confront supernatural threats on a regular basis. In keeping with these restrictions, The Thin Blue Line omits Bloodthirsty, Doubting Thomas, Elderly, Outsider, Pacifist, Wanted, Yellow, and Young from the list of available Hindrances. These are simply not in keeping with the setting's core conceits.

HORROR COMPANION NOTES

Several Hindrances from the Savage Worlds Horror Companion are a good fit for Corktown officers. Many of these could be particularly bad for the officer's career, but they are not severe enough to lead to retirement. The recommended Hindrances for consideration are Bullet Magnet, Combat Shock, Jumpy, Screamer, Slow, and Victim.

ADDITIONAL HINDRANCES

Corktown officers are flawed in many different ways. This setting introduces a few alternative character issues.

DISRUPTED PSYCHE (MINOR)

Your character's suffered a metaphysical break that left mind and body disconnected. The damage has largely healed, but the scars remain. Because of this, paranormal enhancements and healing attempts do not function properly. The character can never receive any benefits from the use of powers associated with the Arcane Background (Psychic) Edge. Characters with the Arcane Background (Psychic) Edge cannot select this Hindrance.

GAMBLER (MINOR/MAJOR)

The character wants to know the odds for everything. The hero lives for games of chance. Every part of life reflects this fascination. From how long anyone can hold their breath to who can group shots closest at the firing range to how long before the perp exits the bar. Conversations with the character always focus on chances and an opportunity to wager.

For a Minor Hindrance, the character's luck at gambling is average. At the start of each game session, roll a die. On an even result, the character is flush with money and can afford a few small luxuries. On an odd result, the character



has lost all is spending money and needs to mooch from his partner for even a cup of coffee.

As a Major Hindrance, the character's luck at gambling is disastrous. The hero loses every bet he makes. Within two days of payday, every penny is already gone. At the Game Master's discretion, NPCs associated with one of the character's bookies can become recurring campaign features.

GLASS JAW (MAJOR)

Your hero has a glass jaw and can't take a solid hit. He suffers a -2 penalty to Soak rolls.

HAUNTED (MAJOR)

Your character—or possibly an ancestor—did something to really irritate a spirit. Now, the arcane entity remains interested in inconveniencing the character on a consistent basis. Assets vanish or stop working inexplicably. Things change around the character without a clear cause, and everyone else believes that the character is at fault.

Once per game session, the Game Master can choose to have one piece of equipment, critical evidence, or important bit of scenery change, vanish, or break without explanation.

At the Game Master's discretion, a character may buy off this Hindrance at a cost of 5 XP. To do this, the character must first identify the spirit responsible for the haunting and somehow appease it.

EDGES

Corktown officers have a broad range of different aptitudes. Some of these are specific to the character's field of specialty. Others are due to nature of the officer's powers or even the character's interests outside of law enforcement. Players select Edges for their characters during character creation and advancement.

CORE EDGES NOTES

The Thin Blue Line includes two Arcane Backgrounds. Psychics are described in Chapter 4: Parapsychology (see page 63). Because of this, any Edge that references a different Arcane Background is removed. A number of additional edges that are not compatible with the setting

have also been removed (see Master Edge Table on page 61). Gamemasters can, of course, reintroduce these at their own discretion.

As a reminder, The Thin Blue Line consolidates some skills. This can alter prerequisites for Edges. For example, the Thief and Assassin edges substitute Subterfuge for Stealth and Lockpicking requirements.

HORROR COMPANION NOTES

Several Edges from the Savage Worlds Horror Companion work particularly well for Corktown officers. Some even suggest that the character's service in the precinct was preordained. However, players may wish to offer alternative justifications for the bonuses they grant instead of the ones presented in that volume. Recommended additional Edges are Fanaticism, Monster Hunter, Tower of Will, and One of the Chosen.

ADDITIONAL EDGES

Some Corktown precinct officers distinguish themselves in unusual ways. For many, this includes the ability to use supernatural abilities. Others earn recognition just by pursuing the battle against the supernatural year after year.

ARCANE BACKGROUND (NULLIFIER)

Requirements: Novice

Arcane Skill: NA

Starting Power Points: NA

Starting Powers: NA

Any time the character is in the immediate presence of the supernatural, that presence may cease. The character must make a Spirit check. On success, the supernatural ability immediately stops working. This includes all powers associated with Arcane Background (Psychic). Characters with this knack can never voluntarily accept the effects of any Psychic power, including beneficial ones. They must always attempt a Spirit check to resist them.

Any time a Nullifier encounters a supernatural entity, the two must immediately engage in an opposed Spirit check. This counts as a free action for both parties. If the hero wins the check, the entity is immediately Shaken. If the Nullifier gains a raise, the entity must take its next action to move its full Pace plus a running die away from the Nullifier and is Shaken.

MASTER EDGE TABLE

Ace	First Strike	New Power
Acrobat	Improved First Strike	Noble
Alertness	Fleet-Footed	No Mercy
Ambidextrous	Florentine	One of the Chosen*
Arcane Background (Nullifier)†	Followers	Power Points
Arcane Background (Psychic)†	Frenzy	Power Surge
Assassin	Improved Frenzy	Professional
Attractive	Gadgeteer	Expert
Very Attractive	Giant Killer	Master
Back from the Brink†	Hard to Kill	Quick
Beast Bond	Harder to Kill	Quick Draw
Beast Master	Healer	Parapsychologist†
Berserk	Hold the Line!	Rapid Recharge
Block	Improvisational Fighter	Improved Rapid Recharge
Improved Block	Inspire	Rich
Brave	Investigator	Filthy Rich
Brawler	Jack-of-All-Trades	Rock and Roll!
Bruiser	Jaded†	Scavenger
Brawny	Killer Instinct	Scholar
Charismatic	Leader of Men	Sidekick
Combat Reflexes	Legal Authority†	Soul Drain
Command	Level Headed	Steady Hands
Command Presence	Improved Level Headed	Sweep
Common Bond	Linguist	Improved Sweep
Connections	Liquid Courage	Strong Willed
Counterattack	Luck	Tactician
Improved Counterattack	Great Luck	Thief
Danger Sense	Marksman	Tough as Nails
Dead Shot	Martial Artist	Improved Tough as Nails
Dirty Fighter†	Improved Martial Artist	Tower of Will*
Dodge	Martial Arts Master	Trademark Weapon
Improved Dodge	McGyver	Improved Trademark Weapon
Elan	Mighty Blow	Two-Fisted
Extraction	Mr. Fix It.	Weapon Master
Improved Extraction	Monster Hunter*	Master of Arms
Fanaticism*	Natural Leader	Woodsman
Fast Healer	Nerves of Steel	
Fervor	Improved Nerves of Steel	

*From *Savage Worlds Horror Companion*

†From *The Thin Blue Line*

Nullifiers do not suffer from Backlash or similar effects.

ARCANE BACKGROUND (PSYCHIC)

Requirements: Novice

Arcane Skill: Psychic (Spirit)

Starting Power Points: 10

Starting Powers: 3

Some people have an inexplicable connection to the supernatural world. The connection enables them to tap into its energies, in a variety of different ways. Some use their talents to interact with the paranormal entities directly. Others enhance their physical gifts. A few can even tap into the spirits and minds of other humans. Psychics are vital assets to Corktown precinct, as their abilities often represent a critical point in Detroit's defense.

Soul Tearing: When a psychic rolls a 1 on his Psychic die (regardless of his Wild Die), he is automatically Shaken. On a critical failure, the psychic also moves one step closer to Delirium.

BACK FROM THE BRINK

Requirements: Novice, In the Balance or Unhinged

A character at In the Balance or Unhinged on the Reason-Delirium scale may purchase this Edge to move one step closer to Perfect Reason. The Edge represents a concerted focus to reunite their spirit and body. This takes a concerted effort, and is often accompanied by extensive therapy and medicinal treatments. This Edge may be purchased more than once, but the character may never recover a state of Perfect Reason.

DIRTY FIGHTER

Requirements: Seasoned

An experienced combatant knows that sometimes survival is more important than honor. Those with this Edge will do anything to win out in a fight.

The character is particularly good at tricks. He adds +2 to all Trick maneuver rolls.

JADED

Requirements: Seasoned

The character has fought against supernatural entities time after time and lived to tell the tale. She has studied their ways, learned their weaknesses, and they no longer intimidate her

as they once did. Characters with Jaded only make Fear checks when facing types of creatures that they have never previously encountered. This is subject to Game Master discretion, as some entities of the same type may have very different appearances and approaches, which might still trigger the check.

LEGAL AUTHORITY

Requirements: Novice

The character has a duly appointed responsibility as a peacekeeper within the campaign's domain. It is his duty to know and enforce the area's laws. The character has the government's support to undertake these actions and some degree of cooperation from the area's law-abiding citizens. The character has the authority to call other officers for support in pursuit of a crime and can expect to receive such support in relatively short order. Individuals who do not cooperate with a Legal Authority can be brought under arrest. Characters with Legal Authority have the right to stop and inspect anyone whom they believe to be in the process of committing a crime. They may also pursue criminals onto private and secured property, though this may require the effort of obtaining a warrant if there is not direct evidence that a crime is in process.

PARAPSYCHOLOGIST

Requirements: Seasoned, Smarts d8+, Spirit d6+, Knowledge (Parapsychology) d8+

A skilled parapsychologist is familiar with paranormal entities as well as the effects they can have on a mundane mind. They recognize the dangers that spiritual beings pose and have learned a variety of different ways to deal with them. These experts play a vital role in helping officers overcome the hurdles in confronting the supernatural.

A parapsychologist gains +1 to any Knowledge (Parapsychology) checks to identify a supernatural creature and its weakness. A parapsychologist gains a +1 bonus to Fear checks against supernatural beings and confers this bonus to any allies in the immediate vicinity. If a parapsychologist's ally suffers a critical failure on Fear check or a Psychic check, he may spend a Benny to enable them to reroll the failed check.

Chapter 4

PARAPSYCHOLOGY

"Mentem metuite"

-Mantra of Corktown's Psychics.

Many officers in the Corktown Precinct are blessed, or cursed depending on your point of view, with psychic abilities. Talents manifest differently in each officer. Some communicate without words, a few read thoughts, and some exhibit inexplicable physical abilities. Psychic abilities tend to be subtle effects like clairvoyance or psychometry, not big, flashy things like brain bolts or pyrokinesis. Parapsychologists at the Corktown Precinct classify psychics into five broad categories that work for most instances: Empaths, Intuitives, Nullifiers, Telepaths, and Vitruvians.

Empaths feel the ebb and flow of emotion. These psychics can read the mood of a crowd in an instant, soothe a frightened animal, or calm a panicked child. They tend to be generous, giving people, natural caretakers, and excellent listeners. Empaths make excellent negotiators and counselors. Many gravitate toward careers in hostage negotiation, psychology, and law. An Empath's weakness is their emotional vulnerability. Individuals possessing empathic powers feel the emotions of others every bit as strongly as their own. This can cause them to swing quickly between emotional extremes, making them seem capricious and unstable. While most Empaths learn to filter out incoming emotions, many drown out the background emotional noise in drink, drugs, food, and similar self-destructive behaviors.

Intuitives have a deep and fundamental understanding of natural forces. They tend to be gifted autodidacts, well educated and highly motivated individuals who exhibit prodigious

natural talent in technical, scientific, and academic fields. An Intuitive can pick up a foreign object and completely understand it, or repair a shattered machine with only basic tools and gut feeling. Many successful engineers, architects, artists, designers, and mechanics are Intuitives. They use their powers to shape the world around them to best fit their creative vision. Most Intuitives assigned to Corktown work as Armorers, building the specialty equipment used by their fellow officers to hunt, contain, and eliminate the paranormal. Intuitives tend to be very intense and focused, often suffering from situational tunnel vision when they fully embrace the task at hand. Their work often comes in bursts of manic, sleepless creativity followed by stretches of lethargy and depression upon completion.

Nullifiers are the most rare category of psychics that Corktown parapsychologists record. The presence of a Nullifier disrupts all other psychic abilities. This makes these individuals incredibly effective in the fight against paranormal forces, but it is also a liability. While it's hard to hurt or manipulate a Nullifier with psychic powers, it's incredibly difficult to help them as well. Nullifiers must let their guard down and open themselves to paranormal energies to be affected by beneficial powers such as the healing and physical enhancement powers of a Vitruvian. Even with their auras suppressed and their psychic guards down, a willing Nullifier can remain immune to psychic abilities.

Telepaths read thoughts, much like Empaths read emotions. Often found working closely with Empaths, Telepaths deal in hard facts and data rather than feelings and intuition. They can read an individual's surface thoughts as easily as a mundane would read a billboard, and given

enough time then can burrow straight into a perp's mind to retrieve any bit of information they require. Many Telepaths in the Corktown precinct work as Inspectors and interrogators, sorting out the truth of situations through coercion and brute psychic force. Like Empaths, Telepaths are easily overwhelmed by outside stimuli. They must constantly work to keep the thoughts of others from intruding upon their own, and many Telepaths develop extreme and disturbing psychological tics due to the effort and the nature of their abilities.

Vitruvians use their natural gifts to augment their bodies. By manipulating their body's natural energies, Vitruvians push themselves beyond the limits of human endurance. Increased speed, strength, dexterity, heightened senses, resistance to poisons and diseases, and even accelerated healing are within the reach of Vitruvians. Particularly gifted examples use their abilities to temporarily augment allies too. The downside of all this physical power is the commensurate bodily toll. Careless Vitruvians can injure or even permanently cripple themselves while using their abilities. Sure, an officer can leap five stories, chase a speeding car on foot, or fall harmlessly down an elevator shaft in an empty building, but careless use of their powers has consequences. Vitruvians are often cocksure and highly driven, and many Corktown Vitruvians are former members of DPD's numerous special units like the vice squad, tactical squad, or the dive team.

The only constant when dealing with powerful, mercurial psychics is that their abilities are constantly evolving. The categories Corktown parapsychologists use are meant to be broad and are not a final or distinct definition. Psychic abilities are as varied as the officers who possess them. Some Corktown officers have abilities that fall into two or more of these categories, or are so new that they are defy description.

PSYCHIC POWERS

Psychics express their abilities in a range of different ways. The classifications that parapsychologists use to divide individuals into groups are far more rigid than reality—with the notable exception of Nullifiers. Many psychics have abilities from more than one category. To reflect this,

Legal Precognition

Corktown parapsychologists have never recorded a psychic whose talents included predicting the future on a consistent and statistically significant basis. Many have been tested for this ability, and many more have claimed the knack, but extended scrutiny has never supported their claims. Testing continues each time that a new potential divination specialist emerges, but few are optimistic about them.

Some believe that the absence of such abilities is a fortunate happenstance. Attempting to prosecute individuals upon evidence of a potential crime is inadmissible. Trying to change the existing legal codes to accommodate such abilities would lead to the precinct's exposure.

players are free to mix and match powers from the different abilities as they see fit.

EMPATH POWERS

Empaths are associated with *empathy*, *soothe*, and *ward* as described below. They also commonly demonstrate the following powers from the *Savage Worlds Core Rulebook*: *beast friend*, *confusion*, *detect arcana*, and *fear*. Please note that Telepaths are not typically trained to use the *conceal arcana* aspect of *detect arcana*.

EMPATHY

Rank: Novice

Power Points: 2

Range: Spirit

Duration: 1 minute (1/minute)

Upon activating this power, the Empath senses the emotional state of all sapient minds within range. This can reveal the location of people who are concealed from view. Empathy works on spirits just as well as it does for living beings.

After a few interactions, empaths can recognize the distinctive flavour of people with whom they regularly interact. They can naturally filter out their emotions, to better identify the emotional state of individuals whom they do not recognize.

Empathy is not mind reading or truth reading. Only a person's current emotional state is available. For example, empathy could recognize that a target is nervous. However, the empath would not necessarily know if the subject was

nervous because of a lie or if the person were uncomfortable being questioned by law enforcement officers.

SOOTHE

Rank: Seasoned
Power Points: 3
Range: Spirit
Duration: Instant

Soothe calms a target, helping to defuse a situation. When used, the empath makes a Psychic check, opposed by the target's spirit. On success, the target is moved one step toward Helpful on the Reaction Table. Every raise moves the target another step toward Helpful.

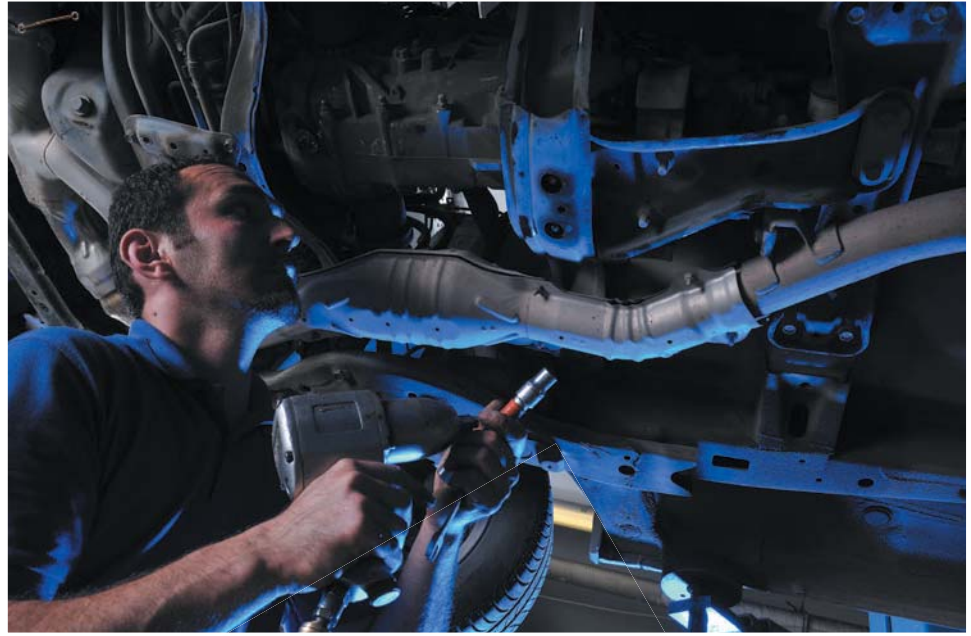
WARD

Rank: Seasoned
Power Points: 3
Range: Smarts
Duration: 3 (1/round)

Ward creates a barrier through which purely spiritual beings may not pass. The power can create a cylindrical capsule around a single creature, up to the size of an adult human. Alternatively, it can be used to block a doorway, though most spiritual entities can also pass through walls. An empath may use *ward* to temporarily contain a target or to provide respite against a spirit's attacks. If the empath who activated *ward* makes physical contact with it, the power immediately deactivates—whether or not the character intended to maintain it.

INTUITIVE POWERS

Intuitives are associated with *autodidact*, *cyberpath*, *gremlins*, *psychometry*, *mechano-kinetic*, *technokinetic*, *technopath*, and *transmute weapon*.



AUTODIDACT

Rank: Veteran
Power Points: 2
Range: Self
Duration: 1 hour (1/hour)

Trappings: A musty tomb, a smartphone, or a laptop computer.

Upon activating *autodidact* the character immediately acquires an encyclopedic knowledge and professional level understanding of one particular Knowledge focus. For the duration of the power, the character receives a +6 bonus to any uses of that skill, regardless of whether or not the Intuitive has trained it. When using the skill, the character must have an appropriate reference for information associated with the skill. However, the character does not need to actually open the resource. Mere physical contact with it is sufficient.

CYBERPATH

Rank: Seasoned
Power Points: 2
Range: Self
Duration: 1 hour (1/hour)

Cyberpath enables a character interact with a computer as though it were a natural extension of the body. The character can swiftly access any information within an accessible piece of computer hardware. Bypassing encryption and other security measures becomes

trivially easy. Translating machine code into coherent language is natural to the cyberspace. Note that the character need not actually touch a keyboard, mouse, touchscreen, or other interface in order to use the computer. In fact, the device does not even need to be powered on. The psychic abilities are capable of directly accessing the data through inexplicable means. Commands can be issued to any computer to perform one of its standard functions, and they are obeyed automatically. Examples could include opening locks, activating computer controlled systems such as heating or sprinklers, or even causing a car's computer to complete shut down—stopping the vehicle's engine in the process. Any computer within Smarts range can be manipulated with a Psychic check for the duration of the power.

GREMLINS

Rank: Novice
Power Points: 2
Range: Touch
Duration: Instant



Some technological devices are inexplicably unreliable—the car that won't start, the computer that spontaneously reboots, or the refrigerator that won't hold temperature. An Intuitive with this power may not be able to fix such problems, but the psychic can always cause them. When *gremlins* is activated, the character makes a Psychic check against one technological device that the character is touching—Game Masters should provide a bonus for more complex machines. On success, the device immediately suffers a minor breakdown. It does not function properly again until it is repaired. The repairs take an hour and a proper toolkit to complete. On a raise, the psychic can choose to increase the time requirement for the repairs to two hours or reduce them to 30 minutes.

MECHANOKINETIC

Rank: Novice
Power Points: 2
Range: Self
Duration: 1 hour (1/hour)

Intuitives with the *mechanokinetic* power are particularly capable when using tools to complete a task. For the duration of the power, the psychic receives +2 to all non-combat checks that incorporate the use of a physical tool. Note

that this does not apply to virtual computer tools, psychic rituals, or similarly symbolic efforts. *Mechanokinetic* requires that the character use a tool in some physical way that has a clear-cut real world effect.

PSYCHOMETRY

Rank: Novice
Power Points: 3
Range: Touch
Duration: Instant

Psychometry grants a psychic insight into the history and purposes of an object. This can be particularly useful when examining a crime scene. An Intuitive using *psychometry* can quickly review a crime scene, often identifying the murder weapon and confirming the identity of the perpetrator in the process.

When attempting *psychometry*, the character attempts a Psychic check. On success, they can fully experience the last emotionally powerful event associated with the object in question, in gruesome detail. At the Game Master's discretion, this could trigger a Fear check. With a raise, the Intuitive could acquire memories of previous traumatic events. This is particularly relevant if the object in question was used for multiple purposes or in multiple events.

If the object does not have a traumatic event associated, but instead is an artifact of unknown purpose, *psychometry* still serves a purpose. On a successful check, the Intuitive can infer the object's purpose and how to use it. If the object is broken, a raise on the check reveals the process required to repair it.

Psychics and Admissibility

No matter how definitive an answer a psychic can obtain, that information is only a clue, it can never constitute real evidence, especially for any crime that might go to trial. At the Corktown Precinct, officers trust and act upon information that psychics obtain. However, before they can make an arrest or turn information over to prosecutors, they need more traditional resources as well. Corktown does not have any allies in the prosecutor's office or among the local judges. Physical evidence needs to confirm that a crazed cultist performed the murders. Paranormal entities can't testify, and Corktown officers cannot admit to their psychic abilities in court.

TECHNOPATH**Rank:** Seasoned**Power Points:** 3**Range:** Touch**Duration:** 2 rounds (1/round)

Intuitives become intimately familiar with machines. They have a natural understanding for how they work, and they know how to coax the best possible performance from them. An intuitive piloting a vehicle, operating a computer, or controlling a crane is able to make it perform in ways that could amaze even the most accomplished mundane specialists.

Technopath activates with a Psychic check. On success, a machine the character is currently using becomes much more effective. It gains a +4 bonus to its relevant primary statistic. Details are subject to Game Master discretion, but the effect must be substantial. With a raise, the effectiveness is doubled, surpassing all reasonable performance expectations.

TRANSMUTE WEAPON**Rank:** Novice**Power Points:** 3**Range:** Touch**Duration:** 1 minute / rank

Some supernatural entities are far more vulnerable to weapons made of specific substances. This power temporarily transforms an existing weapon or magazine of ammunition so that it becomes a manifestation of a target's vulnerabilities. This does not give the wielder a bonus to hit his foes, but it does enable the weapon to more effectively damage its target. The ability recognizes its target's vulnerabilities and replicates whatever material is associated with them. A single weapon may represent multiple different types of attack materials over the course of the power's duration, if different types of opponents are attacked.

TELEPATH POWERS

Telepaths are associated with *mental link*, *probe*, *thought network*, and *truth read* as described below. They also demonstrate the following powers from the *Savage Worlds Core Rulebook*: *blind*, *confusion*, *detect arcana*, *mind reading*, *slow*, and *speak language*. Please note that Telepaths are not typically trained to use the *conceal arcana* aspect of *detect arcana*.

MENTAL LINK**Rank:** Seasoned**Power Points:** 2**Range:** Touch**Duration:** 1 minute (1/minute)

Mental link enables a Telepath to establish a deep personal connection with another sapient being for its duration. Both parties involved must be willing in order for it to work. During the connection, the parties may freely share memories in detail, including all senses. Essentially, both parties will recall an experience as though it happened to them. Once shared, those memories remain with both participants indefinitely.

Activating *mental link* requires a Psychic check. If the telepath suffers a critical failure while attempting to use the power upon an entity in a state of Delirium, the telepath immediately enters Delirium. Because the power requires that both parties be cognizant and willing, *mental link* may not be used upon an incapacitated or sleeping target.

PROBE**Rank:** Seasoned**Power Points:** 3**Range:** Touch**Duration:** Instant

The *mind reading* power only allows for the scanning of surface thoughts. To reach deeper into a victim's mind the telepath uses *probe*. The telepath must make a Psychic check opposed by the victim's Spirit. The character must beat the victim's roll and score a success. Probing inhuman triggers a Fear check at -4.

THOUGHT NETWORK**Rank:** Veteran**Power Points:** 3**Range:** Smarts x 10**Duration:** 30 minutes (1/30 minutes)

Thought network provides a telepath and teammates a means to carry on a conversation while separated, while enjoying complete privacy and security. When activating the power, the telepath selects a number of participants up to the value of his Smarts die. All of the selected individuals can then send verbal messages to everyone else within the mind link as a free action. Communications transmitted across the link are contextually only verbal. A

participant could convey tone, but they could not send a mental image. There is no leakage of surface thoughts across the link. Participants must deliberately choose to send each message. All messages are immediately available to everyone participating in the mental link; there are no sub channels. New members cannot be added to the *thought network* after it is activated. Any members who move out of range immediately leave the connection and cannot rejoin it. If the telepath is incapacitated, the *thought network* immediately stops.

TRUTH READ

Rank: Novice

Power Points: 2

Range: Smarts

Duration: 1 minute (1/minute)

Telepaths play a critical role in conducting interrogations and in questioning witnesses. A skilled telepath is capable of observing the discussion and recognizing when the subject is answering questions honestly. Telepaths use the *truth read* to determine the honesty of a subject's questions. The power is entirely passive, so a subject cannot even recognize that the power is in use.

Telepaths make a Psychic check to activate the power. For as long as it is sustained, the character can recognize when a subject is answering a question honestly. Notably, the power does not detect lies of omission. It also is not useful in recognizing shades of honesty or cases where the subject simply does not remember the correct answer. Instead, *truth read* simply indicates when the subject believes they are telling the truth. This can cause issues when the subject believes a truth that is different from reality, a matter that is particularly relevant for witnesses of supernatural crimes who have rationalized their experiences.

VITRUVIAN POWERS

Vitruvians are associated with the following powers from the *Savage Worlds Core Rulebook*: *armor*, *boost trait*, *darksight*, *deflection*, *environmental protection*, *farsight*, *greater healing*, *healing*, *quickness*, *speed*, and *succor*. Please note, Vitruvians may not use the *lower trait* aspect of *boost trait*. Their powers are exclusively focused upon enhancement and healing.

NULLIFIERS

Nullifiers do not gain access to any Psychic powers or abilities. Similarly, their inexplicable nature leaves them incapable of mastering any other Arcane Backgrounds. Instead, their defining characteristic is the way that they disrupt the abilities of others.

Corktown Parapsychologists have identified far fewer Nullifiers than any other type of gifted individuals. Some argue that this may be due to the relative infrequency with which most people experience the supernatural. Identifying a Nullifier requires the presence of someone who is aware of the supernatural to observe the individual's particular knack for driving away paranormal entities or resisting the effects of a psychic power. That is a markedly uncommon series of events.

The basis for a Nullifier's talents remain unclear, as psychic powers are largely useless for studying them. Biological tests to date have been inconclusive, at least in part because the sample size is so profoundly limited. Some parapsychologists speculate that this ability could be due to a quirk of DNA, though there are no known labs capable of performing the tests that are also aware of these individuals. Others believe that a Nullifier's abilities could instead be due to a particular quirk in the connection between the individual's body and soul. It might be that this inconsistency is enough to thwart psychic abilities and disturb paranormal beings.

To date only a single parapsychologist has attempted to make a concerted study of the matter. Unfortunately, her attempts to communicate with supernatural entities about the nature of Nullifiers led to inconclusive results. Some spirits refused to acknowledge the presence of a Nullifier. Others obviously recognized the presence but could not be persuaded to discuss it. Discussions with human psychics from the Corktown Precinct have been no more helpful. Most simply recognize Nullifiers as a psychic shadow, which their supernatural senses are incapable of penetrating.

PARAPSYCHOLOGISTS

Parapsychologists specialize in bridging the gap between the physical world and the supernatural. Their familiarity with the different entities that haunt Detroit provides Corktown with a leg up on persistent threats. Just as a beat cop patrols an area's streets and builds relationships with residents, parapsychologists learn the different spirits that are active in different neighborhoods. Some believe there is merit in regularly interacting with resident spirits, so that they can learn their traits and personalities. Others try to keep their distance, in hopes of preserving their sanity.

Parapsychologists are authorities on Detroit's persistent spirits and recurring paranormal creatures. They know these beings as well as, and sometimes better than, their own friends and families. A parapsychologist can tell at a glance the personality of a known spirit or the weakness of a given paranormal creature. For entities that represent a real threat to Detroit's mundane citizens, parapsychologists monitor them and recommend either isolation or elimination. Entities that are considered safe are monitored less closely, although still regularly in case their threat levels should change.

Spirit classification methods used by Corktown parapsychologists are many and varied, which makes them wildly inconsistent. Different parapsychologists adhere to different lines of thought, though most are familiar with a few different methods. Some attempt to classify spirits based upon their known proclivities and weaknesses. Others prefer to use methods based upon the legends associated with the spirit's mythological origins. A few instead put spirits into categories based upon the locales they prefer. In practice, the classification is far less

important than recognizing the type of entity and knowing how to effectively overcome it.

In addition to their field expertise, these specialists also monitor and often counsel their colleagues from the Corktown Precinct. They are trained in recognizing signs of instability as well as recommending appropriate treatments. Notably, parapsychologists are also expected to submit to counseling from their peers. Thanks to their high level of training and experience, parapsychologists often make terrible patients. They are stereotypically prone to missing their own mental disconnects, often brushing off or ignoring danger signs and leaving them overdue and in need of therapeutic sessions.

PARANORMAL PHENOMENA

The various gifts of psychics and Nullifiers are not the only paranormal abilities that Corktown parapsychologists have catalogued. In addition to supernatural manifestations, there are also other poorly understood ways that people interact with the spirit world. While psychics risk sundering their minds to use their abilities, other forms are much more dangerous.

OCCULT RITUALS

Cultists, and people willing to dabble in things they do not fully comprehend, represent



a common and persistent threat to the city. The stereotype is, of course, teenagers who come across a book of power and attempt an ancient and forbidden ritual contained therein. Fortunately, this is a relatively rare occurrence, as ancient books of power are mercifully rare. Successful rituals invariably require sacrifices, which tend to be rather gruesome. Few teens, no matter how bored, drunk, or high, have the discipline and utter depravity that these rituals require.

A larger problem comes from people who have become utterly disenfranchised with society. Parapsychologists believe that for someone to embrace the occult they need to have a very high level of resentment. Anger and self-righteousness are the driving forces for most who embrace the occult. Occult practitioners almost always recognize just how dangerous their actions are. The forces with which they dabble are extraordinarily potent and tremendously difficult to control. Ultimately, in order for someone to undertake these rituals they have to accept a potential level of consequence that is beyond the risk acceptance level of most sane people.

At its heart, performing an occult ritual involves attempting to control the primal forces of nature. Sometimes it requires invoking an entity that is far older and often more cunning than mankind. Spirits and paranormal creatures tend to view humans as little more than primitive playthings. Attempting to control or deal with them in a meaningful manner is often a fool's errand. Invoking an occult ritual risks life and sanity for the caster, as well as for everyone within miles of the incident.

Of further note is the level of sacrifice required to perform an occult ritual. Just learning to perform a ritual requires tremendous discipline and effort. Simply repeating the words and the actions written in a musty tome—assuming a suitable tome can be found—is seldom enough to trigger a ritual's effects. The cultists must also exert a level of focus and intent in the process as well.

The entities involved in occult rituals require a substantial sacrifice to draw their attention. This cannot be a simple blood sacrifice or the deaths of lesser beings. Only the soul and life's blood of a fully sapient person is adequate. More powerful entities may require multiple beings for a sacrifice.

Officers and the Occult

All occult rituals, including summonings, begin with a murder. Corktown officers are not allowed to perform them, even if the sacrifice is a perp who "had it coming." Parapsychologists watch for any officers likely to be involved in such incidents, and make sure they get the treatment that they need. If an attempt occurs, DPD Internal Affairs handles it. Paranormal elements are downplayed, but the officers are invariably charged with homicide.

Because of the level of effort involved, successfully cast occult rituals are blessedly rare. Many incidents are actually headed off by police from other precincts. As noted, occult practitioners require a substantial level of commitment to their craft, particularly before conducting a major ritual. This often leaves a series of gruesome crimes, which homicide departments can typically track before a powerful ritual takes place.

SUMMONINGS

Most occult rituals result in a physical manifestation of a powerful spirit. Almost any type of spirit can be summoned. Spirits are often fantastically powerful, capable of inflicting destruction on a huge scale. Indeed most delight in doing so, drawing even more power from the suffering of their victims. However, when the spirit escalates in power, the occultists are seldom able to maintain control. Rituals typically end with the summoned spirit devouring as many cultists as it can and driving the remainder stark raving mad.

All too often, Corktown officers only discover a summoning has taken place when they find the remains of the occultists who summoned him. Then, they must identify the spirit, track it, and contain or eliminate it. Forensic parapsychologists must learn to identify the type of spirit by the cause of death as well as the remains of the ritual.

CONSTRAINED ENTITIES

Some spirits are linked to a place through natural forces rather than by being summoned. These may be the manifestations of multiple memories or simply a personality of a place. For example, the spirits that manifest from the salt mines may be an amalgamation of many people who died there, rather than a single individual. Similarly, the spiritual athletes at the Corner and the musicians who haunt long-closed clubs can be due to a collection of memories rather than a single person's spirit. Most often, spiritual manifestations are caused by a shared memory, with the psychic echoes made manifest over the course of decades.

Other spirits are linked to locations because of a particularly dramatic event. Every year in late July, Corktown needs to deal with a spiritually induced disruption, which is an echo of the 12th Street riots. Every June 11th, the precinct needs to scramble to overcome a wave of arson, seemingly echoing the Great Detroit Fire. Not every incident happens every year, but they are clearly linked to the memory of these past tragedies.

LOST SOULS

Humans who died in particularly traumatic fashion can leave an echo behind. Some faiths suggest that this echo is a manifestation of the person's soul. Others believe that the spirit is just a psychic remnant of a particularly traumatic event. Regardless of the connection, it is clear that many of these spirits demonstrate that they still possess some of the memories that they had in life.

Some lost souls constantly seek vengeance against the people who caused their deaths. Others continue attempting to complete a task that they undertook in life. These can be relatively mundane tasks, such as a librarian continuously reshelving books or a police officer who perpetually tries to stop speeders. Other examples are far more dramatic, such as the soldiers who re-enact the Battle of Bloody Run.

INHUMAN SPIRITS

Most spirits are associated with humanity in some way, but many exist beyond the bounds human comprehension. Some may be the

The Ghost Brigade

There is a story among members of the Detroit Fire Department of ghostly firefighters who show up at particularly bad fires to assist their living brethren. While most dismiss it as a simple ghost story, there are too many firefighters in the DFD who have worked alongside—or have been saved by—these spirits to just dismiss the story wholesale. These spirits are real, and their appearance at the scene of an emergency is a sign of a particularly rough day of firefighting ahead. They are the Ghost Brigade, spirits of Detroit firefighters who gave their lives fighting fires and protecting the innocent. They appear at random, some in primitive leather coats and helmets from the nineteenth century, some in modern turnout gear. They work silently, fighting fires and rescuing people with spectral tools and hoses that seem connected to thin air. They never speak, although they do interact with the living with hand signals, body language, and eye contact. DFD firefighters who have fought alongside the Ghost Brigade report hearing faint, garbled shouts and commands over their radios—the ghosts' orders given long ago and calls for help gone unanswered. When a fire is contained and people are safe, the Ghost Brigade fades away, gone back to the spirit world to await another call from their mortal brothers.

manifestation of ancient legends. Others are the spiritual manifestation of a location, the very spirit of a building or the land itself. They either symbolize a site's ancient, natural purity or the corruption that comes from pollution, misuse, and strong negative emotions.

Other spirits have a much more tenuous connection to the physical world. These entities are theorized to exist in other planes of reality. They only dabble with the physical world when drawn there, either through ritual or inexplicable happenstance. It is these entities that offer the greatest dangers, for their motiva-

tions are unknowable. A being might be drawn to prey based upon their age, their personality, or other seemingly improbable traits. Some simply seek to kill their victims, while others are interested more in stealing their memories or corrupting their personalities.

PARANORMAL GROUPS

While the Corktown Precinct is not the only group devoted to fighting the paranormal, they do not have working relationships with any other organizations. Corktown's goals and methods are quite different from other paranormal investigation outfits. Corktown officers are committed to keeping the world unaware of the paranormal. They firmly believe that ignorance of this matter is the very best protection for the population at large. Unfortunately, other groups take a different view on this matter.

THE HIGHWAY PATROL

A disorganized group of media aficionados, the Highway Patrol are primarily teens and twenty-somethings looking to create the next viral internet video. Generally at least somewhat aware of the dangers that spirits pose and the places likely to attract them, members of the Highway Patrol travel far and wide to reach haunted locations and study paranormal incursions. They conduct stakeouts in likely locations, and film them using an assortment of different hand-built spirit-hunting devices.

Few take the Highway Patrol seriously, and most people see them as little more than reality television hopefuls. Most assume that their videos are loaded with trick photography and digital manipulation, though this is rarely the case. While there are many novices within the Highway Patrol, the most devoted members are knowledgeable parapsychologists. They have dedicated Internet forums focused upon researching and fighting the paranormal, and many of them have become accomplished.

The Highway Patrol is strictly a volunteer organization; a loose confederation of like-minded people from all across the country. Members are not paid, except through commissions on viral media. There is no official training program or built-in safety network. That last point is

one of the biggest issues in the organization. Crawling around unfamiliar abandoned buildings at night in bad neighborhoods is physically dangerous. Doing so repeatedly, when one might encounter an angry spirit risks the mind as well. Many Highway Patrol members wash out after their first experience with the supernatural. Of the ones who physically survive, most become unhinged not long after.

Corktown despises the Highway Patrol. Officers and command alike consider HP members little more than naïve glory hounds who are a danger to themselves and a menace to the population at large. They are also concerned about the level of publicity that the Highway Patrol gives to the paranormal. While few people take it seriously, some do, and the spread of information about spirits could lead to more people dabbling with forces they cannot hope to understand or control. This could lead to further outbreaks, potentially even on a global scale. Any time Highway Patrol activities are identified in the Metro Detroit area, Corktown dispatches officers to observe them. Any reasonably legitimate excuse to shut them down is actively pursued.

GOD'S CHILDREN

Father Ramon Gutierrez is a former Roman Catholic priest who leads a Detroit motorcycle club, known as God's Children. The club only has a single chapter, the Detroit Chapter, and their clubhouse is the abandoned St. Agnes church. The majority of the club's members are Hispanic, mostly from Southwest Detroit, but there are a number of Caucasian, African-American, Asian, and even a few Middle-Eastern members in their ranks. Unlike many motorcycle clubs, God's Children is a non-marquee specific club. Members ride all manner of American, Japanese, and European bikes—from touring bikes to sport bikes and everything in between. They wear typical biker leathers, and their colors are a representation of the Virgin of Guadalupe with "God's Children M/C" on a rocker above and "Detroit" on a rocker below. These stereotypical trappings belie a very unorthodox motorcycle club, however.

Most motorcycle gangs, especially smaller clubs like the Iron Mustangs and the Phantoms, commonly encounter difficulties with the DPD on charges of disturbing the peace, drunk and disorderly, and occasional petty theft. God's Children are more prone to firearms charges,

breaking and entering, and assault. While the DPD has successfully charged many of its members, issues invariably arise when officers need to assign motive to their crimes.

This is because God's Children is an organization of self-styled demon hunters. Father Gutierrez believes that there are foul spirits everywhere, and that he is on a mission from God to eliminate them. He and his followers take extraordinary measures to stop anything that they believe to be a demonic incursion. They have burned and salted buildings, dug up graves, and even conducted very public exorcisms. The gang's instinctive response to any problem is extreme and violent. They have a history of acting swiftly with little consideration for consequences.

Most of the club's members are frothing religious zealots deeply committed to their cause. Many of them, especially those from Southwest, were already on Corktown's watch lists for a number of mundane and paranormal-related reasons. The members of God's Children are, on the whole, severely mentally unsettled. They see demons as the root cause of all of their difficulties. While they may be right in their belief, and there are Corktown officers who support their cause, the precinct cannot allow them to gain any level of credibility.

Repeated Corktown inquiries with the Archdiocese of Detroit have failed to ascertain the nature of Gutierrez's separation from the

church. Old public records reveal that, among his many other duties to the Church, the former priest once served as an exorcist. The number of exorcisms that he may have performed, or the precise nature of the rituals remains unclear. Church representatives have consistently refused permission to examine church records, simply insisting that none exist. Notably, all attempts to obtain a warrant to examine those records have also failed.

In an attempt to temper their outbursts, Corktown tries to regularly monitor God's Children. Attempts to insert an informant into the gang have repeatedly failed—Father Gutierrez has a knack for recognizing plants. They regularly bust gang members on alcohol, assault, and narcotics charges, and constantly harass them with minor summons and even tickets for traffic violations. Often, these charges are held up by the flimsiest evidence, but they often stick and help to occasionally thin the herd and damp their ardor for a bit. In a rare instance of inter-departmental cooperation, Corktown has recently succeeded in getting the Vice Squad involved in tracking the club's activities.

RATIONALIZING

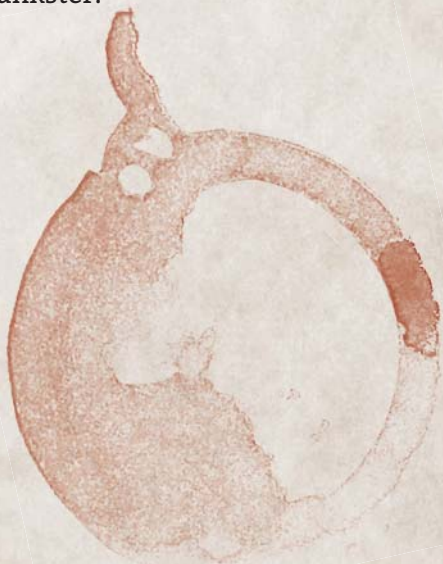
Witnesses to a paranormal event constitute nearly as large a danger to the Corktown Precinct as the event itself. While most are merely shaken up or deeply confused, some witnesses bear deep physical and psychological scars from their encounters. Whenever possible, Parapsychologists provide immediate treatment to mitigate the damage from their encounters. Sometimes this involves a liberal use of pharmaceuticals, as blunting or even erasing memories can make



recovery far easier for many patients. A few use hypnosis techniques to help patients forget the incidents. In other instances, extensive counselling is the only functional solution.

The biggest concern at this stage is ensuring that witnesses and victims remain blissfully unaware of the true nature of their encounter. Individuals who forget or rationalize their encounter are not a risk for exposing the paranormal threats to Detroit. Those who recall the incident with perfect clarity are far more likely to approach the media about their experience. Some may even attempt to take direct action against the spirits that have damaged them. In either case, it creates significant additional work for the precinct's officers. They must attempt to cover up any exposures and attempt to prevent vigilante spirit hunters from causing further harm or even endangering themselves.

Corktown officers are trained to provide a variety of different explanations for any paranormal event observed by the general public. Many are stereotypical and paper-thin explanations, but they're used because they work. Sewer gas, Northern Lights, gas leaks, and fluke meteorological event are the most common explanations offered. Officers also make it a point to ask victims what they've eaten recently, and make allusions to the possibility of food poisoning—often denigrating food trucks and hot dog carts in the process. If incidents happened in an area where there are known gangs, they can often be blamed for acts of hooliganism. The Highway Patrol and like-minded Internet videographers are also a convenient scapegoat—no one wants to admit that they could have been the victim of a prankster.



Unfortunately, these approaches do not always work, particularly when working with officers from other law enforcement agencies. In these cases, a Talent Scout often becomes involved. Officers who recognize the full dangers that they have seen are soon transferred to Corktown Precinct.

Victims and witnesses who become true believers pose a different challenge. Corktown officers need to work to discredit these individuals, lest stories of their encounters draw others to explore the supernatural and the occult. Most commonly, officers publish reports of criminal activity associated with these individuals, most typically involving the abuse of narcotics. Given that these individuals are going through significant mental and spiritual trauma in the aftermath of a supernatural incident, it is rarely necessary to fake those reports. In fact, nearly all survivors of supernatural encounters go through a period of substance abuse.

Federal Intervention

Corktown is not aware of any higher government organizations associated with policing or even identifying paranormal outbreaks. Records of previous cases include reports of individuals on the scene whose descriptions could match the dress and procedures of government agents. However, no such agents have ever been confirmed. Further, there has never been any official contact between agents of the FBI or other government agencies and Corktown Precinct. If such a group exists, it seems improbable that they would never have established a reciprocity agreement with Corktown.

Chapter 5

GEAR LOCKER

"Equipment doesn't make the officer, training and experience does."

—Chief Sasha Robinson, DPD

Corktown uses all the same standard-issue weapons as the rest of the DPD. The only exception is that Corktown still carries the old Glock 22 as their service sidearm as opposed to the Smith&Wesson M&P that was recently adopted by the department. In addition to the weapons listed here, many officers carry a personal backup weapon.

FIREARMS

All officers carry a sidearm, in Detroit that sidearm is either a .40 caliber Glock or Smith&Wesson, and a baton. Officers also have access to heavier weapons such as rifles, shotguns, and grenades for use under special circumstances. There are also specialty weapons used by the DPD, such as bolt-action marksman rifles, submachine guns, and assorted other firearms tailored to specific situations.

SERVICE SIDEARM

Recently, DPD made the switch from the Glock 22 to the .40 Smith and Wesson M&P. Corktown still uses the reliable old Glocks. Corktown's G22s have been in service for decades. They are compact, semi-automatic, short-recoil operated pistols chambered in .40 S&W. Corktown uses the Glock 15-round box magazine in their sidearms, and they are equipped with fixed sights featuring tritium night-sight illumination. Per Captain Simms and the Chief of Police, Corktown officers may carry an alternative sidearm at their discretion.

PATROL RIFLE

DPD issues M4 carbines as patrol rifles to officers certified for them. The M4 is a short-barreled, gas recoil operated, select-fire rifle that is well suited for urban and close-quarters fighting. They fire 5.56mm NATO ammunition fed from a 30-round detachable box magazine and have two firing modes: single or three-round burst. M4s are highly modular. With their numerous accessory rails and quick-detachable furniture can be fitted with a wide array of grips, stocks, optics, and under-barrel accessories.

SHOTGUN

Like most police precincts in the nation, DPD uses the venerable Remington Model 870 Express Tactical for its tactical and patrol shotgun. Chambered in 12-gauge and equipped with an 18 and ½ inch barrel, these weapons feature black polycarbonate furniture with either a stockless pistol grip or a full shoulder stock, a 7 round tube magazine, fixed blade sights, sling swivels, and an accessory rail mounted to the top of the receiver for optics and other accessories. Corktown's M870s can chamber any 12-gauge ammunition, including various grades of shot, slugs, and the numerous specialty ammunition made by the precinct's armorers to fight the paranormal.

TASER

Tasers are rare weapons in the DPD's arsenal. Currently only issued to members of the Special Response Team, the tasers currently in service are the X26 model from Taser, Intl. These ostensibly less lethal weapons fire two darts connected to the weapon by long conductive filament to deliver a powerful electrical charge which, essen-

tially, short circuits a target's nervous system. A contentious debate is currently underway between DPD command and concerned community groups over the department's adoption of tasers for all officers. Characters hit by a taser must make a Vigor check at -2 or gain a level of Fatigue. With a raise on the attack, the Vigor check is made at -4. Tasers can cause incapacitation but not death.

SPECIALTY AMMUNITION

Corktown Armorers have developed special ammunition for use against paranormal creatures. For the majority of their work, Corktown officers use standard high-powered hollow point ammunition in their service sidearms. Many paranormal creatures are resistant, or even immune, to standard lead ammunition, and this is where Corktown's specialty ammunition becomes useful. Each type takes advantage of a creature's natural weakness and allows an officer to tailor his ammunition to the situation at hand.

HALITE ROUNDS

Halite rounds are 12-gauge hulls packed with rock salt. While they have little effect against humans and animals, they are deadly against paranormal creatures affected by salt. When used, they reduce a shotgun's range by half, but add +1 to Shooting checks due to a reduction in recoil. Halite rounds exploit a weakness for creatures weak against salt. Humans and animals hit by halite rounds suffer no damage, but must make a Vigor check or be Shaken. Halite rounds may only be used in shotguns.

COLD IRON ROUNDS

These rounds use specially prepared and forged iron in their construction. For pistol and rifle rounds, they are fully jacketed in a layer of cold iron alloy granting them both the ability to damage creatures affected by iron. Shotgun shells are loaded with either cold iron shot or slugs. Using cold iron rounds in a pistol or rifle exploits a creature's weakness. Cold iron rounds can be used in pistols, rifles, and shotguns.

SILVER ROUNDS

Despite centuries of literary and folklore evidence to the contrary, silver makes a bad weapon. Such a soft metal is easily deformed or broken, making it unsuitable for hand weapons

"Corktown Special" Duty Belt

All uniformed police officers wear a duty belt hung with items required in daily work. The "Corktown Special" is a modified belt that carries special gear related to their unique mission, as follows:

- Sidearm Holster and Sidearm
- Baton
- Canister of CS gas
- Canister of Paranormal Irritant Spray
- 2 Magazine Pouches
- 2 Pairs Handcuffs
- Radio and Radio Pouch
- Heavy-duty Flashlight
- Small Backup Flashlight
- Key Ring
- Utility Knife and Sheath
- Multi-Tool and Pouch
- Small First Aid Kit
- Utility Pouch with extra batteries, disposable gloves, notepad, markers, pencils, and pens.

and firearms. Fortunately, weapons plated in silver, or using silver in their construction, remain effective against some paranormal creatures. Corktown produces three types of silver ammunition: pistol, rifle, and shotgun. For each type, armorers plate steel shot or bullets with a high-silver alloy, producing ammunition that can harm creatures that are immune to other materials. Silver rounds deal normal damage to non-paranormal targets, and enable a weapon to exploit a creature's silver weakness or vulnerability.

SPLINTER ROUNDS

Splinter rounds are another Corktown specialty shotgun round. Instead of shot or slugs, the shell is packed with sharp, fire-hardened splinters of wood—typically yew, holly, or oak—each with an iron base. When fired, they fill the air with lethal shards of wood that can tear to shreds a man or a paranormal creature with a weakness to wood. Splinter rounds enable a shotgun to exploit a wood weakness or vulnerability, and grant +2 to Shooting rolls due to a reduction in recoil. Splinter rounds can only be used in shotguns as shot.

GRENADES

The DPD maintains a supply of grenades for very specific situational uses.

M18 SMOKE GRENADE

This grenade emits a thick cloud of vision obscuring smoke. After throwing, place a Medium Burst template to represent the smoke. On the second round, place another Medium template touching the first as the cloud expands. On the third round, place a Small Burst template touching the second. On the fourth round, the cloud dissipates. Line of sight is blocked by the cloud. Any ranged weapon firing through it suffers a -4 penalty to the Shooting roll. Anyone within the cloud counts as within Pitch Darkness.

M84 STUN GRENADE

Flashbang grenades are used to blind and deafen enemies before entering a room. These are thrown like regular grenades with a range of 5/10/20. Anyone caught under a Large Burst template placed at the point of impact must make an Agility check at -2 or become Shaken.

TEAR GAS GRENADE

Officers use tear gas to disperse crowds and incapacitate suspects. It triggers coughing fits, makes breathing difficult, and causes the eyes to tear. They create a Large Burst template sized cloud at the point of impact. Anyone underneath not wearing a gas mask must make a Vigor

check at -2 or gain a level of Fatigue. Characters equipped with gas masks are immune to tear gas.

PARANORMAL IRRITANT GRENADE

Corktown officers employ paranormal irritant gas against spirits, to briefly incapacitate them. It is a mixture of numerous ingredients including holly berries, mistletoe, superfine silver shavings, and other powerful ingredients that have been pulverized and aerosolized. These grenades create a Large Burst template sized cloud at the point of impact. Any spirits underneath must make a Vigor check at -2 or gain a level of Fatigue.

THE MOTOR POOL

Corktown uses the same vehicles for police work as the DPD at large. Scout vehicles are a mix of Crown Victoria police interceptors and rugged, four-door SUVs. These are supplemented by lightweight, small displacement motorcycles for neighborhood patrol and festival duties and larger, more powerful road bikes for scout and intercept duties. A handful of specially outfitted vans are used to transport suspects or paranormal creatures, to carry equipment, and one that is a mobile paranormal forensics lab.

Vehicles in Corktown's motor pool have modifications for the rigors of police work.

TRUNK PACK

All DPD scout cars have a factory Trunk Pack installed. This item was designed to reduce the chance of loose items in a scout car's trunk starting fires or puncturing the floor of the trunk and therefore the car's fuel tank. It is little more than a kevlar tub sunk into the trunk's floor, divided into various sized compartments for carrying and securing all of an officer's equipment.



Junk in the Trunk

Scout car trunks are packed with an array of tools and gear to cover nearly any eventuality. The following list outlines the standard gear carried in a car, but an officer may carry additional items at personal discretion.

- First Aid Kit
- Road Flares
- Traffic Cones
- Police Tape
- Raincoat and/or Traffic Jacket
- Spike Strips
- Extra Batteries
- Halligan Tool
- Lock-out Tools
- Tool Kit
- Bolt Cutters
- Life Vest/PFD
- Animal Catch Pole/Dog Leash
- Evidence Bags
- Extra Ammunition
- Fire Extinguisher
- Emergency Blanket
- Bloodborne Pathogens Kit
- Water Rescue Bag
- 150' Tape Measure
- Box of Heavy Latex Gloves

PIT BUMPER

The Pursuit Intervention Technique (PIT) Bumper is fitted to all DPD scout cars and SUVs. It consists of a heavy-duty bullbar connected directly to the vehicle's frame, with loops of welded steel tube that cover the rest of the vehicle's grille and front corners. It enables a scout vehicle to smash through light obstacles and push disabled vehicles off the road. The PIT bumper also allows an officer to perform a PIT maneuver. The PIT maneuver is used in high speed chases, and entails an officer nudging the fleeing vehicle with the PIT bumper in an attempt to cause the fleeing vehicle to lose control and

spin out, performed with a successful opposed Driving check. PIT Bumpers add +2 to damage caused to structures or other vehicles in a collision. Note that DPD officers are not officially sanctioned to perform this maneuver.

POLICE PACKAGE

Police vehicles differ from those sold on the civilian market. While they are cosmetically nearly identical, under the sheet metal is a world of difference. Vehicles with police packages have sturdier frames, more powerful engines and transmissions, more efficient cooling systems, and more rugged suspensions. They are, on the whole, tougher and faster than their civilian counterparts.

The police package also reconfigures the vehicle's interior. A bulletproof barrier is installed between the driver and the rear seats, which are hard plastic and have connection points for handcuffs and leg irons. Front seats are typically split benches, and the car is equipped with radios, a police laptop, and clips and storage for weapons and gear. Light bars and antennae are mounted to the vehicle's roof, the vehicle is equipped with special light circuitry that turns their headlights, taillights, and running lights into strobes, and moveable spotlights are mounted to either side of the windshield.

SCOUT CAR

While many precincts are switching over to Charger Pursuit and Ford Police Interceptor scout cars, Corktown still uses the venerable P71 Crown Vic police interceptors. These cars have been in service with DPD for nearly twenty years, soldiering on despite hard use and only the most basic maintenance. Corktown's cars are all at least ten years old, and have hundreds of thousands of miles on them.

Since the discontinuation of the P71, the precinct's Armorers and motor pool mechanics have bought up all the cars and parts they could in an effort to keep their fleet on the street. Thanks to this hoarding, one corner of the parking lot behind the precinct house resembles a junkyard with about a dozen cars in various states of disrepair being slowly stripped for their parts.

ACC/TS	Toughness	Crew	Cost
25/50	13(4)	1+3	N/A

Notes: Air Bags, Police Package, Trunk Pack, PIT Bumper

SCOUT SUV

Scout SUVs are a mix of factory Police Utility vehicles and vehicles seized from criminals then modified for police work. Like the precinct's cars, the SUVs in the fleet are all older, high-mileage vehicles plagued by mechanical quirks and electrical gremlins. While they are sometimes used for patrol duties, especially if there are an inordinate number of scout cars down for repairs, Corktown's SUVs are used for specialty duties like K9 units, equipment transport, and crime scene investigation.

ACC/TS	Toughness	Crew	Cost
25/45	15(4)	1+4	N/A

Notes: 4WD, Air Bags, Police Package, PIT Bumper

LIGHT DUTY MOTORCYCLE

The Detroit Police Department uses small, 250cc Honda Nighthawk motorcycles for patrolling and crowd control during large public events. These bikes are light and agile, allowing an officer to move quickly through small spaces and crowded areas to reach trouble spots. LDMs are ill suited to day-to-day patrol thanks to their small size, relatively low speed, and their lack of a dedicated police package. Corktown uses these bikes mainly for patrol along Michigan and Bagley Avenues, and for parade duty during the St. Patrick's Day Parade.

ACC/TS	Toughness	Crew	Cost
15/32	6(1)	1	N/A

HEAVY DUTY MOTORCYCLE

For its motorcycle division, DPD uses Harley-Davidson FLHP and FLHTP "Police Special" motorcycles. These are heavy, touring-style motorcycles with a Police Package upgrade that improves their performance and comfort. While not particularly agile, Police Specials are incredibly fast in a straight line and make excellent interceptors. Officers mounted on Police

Detroit Police Scout Car Livery

DPD is currently in transition between scout car liveries, which makes for a confusing array of old, new, and alternate paint schemes throughout the department. Corktown scout cars carry the old livery—an all-white paint job with three horizontal blue stripes running the length of the car from the front wheel arch to the rear corners just below the door handles and "Detroit Police" painted in red over the stripes. Scout cars display unit and precinct numbers on each C-pillar, and an American flag on each front fender.

Corktown possesses a handful of unmarked scout cars for various uses. These vehicles are either dark gray, black, or dark burgundy and carry no badges or identifying markers. They obviously remain police vehicles, however, as their non-standard colors, police-style steel wheels, A-pillar spotlights, and antennae are dead giveaways.

The new-style livery being phased in with new scout cars throughout the department is a two-tone blue over white with a picture of the city's skyline on the doors and hood overlaid by the words "Detroit Police" in white. Other liveries include the "subdued" livery (a black or dark gray car with identifying logos and "Detroit Police" applied in a lighter or darker shade), a black and gold livery used on many of the Department's SUVs, and the new NPO/Take Home livery which is a white car showing a stylized American Flag.

Specials are often the first responders at the scene of a crime or paranormal incursion. They are used for day-to-day patrol, traffic duties, event work, and high-speed pursuit.

ACC/TS	Toughness	Crew	Cost
20/36	9(2)	1	N/A

Notes: Police Package

HAND WEAPONS

Type	Damage	Weight	Cost	Notes
Billy Club/Baton	Str+d4	1	10	Carried by all DPD Law Enforcement Officers.
Brass Knuckles	Str+d4	1	20	A character wearing brass knuckles is considered to be an Unarmed Attacker
Chainsaw	2d6+4	20	200	A natural 1 on the Fighting die (regardless of the Wild Die) hits the user instead
Halligan Tool	Str+d6	12	250	AP 1
Survival Knife	Str+d4	3	50	Contains supplies that add +1 to Survival rolls.
Switchblade	Str+d4	1	10	-2 to be Noticed if hidden.

FIREARMS

Type	Range	Dmg	RoF	Cost	Wt	Shots	Notes
Pistols							
Ruger SR22 (.22)	10/20/40	2d6-1	1	400	2	10	Semi-Auto
Taurus Ultralight (.38)	12/24/48	2d6	1	350	2	6	Revolver
Beretta 92 (9mm)	12/24/48	2d6	1	500	3	17	AP 1, Semi-Auto
Glock 22 (.40 S&W)	12/24/48	2d6+1	1	650	3	15	Semi-Auto
S&W M&P (.40 S&W)	12/24/48	2d6+1	1	650	3	15	Semi-Auto
Colt Anaconda (.45 MAG)	12/24/48	2d6+1	1	700	4	6	Revolver, AP 2
Colt M1911 (.45 ACP)	12/24/48	2d6+1	1	700	3	7	Semi-Auto, AP 1
Submachine Guns							
H&K MP5 (9mm)	12/24/48	2d6	3	2500	10	30	AP 1, Auto
Škorpion vz. 61 (.32 ACP)	12/24/48	2d6	3	2000	7	30	AP 1, Auto
Shotgun							
Remington M870 (12g)	12/24/48	1-3d6	1	150	8	8	Shotgun
Rifle							
Ruger 10/22 (.22LR)	20/40/80	2d6+2	1	450	10	10	Semi-Auto
Marlin 336 (.30-30)	30/60/120	2d8	1	650	10	8	AP 2
Winchester M70 (.308)	30/60/120	2d8	2	800	10	5	AP 2
Assault Rifles							
AK47 (7.62)	24/48/96	2d8+1	3	850	10	30	AP 2, Min Str d6, Auto
M4 Carbine (5.56)	24/48/96	2d8	3	1200	10	30	AP 2, Min Str d6, 3RB

GRENADES

Type	Range	Damage	RoF	Cost	Weight	Notes
M18 Smoke Grenade	5/10/20	-	1	Military	2	See Text
M84 Stun Grenade	5/10/20	-	1	Military	2	See Text
Tear Gas Grenade	5/10/20	-	1	Military	2	See Text
Paranormal Irritant Grenade	5/10/20	-	1	Military	2	See Text

ARMOR

Type	Armor	Weight*	Cost	Notes
Kevlar Vest	+2/+4	8	250	Covers torso only, negates 4 AP.
Kevlar Vest w/ Inserts	+2/+8	12	2500	As Kevlar, but ceramic inserts are +8 vs. bullets
Motorcycle Jacket	+1	10	350	Covers torso, arms, legs. Reduces damage from accidents and collisions by -2.
Motorcycle Helmet	+3	5	100	50% chance vs. head shot
Riot Shield†	-	20	500	+2 Parry, +2 Armor to ranged shots that hit
Riot Helmet	+4	5	200	

* This is effective weight when worn. Most armor weighs considerably more when carried.

† Riot Shields protect only against attacks from the front and off hand side.

MUNDANE ITEMS

Item	Cost	Wt
Common Items		
Crowbar	20	2
Flashlight	20	3
Handcuffs	15	2
Lighter	2	-
Lockpicks	200	1
Multi-Tool	25	-
Rope (50 feet)	25	10
Shovel	5	5
Tool Kit	350	25
Umbrella	10	2
Whistle	2	-
Electronics		
Camera	450	1
Desktop Computer	1000	10
Laptop Computer	500	4
Cellular Flip Phone	100	-
Smartphone	350	-
Tablet	400	-
Surveillance		
Binoculars	100	2
Cellular Interceptor	650	5
Lineman's Telephone	150	2
Night Vision Goggles (Passive)	1000	3
Night Vision Goggles (Active)	2500	4
Parabolic Microphone	750	4

Policing Gear

Bloodborne Pathogen Kit	25	5
Gas Mask	200	4
Halligan Tool	200	12
Portable Ram	-	45

Paranormal Suppression Gear

Thermal Imaging Goggles	3500	6
Paranormal Irritant Spray	-	1
Ultrasound Emitter	1200	5

MUNDANE ITEMS

A few common items can be instrumental tools in an officer's arsenal.

CELLULAR INTERCEPTOR

Cellular interceptors are used to monitor cellular phone conversations. Using a Cellular Interceptor requires a Repair roll. Encrypted cellular phones impose a -2 on the Repair roll.

LINEMAN'S TELEPHONE

These bulky tools are used to tap and listen in on landline telecommunications. Tapping into a phone line with a Lineman's Telephone requires a Repair roll.

POLICING GEAR

The officers of the Corktown Precinct use a number of specialty tools, both mundane and fantastic, to assist in their duties.

BLOODBORNE PATHOGENS KIT

Carried by most first responders, these specialized first aid kits deal with large quantities of spilled bodily fluids. Especially useful at accident scenes, kits include protective gear such as gloves and hazmat suits, facemasks, a sharps container, and solvents and cleaning solutions used to neutralize and clean up blood, bile, and other potentially infectious fluids.

PORTABLE RAM

Rams are used to breach doors and punch holes in walls to gain entrance or vent smoke. The portable ram is a one-man tool about three feet long and forty-five pounds. It has two welded steel loop handles, and is capped at each end by a polymer-steel cover. A portable ram deals Str+d8 damage when used as a weapon or against an object like a door. If used against a non-stationary target, the wielder suffers a -4 to fighting. A wielder always acts last in melee.

HALLIGAN TOOL

These ingenious multi-tools were developed decades ago by NYFD deputy chief Hugh Halligan. It is a multipurpose forced entry tool used for prying, twisting, punching, striking, and breaching. The tool itself has an eighteen inch long steel haft with a claw on one end and a heavy adze or wedge blade and a long pick on the other. DPD uses the smaller, eighteen-inch version of the Halligan Tool, but the Detroit Fire Department uses tools up to fifty-four inches in length.

PARANORMAL SUPPRESSION GEAR

Along with custom ammunition, Corktown armorers developed a number of specialty pieces of equipment to assist officers in policing the paranormal.

THERMAL IMAGING GOGGLES

Thermal imaging goggles detect various levels of heat in a given area, and are one of the more common tools used in paranormal investigation. With a good set of thermal goggles, an officer can see camouflaged or otherwise obscured people, animals, and creatures easily in any light or environmental condition. These goggles are extremely rare and expensive, and Corktown only has a handful of them.

ULTRASOUND EMITTER

The ultrasound emitter is used to detect invisible and translucent spirits and other paranormal phenomena. Roughly the size and shape of a surveyor's level, the UE uses sound waves to detect motion and distance, and can detect transparent and translucent objects that optical sensors cannot.

PARANORMAL IRRITANT SPRAY

Developed decades ago, Corktown's paranormal irritant spray is, essentially, tear gas for paranormal creatures. It is a mixture of numerous ingredients such as holly berries, mistletoe, superfine silver shavings, and other powerful ingredients that have been pulverized and aerosolized. When sprayed on a paranormal creature, that creature must pass a Vigor check or be Shaken.

Patrol Bag/"Go Bag"

Police Officers on patrol typically keep a small bag, like a messenger bag or small duffel, in the front seat of their scout car called a patrol bag. The size and shape varies by officer, as patrol bags are not an official piece of DPD kit, but they are usually large enough to carry items that an officer needs quickly at hand. Patrol bags typically contain extra ticket books, latex gloves, pens and markers, batteries, a first aid kit, snacks, notebooks, or anything else an officer might want access to quickly while on patrol.

Chapter 6

PERSONS OF INTEREST

Millions of personalities, organization, and entities bring the city of Detroit to life. Very few of these have direct relevance to the officers of Corktown Precinct. Most people are generally law-abiding. Only a fraction of a percent of the population has any psychic ability or direct exposure to the paranormal. It is those individuals, and the paranormal entities themselves, that pose ongoing issues for Corktown. This chapter presents a range of human and inhuman beings of particular relevance to paranormal investigators. Some of these are allies, but many have goals that are in direct opposition to the precinct.

STOJANOVIC HOLDINGS

In 1946, Samuel J. Stojanovic, the son of Macedonian-Serbian immigrants, returned home to Detroit after World War II service in the United States Navy. An ambitious and enterprising young man, Sam used his GI Bill and his Navy contacts to open a small restaurant on the east side. Called *Alexander's Macedonian Grill*, Stojanovic's restaurant specialized in Greek and Balkan street food, essentially gyros and shawarmas, in a package that made them easy to eat for truck drivers and workers from the nearby auto plants. Through good business sense and careful investment, Sam grew his business slowly but steadily over the next twenty years. First he sold franchises throughout Southeast Michigan, then throughout the Midwest, and eventually there was an Alexander's in hundreds of cities across the country.

Sam was a tireless champion of his hometown. He and his wife founded charitable organizations and funded dozens of programs to help the city's struggling youth and lower classes. Sam always remembered how good Detroit was to him, and he was determined to give back as much as he could. As his fortunes grew, Sam diversified into real estate, shipping, and even sports team ownership as he purchased controlling stakes in both the Tigers and the Detroit Red Wings hockey team. By the seventies, he had brought all of his businesses under the aegis of the new Stojanovic Holdings and was one of the wealthiest men in the country.

Sam died in the mid-eighties, leaving the redevelopment of the historic Fox Theater and the moribund area around it to be finished by his son Robert. Following his father's departure and true to his wishes, Robert pushed forward with the project. The Foxtown development was one of the first steps in Detroit's long journey back from the brink of total ruin.

Today, Stojanovic Holdings remains among the most powerful and influential businesses in the country. Alexander's is a popular fixture throughout the world, and the Stojanovic name is synonymous with power and wealth throughout the region. Since the arrival of The Persepolis Group and the growing reclusiveness of Robert Stojanovic, the company's and the family's star has faded somewhat. They still have more than their share of influence, however, and it would take more than a few minor setbacks and soured deals to put Stojanovic Holdings out of business.

ROBERT MIKHAIL STOJANOVIC

The oldest son of Sam and Betty Stojanovic, and current CEO of Stojanovic Holdings, Robert Stojanovic is every bit his father's son. Known to his friends—including mayors, governors, captains of industry, and at least one former United States president—simply as Bob, Stojanovic has been a leading force in Detroit's slow resurgence over the past twenty years. Picking up where his parents left off, Bob has used the family's wealth and influence to shore up failing institutions, rescue endangered pieces of city history, and generally stem the tide of decay and disinvestment wherever he could. Not all of his efforts have been met with praise, however. Many question Stojanovic Holdings' decision to demolish a handful of historically significant buildings over the years without plans to develop the empty lots, while others decry his decision to let other properties rot or leave them unsecured and open to thieves and scrappers. Like his father, Bob is a complex and controversial figure who, for better or worse, still has a great amount of influence in the city.

Aggressive competition from Mahmoud al Parsa and The Persepolis Group has troubled Stojanovic more than anything else in his career. He sees his family's influence and power waning in the face of a powerful newcomer and feels helpless to stop it. He has been slowly passing off responsibility for the day to day operation of the family business to his children and to his lawyer Nicholas Sotiropoulos. He is still very much in control, however, and little that happens in Detroit's byzantine, cut-throat business and political arenas escapes his notice.

**ROBERT STOJANOVIC**

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d6, Vigor d6

Cha: +2 **Pace:** 5 **Parry:** 2 **Tou:** 5

Reason/Delirium: Perfect Reason

Skills: Athletics d6, Driving d6, Gambling d8, Guts d6, Intimidation d8, Knowledge (Business) d10, Knowledge (Finance) d10, Knowledge (Greek) d6, Knowledge (Macedonian) d6, Notice d6, Persuasion d10.

Hindrances: Doubting Thomas, Elderly, Enemy (Mahmoud al Parsa), Greedy.

Edges: Charismatic, Great Luck.

Gear: Tailored suit, Smartphone, Stojanovic Holdings ID.

NICHOLAS "NICKY" SOTIROPOULOS, ESQ.

Nicholas Sotiropoulos has been the Stojanovic family's personal lawyer and Bob Stojanovic's personal confidant and advisor for more than thirty years. A short bull of a man in his mid-fifties, he is a brash and aggressive litigator and a fierce defender of his clients both in the courtroom and the media. He is also a moderately powerful psychic, with a gift for reading the thoughts and emotional state of opposing lawyers and their clients. These abilities, along with his prodigious legal mind, make him a serious threat in the courtroom, a fact that his long string of victories attests.

Sotiropoulos is extremely suspicious of Mahmoud al Parsa, and suspects that he is more than he seems. He has met with al Parsa on many occasions, both business and social, and something about the newcomer's demeanor seems off to Nick. On an unconscious level, he understands that al Parsa is not human, but he has not put two and two together yet. It is only a matter of time until he does, but what he chooses to do with that information is anyone's guess.

**NICHOLAS SOTIROPOULOS**

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8

Cha: 0 **Pace:** 6 **Parry:** 5 **Tou:** 7

Reason/Delirium: In the Balance

Skills: Athletics d6, Driving d6, Fighting d6, Guts d8, Intimidation d8, Knowledge (Greek) d6, Knowledge (Law) d10, Knowledge (Paranormal) d6, Notice d6, Psychic d8, Shooting d6, Streetwise d8, Subterfuge d6.

Hindrances: Arrogant, Big Mouth, Loyal.

Edges: Arcane Background (Psychic), Alertness, Brave, Brawny.

Powers: *detect arcana, empathy, read thoughts*, 10 PP.

Gear: Tailored suit, Smartphone, Stojanovic Holdings ID.

THE PERSEPOLIS GROUP

Fifteen years ago, Detroit was a vastly different place. The current investment and renovation was just a glimmer in the future, and the old power brokers were locked in their ways as the city struggled through crime, debt, and poor leadership. That changed when Mahmoud al Parsa came to Southeast Michigan. A dashing, dark-haired man of Persian ancestry, al Parsa is the founder and CEO of a multi-national technology firm called The Persepolis Group. Known primarily as a leader in biotech and prosthetic technologies, TPG was looking to expand its operations in North America at the time and Detroit was one of the cities on their list of potential sites. Due to a combination of existing technical knowledge, transportation and manufacturing infrastructure, and generous tax subsidies, Detroit was chosen and The Persepolis Group moved a small advance team into an empty office in the Guardian Building.

Over the next five years, TPG slowly expanded their operations in the city. Eventually, ground was broken at the confluence of Woodward, Gratiot, and Michigan Avenues on an ornate high-rise named Apadana Tower that would meet TPG's rapidly growing needs. To oversee the new operations, and as a way of leading by example, al Parsa moved his family to the near western suburb of Dearborn. Upon their arrival, al Parsa and his family immediately became the talk of the town. He threw himself into his work and various charitable organizations, quickly endearing himself to the local business and society press with his quick wit and abundant charm. His wife, a tall, impossibly elegant woman named Kiana, stayed busy either running or sitting on the boards of numerous philanthropic groups, foundations, and non-governmental organizations. Their children were enrolled at the prestigious Cranbrook Academy, and both Mahmoud and Kiana became involved with the school along with all of their other ventures.

Since their arrival, the al Parsas have made a lasting impression on Detroit. As TPG's operations grew and more employees flooded into the city, al Parsa bought up huge swaths of real estate. These parcels—some empty lots, some empty buildings, and many owned by Stoja-



novic Holdings—formed the basis for a growing The Persepolis Group real estate empire. Buildings he purchased were secured and, as people and money began trickling back into the city, eventually renovated into commercial and residential units. He constructed new buildings and parking decks on old surface lots, and he paid to have parks built or rebuilt, including the redesigned Campus Martius that lay at the foot of his new office tower. Eventually, al Parsa and The Persepolis Group owned almost all of downtown and many properties up Woodward into Midtown and New Center and east along Jefferson Ave. It seemed that, along with his The Persepolis Group business, al Parsa had entered into a land war with Stojanovic Holdings. To what end no one was sure.

Today, Mahmoud al Parsa and The Persepolis Group are well liked, if perhaps a bit controversial. He and his family retain their high standing in city business, political, and social circles. He continues to snatch up land and

properties to add to his collection. His ends are anyone's guess, and some of his means are questionable, but al Parsa and The Persepolis Group have done demonstrable good for the city, and the concerns of questions that some have about his motives fall largely on deaf ears.

MAHMOUD AL PARSA

Founder and CEO of The Persepolis Group, Mahmoud al Parsa is the embodiment of the successful, hard-working immigrant. His official biography, listed on The Persepolis Group's website and passed around to media as part of TPG's media resources pack, tells a story of perseverance, luck, and ambition. Born in Tehran, he and his wife fled to the UK during Iran's tumultuous Islamic Revolution. There, living among other Iranian refugees, he worked a number of menial jobs, saved money, pursued studies in technology and business at Oxford and Cambridge, and founded numerous small companies before finally succeeding with The Persepolis Group.

All of this is true. The facts of al Parsa's life are easily traced through government records and news reports. His university transcripts are readily accessible, and his many achievements are a matter of public record in a dozen countries. Of course, while the events of the past thirty or so years of his life is true and verifiable, they are certainly not the whole story. Like all powerful men, al Parsa has his secrets. The hidden truths of Mahmoud al Parsa's life are not the run of the mill kinds of secrets that the wealthy and powerful hold. They are not the trifling stories of hidden trysts, ugly criminal activity, or personal depravity. His secrets are far older, far deadlier, and far more otherworldly than those possessed by the mundane elites.

Mahmoud al Parsa's story began nearly three millennia ago with the rise of the Achaemenid Empire and the founding of the great city of Persepolis. As the power of the Achaemenids grew, King Cyrus the Great decreed that a majestic city be built as a center for worship and learning on the site where the empire was founded. At this site, nestled at the foot of Kuh-e Rahmet (the Mountain of Mercy) near the river Pulvar, a great terraced city of stone, marble, cedar, and teak was built. Cyrus' successor Darius I oversaw primary construction, and his son Xerxes completed it. The city was named Persepolis, literally "City of the Persians", and

was dedicated as the Empire's new spiritual and cultural center.

To protect the city, Xerxes called upon the services of a powerful earth spirit known as a marid, one of the countless family of djinni that lived in that area of the world in ancient times. This creature was given the title "Great Djinn of Persepolis," and was tasked with keeping the city and its people safe. For nearly two centuries, the Great Djinn kept Persepolis safe from threats great and small. With the help of an equally powerful ally, a fire spirit known as an ifrit, as his lieutenant, the marid organized a powerful army of djinni, spirits, and men that could and did stand against numerous threats both mundane and supernatural. For two centuries the Great Djinn and his spirit army stood watch over the city, serving the people and the Achaemenid kings with honor, until the arrival of Alexander of Macedon.

In the mid-300s BCE, Alexander the Great marched on Persepolis at the head of a massive army of Greeks, Macedonians, Thracians, and various other peoples from his vast empire. Having already conquered a handful of Persian cities, Alexander knew full well the nature of Persepolis's defenses. To that end, Alexander employed powerful spirits and dark magic of his own to neutralize the Great Djinn and his spiritual defenses. Within the first few minutes of Alexander's siege, the Great Djinn, his lieutenant, and a great portion of his army were incapacitated. Some were banished, others trapped, but most were slaughtered as the Greek army swarmed through the city walls behind a vanguard of supernatural warriors.

When the siege was complete and Persepolis finally lay in ashes, the spell that held the Great Djinn and his few remaining compatriots faded away, releasing them from their magical prison. They walked through the ruined city, granting succor or the quick release of death to wounded defenders and citizens and taking bloody revenge on elements of the Greek army left behind. As he stood among the smoldering ruins of the once great city, a city he had failed to defend, the Great Djinn swore an oath to destroy all who were responsible. His ifrit lieutenant, a pair of subservient jann warriors, and a surviving member of the elite king's guard known as the Immortals joined him in his oath, and so began a three-thousand year journey of death and vengeance.

Throughout the following centuries, the Djinn and his companions tracked down and destroyed not only those directly responsible for the sack of Persepolis but their bloodlines as well. No matter how long it took, no matter how many generations had passed, the Great Djinn exacted his revenge for the destruction of his once great city. He and his companions took on countless identities and wore a myriad of disguises to hide their nature and blend better with their targets. They killed princes and kings, beggars and cobblers, warriors and scholars across a hundred countries. They wiped out entire families and royal bloodlines in a quest for their vengeance. They were sworn enemies of the Roman Empire. Both Crusaders and the powerful Ottoman Empire hunted them. They were never seen, never caught, and their existence became a terrifying legend told in palaces, homesteads, and army camps throughout antiquity and into the present day.

Finally, after long millennia, the bloody work of the Great Djinn approaches its end. He has found the final remaining descendant of Alexander's army in the decayed American city of Detroit. The Djinn has come to Detroit as Mahmoud al Parsa, wealthy international businessman, to destroy the last of his sworn and ancient enemies. His target is the equally wealthy Robert Stojanovic, the last descendant of a Macedonian general in Alexander's army, who is blissfully unaware of the danger encroaching upon him and his family. For a decade, al Parsa has set the foundations of his final revenge. Not through force of arms or use of his spectacular otherworldly powers, for he and his followers ceased using those tactics long ago. No, the Great Djinn is a legitimate businessman now, and his plan is to destroy Stojanovic through hostile takeovers and legal tricks, threats that Stojanovic can understand, and then gloat over the shattered empire and ruined fortunes of his enemy and his foe's family.

To this end, al Parsa has begun an aggressive campaign to scoop up as many Stojanovic assets as he can. He began this with the expansion of The Persepolis Group into Detroit and his purchase, through TPG and a handful of front companies, of much of Stojanovic Holdings' property and assets in the region. Unfortunately, al Parsa's actions, indeed his mere presence in the city, have thrown the entire region into turmoil. As he digs up city secrets through construction of new buildings and renovation of long abandoned structures, the spirits who

The Djinni

In the ancient times, before Islam spread through the region like wildfire, the lands of Arabia, Persia, and Mesopotamia were home to a myriad of powerful spirits and paranormal creatures. Among the mightiest were a group of elemental spirits known collectively as *djinni*. Powerful, arrogant, and capricious, neither good nor evil, these spirits lived among the peoples of the region sometimes ruling, sometimes serving, but constantly meddling in the affairs of men. Among one another, the djinni divided themselves into castes, and each had their own role to play.

The most powerful of the djinni were the haughty and dangerous marid. Born of Earth, the marid exhibit the strength, frightful power, and immovable stubbornness of their birth element. Next were the fiery and mercurial ifrit. Children of cleansing fire, the ifrit were renowned for their passionate natures and quick, deadly tempers. Below the ifrit were the mutable Shaitan, children of air, whose forms and allegiances were forever shifting. The Jinn were next. Grim and silent, these children of the waters were great keepers of ancient knowledge, and rarely gave up their secrets without a fight. Last came the cunning Jann. Born of no single element, the Jann were treated as poor cousins by the more powerful djinni and were commonly pressed into service as soldiers and servants to the marid and ifrit.

Today there are precious few djinni in the world. Most were destroyed first by the fervent, iconoclastic Muslims who swept through their homelands, then by waves of Christian Crusaders and missionaries who destroyed or banished forever every djinni and allied spirit they could find. There are still some left, however. Scholars of the paranormal believe that there could be as few as ten, and no more than fifty. They wear disguises and conceal their powers from modern humanity, biding their time until humanity is ready for their services again.

dwelling in those places are cast out or driven into a rage at being disturbed from their long rest. In addition, the presence of as powerful a creature as al Parsa acts as a lightning rod, attracting paranormal creatures and weakening the already tenuous barrier between the physical and spiritual worlds even further. This is the cause of Detroit's current paranormal crisis, a fact that remains a mystery to the parapsychologists at Corktown.

The stage is not yet set for the final confrontation between the Great Djinn and his last surviving enemy. The long-term effects for the city of Detroit are unknown. Whatever the outcome, as the plans finalize, Corktown is certain to face monumental paranormal threats.



MAHMOUD AL PARSA

Attributes: Agility d8, Smarts d10, Spirit d12+2, Strength d10, Vigor d10

Cha: +4 **Pace:** 6 **Parry:** 7 **T o u:** 7

Reason/Delirium: Unhinged

Skills: Athletics d8, Driving d8, Fighting d10, Guts d10, Intimidation d10, Investigation d8, Knowledge (Arabic) d8, Knowledge (Business) d10, Knowledge (English) d8, Knowledge (Finance) d10, Knowledge (History) d10, Knowledge (Persian) d10, Knowledge (War) d10, Notice d8, Persuasion d8, Piloting d6, Shooting d8, Survival d8, Taunt d8, Tracking d8.

Hindrances: Arrogant, Code of Honor, Overconfident.

Edges: Attractive, Charismatic, Command, Hold the Line, Leader of Men, Level Headed, Linguist, Natural Leader, No Mercy, Tactician.

Gear: Tailored suit, Smartphone, Persepolis Group ID.

Special Abilities:

Darksight: al Parsa ignores all penalties for operating in Dim and Dark lighting.

Immunity (Earth): As a marid, al Parsa was born of Earth and is immune to its effects. He suffers no damage from earth-based attacks.

Paranormal Abilities: al Parsa has 45 power points and possesses the following powers: *armor, barrier, blast, blind, bolt, burst, damage field, deflect, detect/conceal arcana, disguise, dispel, farsight, fear, shape change.* al Parsa makes a Spirit check to activate his powers, and all powers possess Earth trappings.

Dusty Form: al Parsa can, at will, become a swirling cloud of dust and sand. This requires a

Spirit check. While in this form, he is immune to all harm, but cannot affect the physical world in any meaningful way. This form also allows him to fit through cracks, under doors, and into small containers.

Teleport: al Parsa can *teleport* (as the power) anywhere. This requires a Spirit check.

Weakness (Fire): Fire-based attacks, whether something as simple as a thrown match or as fantastic as powers with fire trappings, add +4 to the damage total.

KIANA AL PARSA

Kiana al Parsa is the dashing, stylish, and fiery wife of The Persepolis Group CEO Mahmoud al Parsa. Since she arrived in Detroit with her husband and children, she has made a name for herself as a great patron of the arts and a powerful force for good among the Middle Eastern population of the region. Her philanthropic work in Dearborn and Detroit rivals that of the Ford and Kresge families, and the funds she has at her disposal for charitable purposes have fed, clothed, educated, and cared for thousands of Detroit Metro area residents over the years. She is a common sight at performances of the Detroit Symphony and sits on the board of the Detroit Institute of Arts. Her influence and connections have earned the DIA a number of fantastic travelling exhibits of art and artifacts from ancient Arabia, Persia, Greece, Rome, and Mesopotamia.

Like her "husband" however, not all is as it seems with Kiana al Parsa. She is, of course, one of the djinni, a powerful and capricious fire spirit called an ifrit. In ancient times, she served as the lieutenant of the Great Djinn of Persepolis, directly overseeing his supernatural army and the defenses of Persepolis. She was known as a prodigious warrior, a master of the scimitar and the bow, and a strict disciplinarian with a quick temper. She would not hesitate to beat or even kill a subordinate for the slightest transgression. While they are not married in a true sense, her dedication to the Great Djinn and his quest for vengeance resembles such a relationship. She plays her part well, appearing as the supportive wife and doting mother while pursuing her own goals of enriching and supporting Detroit's Middle Eastern population. She is the first to defend al Parsa in the media against attacks on him or on The Persepolis Group. If pushed, she would fight to her death to defend herself, her family, and the secret of their quest.



KIANA AL PARSА

Attributes: Agility d10, Smarts d10, Spirit d12+2, Strength d10, Vigor d10

Cha: +4 **Pace:** 6 **Parry:** 7 **To u:** 7
Reason/Delirium: Unhinged

Skills: Athletics d6, Driving d6, Fighting d10, Guts d10, Intimidation d10, Knowledge (Arabic) d8, Knowledge (Business) d10, Knowledge (English) d8, Knowledge (History) d10, Knowledge (Persian) d10, Knowledge (War) d10, Notice d10, Persuasion d10, Shooting d8, Survival d8, Taunt d10, Tracking d6.

Hindrances: Arrogant, Bloodthirsty, Loyal, Overconfident.

Edges: Attractive, Charismatic, Florentine, Killer Instinct, Mighty Blow, No Mercy, Two-Fisted.

Gear: Stylish Wardrobe, Smartphone, Persepolis Group ID.

Special Abilities:

Darksight: Kiana al Parsa ignores all penalties for operating in Dim and Dark lighting.

Immunity (Fire): As an ifrit, Kiana al Parsa was born of fire and is immune to its effects. She suffers no damage from flames or heat.

Paranormal Abilities: al Parsa has 45 power points and possesses the following abilities: *armor, barrier, blast, blind, bolt, burst, damage field, deflect, detect/conceal arcana, disguise, dispel, farsight, fear, shape change*. She makes a Spirit check to activate her powers, and all powers possess fire trappings.

Smoky Form: Kiana al Parsa can, at will, become a swirling cloud of hot, dark, ash-filled smoke. This requires a Spirit check. While in this form, she is immune to all harm, but cannot affect the physical world in any meaningful way. This smoky form also allows him to fit through cracks, under doors, and into small containers.

Teleport: She can *teleport* (as the Power) anywhere. This requires a Spirit check.

Weakness (Earth): Earth-based attacks, as simple as a thrown rock or fantastic as powers with earth trappings, add +4 to the damage total.

FAROUK AND FATIMAH AL PARSА

The children of Mahmoud and Kiana al Parsa are, like their parents, not what they seem. They are neither children nor indeed human at all. Instead, they are ancient creatures of legend known as Jann. Jann are the lowest caste of

creatures known collectively as Djinni. They have served their superiors and masters for millennia as soldiers, guards, and servants. While still powerful beyond the imaginings of mortal man, their gifts pale in comparison to the more powerful members of their family such as the marid and ifrit.

These two, whose real names are lost to the mists of time, are all that remain of the great army of spirits and lesser djinni which al Parsa once commanded. When they still walked unmasked, they were simple soldiers in that great demonic horde, following orders and fighting to protect the humans of Persepolis who worshipped them. Along with the creatures who would become Mahmoud and Kiana al Parsa, these two ancient warriors were the only surviving members of Persepolis' powerful supernatural defense force after the city's ruination at the hands of Alexander of Macedon. They followed their fallen leaders out of a sense of duty and shared in their growing desire for revenge. With their powerful masters, they have cut a swath through history in their quest for vengeance.

Like Mahmoud and Kiana, the two Jann have taken on countless forms over their millennia of their existence. They have been old and young, male and female, and members of a thousand races and religions. As their place and caste dictates though, they have always played a subservient role to their more powerful and more highly ranked entities. They have learned much in their millennia of wandering the world and are no longer simple soldiers, but cunning fellow conspirators to the al Parsa's vengeance scheme.

As part of their current and, hopefully, final deception, the Janni are disguised as a pair of fraternal twins seemingly thirteen years of age named Farouk and Fatimah. Farouk is the taller of the two, but only just, and seems to be a smaller, almost carbon copy of Mahmoud with the latter's dark features, quick wit, and occasional, off-hand arrogance. Fatimah is smaller of frame, and is a more even mix of her "parents" with Kiana's fiery black eyes and thick blue-black hair and a bit of Mahmoud's mysterious brooding demeanor. This is not the first time the two creatures have masqueraded as human children, and they blend in extremely well with their schoolmates at the prestigious Cranbrook Academy. Both excel as students and athletes, with Farouk favoring soccer and

running while his sister prefers fencing and gymnastics. They have cultivated a broad circle of friends among their human peers in service to their mission and have become enamored of modern youth culture.



FAROUK AND FATIMAH AL PARSA

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d10, Vigor d10

Cha: 0 **Pace:** 6 **Parry:** 7 **Tou:** 7

Reason/Delirium: Unhinged

Skills: Athletics d8, Driving d6, Fighting d10, Guts d10, Intimidation d10, Knowledge (Arabic) d8, Knowledge (English) d8, Knowledge (History) d10, Knowledge (Persian) d10, Knowledge (War) d10, Notice d6, Shooting d8, Survival d8.

Hindrances: Arrogant, Bloodthirsty, Loyal, Overconfident.

Edges: Brave, First Strike, Frenzy, Mighty Blow, No Mercy.

Gear: Children's Clothes, Smartphones, Student IDs.

Special Abilities:

Darksight: The janni ignore all penalties for operating in Dim and Dark lighting.

Elemental Resistance: Attacks that possess qualities related to the four elements (earth, wind, fire, or water) deal half damage. This includes elemental trappings linked to powers.

Paranormal Abilities: Each Jann has 20 power points and possesses the following powers: *armor, blast, bolt, burst, deflect, disguise, farsight, and shape change*. They make a Spirit check to activate their powers, and their powers possess a mix of all four elemental trappings.

HASSAN DARVISH

Hassan Darvish is the only non-djinni member of al Parsa's inner circle. The head of the group's security forces and the CEO of Anauša Protection Services, Darvish is one of the world's leading experts in the lucrative personal security field. It is little wonder too, as he has had millennia to master his craft. Darvish was once a member of the Immortals, the elite cadre of warriors tasked with protecting the Persian kings during the Achaemenid Empire. The sole survivor of Persepolis's Immortals, he took up with the Great Djinn in his quest for vengeance against the hated Greeks and Macedonians of

Alexander's army. He served the Great Djinn faithfully for years, and for his service the marid granted him true immortality.

Darvish is a tall, broad-shouldered, bear of a man with a dark olive complexion, a bald head, and a thick, black beard streaked with gray. He seems to be in his mid-forties, and exudes an air of calm competence and latent danger. His dress is subdued and quietly fashionable, consisting mostly of well-tailored designer suits. He always carries at least one weapon on him. Throughout the long centuries of his service to al Parsa, Hassan Darvish has asked for only one reward, the sweet release of death upon completion of the marid's vengeance quest. With the completion of al Parsa's the mission so tantalizingly close at hand, Darvish is eager to complete the work so that he may join his long dead brothers-in-arms in Paradise.



HASSAN DARVISH

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10

Cha: -2 **Pace:** 6 **Parry:** 8 **Tou:** 7

Reason/Delirium: In the Balance

Skills: Athletics d8, Driving d6, Fighting d12, Guts d10, Intimidation d10, Knowledge (Arabic) d8, Knowledge (English) d8, Knowledge (History) d10, Knowledge (Persian) d10, Knowledge (Security) d10, Knowledge (War) d10, Notice d10, Shooting d10, Survival d8.

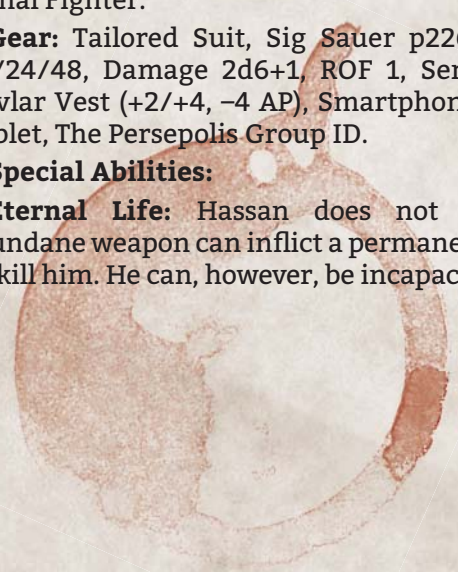
Hindrances: Code of Honor, Death Wish, Loyal, Mean.

Edges: Alertness, Brave, Command, Dead Shot, Hold the Line!, Hard to Kill, Improvisational Fighter.

Gear: Tailored Suit, Sig Sauer p226 (Range 12/24/48, Damage 2d6+1, ROF 1, Semi-Auto), Kevlar Vest (+2/+4, -4 AP), Smartphone, Radio, Tablet, The Persepolis Group ID.

Special Abilities:

Eternal Life: Hassan does not age. No mundane weapon can inflict a permanent injury or kill him. He can, however, be incapacitated.



CORKTOWN HQ

Corktown incorporates a broad range of personalities among its employees. Everyone who works at the precinct house is aware of its secret mission. Direct exposure to the paranormal has unhinged all of them, to at least some degree. It makes for a distracting work environment, as co-workers mutter under their breath, exercise superstitious habits, and vent their constant frustrations. While their central mission unifies these officers and their support staff, they are seldom in true harmony.

CAPTAIN MALCOLM SIMMS, DPD

Malcolm Simms, the current captain of the Corktown Precinct, was born and raised on Detroit's Northwest side. The son of a Detroit firefighter and a Wayne State professor, he grew up in a stable, loving home in the Grandmont-Rosedale neighborhood. Young Malcolm was precocious and knowing beyond his years, a side effect of his telepathic gifts. He had a thoroughly average childhood and young-adulthood, playing sports in high school and getting above average grades. Unsure of what to do after graduation, he applied to a number of colleges but nothing appealed to him. On a whim, he took the military placement ASVAB test and placed remarkably highly. Recruiters for all five branches of the military courted him, but the US Army offered the best deal. Just weeks after graduation from high school, he shipped off to Fort Knox to begin basic training.

Simms served his entire Army career in the 1st Armored Division—first as a M1A1 Abrams tank driver. After a stint in Officer Candidate School, he rose to the rank of Captain. He saw action in Iraq during Operation Desert Storm, and in the Balkans during the Yugoslav Wars. He was wounded during the Bosnian Campaign, and finished his career training young tankers at Fort Knox. After twenty years of service, Malcolm Simms retired from the Army just shy of his fortieth birthday and returned to his hometown of Detroit to begin the next chapter of his life.

After six months of retirement, civilian life started to wear on Simms. He missed the camaraderie, structure, responsibility, and excitement of military life. He decided to apply to the Detroit Police Academy, and became the oldest, most

Alternative Captains

This presentation of the captain assumes that the GM would like to have a stabilizing and competent leader for the precinct. This enables the organization to have a level of competency, which is critical for them to be able to have some measure of success, particularly considering the limited nature of their resources. However, some groups may prefer to have more eccentric leadership. In keeping with this approach, move Captain Simms two steps toward Delirium. Some of his commands remain reasonable, but he should also regularly issue inexplicable BOLOs, assignments, and mandatory staff meetings that have little to do with policing.

Another approach could be to make the Captain more confrontational toward the player characters. In this case, he might pull them away from their desk with stern commands, place them on administrative leave, or proclaim them loose cannons. While he might ultimately pass the blame toward the board of commissioners, he would remain the central voice of authority.

seasoned graduate in his class. He took quickly to life on the force, moving rapidly through the ranks. In short order, he became a homicide investigator. His psychic gifts and natural talent for reading individuals came in quite handy in his work, and he was one of the most highly decorated detectives in the DPD until a fateful night at the Book-Cadillac hotel.

Before the Book-Cadillac was renovated in the late 2000s, it stood empty and moldering, a haven for scrappers, squatters, and criminals. As part of a months-long investigation, Simms, his partner, and a squad of heavily armed tactical officers raided what was purported to be a human trafficking ring run out of the abandoned hotel's basement. Of the fourteen officers who went into the hotel, only Simms and one of the tactical officers survived. The details of what happened that night were hushed up. Simms and the surviving tactical officer were assigned indefinite medical leave. While he was recuperating, Simms was offered a chance to resume his DPD service as an investigator at Corktown, an opportunity he immediately accepted once the situation was made plain to him.

Now in his mid-50s, Captain Simms has been the commanding officer at Corktown for five years. He replaced the former Captain after she retired to the mountains of New England for her health. His calm, cool demeanor and firm discipline has been a soothing influence on the heavily stressed, often chaotic, precinct. The sharp spike in paranormal activity in the city increasingly troubles him. He works tirelessly to ensure that his officers have the tools and help they need to do their jobs and preserve their physical and emotional health.



MALCOLM SIMMS

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d8, Vigor d10

Cha: 0 **Pace:** 6 **Parry:** 5 **Tou:** 7
Reason/Delirium: Irregular

Skills: Athletics d8, Driving d6, Fighting d6, Guts d10, Intimidation d8, Investigation d8, Knowledge (Parapsychology) d6, Knowledge (Law) d10, Notice d8, Persuasion d6, Psychic d8, Shooting d6, Streetwise d6.

Hindrances: Cautious, Code of Honor, Haunted, Quirk (Always has coffee), Vow (To Serve and Protect).

Edges: Arcane Background (Psychic), Command, Legal Authority, Natural Leader.

Powers: *confusion, detect arcana, mind reading, probe, truth read*, 15 PP.

Gear: Beretta M9 (Range 12/24/48, Damage 2d6+1, ROF 1, Semi-Auto), Kevlar Vest (+2/+4, -4 AP), Smart Phone.

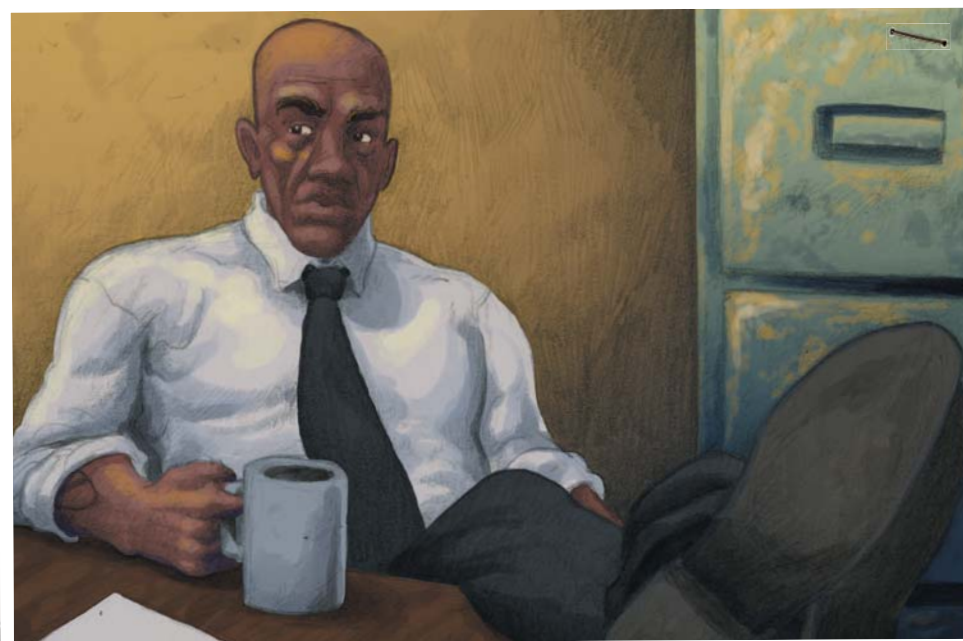
SGT JAMES "THE BUTCHER" MACMILLAN

James MacMillan was a bright young man from suburban Detroit. He joined the Police force straight out of high school. Even though he was young, he scored top marks at the academy. This caught the eye of not only his peers and instructors but someone at internal affairs. It was practice in the mid 1990s for internal affairs to occasionally recruit rookie police officers right out of the academy and use them as a "plant" in a precinct where there were allegations of corruption. MacMillan became one such recruit.

He soon had a string of successes in routing out and finding "bad cops." MacMillan posed as a patrol officer; the whole time he was actually undercover for internal affairs. He went to several precincts and units including the tenth precinct, ninth precinct, narcotics, and vice. While he was at narcotics he became very proficient with his favorite weapon, the Remington 12 gauge pump shotgun. He did a good job and maintained his cover throughout his service to internal affairs, at least until he landed in Corktown.

Corktown changed it all and was the tipping point of his career. Internal affairs has always been out to get the officers at Corktown. Their reports are spotty at best, they lack major details, and often contradict themselves. Sometimes, the methods that the officers use and their uses of force are highly questionable. It was for these reasons James MacMillan was sent in. Almost immediately, he learned the horrors and dark secrets that plague the city. He faced the para-

normal and decided that was the "true evil." In his mind, the officers of Corktown were doing what was right and necessary. MacMillan buried this secret and refused to report it to his superiors. MacMillan found minor violations and reported those instead. It kept the bosses happy and appeared to them like he was trying to infiltrate the corruption. MacMillan had not only infil-



trated them but actually became part of them; however, no one knew that he was an internal affairs "plant."

As his time progressed, MacMillan began noticing corruption within some of the fellow officers. At first he noticed small lies. The small lies revealed larger ones. Soon, he uncovered a group of three cultists who had successfully infiltrated the precinct. They were attempting to destroy Corktown from within. One night, MacMillan set a trap to catch them but it went awry and led to a shootout. He gunned down all three cultists with his trusty shotgun.

Captain Simms was one of the first people on the scene that night. MacMillan explained everything, how he was a "plant" for internal affairs and about the cultists. Together, they built a story that the cultists were dirty cops and MacMillan attempted to arrest them, leading to the shootings. The brass bought the story, and he was promoted to Sergeant then sent back to internal affairs. With his cover blown, MacMillan was stuck working at internal affairs. The rest of the force started calling him "The Butcher" because he had killed three cops. As much as people hate him for the shoot out, Corktown now has its own "plant" within internal affairs.



SERGEANT JAMES MACMILLAN

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d8, Vigor d6

Cha: 0 **Pace:** 6 **Parry:** 6 **Tou:** 5
Reason/Delirium: Irregular

Skills: Athletics d8, Driving d6, Fighting d8, Guts d6, Intimidation d6, Investigation d8, Knowledge (Parapsychology) d4, Knowledge (Law) d6, Notice d6, Shooting d8, Streetwise d6, Subterfuge d6, Tracking d6.

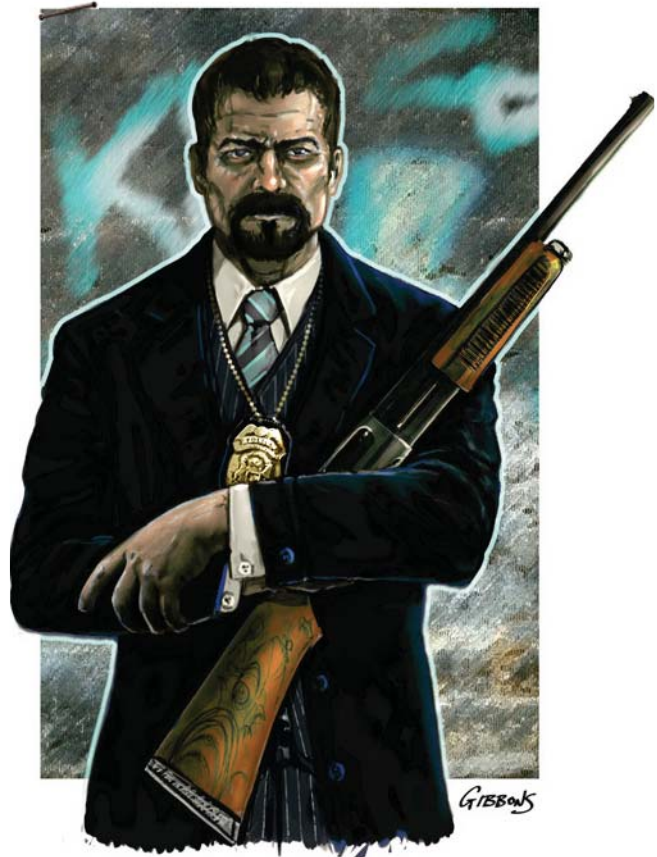
Hindrances: Quirk (Bad Reputation), Heroic, Loyal (Corktown), Vow (To Serve and Protect).

Edges: Dodge, Jaded, Legal Authority, Luck, Trademark Weapon (Remington M870).

Gear: Remington M870 (Range 12/24/48, Damage 1-3d6, ROF 1, Shotgun), Kevlar Vest (+2/+4, -4 AP).

THE ORACLE—JAMES WILLIAM CARPENTER

James Carpenter is the most powerful psychic that Corktown has identified in the city of Detroit, although no one would know it by looking at him. Born on the East Side into a desperately impoverished family, he spent his



youth roaming the streets with various, small-time, gangs. Plagued from an early age by prophetic dreams, most of his peers kept him at arm's length. Even his beloved mother was awed and terrified at her son's gifts. Throughout his teenage years James was in and out of juvenile detention centers and was well-known to the DPD as a troublemaker and petty hoodlum. A stroke of luck and a sympathetic juvenile court judge saved his life six months before he turned eighteen, offering him an opportunity to enlist in the military rather than spent two years in jail for stealing cars. Seeing a way out of his predicament, he enlisted in the US Marine Corps and, for a time, escaped Detroit.

As a Marine rifleman, James Carter saw action in Grenada and in countless small, disavowed actions in Central and South America. To relieve the stresses of combat and help dull the pain of a rapidly deteriorating psyche, he took to drinking and then to heroin. His addictions eventually got the better of him, and he left the Marine Corps with a dishonorable discharge. He

drifted for a while, hitching around the country and making ends meet with day labor and petty theft. Eventually, he returned to Detroit, and his life spiraled out of control. A combination of a rapidly deteriorating mental state and his addictions left him debilitated and homeless. Plagued with terrible visions, completely enslaved by heroin, and with no help available he became one of the faceless, nameless members of Detroit's vast homeless population.

Despite all odds, James Carpenter survived everything the street could throw at him. Now in his sixties, he lives in a homeless encampment in the shadow of the Ambassador Bridge. His only companions are his fellow transients and a half-feral, fiercely loyal pitbull bitch named Dog. The officers of Corktown make an effort to watch over him when they can, and have on more than one occasion attempted to enroll him in rehab and assistance programs. His unique prophetic gifts and his near complete derangement often provide Corktown officers with clues or answers they need to solve cases or find paranormal creatures. If, that is, an officer can sift through the man's mad gibbering to make sense of it.

THE ORACLE

Attributes: Agility d4, Smarts d6, Spirit d12+2, Strength d6, Vigor d8

Cha: -3 **Pace:** 4 **Parry:** 4 **Tou:** 6
Reason/Delirium: Unhinged

Skills: Driving d4, Fighting d4, Guts d8, Notice d10, Persuasion d8, Psychic d12, Streetwise d10, Survival d8.

Hindrances: Delusional (Major), Habit (Opiates), Habit (Alcohol), Lane, Outsider (Homeless), Poverty.

Edges: Arcane Background (Psychic), Beast Bond, Danger Sense, Jaded, Power Points, Scavenger.

Powers: *detect arcana, beast friend, divination, mental link, mind reading, probe*, 20 PP.

Gear: Backpack, Sleeping Bag, Dog Tags, Personal Items, Two-seat stroller.

DOG

Dog is a compact, powerfully-built female pitbull; one of the countless strays and escaped fighting dogs that roam Detroit's streets. Obviously a refugee from a fighting ring, she is missing an eye and her brindled coat is criss-crossed with a thousand ugly scars. James

discovered her thrown in a dumpster behind an Eastside body shop two years ago, emaciated, bleeding from the ears, and on the verge of death. He nursed her back to health and the two have been inseparable ever since. Dog is fiercely loyal to James. She never leaves his side and watches over him as he sleeps. Corktown officers coming to consult with James know to bring some treats or a bag of dog food when they do—the price of admission to speak with The Oracle.

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Notice d10.

Pace: 8 **Parry:** 6 **Tou:** 5

Special Abilities:

Bite: Str+4

Fleet-Footed: Running die is d10

Go for the Throat: With a raise on an attack, Dog hits her target in its weakest spot.

Size -1: Dogs are relatively small.

LIZ STANLEY

Liz is an experienced nurse who has a close, working relationship with Corktown Precinct. More than a decade ago, she suffered an encounter with a vengeful spirit. An officer on the scene was able to stop the entity, enabling Liz to survive. After this harsh awakening, she made a commitment to assist in defending the city to the best of her abilities.

Liz works in the emergency room for Detroit Receiving Hospital. As a Level I Trauma Center, that facility receives many of the city's most grievously injured. Even in the face of this ongoing trauma, Liz remains upbeat and compassionate toward her patients. She always has a broad smile and a kind word as she triages patients or begins their care. She confidently assures patients that they are in the best possible place to receive treatment, and that everyone in the facility is working to help them. Her attitude seems to compel patients to hold onto hope, even in the face of grievous trauma. In addition to her work at DRH, Liz volunteers at two of Detroit's free clinics weekly. At these facilities, she helps provide necessary health-care for those who cannot afford it.

When Liz tends to patients, she routinely inquires about the cause of injuries. Most cases are routine accidents or workplace injuries. Some

**LIZ STANLEY**

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d4

Cha: 0 **Pace:** 6 **Parry:** 2 **Tou:** 4

Reason/Delirium: Irregular

Skills: Guts d4, Healing d8, Intimidation d6, Knowledge (Medicine) d6, Notice d6, Persuasion d6.

Hindrances: Bad Eyes (Minor), Curious, Quirk (Generous).

Edges: Brave, Level Headed.

Gear: First Aid Kit, Smartphone, Hospital keys, Notepad, Markers, Pencils and Pens.

TRAVIS "THE LIBRARIAN" WOLOSZYK

Travis operates a junk bookstore in Hamtramck named "Pages for Pennies." He sells pulp paperback novels to hipsters and romance addicts to make a living and keep busy. Of particular note to Corktown Precinct is Travis's special collection of items in the back of his store. A lot of old religious texts that he bought when churches closed their doors as the neighborhoods emptied. Journals from friends who passed away during the AIDS crisis or met violent ends on the streets, that their families never retrieved. Alongside these mundane items are older books concerning the paranormal.

Many people became desperate during the AIDS epidemic. When modern medicine failed to produce a cure, people in the community turned to alternative medicine and faith healing. Travis's partner, Jonathon, was one of the first to invest in these cures after he was diagnosed with HIV. Working the rituals detailed in one of the books did help Jonathon feel better in the short term, and he loaned photocopies to friends suffering from the virus.

Even working the streets with for Corktown, Travis gave little thought to the things Jonathon did with the books. He felt that anything which might bring Jonathon hope or comfort was worthwhile, especially when he seemed so energized after lighting candles and whispering prayers. It was a placebo effect though. Soon, people who used the books passed on—only to find the rituals they enacted granted them extended life. Their spirits were bound to wander the city until banished. Most of the journals in Jonathon's collection belong to the people who died after using the rituals.

are obviously due to criminal activity, and those are referred to the DPD. However, some injuries show distinctive signs of paranormal incursions. When stories and injuries both indicate a paranormal threat, Liz passes that information back to Corktown. Sometimes, Liz can even recognize the type of incursion involved based upon the injuries it has inflicted. In several instances, this has uncovered new cases. More importantly, it also provides victims with expedited access to necessary, post-trauma counseling.

As an accomplished nurse, Liz's skills are particularly useful to officers who have sustained injury in the field. Conflicts with the paranormal are extraordinarily dangerous. A trip to the hospital requires paperwork, which is particularly awkward when the perpetrator is a paranormal entity. For minor injuries, Liz adeptly handles things in the free clinics where she volunteers. For more serious incidents, Liz makes sure that the paperwork at DRH disappears.

It's a morbid and curious book collection, but a goldmine for Corktown. Unfortunately, Travis distrusts the police. His tenure with Corktown abruptly ended during the height of the AIDS crisis, when he was outed as homosexual and promptly terminated. This happened just as Jonathon's health started to deteriorate. Travis put his and Jonathon's lives back together as best he could and bought the bookstore when it was for sale on the cheap. The two moved in to the loft over it and he has lived there since Jonathon passed away in 1983.

Travis understands how Corktown works and sympathizes with the overworked officers, but he has seen how the bureaucracy can turn in an instant. Travis has made these rare books and journals available to officers who kept in touch with him after his firing. Younger officers must persuade him of their sincerity and the necessity of their cause. For less ethical investigators, Pages for Pennies has little security. It could be relatively easy to take what they need, if they think they can bypass Jonathon's spirit, which may still haunt the shop.

TRAVIS WOLOSZYK

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d6, Vigor d6

Cha: 0 **Pace:** 6 **Parry:** 5 **To u:** 5
Reason/Delirium: Irregular

Skills: Fighting d6, Guts d6, Intimidation d6, Investigation d8, Knowledge (Parapsychology) d6, Notice d6, Persuasion d8, Shooting d6, Taunt d6.

Hindrances: Cautious, Combat Shock (Major), Stubborn.

Edges: Alertness, Dirty Fighter.

Gear: Flashlight, Cellular Flip Phone, Notebooks and pens.

TALENT SCOUTS

These brave men and women are aware of the paranormal dangers that lurk in Detroit, but they are not members of Corktown Precinct. Instead, they keep watch for incursions in their neighborhoods. When they find a new psychic or a new danger, they contact Corktown so that the officers can handle it. Many cases begin with a call from a talent scout.

IBRAHIM AZMEH, EMT, DETROIT FIRE DEPARTMENT

Assigned to Engine 44 in **Chaldean Town**, Ibrahim is friendly and outgoing. He has a strong sense of compassion toward those who are victimized by crimes, and a willingness to subtly use his healing abilities to help patients survive long enough to receive hospitalization. Ibrahim has been exposed to the paranormal in the past, and has learned enough to recognize it and the dangers—both when he sees its effects and when he interacts with those who have been exposed.

Ibrahim's naturally friendly nature makes him particularly effective at getting others to talk about unusual incidents. He helps people to work through their trauma, often providing rational explanations to ease their minds. Afterward, he informs Corktown, so they can eliminate any remaining threats.



**IBRAHIM AZMEH****Specialty:** Vitruvian/Talent Scout**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d10**Cha:** 0 **Pace:** 8 **Parry:** 5 **Tou:** 7**Reason/Delirium:** Irregular**Skills:** Athletics d8, Driving d8, Fighting d6, Healing d8, Knowledge (Paranormal) d6, Notice d6, Psychic d6.**Hindrances:** Vow (To Serve and Protect).**Edges:** Arcane Background (Psychic), Healer, Fleet-Footed, Quick.**Powers:** *boost trait, darksight, environmental protection, healing, succor*, 10 PP.**Gear:** EMT Medical Kit (+4 Healing), Radio.**SERGEANT CAROL BLACKMOORE, WAYNE COUNTY SHERIFF'S DEPUTY**

Carol serves as talent scout to **Highland Park**. She has been exposed to the paranormal but wants no truck with it. When she encounters supernatural entities, Deputy Blackmoore clears the area and calls in Corktown.

Carol has a natural air of authority about her. In her mid-forties, she is a salty, tough, no-nonsense, black woman. She works by the book, following the rules strictly and expecting everyone else to as well. She has stared down armed gangbangers, and used her "mom-voice" to disarm unsuspecting perpetrators.

CAROL BLACKMOORE**Specialty:** Telepath/Talent Scout**Attributes:** Agility d6, Smarts d6, Spirit d12, Strength d6, Vigor d8**Cha:** 0 **Pace:** 6 **Parry:** 5 **Tou:** 6**Reason/Delirium:** Irregular**Skills:** Driving d6, Fighting d6, Guts d10, Intimidate d8, Knowledge (Law) d6, Notice d6, Psychic d8, Shooting d6, Streetwise d8**Hindrances:** Quirk, Vow (To Serve and Protect).**Edges:** Arcane Background (Psychic), Danger Sense, Hard to Kill, Legal Authority.**Powers:** *mind reading, probe, thought network, truth read*, 10 PP.**Gear:** Sig Sauer p226 (Range 12/24/48, Damage 2d6+1, ROF 1, Semi-Auto), Kevlar Vest (+2/+4, -4 AP).**OFFICER EMILIA CONTRERAS**

Emilia is the talent scout to **Delray**. Prior to joining the DPD, she served as US Army MP in Afghanistan. During her two tours of duty, she assumed responsibility for interacting with local women, particularly in the aftermath of attacks. Late in her second tour, she suffered a serious injury from an IED. Emilia saw "things" during her tours of duty. After she opened up about them in a PTSD group counseling session, Corktown officers made contact and recruited her as a talent scout.

**EMILIA CONTRERAS****Specialty:** Empath/Talent Scout**Attributes:** Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6**Cha:** +2 **Pace:** 6 **Parry:** 5 **Tou:** 5**Reason/Delirium:** Irregular**Skills:** Driving d8, Fighting d6, Guts d8, Knowledge (Arabic) d6, Knowledge (Law) d6, Knowledge (Pashto) d6, Knowledge (Spanish) d8, Notice d6, Persuasion d8, Psychic d8, Shooting d6, Streetwise d8.**Hindrances:** Combat Shock (Minor), Victim (Minor), Vow (To Serve and Protect).**Edges:** Arcane Background (Psychic), Charismatic, Legal Authority.**Powers:** *beast friend, confuse, empathy, soothe*, 10 PP.**Gear:** Smith & Wesson MP (Range 12/24/48, Damage 2d6+1, ROF 1, Semi-Auto), Kevlar Vest (+2/+4, -4 AP).**CORPORAL SEAN CORBETT**

A member of DPD's highly respected dive team and the Talent Scout for **Creekside**, Sean's primary responsibility is to keep the streets and shallow, cloudy canals free of dangerous spirits. He was recruited after his first exposure—while on a dive to clear a sunken boat near the river. He barely survived his first encounter with a particularly aggressive Shambler, and now makes it a point to always carry extra flares while diving.

Corporal Corbett is very enthusiastic about cleaning the city of its paranormal threats. He is self-confident and believes in taking direct action. He actually wants to transfer to Corktown, but Captain Simms has blocked his transfer requests.

SEAN CORBETT**Specialty:** Talent Scout**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8**Cha:** 0 **Pace:** 6 **Parry:** 5 **Tou:** 6**Reason/Delirium:** Irregular**Skills:** Athletics d8, Boating d8, Driving d6, Fighting d6, Guts d8, Knowledge (Law) d6, Knowledge (Parapsychology) d8, Notice d8, Repair d6, Shooting d6, Streetwise d6.**Hindrances:** Disrupted Psyche, Overconfident, Vow (To Serve and Protect).**Edges:** Ace, Brave, Legal Authority, Luck.**Gear:** Smith & Wesson MP (Range 12/24/48, Damage 2d6+1, ROF 1, Semi-Auto), Kevlar Vest (+2/+4, -4 AP).**OFFICER SAM DUNCAN**

Sam is the talent scout for **Eastern Market**. He is a jovial, quick-witted officer who always has a smile and a joke. He spends almost all of his shifts afoot, walking through the market, checking in at booths. He knows all of the regulars by first name—employees and customers. Sam has a voracious appetite, and the samples his cheerful nature garner him more than offset the exercise he gets from walking the beat.

Sam's been exposed to the paranormal, but his nullifier ability kept him safe. He laughs off the idea of spirits, calling in Corktown only out of a sense of obligation.

SAM DUNCAN**Specialty:** Nullifier/Talent Scout**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d10**Cha:** +2 **Pace:** 5 **Parry:** 4 **Tou:** 8**Reason/Delirium:** Irregular**Skills:** Driving d6, Fighting d4, Guts d8, Investigation d6, Knowledge (Law) d6, Notice d6, Shooting d8, Streetwise d8.**Hindrances:** Obese, Slow, Vow (To Serve and Protect).**Edges:** Arcane Background (Nullifier), Charismatic, Legal Authority,**Gear:** Smith & Wesson MP (Range 12/24/48, Damage 2d6+1, ROF 1, Semi-Auto), Kevlar Vest (+2/+4, -4 AP).**OFFICER JAMES FERGUSON**

James is talent scout for **New Center**. He has a hard time sitting still, so he tends to patrol more of his beat afoot than he is supposed to, often parking his scout car and walking for a few blocks. James is also a martial arts instructor for the department, and enjoys any opportunity to hone his skills. James encountered a spectral manifestation in the Fisher Building's basement, but failed to defeat it physically. His wounded pride and questions asked of the wrong people caught Corktown's attention and he has been a Talent Scout ever since.

**JAMES FERGUSON****Specialty:** Vitruvian/Talent Scout.**Attributes:** Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d10**Cha:** 0 **Pace:** 6 **Parry:** 9 **Tou:** 7**Reason/Delirium:** Irregular**Skills:** Athletics d10, Driving d6, Fighting d10, Guts d8, Intimidate d8, Knowledge (Law) d6, Notice d6, Psychic d8, Shooting d6**Hindrances:** Arrogant, Big Mouth, Vow (To Serve and Protect).**Edges:** Arcane Background (Psychic), Combat Reflexes, Improved Block, Improved Martial Artist, First Strike, Legal Authority, Sweep.**Powers:** *boost trait, quickness, speed*, 10 PP.**Gear:** Smith & Wesson MP (Range 12/24/48, Damage 2d6+1, ROF 1, Semi-Auto), Kevlar Vest (+2/+4, -4 AP).**INVESTIGATOR PAUL HAREBEDIAN**

As the talent scout to **Rivertown**, Harebedian has seen it all in his thirty years on the force. His captain has been nagging him to retire for almost a decade, but he keeps passing the fitness tests and insisting on staying. Partly because he does not trust anyone else to do the job and partly because he knows it annoys the captain.

Paul treats the paranormal about the same as he does everyone else. He appraises it, and then gives it as little respect as possible. He calls in Corktown reluctantly, and makes sure to tell them how to handle things once they arrive.

**PAUL HAREBEDIAN****Specialty:** Talent Scout.**Attributes:** Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d8**Cha:** 0 **Pace:** 6 **Parry:** 5 **Tou:** 6**Reason/Delirium:** Irregular**Skills:** Driving d6, Fighting d6, Guts d10, Investigation d10, Knowledge (Law) d8, Notice d8, Persuasion d8, Shooting d8, Streetwise d8, Subterfuge d8**Hindrances:** Quirk, Stubborn, Vow (To Serve and Protect).**Edges:** Alertness, Investigator, Jaded, Legal Authority,**Gear:** Smith & Wesson MP (Range 12/24/48, Damage 2d6+1, ROF 1, Semi-Auto), Kevlar Vest (+2/+4, -4 AP).**TINA HART**

As the talent scout for the **Parkard Plant**, Tina is not a sworn law enforcement officer. Instead, she is an employee of Anauša Protection Services, the security firm owned by The Persepolis Group that oversees the plant. Though she is not aware of it, her job is particularly dangerous, as working for APS and Scouting for Corktown could have serious consequences.

Tina is a runner, participating in several marathons annually. She prefers to run late at night. During one of these runs, she was pursued by a hellhound. Corktown agents contacted her after she gave a particularly graphic witness report. One of the officers provided the reference that earned her the job at the Packard Plant. Anytime she notices signs of the paranormal, she immediately calls the precinct.

TINA HART**Specialty:** Parapsychologist/Talent Scout**Attributes:** Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8**Cha:** +2 **Pace:** 6 **Parry:** 5 **Tou:** 6**Reason/Delirium:** Irregular**Skills:** Athletics d8, Driving d4, Fighting d6, Guts d8, Investigation d6, Knowledge (Parapsychology) d6, Notice d8.**Hindrances:** Disrupted Psyche, Jumpy, Victim.**Edges:** Attractive, Connections (DPD), Fleet Footed**Gear:** Baton (Str+d4), Radio, Smartphone.**SERGEANT PATRICE JACKSON, WSU PD**

Sergeant Jackson serves as the talent scout for **Midtown**. She has a cheerful smile and excels at maintaining a calm demeanor and a soothing voice. She has a tempered steel core however, and few things impress or shake her.

As a sworn Wayne State University police officer, Sergeant Jackson is not directly beholden to the DPD. However, she has learned to recognize paranormal threats and knows how important it is to contact Corktown immediately. She is skilled at quickly assessing a situation and passing only the relevant information on at a crime scene.

**PATRICE JACKSON****Specialty:** Talent Scout/Psychic**Attributes:** Agility d8, Smarts d6, Spirit d10, Strength d6, Vigor d8**Cha:** 0 **Pace:** 6 **Parry:** 5 **Tou:** 6**Reason/Delirium:** Irregular**Skills:** Driving d6, Fighting d6, Guts d10, Investigation d6, Knowledge (Law) d6, Notice d8, Persuasion d6, Psychic d8, Shooting d6.**Hindrances:** Anemic, Bad Luck, Vow (To Serve and Protect).**Edges:** Arcane Background (Psychic), Alertness, Arcane Background (Psychic), Jaded, Legal Authority, Level Headed.**Powers:** *detect arcana, darksight, psychometry*, 10 PP.**Gear:** Sig Sauer p226 (Range 12/24/48, Damage 2d6+1, ROF 1, Semi-Auto), Baton (Str+d4), Kevlar Vest (+2/+4, -4 AP).**MICHAEL JENNISON**

Michael is the talent scout for **Palmer Woods**. He works the night shift for the private security company that patrols the neighborhood. A criminal justice major at Wayne State, Michael hopes to earn a spot at the Detroit Police Academy after graduation. He always has his textbooks at hand, so that he can study during patrol.

Just over a year ago, Michael witnessed an incursion at Lake Frances in Palmer Park. Interactions with the DPD in the aftermath led to his recruitment as a talent scout. Since then, he has squeezed paranormal research into his study schedule. He suspects an elderly, wealthy widow who lives along his patrol route may

be the person writing the strange tales in The Tattler. However, he wants to confirm that for himself before he confronts her or turns her over to Corktown.

MICHAEL JENNISON

Specialty: Talent Scout/Private Security

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Cha: 0 **Pace:** 6 **Parry:** 5 **T o u :** 6

Reason/Delirium: Irregular

Skills: Driving d6, Fighting d6, Guts d8 Knowledge (Law) d4, Knowledge (Parapsychology) d4, Notice d8, Shooting d4, Streetwise d6

Hindrances: Curious, Glass Jaw, Heroic

Edges: Alertness, Brave

Gear: Baton (Str+d4), Taser (Range 1/2/4, Damage 1d6, ROF 1,), Radio, Smartphone.

CORPORAL STEPHAN MALKUSKI, HAMTRAMCK POLICE DEPARTMENT

Corporal Malkuski is Corktown's talent scout for **Hamtramck**. A third generation native—and a third generation officer—he has deep ties to the city and the region. He has lived in the area for almost his entire life, only leaving for four years of active duty in the Army where he served as an Interpreter in Iraq.

Stephan encountered a powerful desert spirit during his tour of Iraq, and his natural psychic abilities intensified the experience. One night at the Polish Legion of American Veterans hall in Hamtramck, he recounted that story to some fellow veterans. Two days later, Corktown officers established contact and recruited him as a talent scout.

STEPHAN MALKUSKI

Specialty: Talent Scout/Psychic

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d8, Vigor d10

Cha: 0 **Pace:** 6 **Parry:** 6 **T o u :** 7

Reason/Delirium: Irregular

Skills: Driving d6, Fighting d8, Guts d8, Knowledge (Law) d6, Knowledge (Arabic) d6, Knowledge (Hindi) d6, Persuasion d8, Psychic d8, Shooting d6, Streetwise d8

Hindrances: All Thumbs, Loyal, Vow (To Serve and Protect).

Edges: Arcane Background (Psychic), Brave, Brawler, Legal Authority, Linguist.

Powers: *boost trait, deflection, truth read*, 10 PP.

Gear: Smith & Wesson MP (Range 12/24/48, Damage 2d6+1, ROF 1, Semi-Auto), Kevlar Vest (+2/+4, -4 AP), Smartphone, Radio, Scout Car, Handcuffs, Heavy-duty Flashlight, Multi-Tool, Extra batteries, Disposable Gloves, Notepad, Markers, Pencils and Pens.

OFFICER TANYA MEEKS

Officer Meeks is the talent scout for **Old Redford**. She is a veteran officer who manages to, despite her years on the force, always have a smile on her face. In addition to her cheerful demeanor, she is a talented brawler and an asset in any physical confrontation. Fortunately, those are rare thanks to her paranormal gifts. Officer Meeks exploits her powers liberally to read people's feelings as well as their honesty. These gifts, combined with her prodigious skills in negotiation and persuasion, enable her to effectively deescalate hostile situations, talk down jumpers, and negotiate with perpetrators. She has had only limited encounters with the paranormal. She was recruited and offered further training because of her gifts.



TANYA MEEKS

Specialty: Talent Scout/Psychic

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d8

Cha: +2 **Pace:** 5 **Parry:** 6 **T o u :** 7

Reason/Delirium: Irregular

Skills: Driving d6, Fighting d8, Guts d8, Knowledge (Law) d6, Persuasion d10, Psychic d8, Shooting d6, Streetwise d8

Hindrances: Bleeder, Obese, Slow, Vow (To Serve and Protect).

Edges: Arcane Background (Psychic), Charismatic, Brawler, Legal Authority, Luck.

Powers: *empathy, darksight, detect arcana, truth read*, 10 PP.

Gear: Smith & Wesson MP (Range 12/24/48, Damage 2d6+1, ROF 1, Semi-Auto), Kevlar Vest (+2/+4, -4 AP).

OFFICER ESTEBAN MONTES

Officer Montes is a decorated Afghanistan combat veteran and the talent scout for **Mexicantown**. During his tour of duty, he suffered physical and mental trauma after an encounter with a dybbuk. After a medical discharge, years of intensive physical therapy and counseling enabled him to join the DPD.

He believes that a sense of belonging is the best way to improve and secure Detroit. He takes community policing seriously and works tirelessly with the people on his beat. He is, however, particularly hard on disruptive youths. He won't hesitate to rough up a teen and then call the kid's mother so she can finish the job.

ESTEBAN MONTES

Specialty: Talent Scout

Attributes: Agility d6, Smarts d8, Spirit d12, Strength d8, Vigor d10

Cha: -2 **Pace:** 6 **Parry:** 5 **Tou:** 8

Reason/Delirium: Irregular

Skills: Driving d6, Fighting d6, Guts d10, Intimidate d8, Knowledge (Law) d6, Notice d6, Shooting d8, Streetwise d8

Hindrances: Bullet Magnet, Combat Shock, Detached Psyche, Ugly, Vow (To Serve and Protect).

Edges: Hard to Kill, Legal Authority, Level Headed, Tough as Nails.

Gear: Smith & Wesson MP (Range 12/24/48, Damage 2d6+1, ROF 1, Semi-Auto), Kevlar Vest (+2/+4, -4 AP).

OFFICER NASR SEKHET, DEARBORN PD

Officer Sekhet is talent scout for **Dearborn**. Born to Egyptian immigrants, he is devoted to his city and his heritage. His parents often recounted Egyptian myths, and he is an accomplished Egyptologist. Nasr gets along well with his peers and is the organizer and captain of the Dearborn Police FC, an amateur soccer club that plays regularly against Detroit's various FCs.

Nasr began cooperating with Corktown after an investigation to recover an antique stolen from a family friend. The item turned out to be badly cursed, and it had led to the death of the thieves. He impressed the Corktown officers with his will and his surprisingly easy acceptance of the paranormal.

NASR SEKHET

Specialty: Talent Scout

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d8, Vigor d8

Cha: 0 **Pace:** 8 **Parry:** 5 **Tou:** 6

Reason/Delirium: Irregular

Skills: Athletics d8, Driving d6, Fighting d6, Guts d8, Knowledge (Egyptian History) d8, Knowledge (Law) d6, Notice d6, Persuasion d8, Shooting d6.

Hindrances: Curious, Loyal, Vow (To Serve and Protect).

Edges: Dodge, Legal Authority, Fleet Footed

Gear: Smith & Wesson MP (Range 12/24/48, Damage 2d6+1, ROF 1, Semi-Auto), Kevlar Vest (+2/+4, -4 AP).

CORPORAL MADELINE STAEBLER

Corporal Staebler is the talent scout for **Belle Isle**. She serves as a member of the Mounted Division, regularly patrolling the park from horseback. Her psychic sensitivity enables her to communicate with her mount as well as many of the other animals active in the park. She has developed relationships with many of them, so that she is often alerted any time something unusual happens on the island. In her spare time, she is an amateur Detroit historian. Her investigations into the city's history eventually revealed the Corktown archives, and that led to her recruitment.



MADELINE STAEBLER

Specialty: Talent Scout/Psychic

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d8

Cha: 0 **Pace:** 6 **Parry:** 5 **Tou:** 6

Reason/Delirium: Irregular

Skills: Driving d6, Fighting d6, Guts d8, Knowledge (Law) d6, Knowledge (Detroit History) d8, Psychic d6, Notice d8, Riding d8, Shooting d6,

Hindrances: Bleeder, Curious, Jumpy, Vow (To Serve and Protect).

Edges: Arcane Background (Psychic), Alertness, Beast Bond, Legal Authority, Danger Sense

Powers: *beast friend, environmental protection, deflection*, 10 PP.

Gear: Smith & Wesson MP (Range 12/24/48, Damage 2d6+1, ROF 1, Semi-Auto), Kevlar Vest (+2/+4, -4 AP).

INVESTIGATOR BYRON WILLS

Investigator Wills is the talent scout for **Grandmont-Rosedale Park** and a rarity in the DPD. He is the only currently active Detroit Police officer who has successfully transferred out of Corktown to another precinct. Now a veteran officer in his late fifties, he regularly talks about retirement, but after years of successfully battling mundane and paranormal foes he is reluctant to give up the responsibilities. When off duty, he spends his time buying, restoring, and racing antique cars before reselling them.



BYRON WILLS

Specialty: Talent Scout/Intuitive

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d8, Vigor d10

Cha: 0 **Pace:** 6 **Parry:** 5 **Tou:** 7

Reason/Delirium: Irregular

Skills: Driving d8, Fighting d6, Guts d10, Investigation d8, Knowledge (Law) d8, Notice d8, Persuasion d8, Psychic d10, Repair d8, Shooting d6, Streetwise d8.

Hindrances: Cautious, Loyal, Stubborn, Vow (To Serve and Protect).

Edges: Arcane Background (Psychic), Ace, Arcane Background (Psychic), Investigator, Legal Authority, Mr. Fix-it.

Powers: *detect thoughts, mechanokinetic, psychometry, technopath*, 15 PP.

Gear: Smith & Wesson MP (Range 12/24/48, Damage 2d6+1, ROF 1, Semi-Auto), Kevlar Vest (+2/+4, -4 AP).

RESERVE OFFICER CARLOS ZALTANA

Officer Zaltana is the talent scout for the intensely haunted **Springwells Village** neighborhood. Although eager and a hard worker, he barely graduated from the academy this year and was hired as a reservist. He is trying hard to establish an impeccable record so that he can be hired on when funds become available. However, things just go wrong when he's around. He never seems to get hurt, but walls collapse, scout cars break down, and phones can never get a signal. He also attracts the attention of paranormal entities with alarming frequency. It seems every time he's on duty, he needs to place a call to Corktown.

CARLOS ZALTANA

Specialty: Talent Scout

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Cha: +2 **Pace:** 6 **Parry:** 6 **Tou:** 6

Reason/Delirium: Irregular

Skills: Driving d6, Fighting d8, Guts d8, Intimidate d6, Knowledge (Law) d6, Notice d6, Shooting d6.

Hindrances: Clueless, Jumpy, Victim, Vow (To Serve and Protect).

Edges: Attractive, Common Bond, Legal Authority, Great Luck.

Gear: Smith & Wesson MP (Range 12/24/48, Damage 2d6+1, ROF 1, Semi-Auto), Kevlar Vest (+2/+4, -4 AP).

PARANORMAL CREATURES

Corktown parapsychologists tirelessly catalog the paranormal creatures that find their way onto Detroit's streets. While most are singular entities, there are enough repeat offenders to make it into Corktown's unique bestiary. This section presents a few recurring perpetrators.

CREEKSIDE SHAMBLER

Creekside Shamblers are exceedingly angry, demented, nature spirits. They appear in the murky waters around the Detroit River. Reports of creatures matching their descriptions are common in communities throughout the Great Lakes region. Shamblers are poorly understood by Corktown parapsychologists. They appear during spring and early summer when weed and algae growth in the river explodes and remain active until late autumn. To date, Shamblers have not been encountered during the winter, and Corktown believes that the cold either drives them into hibernation or destroys them.

These entities appear as a dense mat of floating weeds on the water's surface. A Shambler's form often also contains thick river mud and garbage like plastic bags, shards of glass, rusty bits of metal, and anything else washed into the river. On the rare occasions when a Shambler leaves the water, it takes on a humanoid form roughly six feet tall with hunched shoulders, long arms, and short legs. Its body is a constantly shifting,

dripping mass of weeds, mud, and garbage that stinks rotting vegetation. Limbs and features are poorly defined, with arms that end in thick "fingers" tipped with jagged bits of rusty metal and glass. Its "feet" are spreading stumps of vegetation at the ends of their legs. Small, bright green points of light suggest eyes. Although silent in the water, a Shambler squelches when it walks, leaving muddy footprints behind, and constantly hisses and mutters with indecipherable noises that sound like water flowing over rocks.

Shamblers are overtly aggressive. They attack anyone, especially boaters, swimmers, and people along the shore fishing, but have been seen attacking animals as well. In the water, a Shambler's preferred attack is to entangle a target in its limbs and drag it underwater to drown. On land, a Shambler usually beats a target to death or tears it apart with its talons. Communication with Shamblers is nearly impossible. Officers who have attempted telepathy report only an overwhelming impression of pain and anger. Their aggression and resistance to communication make Shamblers difficult to deal without violence. Thankfully, a sturdy machete and a bottle of weed killer simplifies this task.



CREEKSIDE SHAMBLER

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d10, Vigor d8

Skills: Fighting d8, Guts d6, Notice d6, Subterfuge d8

Pace: 5 **Parry:** 6 **Tou:** 6

Reason/Delirium: Unhinged

Special Abilities:

Jagged Talons: Str+d6

Plant: Shamblers are immune to Fear and Tests of Wills

Camouflage: Shamblers gain +2 to Subterfuge checks in reeds and shallow, grassy water.

Entangle: When a Shambler hits with a raise, it entangles its opponent and attempts to drag it under water. Entangled characters attempt to escape this entanglement with an opposed Strength check at -2.

Long Arms: The Shambler's long arms and snaking tendrils give it +1 Reach.

Weakness: Shamblers take an additional +2 damage from edged weapons. In addition, they are at -4 to all actions when exposed to defoliants.



DOG MEN

Dogmen are a strange and terrible hybrid of man and canine. Similar in appearance to the state's native gray wolves, Dogmen are larger and leaner than a typical domesticated dog. They are sickly with patchy fur and scabrous skin. Their heads are large with squat muzzles and mouths full of jagged, broken teeth. They have almost humanlike eyes and voices. They can, and often do, walk erect like a human and exhibit a cunning and intelligence above that of an animal. Dogmen are typically solitary creatures, but occasionally join with packs of wolves or feral dogs where their paranormal natures quickly set them at the top of the pack hierarchy. A pack under the sway of a Dogman is exceptionally bold and aggressive, prone to attack humans or large animals without provocation.

French settlers in the seventeenth century made the earliest recorded sightings of Dogmen. Through the intervening centuries these crea-

tures have been a scourge upon Michigan. French and English settlers hunted them nearly to extinction during the eighteenth century. Those that survived fled to the far north and hid among the remaining wolf packs of the Upper Peninsula. Recently, Dogmen sightings have substantially increased throughout the Lower Peninsula. Witness reports indicate that at least one leads a savage pack of hounds on Detroit's west side. Corktown is on high alert for more Dogman sightings, and they take any reports of these nasty creatures very seriously indeed.



DOGMEN

Attributes: Agility d8, Smarts d4, Spirit d10, Strength d10, Vigor d10

Skills: Fighting d8, Intimidation d12, Notice d12, Subterfuge d10, Survival d10

Pace: 10 **Parry:** 6 **Tou:** 7

Reason/Delirium: In the Balance

Special Abilities:

Alpha: Dogmen are natural pack leaders, and their presence improves the fighting abilities of a pack of feral dogs. Feral dogs led by a Dogman are +1 to recover from being Shaken, +1 Toughness, and the Dogman can share Bennies with his canine followers.

Diseased Bite: Dogmen carry a debilitating, rabies-like disease that is passed to victims through their bite. An individual Shaken or wounded by a Dogman must make a Vigor check. Failure means that the target contracts the disease. Diseased individuals suffer a level of Fatigue and their Vigor is immediately reduced to d4. There is no known cure for this affliction, and a diseased individual suffers its effects for 2d6+2 days. If the Vigor check results in a critical failure, the disease is permanent.

Fear (-2): Dogmen are extremely unnerving.

Go for the Throat: With a raise on its attack check, a Dogman hits an opponent's least armored location.

Teeth and Claws: Str+d6.

Unnatural Speed: Dogmen roll a d10 for their running die.

LE NAIN ROUGE

Not many American cities can boast of their own personal harbinger of doom, but most cities are not Detroit. *Le Nain Rouge*, or the Red Dwarf, may be Detroit's most famous

denizen. Little is known about the creature's true nature, but countless stories exist about his origin and nature. Most scholars believe that *Le Nain* is some manner of house spirit from ancient Normandy who came here with Cadillac's mission in 1701. The popular story is that Cadillac offended the capricious spirit, and it swore revenge upon the arrogant Frenchman. Cadillac's run of bad luck after founding Detroit is attributed to the evil influence of *Le Nain*, rather than to Cadillac's own corruption, greed, and shady dealings. Legends are unclear about why *Le Nain* remained in Detroit after Cadillac left, although some speculate that the spirit enjoyed the strife, chaos, and high levels of paranormal activity along the strait. What is clear, however, is that *Le Nain* still lives in the beleaguered city feeding upon negative energies and spreading strife and bad luck.

As the city's harbinger of doom, *Le Nain* has been seen at every disaster and tragedy throughout Detroit's long history. He was often seen strolling through the forests along the Detroit River immediately before raids by the Ojibwe and their allies. He jeered at the British Commandant of the fort before he dispatched men to be slaughtered by Pontiac's forces at Bloody Run. When the city burned to the ground in 1805 *Le Nain* was seen dancing in the flames and laughing. Again and again, through fire, flood, war, and riot, *Le Nain* appeared to warn the people of Detroit of their impending doom and revel in their suffering.

Although *Le Nain* can take any shape, most witness accounts describe a set of distinguishing features. *Le Nain* is described as small—standing less than three feet tall—and dirty with dark, brick-colored skin. He wears gray, shapeless rags and heavy boots, typically with a hat and scarf to help disguise his twisted features. He has a long, hooked nose, a broad mouth with black teeth, and a creaking, wheedling, unsettling voice. When he appears, he does so to suit his own ends, and disappears just as quickly as he came. He has been known to make deals, although the price of such is higher than one would wish. Corktown is always on the lookout for appearances of *Le Nain*, both to further study him and as a way to predict upcoming incursions or disasters. A recent spate of *Le Nain* sightings has Corktown on guard, and a handful of officers are actively pursuing the creature in the hopes of getting some answers to the city's current explosion of paranormal activity.



LE NAIN ROUGE

Attributes: Agility d10, Smarts d8, Spirit d12, Strength d6, Vigor d8

Skills: Athletics d6, Fighting d6, Guts d10, Intimidation d10, Notice d8, Persuasion d8, Subterfuge d8, Taunt d10

Pace: 6 **Parry:** 5 **Tou:** 5

Reason/Delirium: Unhinged

Special Abilities:

Size (-1): Le Nain Rouge stands roughly three and a half feet tall.

Invulnerability: Le Nain can only be Shaken by non-iron weapons.

Luck Curse: Once per day, Le Nain can curse a single target with bad luck. When cursed, a target must make a Spirit check at -2. On a success, the target is Shaken and suffers -1 to all actions for one week due to a sense of impending doom. On a failure, the target is cursed and earns no Bennies until the curse is lifted. No Bennies are dealt to this character at the beginning of a game, and they cannot earn any during play through role-playing. This curse can be removed by Le Nain if he can be convinced to do so. If the Spirit check results in a critical failure, the curse is permanent and cannot be lifted.

Paranormal Abilities: Le Nain has 30 power points and possesses the following powers: *barrier, blind, boost/lower trait, confusion, deflection, detect/conceal arcana, disguise, dispel, divination, drain power points, entangle, fear, growth/shrink, havoc, intangibility, invisibility, light/obscure, mind reading, puppet,*

slow, slumber, speed, stun, teleport, wall walker. Le Nain activates his paranormal abilities with a Spirit check.

Weakness (Iron): Le Nain suffers full damage from iron weapons.

LOUP GAROU

Throughout Michigan's long history, legends have persisted of a powerful half-man, half-wolf creature stalking the state's deep forests and wild areas. The native Ojibwe people called it *Windigo*, the French called it *Loup Garou*.



LOUP GAROU

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12, Vigor d10

Skills: Athletics d8, Fighting d10, Guts d6, Intimidation d10, Notice d10, Subterfuge d10, Tracking d12

Pace: 7 **Parry:** 7 **Tou:** 7

Reason/Delirium: In the Balance

Special Abilities:

Teeth and Claws: Str+d8

Fear (-2): Loup Garou is a terrifying sight.

Invulnerability: Loup Garou is only Shaken by non-silver weapons, not wounded.

Animal Senses: Loup Garou possesses senses well beyond those of mortal humans or animals. All penalties for bad lighting are halved when attacking living creatures, and it gains +2 on all Notice checks using smell or hearing.

Shapeshifter: Loup Garou can change between its animal and human forms at will. In non-stressful situations, this change is instantaneous. In stressful situations, like combat, the change takes one round. Witnessing Loup Garou change form requires a viewer to make a Fear check at -2. This includes individuals who have already seen the creature in another form and have passed a Fear check for that.

Weakness (Silver): Loup Garou suffers +4 damage from silver weapons.



PSYCHIC REMNANT

Psychic Remnants, also known as pattern spirits, are created when powerful emotions are expended in the physical world. The basis for most hauntings and ghost stories, psychic remnants are little more than recordings. Unlike more dangerous paranormal entities, Psychic Remnants are simple and limited manifestations. Due to their origins, they are permanently linked to a specific time and place. When conditions are right, the remnant reenacts the event that created it, often with terrifying or spectacular results. A famous Detroit example is Ty Cobb running bases at the former site of Tiger Stadium in Corktown. Countless others are found throughout the city, however, ranging in intensity from Colonel Norris walking through the back wall of the Two-Way Inn to the shocking violence of the Battle of Bloody Run replayed in gory detail in response to chronological and purportedly astronomical impetuses.

Corktown has a limited understanding of these entities. Debate continues as to whether they are even spirits at all. While they exhibit some basic intelligence, they are difficult to interact with and are limited to a set pattern of behaviors. They can communicate, but they have no self-awareness and know only what their subject knew at the time of their creation. They seem little more than recordings or spiritual automata, cursed to reenact a specific event for all eternity. When a Psychic Remnant walks through a wall, they do so because there was no wall there when they were created. When they speak, they do so with little understanding. Although they are mostly harmless, Psychic Remnants possess limited telekinetic abilities, which allow them to affect the physical world. These abilities give rise to stories of mischievous spirits.

PSYCHIC REMNANT

Attributes: Agility d4, Smarts d4, Spirit d12, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d12, Notice d12, Subterfuge d12

Pace: 6 **Parry:** 5 **Tou:** 7

Reason/Delirium: Delirium

Special Abilities:

Ethereal: Psychic Remnants are invisible and immaterial unless they manifest. While in this ethereal state, they can only make psychic attacks and psychic attacks can harm them.

Fear (-2): Witnessing a Psychic Remnant requires a Fear check at -2.

Manifest: Psychic Remnants can manifest as the spirit appeared at the time of its origin. When a Psychic Remnant manifests, it can interact with the physical world and it can be harmed and cause harm.

Spirit: Psychic Remnants enjoy a +2 bonus to their Toughness and +2 to recover from being Shaken. They suffer no additional damage from Called Shots, are immune to disease and poison, and do not suffer wound penalties.

Telekinesis: Psychic Remnants act as if they possessed the *telekinesis* power. A remnant may use its telekinesis once per scene, and checks Spirit to activate the power.

Weakness (Salt): Psychic Remnants have a severe weakness to salt. They must make a Spirit check at -2 to engage anyone with salt on their person. Salt sprinkled on the ground bars their path, and a handful of table salt harms them. Salt-based attacks deal 1d6+2 damage. A shotgun loaded with Corktown's special halite rounds deals full damage. Psychic Remnants only suffer damage inflicted while it manifests.

SALT PEOPLE

Salt People are humanoid creatures that plague the Detroit Salt Mine. Whether they are actually the restless spirits of dead miners or some creature native to the mines remains a mystery. They pose a persistent and dangerous nuisance to the mine and Southwest Detroit at large. Salt People stand roughly as tall as a grown man, but have a crouched, hunchbacked posture that makes them appear much shorter. They have thin, twisted limbs, emaciated faces with sunken cheeks, a withered slit for a mouth, and sparkling silver eyes. Their bodies are covered in powdered salt, which they shed with every step, and their thick white skin is completely hairless. These beings move with a slow, shuffling gait most of the time, but are capable of intense bursts of speed over short distances. They can burrow through the walls of a salt mine, and even through soil, enabling them to surface throughout the surrounding neighborhood.

While they are mostly shy and retiring, Salt People pose a threat. Deep in their natural salty habitat, they are typically encountered in the less frequented areas of the mine. They hate light and loud noises, and usually flee into the

darkness or burrow into the salt rather than fight. When cornered, spooked, or if flight is otherwise not an option, a Salt Person attacks swiftly and viciously. It tries to overwhelm its target quickly so that it may flee. When attacking, a Salt Person uses wild punches and powerful body blows to pummel its foe. In addition to the damage caused by the physical assault, the creature's touch absorbs water in a target's body, causing immediate, debilitating dehydration. Salt People seldom fight to the death. On rare occasions where one has been captured or killed, their bodies melt quickly into the Earth, leaving only a salty residue behind.

Salt People are vanishingly rare above ground, or were until recently. Something—the rising levels of paranormal energy in the city, spirits, creatures, or even human activity in the mines driving them out of their homes—is causing more and more of these usually shy creatures to appear on the surface. Corktown has responded to more than one report of these creatures wandering around the Boynton-Oakwood Heights and Delray neighborhoods, but none have been confirmed or captured yet.



SALT PEOPLE

Attributes: Agility d6, Smarts d4, Spirit d10, Strength d12, Vigor d12

Skills: Fighting d6, Guts d6, Notice d8, Subterfuge d8

Pace: 4 **Parry:** 5 **Tou:** 10 (2)

Reason/Delirium: In the Balance

Special Abilities:

Thick Skinned: A Salt Person's skin is infused with and thickened by the salt of its native environment. +2 Armor.

Burrow: Salt People can dig through salt or soil as easily as a human can walk down an open sidewalk. They can make a surprise attack at +2 to attack or damage (+4 with a raise) by making an opposed Subterfuge vs. Notice check.

Fear (-2): Anyone seeing a Salt Person in the flesh must make a Fear check at -2.

Dehydration: Anyone a Salt Person touches, must make a Vigor check. On failure, the target suffers a level of Fatigue as the creature wicks away water from the target's body. Fatigue accumulated in this way cannot cause death, and fades naturally at the rate of one level every 24 hours. This can be reduced to one level every 12 hours through copious water intake.

Shuffling Gait: Salt People roll a d4 for their running die.

Slam: Str+d4.

Salt of the Earth: Salt People are +2 to recover from being Shaken. They suffer no additional damage from called shots, are immune to disease and poison, and do not suffer wound penalties.

Subterranean: Salt People see extremely well in the dark, but are blinded by even the weakest light source. They ignore attack penalties for Dim and Dark lighting, but in anything brighter than a few artificial lights they suffer a -4 penalty to all physical tasks that require sight.

Unnatural Speed: Salt People have 8 Power Points and possess the *speed* and *quickness* powers, with the range self only. They use Spirit to activate these abilities and may do so as a free action.

Weakness (Water): Salt People are weak against water. An individual with a garden hose can make short work of one. Water attacks deal 2d8 damage, and ignore the creature's armor.

TAR SNAKE

To most of the world, the term tar snake is an innocuous nickname given to tar patches on asphalt roads. These long, thin patches are made when hot tar is poured into a crack, sealing it and creating a glossy, serpentine shape on the road. Dangerous mainly to automotive paint jobs and inattentive motorcyclists, tar snakes come and go as roads are repaired or replaced. Mundane tar snakes, the kind actually made of tar, are common throughout the United States. They are especially prevalent in places where winter weather destroys even the best built roads, such as Michigan.

Corktown dispatchers reporting an outbreak of Tar Snakes, however, referring to something else. This is also a name given to an insidious paranormal creature officially classified as *Serpentes bitumens*. These creatures are aggressive, relatively intelligent, carnivorous snake-like creatures that live in the cracks in and along roadways. Their bodies are amorphous lengths of sticky, black, odorous, tar-like substance that adheres to everything and is nearly impossible to clean off.

Tar Snakes prey on humans and animals within striking distance of their lairs, which often include jogggers and stranded motorists. Hard to

spot and incredibly fast, a Tar Snake attacks by engulfing its target then slowly dissolving it with a powerful acid secreted through its skin. Thankfully, Tar Snakes are also easy to deal with. They hate the cold, which slows their metabolisms down and hardens their semi-solid forms. Under about 60 degrees, Tar Snakes become slow, dim-witted, and clumsy. Below 40 degrees, they turn almost solid and enter a hibernative state. Corktown officers have learned to exploit this weakness, and use everything from cold water to fire extinguishers to eliminate them.

TAR SNAKE

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d8, Vigor d10

Skills: Fighting d8, Intimidation d6, Notice d6, Subterfuge d10

Pace: 8 **Parry:** 6 **Tou:** 10 (3)

Reason/Delirium: Irregular

Special Abilities:

Armor +3: Sticky, malleable hide.

Corrosive Bite: Str+d4. Successful attacks cause an additional d6 damage per round until the affected area is thoroughly washed clean.

Road Worthy: Tar Snakes are one with the pavement, and accustomed to supporting the weight of passing vehicles. They are immune to damage from anything driving over them.

Sticky Grip: When a Tar Snake hits with a raise, it partly engulfs its prey. The round they latch on and each round thereafter, it causes Str+d6 damage. Prey escape with a raise on an opposed Strength check, or if the Tar Snake chooses to retreat or is overcome.

Weakness (Cold): Tar Snakes are most active in warm temperatures. Cold attacks add +4 damage. When temperatures drop below 60 degrees, Tar Snakes are limited and suffer a -2 penalty to all checks. When temperatures drop below 40 degrees, Tar Snakes enter hibernation, and may not act.

Well Adapted: Tar Snakes blend in with common road repairs. They receive a +2 to Subterfuge checks related to concealment on any road.

VENGEFUL SPIRIT

Vengeful Spirits are powerful, deadly entities sometimes created when a human dies violently. In most cases, the victim places the

blame for their death squarely upon the shoulders of another person or group. A vengeful spirit exists only so long as the beings it holds directly responsible remain in existence. If they die—either at its hand or through natural causes—the vengeful spirit typically dissipates.

These entities harbor only a limited portion of the memories and personality of the person who spawned their existence. While they can communicate, the only emotions that they can experience are anger and fear. They do not retain memories of happiness or other positive emotions. Instead, their existence is fueled by a constant thirst to avenge their deaths.

Vengeful spirits are capable of learning, but they are not all knowing. While they remember the identities and life details of the people they blame for their situation, they may need to pursue a line of investigation to find them. For example, if a person died after a hit and run accident, the resultant vengeful spirit would need to expend time and effort to track down the car and driver. Corktown officers may race to stop a vengeful spirit if they discover its existence before it can track down all of its foes.



VENGEFUL SPIRIT

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d8, Intimidation d10, Notice d10, Taunt d10, Subterfuge d12

Pace: 6 **Parry:** 6 **Tou:** 7

Reason/Delirium: Delirium

Special Abilities:

Chill Touch: When manifested, the touch of a Vengeful Spirit sends a bone-chilling cold through its target. The chill deals 2d6 damage and the target must make a Vigor check at -2 or suffer cold-based Fatigue.

Ethereal: Vengeful Spirits are invisible and immaterial unless they choose to manifest. In this ethereal state, they only make psychic attacks and only psychic attacks harm them.

Fear (-2): Witnessing a Vengeful Spirit requires a Fear check at -2.

Manifest: Vengeful Spirits can manifest a semi-solid form that looks like the spirit looked at the time of its death. If the spirit died a child, it manifests as a child wearing the clothes it wore in life, and if it died an old man it appears as such. When a Vengeful Spirit manifests, it

can interact with the physical world and it can be harmed and cause harm.

Resolution: Vengeful Spirits linger in the physical realm only to exact the revenge they seek. If that vengeance can be attained, or some other acceptable resolution to their plight can be found, the spirit fades away forever and never returns.

Spirit: Vengeful Spirits enjoy a +2 bonus to their Toughness and +2 to recover from being Shaken. They also suffers no additional damage from Called Shots, are immune to disease and poison, and do not suffer wound penalties.

Weakness (Salt): Vengeful Spirits have a severe weakness against salt. They must make a Spirit check at -2 to engage anyone with salt on their person. Salt sprinkled on the ground can bar their path, and even a handful of common table salt harms them. Salt-based attacks, such as a thrown handful of salt, deal 1d6+2 damage. A shotgun loaded with Corktown's special halite rounds deals its full damage. Vengeful Spirits only suffer damage inflicted while it manifests.

THE WHITE LADY

The White Lady is one of a handful of paranormal creatures who arrived in Detroit with a particular wave of immigrants. Instead of crossing the ocean with French settlers, the White Lady arrived in Detroit with the first wave of Irish immigrants in the 1830s. Exhibiting traits of both physically manifested paranormal creatures and true spirits, the White Lady appears at infrequent intervals in Corktown and the surrounding neighborhoods to sow fear and despair.

When the White Lady manifests, she takes the form of a young woman dressed in antique mourning clothes and wearing a veil that covers her from the top of her head to the tip of her nose. She carries a small, covered basket, and as she walks about she makes a constant muttering, weeping sound that some witnesses claim resembles an ancient Irish prayer. Rumors about her nature and her intent have swirled around Corktown for more than a century. Some say she is a harbinger of death, only appearing to warn of terrible calamity. Others claim she collects the souls of the recently deceased in her basket and carries them to purgatory to await judgement. Corktown research suggests the

White Lady is related to the Irish bean sidhe, a faerie-like creature of death and the afterlife.

While she is not inherently dangerous and has never gone out of her way to attack living beings, the White Lady defends herself if accosted or spooked. When enraged, she employs long claws and a piercing howl that can stop the heart of even the toughest opponent. Thankfully, such attacks are rare, and most who see her let her go about her mysterious business.



THE WHITE LADY

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d8, Intimidation d10, Notice d8, Subterfuge d8

Pace: 6 **Parry:** 6 **Tou:** 9

Reason/Delirium: Delirium

Special Abilities:

Claws: Str+d4.

Fear (-2): All Fear checks made upon seeing the White Lady are made at -2.

Invulnerability: The White Lady is only Shaken by mundane weapons, not wounded.

Spirit: The White Lady enjoys a +2 bonus to her Toughness and +2 to recover from being Shaken. She also suffers no additional damage from Called Shots, is immune to disease and poison, and does not suffer wound penalties.

Wail: Once per night, the White Lady can unleash a soul-crushing wail. Anyone within 12" (24 yards) of the White Lady when she wails must make a Spirit check to avoid its effects. On a successful Spirit check, a target is Shaken and rendered deaf until the end of the encounter (temporarily gains the Hard of Hearing (Major) edge). Vigor checks made to recover from this Shaken status are -2. On a failed check, a target suffers 4d6 damage, ignoring armor, and is rendered deaf. In addition, a critical failure on the Spirit check moves a target one rank toward Delirium on the Delirium/Reason tracker.

Weakness (Salt): The White Lady has a severe weakness against salt. She must make a Spirit check at -2 to engage anyone with salt on their person. Salt sprinkled on the ground can bar her path, and even a handful of common table salt harms her. Salt-based attacks, such as a thrown handful of salt, deal 1d6+2 damage. A shotgun loaded with Corktown's special halite rounds deals full damage.

Chapter 7

SHIFT BRIEFING

"There are cities that get by on their looks, and then there are cities like Detroit that have to work for a living."

—Elmore Leonard

LIFE IN THE BIG CITY

There are a million stories to tell in a city as large, old, and haunted as Detroit, and there are at least as many styles to tell those stories. *The Thin Blue Line—A Detroit Police Story* is tied closely to its specific setting. While that may, on the surface, appear to limit the stories available to Game Masters and Players, there is a wealth of opportunity in such a seemingly limited setting. This chapter provides a number of tools—an adventure generator, a selection of Savage Tales, GM advice—to assist Game Masters in creating their own fantastic stories.

TONE AND TENOR

The Thin Blue Line—A Detroit Police Story, was designed with a gritty, serious tone in mind. Themes of madness, existential horror, otherworldly threats, loneliness, and extreme danger are woven throughout the narrative. The men and women of Corktown fight a losing battle against the paranormal, going forth into a city on the verge of chaos to protect an unknowing and ungrateful citizenry against terrors they cannot reveal. As the fabric of reality unwinds, so to do the minds of the officers tasked with holding that fabric together. Their own brothers and sisters in the department turn their backs on them, while they fight day and night against

both the collapse of the city and the onrushing paranormal threat.

The game was based largely on dramatic police procedurals as well as both crime and horror stories. Within its DNA are television shows like *Hill Street Blues* and *Law and Order*, and films like *Serpico*, *Assault on Precinct 13*, and *The French Connection*. The works of Detroit's own Elmore Leonard, hard-boiled authors like Raymond Chandler and Dashiell Hammett, and even J. O'Barr's *The Crow* informed development of the game. Gritty crime dramas that portray everything in shades of gray and present a bleak portrait of police life punctuated here and there with shocking violence, depthless depravity, and occasional jet-black humor. In addition, themes of otherworldly, alien terror similar to those found in works by H.P. Lovecraft, and body horror elements informed by Carpenter's *The Thing* and Cronenberg's *The Fly*, can be found in these pages. Shades of *The X-Files* are there as well, along with *Supernatural* and other horror-themed television shows.

While all of this adds up to a more serious, horror-oriented story, it is certainly not the only way the game can or should be played. A screwball, *Police Academy* meets *Ghostbusters*-type campaign that plays up Corktown's underdog status and pits them as much against other DPD precincts as against paranormal creatures more hilarious than terrifying is a perfectly legitimate way of playing the game. A GM who wants more body horror can focus on possession, body snatching, and the ways officers' psychic abilities affect their physical and mental wellbeing. For Game Masters with a taste for dystopian stories there are countless sources of Detroit-centric inspiration, with *Robocop* being perhaps the best known.

At the end of the day, different interpretations of *The Thin Blue Line—A Detroit Police Story* are encouraged. From slapstick comedy to body horror, from hard-boiled police drama to free-wheeling ghost story, the setting is large and versatile enough to allow for any story a Game Master can imagine.

THE LIVING CITY

The sheer size of the city of Detroit and the weight of its history cannot be overstated. It is a place that's larger than life, and has been home to some of the biggest, most controversial characters in world history. Whole industries that reshaped the world were invented in Detroit, and millions of people have lived, worked, struggled, played, and died within the city's more than 140 square miles. Within the context of the game, the city is also, essentially, alive. It is a character unto itself, although a massive and inscrutable one. The three hundred years of blood, sweat, and tears baked into her foundations make it an emotional and psychically volatile place. It is not just a weird city, it is the weirdest city, and both its triumphs and trials are bigger than life.

Game Masters are encouraged to play up Detroit's many fantastic real life and paranormal aspects. It is a city of stark contrasts. Teeming, walkable, fashionable neighborhoods abut blighted places that are full of crime and desperate poverty. Soaring, ornate, carefully preserved art-deco skyscrapers stand shoulder to shoulder with empty, crumbling office towers. Whole neighborhoods were wiped out by generations of disinvestment and flight, leaving behind only cracked streets, darkened streetlights, and empty lots full of brush and trash. Large swaths of the East Side have returned to a near natural prairie state and are home to coyote, deer, and large flocks of pheasant. The glittering jewel of downtown and its booming rebirth is darkly mirrored in the belching chemical plants, smoldering foundries, and fire spewing oil refineries on the Southwest side. For every mansion in Boston-Edison or midcentury wonder in Palmer Woods there is a street of blank-eyed, collapsing, abandoned homes full of squatters, vagrants, and feral dogs.

For all the talk of renovation and rebirth, city services are still a disaster. Detroit's public schools are under state control, and fail their students at every level. Most of the city's streetlights are out, although a public-private partner-

ship is slowly replacing them with high-output, high-efficiency LED streetlights. More than half of the fire hydrants are out of order, and broken trucks, bad infrastructure, lack of funding, and bad equipment constantly plague the Detroit Fire Department. Lack of services, lack of protection, lack of jobs, and lack of hope drive the city's population lower and lower, exacerbating its already monumental structural problems.

These seemingly insurmountable problems all lead, of course, to Detroit's most infamous feature—its high crime rates. The City of Detroit regularly tops national lists for homicides, assaults, and countless other unsavory lists. The city has earned the nickname "The Murder City." As undermanned and underfunded as it is, DPD has an incredibly difficult time responding to high-profile violent crimes, let alone the workaday thefts, assaults, car jackings, and burglaries. Neighborhoods are crumbling and civic society is unravelling while countless millions of dollars are poured into downtown and midtown, creating islands of relative peace in a sea of chaos.

These are the realities of living and working in Detroit, but they are, of course, not the whole story. Detroiters work to keep their city from falling down around them. Neighborhood organizations and outside actors shore up or even take over places where governmental agencies cannot or do not work. People patrol their own neighborhoods that were long abandoned by the DPD and publicly shame criminals on social media and in the press. Teams of volunteer guerrilla landscapers tend to long forsaken parks, making sure the city's children have safe places to play. Locally owned businesses in the city's various commercial hubs collect and donate food, school supplies, and other necessities to help their less fortunate neighbors. Detroiters are, on the whole, generous and gregarious people who have, throughout the generations of trouble, banded together in an effort to stem the tide of crime and corruption that plagues them.

Detroit is a vibrant and passionate place, but bad leadership plagued by blight, malaise, and desperate hopelessness constantly fails it. The city is a crucible that forges people into steel or consumes them. Added to this are the paranormal aspects, presented earlier in this book, which complicate an already difficult situation. For better or worse, these issues make Detroit tick, and are what makes the city such a compelling and frustrating place.

Coneys, Sliders, and Squares

Every city has cultural quirks that set it apart from its neighbors, and many of the most interesting are food related. From the pizza in Chicago to barbecue in Memphis to the way people put french fries on everything in Pittsburgh, what a city eats and how they eat it says a lot about its citizenry. While the soul food, Middle Eastern food, and Greek food in the metro area are legendary, the city is best known for coney dogs, sliders, and Detroit-style pizza.

Coney dogs are hot dogs served on a steamed bun covered in chili, mustard, and white onions. Coneys, the diner-like restaurants that serve coney dogs, are littered throughout the city and are mostly owned by Greek or Eastern European immigrants. They typically serve a variety of Mediterranean and American food, and most are open twenty-four hours a day. Coney dogs inspire a surprising amount of partisanship, and Detroiters passionately defend their chosen coney over all others.

Sliders are another fast food perfected in Detroit. They are small, thin, steamed hamburgers about the size of a silver-dollar pancake served on a small bun with onions and pickles. Traditional Detroit slider joints such as the Telway or Brayz are tiny, pre-fabricated lunch counters with only a few stools at the counter and a walk-up carry-out window that, like coneys, are usually open twenty-four hours a day seven days a week. These dingy white-tiled boxes with their harsh fluorescent lights, stainless steel fittings, and shabby, mid-century charm are a throwback to the earliest days of the post-war boom. Slider joints often sell more than sliders, and sometimes have surprisingly varied menus.

Detroit-style pizza is a deep dish, square or rectangular pizza baked in heavy cast iron pans. First popularized at Buddy's Rendezvous in the mid-forties, the pizza is a hardy, slightly greasy pie with the sauce on top of the cheese and toppings, typically served with antipasto salad. Since then, countless imitators have sprung up across the metro area. The original Buddy's is still in business on Conant in Detroit and is a regular haunt of the DPD and DFD.

INTER-AGENCY COOPERATION

The Thin Blue Line—A Detroit Police Story focuses on the trials and tribulations of the Corktown Precinct of the Detroit Police Department. Much has been made about Corktown and its mission, and how it interacts with other parts of the DPD, but what about other agencies?

For local agencies—Wayne County Sheriff, Detroit Fire Department, the emergency services of Highland Park, Hamtramck, Dearborn, and the Inner Ring, Wayne State Police, etc.—there are the Talent Scouts. These embedded, psychically touched officers operate within these other organizations feeding Corktown with leads on paranormal activity throughout the metro area. The relationship between Corktown and other, larger organizations with broader jurisdiction and power is more complicated, however.

For years, Corktown has tried to embed a Talent Scout in the Michigan State Police posts in Oak Park and Taylor with little success. The larger scope of the MSP's mission and jurisdiction, especially operations in far-flung areas of Wayne, Oakland, and Macomb counties, make it hard for Corktown to monitor or be involved in MSP cases. There is an active FBI field office in the city, but to them Corktown is just another DPD precinct to be used or disregarded as they see fit. The US Coast Guard and Border Patrol also operate in the city, specifically around the riverfront, and Corktown's involvement with these two monolithic agencies is mixed. There are no official Talent Scouts in either agency, but one of Corktown's Lieutenants has a cousin in the Border Patrol and there are two Coast Guard veterans in the precinct who maintain a network of contacts within the Guard. Both of these relationships provide Corktown ample information about paranormal creatures and incursions encountered on or around the river from Lake St. Clair to Lake Erie.

At the end of the day, Corktown must work within the inter-agency agreements followed by the DPD at large. Encroaching on MSP jurisdiction or running afoul of the Coast Guard or Border Patrol has the potential of causing large problems for the precinct and attracting more scrutiny and general oversight than precinct leadership wants. This does not stop Corktown officers from pursuing their mission wherever and however they see fit, especially in the face of major incursions, but it does complicate their already difficult job.

ADVENTURE GENERATOR

Carefully plotted adventures are crucial to linking a campaign and telling an epic story, but not every game session needs to be part of that. Sometimes, letting the dice decide and reacting to the players can lead to a series of unexpected twists. The following series of tables offer a way to generate a scenario that can surprise the Game Master as well as the players. The GM should roll once on each of the following tables to establish the crime, the neighborhood, the scene, the victim, the perpetrator, the ancillary character, the subplot, and the twist. As the adventure begins to emerge, the GM may freely change the die roll results or pick different options that fit together more smoothly.

STEP ONE: THE REPORTED CRIME

Every adventure begins with a call about a crime. Some instances might be false accusations, but Corktown Precinct usually becomes involved after those have already been filtered out. This is particularly true for instances outside of the precinct's official jurisdiction. If a Talent Agent brought the officers in to take over the case, then there is good reason to suspect paranormal involvement.

REPORTED CRIME TABLE

2d6 Roll	Crime
2	Fraud
3	Arson
4	Drug Trafficking
5	Assault
6	Theft
7	Domestic Violence
8	Disturbance
9	Vandalism
10	Homicide
11	Kidnapping
12	Sexual Assault

ARSON

Any time fire is deliberately used to destroy a building or object of personal property, it can be classified as an arson. Sometimes the fire

might be due to an attempt to collect insurance money. For Corktown, the fire is more often due to the involvement of a paranormal entity. Sometimes, this is because the entity can spew fire freely. In other instances, an amateur ghost hunter might recklessly use fire to try to destroy a spirit's physical remains or place of residence.

ASSAULT

Assault constitutes an overt action that puts a victim in reasonable fear of immediate bodily harm. Assault and battery is a more commonly prosecuted version, where the victim is actually injured. This can be escalated to aggravated assault when performed in conjunction with another crime or assault with a deadly weapon. Note that if the victim died, the crime is a homicide.

DISTURBANCE

In the simplest possible terms, a disturbance is an event that bothered someone. Often, this is as simple as someone hosting a party that is too loud for the neighbors. For Corktown, a disturbance more often involves the sighting of a paranormal entity. Often, stopping the victim from spreading word of the incident can be just as critical as stopping the entity itself.

DOMESTIC VIOLENCE

Typically, this crime carries a major social stigma, encompassing the abuse of one's spouse or children. Corktown officers certainly must deal with mundane crimes of this nature. However, if called in through a Talent Scout, a paranormal entity may have possessed the perpetrator. Alternatively, witnesses may be in a state of denial about entities present at the scene or the alleged perpetrator's story might make no sense to officers unfamiliar with the paranormal, and the victim may be unable to corroborate it.

DRUG TRAFFICKING

In the aftermath of a paranormal experience, some victims are mistaken for addicts. Some cultists distribute drugs that can open a subject to perceptions of the supernatural. Other times, an addict's story seems authentic enough to trigger a call from a Talent Scout. Often, Corktown officers need to determine if an apparent incident was just the wild ravings of an addict.

FRAUD

Between glamour, mind control, and the brain's efforts to deal with the supernatural, paranormal experiences can cause a great deal of confusion in its victims. Victims of a supernatural attack might misremember their own identities. Other times, they might attempt to pass off obviously fake currency or costume jewelry as authentic, due to the experience. Corktown becomes involved when they need to track down the origins of the forgeries or mental manipulations.

HOMICIDE

Many paranormal entities take permanent actions with their prey. Corktown officers need to respond quickly and decisively to save lives and to stop new vengeful spirits from emerging. Homicides can be the most dangerous of investigations, because the entities involved have no qualms about directly attacking the officers as well.

KIDNAPPING

Cultists need blood sacrifices to complete their rituals. Some entities can only continue to survive by extracting the life essence from living humans. Others need human prey that they can control for their own purposes. If a talent scout identifies signs of paranormal involvement on a missing persons case, Corktown becomes involved to try to rescue the victim before it can become a homicide investigation.

SEXUAL ASSAULT

This is a particularly touchy subject, which may be completely inappropriate for some groups. If the GM is at all uncomfortable with this subject matter, reroll. Some paranormal entities rely upon humanity for reproduction. Others have horrible dark urges. When a Talent Scout hears a particularly horrific tale, Corktown officers may be the only ones with a chance to overcome the monster responsible.

THEFT

Legally, theft is broken down into burglary, larceny, and robbery. Ultimately, however, a good has been stolen. When Corktown becomes involved, the stolen item is often cursed or of deep spiritual significance. In either case, a paranormal entity is likely to be involved at some level. Typically, the officers

THE NEIGHBORHOOD TABLE

d100 Roll	Scene
1-3	Belle Isle
4-6	Boynton-Oakwood Heights
7-9	Brightmoor
10-12	Brush Park
13-14	Capitol Park
15-17	Cass Corridor
18-20	Chaldean Town
21-23	Corktown
24-26	Creekside
27-29	Cultural Center
30-32	Dearborn
33-35	Delray
36-38	Eastern Market
39-41	Ferndale
42-43	Financial District
44-46	Foxtown
47-48	Grand Circus Park
49-51	Grandmont-Rosedale Park
52-53	Greektown
54-56	Hamtramck
57-59	Hazel Park
60-62	Highland Park
63-65	Imogen Hospital
66-67	Little Israel
68-70	Merchant's Row
71-73	Mexicantown
74-76	Midtown
77-79	New Center
80-82	Old Redford
83-85	Packard Plant
86-88	Palmer Woods
89-91	Paradise Valley
92-93	Rivertown
94-96	Springwells Village
97-98	Washington Boulevard District
99-100	West Jefferson

need to protect the criminal from some dark influence at the same time as trying to secure the stolen good.

chapter 7

VANDALISM

Defacing or damaging someone else's property is a common petty crime. Corktown becomes involved in some cases when the tags have supernatural significance—typically as components of a ritual. Destruction of property cases have also involved the rampages of a powerful, paranormal entity. Invariably, the officers end up having to lie convincingly to a claims adjustor.

STEP TWO: THE NEIGHBORHOOD

Refer to neighborhood descriptions in Chapter 1 (see page 1) for more information on each of these locales. Game Masters must choose a specific crime-scene within each neighborhood after determining the scene. Typically, the type of crime should dictate the most appropriate locations. Of course, mixing things up could also be a sign of paranormal interference.

STEP THREE: THE SCENE

Within a neighborhood, the crime took place at a specific scene. In some cases, the crime might have happened in an alley, parking lot, or even major thoroughfare adjacent to the building determined. In cases where the building isn't a good fit—there aren't any single family homes in Rivertown—the GM can reroll the scene or adapt it to the crime.

SCENE TABLE

2d6 Roll	Scene
2	Industrial Facility
3	Educational Facility
4	Public Park
5	Office Building
6	Restaurant
7	Single Family Home
8	Small Retailer
9	Apartment Building
10	Big Box Retailer
11	Entertainment Complex
12	Hospital

APARTMENT BUILDING

This represents a range of possibilities, from multi-family homes to multi-floor apartment buildings. In many neighborhoods, this might mean condominiums instead of apartments. If it seems more appropriate, the GM might instead wish to substitute a hotel. A key element in these settings is the possibilities of witnesses to the crime, who might have heard things through the walls or ventilation system.

BIG BOX RETAILER

This could be a store associated with a major national brand or just a large supermarket. In either case, the store certainly has extended hours, and the manager is very concerned with how long they might need to close—assuming they have closed at all. These stores are dependent upon steady streams of sales from the moment they open until they close, and the manager likely values commerce over justice.



EDUCATIONAL FACILITY

Schools, particularly during breaks, are common locations for mischief. Libraries, museums, and college campuses are also appropriate locations. Often, the officers may need to close a school, particularly if the safety of minors is involved. This can lead to a school board inquiry and may even involve protests from concerned parents.

ENTERTAINMENT COMPLEX

This could be something as small as a single screen movie theater or community theater, but it might be as large as Stojanovic Field. Such facilities have maintenance rooms and hidden areas for storing props, specialty items, and discretely accessing a stage during a performance. The crime could have taken place within these hidden areas, or the suspect might remain there, hiding as the police investigate.

HOSPITAL

Any medical treatment facility has experienced extreme emotions—both positive and negative. Psychic remnants and vengeful spirits are commonly found within these places. Hospitals and extended care facilities can also host many patients who could be particularly vulnerable to paranormal attack. Corktown agents conducting investigations at these facilities must exercise extreme caution.

INDUSTRIAL FACILITY

Active industrial facilities, including mines, refineries, manufacturing, and distribution centers, exist throughout Detroit. Loud noises, moving parts, and a business backer who measures shutdown time in tens of thousands of dollars per minute are key elements for crimes at such a scene. Paranormal energy might corrupt machinery critical to the facility's processes.

OFFICE BUILDING

Many live the greater part of their lives within an office complex, struggling with the daily drudgery of their jobs. Some spirits feed off frustration or even transform it into another emotion for their own enjoyment. These complexes often house confidential information, which business owners are very concerned about securing.

PUBLIC PARK

Parks tend toward open spaces, so any investigation happens under public and media scrutiny. Witnesses become a major concern, both in tracking the origins of the crime and in preserving the secrecy of paranormal elements. Of course, some parks may have cisterns, drainage ditches, or even maintenance sheds that offer more privacy. Alternatively, a cemetery could substitute for a park.

RESTAURANT

Small restaurants and bars tend to build their own community. After years or even decades of service, they become repositories for strong emotions, which can easily trigger the presence of a psychic remnant. Those same emotions, combined with food, can also attract paranormal entities hungry for either.

SINGLE FAMILY HOME

Many adventures begin with an innocent left alone. Alternatively, the investigation could begin with a residence that's found abandoned—possibly containing the body of the former owner. Entities which prey upon the living often find isolated targets to be far easier ones.

SMALL RETAILER

Small shops often have an eclectic combination of new and used merchandise. A store specialized in thrift goods, antiques, or imported items could easily deal in cursed artifacts. Alternatively, this option might include a bank. Paranormal entities might be more interested in forgotten materials stored in a safety deposit box than in actual currency.

STEP FOUR: THE VICTIM

Every crime has a victim. This section presents a series of tables to describe that person. The GM should roll on those successively to create a detailed picture of the person. If the apparent object of the crime is a physical object, then the victim is the object's owner. In some instances, the owner could be a business rather than a single individual. When that happens, the victim generated here would be the point of contact for the owner. If the victim does not make sense for the type of crime generated, then re-roll one of those two until a working combination appears.

chapter 7

AGE TABLE

2d6 Roll	Age
2-3	Young Child (< 5 years)
4	Minor (5 - 17 years)
5	Young Adult (18 - 25)
6-7	Adult (25-45)
8-9	Middle Aged (45 - 64)
10-11	Senior Citizen (65+)
12	Elderly (85+)

RACE TABLE

2d6 Roll	Race
2	Arab American
3	Hispanic
4-8	Caucasian
9-11	African American
12	Asian American

SEX TABLE

Die Roll	Sex
Odd	Male
Even	Female

SOCIOECONOMIC STATUS TABLE

2d6 Roll	Description
2-5	Poverty
6-7	Lower Class
8-11	Middle Class
12	Affluent

STEP FIVE: THE PERPETRATOR

Corktown needs to identify the person or entity behind the crime. In spite of the Talent Scout's call, this is sometimes a normal human—though that could involve a psychic or a cursed item. Often the being behind the incident is a paranormal force to be reckoned with. Entities named on this table are from this volume (TBL), *Savage Worlds Core Rules* (SW) or the *Savage Worlds Horror Companion* (SWHC). The GM is encouraged to take liberties in reinterpreting the entity selected.



PERPETRATOR TABLE

2d10 Roll	Criminal	Source
2	Dreamreaver	SWHC
3	Golem	SWHC
4	Elemental	SW
5	Metal Juggernaut	SWHC
6	Hellhound	SWHC
7	Demon	SWHC
8	Imp	SWHC
9	Tar Snakes	TBL
10	Cultists	SWHC
11	Cursed Object	TBL
12	Psychic Remnant	TBL
13	Psychic	TBL
14	Creekside Shambler	TBL
15	Vengeful Spirit	TBL
16	Dogmen	TBL
17	Living Grimoire	SWHC
18	Salt People	TBL
19	Loup Garou	TBL
20	The White Lady	TBL

STEP SIX: THE COMPLICATION

A criminal investigation is never straightforward. This section offers the GM suggestions for a type of misdirection that could be involved. Any of these are certain to make solving the crime more challenging.

COMPLICATION TABLE

2d6 Roll	Description
2	Trap
3	Personal Connection
4	Misdirection
5	Time Sensitive
6	Media
7	Hush Money
8	Red Herring
9	Uncooperative Victim
10	Persepolis Group
11	Missing Evidence
12	Paranormal Victim

HUSH MONEY

Someone is very interested in making certain that no one hears about the incident. An attorney may have appeared or word may have come in from the precinct to "Just make it go away."

MEDIA

Either a person involved in the crime or the location could generate ratings. One or more reporters are interested in obtaining more information, and they want to talk to the officers about it.

MISDIRECTION

Someone is deliberately interfering with the investigation. The whole crime might be a publicity stunt. Alternatively, the crime might be real, but someone is trying to make it look fake.

MISSING EVIDENCE

Evidence goes missing during the course of the investigation. It might have vanished because of its paranormal nature, or something might have interfered with the process of securing it. This could indicate internal corruption within the precinct.

PARANORMAL VICTIM

In spite of all appearances, the paranormal entity is the victim of the crime. Pollution might disrupt a nature spirit. A vengeful spirit was savagely murdered. A salt person attacked after a hunter shot it.

PERSEPOLIS GROUP

The crime is part of al Parsa's revenge scheme against Stojanovic. The trail to his involvement is extremely circuitous; with many cut outs along the way. Stojanovic Holdings is the clear victim.

PERSONAL CONNECTION

The victim or suspect has a direct relationship with one of the PCs. It might be a family member, close friend, or professional contact. If a paranormal entity, the PCs might have encountered it before.

RED HERRING

There is compelling evidence that points the investigation in a completely inaccurate direction. Its presence is most likely coincidental, but could be the deliberate work of the perpetrator.

TIME SENSITIVE

The investigation must be resolved within a tight timeframe, or else there could be serious consequences. A paranormal event might happen at nightfall, or a transformation could become permanent at sunrise.

TRAP

The perpetrator or the victim are familiar with Corktown's investigators, and wish to eliminate them. After the investigation begins, the characters face a trap to take them out of the action. It need not be lethal, instead preventing them from stopping another crime.

UNCOOPERATIVE VICTIM

The victim is either unable or unwilling to work with police. This may be due to fear or a compulsion placed by the entity that perpetrated the crime, but it could also be that the victim has some complicity in the matter or is trying to conceal another crime.

OPEN CASES

The following Savage Tales give a Game Master examples of typical cases worked by the Corktown Precinct.

HAZARDOUS CONDITIONS

Renovations at the abandoned Book Tower have proven more costly than envisioned. A high number of unexplained accidents and deaths plagued the project from the beginning. The latest workplace incident, wherein two glaziers installing windows on the 33rd floor fell to their deaths, combined with a lingering paranormal presence within the building reported by Talent Scouts has brought the situation to Corktown's attention.

THE CALL

The players are in the middle of a daylight shift when they are called into a briefing room by their supervisor.

Your supervisor sits you down and tosses a file folder with "Book Tower Incidents" written on it in black marker on to the table in front of you.

"Yesterday, two guys installing windows at the Book Tower fell out of a 33rd story window. They didn't make it. Talent Scout Jackson picked up a whiff of something unnatural at the scene. Officer Jackson went back to the site once she got off shift and looked around a little. She says there's definitely something in the building but she's not sure what and wasn't able to stick around long enough to get a good read on it. The info on all the accidents at the Book is there in that folder. The case is yours now, go figure out what's going on."

Within the folder are a stack of police reports related to the ongoing renovation of the Book Tower. Over the sixteen months that crews have been working in the building, more than twenty workers have been seriously injured or killed. Most are common workplace accidents that have taken an unexpectedly ugly turn. Pipes have burst without warning, showering workers in extremely hot water or scalding them with jets of pressurized steam. Newly installed sprinkler systems have sprung to life, soaking electricians working with live electrical equipment. One worker was locked in a mechanical space and then suffocated when it inexplicably filled with hot steam, and another slipped in water leaking from a nearby stand-pipe and fell down an open elevator shaft. Work has stopped several times for investigations, but each time the contractors are found to be in full compliance with Occupational Safety and Health regulations and the project goes on until the next incident.

The litany of strange accidents, deaths, and the recent report of some kind of paranormal presence within the building points to a force acting against the men and women working on the renovation. The identity of that force is now the responsibility of the investigating officers.

THE INVESTIGATION

The first thing the investigating officers should do is drop in on the worksite, search around, and interview any witnesses. When the Corktown officers arrive at the site, everyone is on edge. The accidents and deaths have taken a mental toll on every crew in the building. Morale is extremely low. Company officials and foremen



are reluctant to speak to the investigating officers. They are courteous but are cool toward the officers and redirect inquiries to the company's lawyers and public affairs officers. Men and women working in the building, while hesitant to speak to DPD officers at first, are eventually more forthcoming than management.

Officers canvassing the building can use Investigation, Persuasion, and Intimidation rolls to gather information from the work crews. In general, workers complain about the building, not the worksite. They complain that newly installed pipes groan, rattle, and bang horrendously. Sprinklers leak or activate without warning, often drenching workers and creating hazards. All of the water is scalding hot, and steam sometimes floods rooms or leaks from pressurized pipes in silent, invisible, and exceedingly dangerous jets that can break or sever limbs. More superstitious or pious workers claim that the building is haunted or cursed, and everyone has a story about strange

sounds like whispers or gibbering coming from pipes.

As the investigation proceeds and the officers collect their clues, it becomes clear that they are dealing with some kind of water spirit. Depending on the players, efforts can be made to identify the creature or simply flush it out and deal with it as quickly as possible. Detect arcana reveals the presence of a spirit of moderate power living in the building, and various powers can be used to contact the creature.

If contact is made, the spirit in the pipes is hard to understand at first. Its conversation is disjointed and rambling, and it switches languages and dialects until it settles on one it thinks the officer will understand most easily. If asked, it gives its name as Ondine, and claims the entire building as its domain. Through its agitation and ranting, it slowly gets its story across to the investigating officers. The building has been its home for years, and it lived peacefully in the basements until the workmen showed up. The humans drained the spirit's home and it was forced to flee into the new pipes being installed by plumbers, pipefitters, and sprinkler fitters working on the project. Angry at the disturbance and terrified by all the noise, the spirit has, in its misguided way, been attempting to frighten the humans away so it can return to its quiet life in the dark, flooded basements.

Using powers and skills like Persuasion or Intimidation, the spirit can be reasoned with or driven out of the building. Ondine does not want to fight, but if it is unduly provoked or threatened it will attack the investigating officers in an attempt to drive them out of its domain. In reality, all the creature wants is to be left alone in peace.

THE AFTERMATH

The investigating officers need to remove Ondine from Book Tower. Failure leaves the spirit more agitated, and accidents and killings increase in severity. Removing the spirit from the building, either through persuasion or force, puts an immediate end to the accidents and deaths on the worksite. If they do it right, and quietly enough, no one even needs to know that the investigating officers were in the building. If it comes down to a fight, or if there

are an unreasonable number of witnesses (or an unreasonable amount of collateral damage), then the officers may need assistance from their supervisor to deal with the fallout.

ONDINE

Ondine is a Naiad, one of a group of ancient water spirits that have lived in Michigan's waters for millennia. Decades ago, she accidentally found herself caught up in the city's municipal water system after being swept into an intake pipe. Eventually, she was deposited in the basement of the abandoned Book tower through a broken water main. Unable to find her way out, she lived in the flooded sub-basements and ancient pipes of the abandoned high-rise for almost thirty years.

With the recent renovation of the Book tower and the draining of the flooded basements, Ondine was forced into the building's new, updated plumbing. Angry at the loss of her home, and terrified by the sounds of the construction, she has begun killing construction workers in a vain hope that the humans will abandon their project and leave her in peace.



ONDINE

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d8, Vigor d10

Skills: Athletics d12, Fighting d6, Guts d8, Intimidation d8, Notice d10, Persuasion d8

Pace: 6 **Parry:** 5 **Toughness:** 7

Reason/Delirium: Unhinged

Special Abilities:

- **Aquatic:** Ondine is a natural swimmer and cannot drown. She has a swimming Pace of 12.
- **Low Light Vision:** Ondine ignores penalties for Dim and Dark lighting.
- **Paranormal Abilities:** Ondine has 25 power points and possesses the following abilities: *blast* (steam), *bolt* (steam), *confusion*, *elemental manipulation* (water), *fear*, *mental link*, *stun*, *telekinesis*. Ondine uses Spirit to activate her powers.
- **Watery Form:** Ondine can take on a watery form that lets her squeeze through any porous gap as if it were Difficult Ground.

A BOY AND HIS GOLEM

A young black man is found brutally beaten to death and dumped in front of the Michigan Central Railway Depot. Disturbing footprints found at the scene and a lingering paranormal presence suggest that his killer is anything but human.

THE CALL

The players are starting a morning shift when, after their briefing from the Duty Sergeant, their supervisor calls them into his office to brief them on a developing case.

At 7:15 this morning, Officer McCray called in a body propped up against the fence in front of the train station. Black male, between 14 and 18, evidence of severe blunt force trauma. McCray also said he felt something at the scene, but he's not sure if it's fallout from the train station or something related to the body. We've got four uniforms on the scene right now. They're taping off the scene and rounding up the usual suspects in the park to see if anyone saw anything. Get over there and see what's going on.

When the officers arrive at the scene, they see a number of things right off the bat. The battered body of the victim is slumped against the fence with its legs splayed out in front of it where Officer McCray found it during a normal patrol through Roosevelt Park. Officer McCray and his partner are securing the scene, while two other officers are canvassing the park interviewing the vagrants who live in many of the park's bushes if they saw anything. As the PCs approach, Officer McCray greets them and gives them the rundown of the situation.

Bill McCray, a burly, middle-aged officer greets you as you duck under the tape surrounding the crime scene. He hands you a bulging evidence envelope and escorts you to the body, explaining the situation.

"This is Travis Johnson. Seventeen years old, no record, lives on Avery up in Woodbridge. No idea how long he's been here, but it's been a few hours at least. Poor kid. Somebody really did a number on him, but he still had his wallet and his phone on him so I can't figure out why. The wallet and phone are in the envelope, and I've

got Martin and Lester looking for witnesses in the park."

It is clear that at least one powerful individual beat Travis to death. His face is covered in blood and swollen beyond recognition. His head is slightly misshapen, a sign of a severe skull fracture. His hands are bloody, and two nails on his right hand have been torn out. His right leg is visibly broken, and both forearms show defensive wounds. Travis is wearing a blood-soaked t-shirt, dark, narrow-cut jeans, and a simple leather belt with an old English D as a belt buckle. He has no shoes on, and only one sock.

The evidence envelope holds the contents of Travis's pockets—a ring of keys, a slim leather wallet, a newer model smart phone, a handful of change, and a blue ink pen. His wallet contains his driver's license, a Cass Tech High School student I.D., thirty-two dollars in fives and singles, a debit card from a Michigan Teachers Association credit union, and assorted cards, receipts, and slips of paper. The key ring contains a key and fob for a Saturn, house keys, and assorted small keys of unknown origin, probably padlock or bicycle lock keys.

THE INVESTIGATION

A quick look around the scene, using either Investigation or Notice (-1) reveals two strange pieces of evidence. The first is evidence that Travis was dragged through the park to his final resting place. Faint drag marks accompanied by drops and smears of blood and strange muddy footprints suggest that he was dragged into the park from the neighborhood across 14th Street from the park. The second, more frightening clue is the massive muddy outline on the fence behind the body. Seen up close, it looks like mud splashed on the fence from the construction site in the train station. Seen from at least ten feet away the outline appears to be a giant humanoid form roughly eight feet tall with one dangling arm leading or pointing to Travis. Upon further inspection, faint, nearly dry muddy footprints can be seen leading from the fence into the train station.

Two witnesses can be found, one a homeless vet named Robbie with a known substance abuse problem sleeping under a hedge and the other an unknown transient who spent the night in the train station. Robbie, in a state of obvious fear and agitation, states that he saw a

huge, dark-skinned, heavily tattooed individual come around from behind the Roosevelt Hotel dragging something, cross 14th street, walk through the park with his burden, then walk through the fence leaving the corpse behind. The transient inside the train station states that he saw the same large, dark-skinned, tattooed individual walk through the lobby, stand still and silent for a few minutes, then walk further into the station toward the ruined platforms.

As the officers investigate further, they discover a number of disturbing facts about the case that lead them to believe that a golem is on the loose in the city and it is killing young black men. Searching through recent police reports shows that Travis is the fourth in a series of similar murders that started in Little Israel on the East Side. Each victim was a young black male between thirteen and eighteen years old. Some had minor juvenile records, others did not. The four killings trace a line from Little Israel west and south toward the river. None of the victims knew one another. The only thing linking them is being young, black, and in the wrong place at the wrong time.

Eventually, the officers find themselves at Temple Beth Shalom in Little Israel where the truth emerges. A clay golem nearly six-hundred years old was recently shipped from a temple in the Ukraine to keep it out of Russian hands to Temple Beth Shalom for study and preservation. The Golem was kept in a locked, reinforced case in the temple's basement, and a team of scholars and Rabbis from the temple and other area congregations studied it. All were sworn to secrecy. Word spread throughout the neighborhood however, and the golem's existence at the temple quickly became an open secret.

One of the Rabbi's sons, a young man of 14 recently shipped off to Israel on a hastily arranged vacation, was being bullied by some other, non-Jewish boys who had recently moved into the neighborhood. The bullied boy learned how to activate the golem, snuck into the locked room with his father's keys, activated the creature, and gave it a simple command: frighten his tormenters off. The next evening, the Rabbi's son led his golem to a place the bullies were known to hang out and let it do its work. The golem certainly succeeded, as it grabbed the nearest boy and beat him to death right there. The children fled, and the golem wandered into the city with no one controlling



it. Since the first killing, the golem has moved largely unseen through the city by burrowing through the earth. It pops up occasionally to kill then disappears again into the ground.

Once investigating officers piece this all together, they have a number of problems to deal with. First, the Golem needs to be stopped before it kills again. Second, they are dealing with an exceedingly combustible situation that involves cross-generational race and cultural issues between the black and Jewish communities. If they do not tread carefully, the officers may do more harm than good.

THE AFTERMATH

Depending upon their handling of the delicate cultural and racial issues in Little Israel, the investigating officers have equal odds of either helping to stitch together some of the city's unraveled fabric or to make the problem

even worse than it already was. Treating the Rabbis too aggressively or destroying the Golem without consulting them makes the people of Little Israel even more insular and hostile toward outside intervention. However, taking the advice and accepting the help of the learned Rabbis at Temple Beth Shalom with the Golem situation can set the stage for further assistance from the scholars in Little Israel. As for the killings, the officers need to come up with an explanation that grants closure to grieving families and solves the case in the eyes of the public.

THE GOLEM

The Golem, recently imported from The Ukraine, is a truly ancient artifact and one that is very important to the Jewish people at large. Roughly eight feet tall, it is a well sculpted, statuesque creature with long, powerful arms, sturdy legs, shoulders as broad as a man is tall, and an expressionless face with empty eyes and slab-like cheeks. The clay from which it is made is dark reddish-brown, and its body is covered in kabalistic symbols and Hebrew script. Thanks to its construction and strange, paranormal nature, the Golem cannot be stopped by mundane means. Its body can be destroyed, but it simply reforms from local clay by the end of the next Sabbath. The only way to stop it is by altering one of the Hebrew words covering its body. Between the construct's shoulder blades is inscribed the Hebrew word for truth. When one of the letters is struck out, the word is changed from truth to death, and the Golem is deactivated. If its body is destroyed while it is inactive, it is permanently destroyed.

While not quite sapient, it is extremely clever and cunning. When given a command, it carries that command out in an extremely literal fashion. Golems tend to carry out their orders as genies grant wishes—in a way that might give the asker what they want, but with terrible consequences. This golem is no exception, and ever since the incident in Little Israel, it has been wandering the city carrying out the final command of the young man who woke it from its long slumber.



THE GOLEM

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+2, Vigor d12

Skills: Fighting d10, Intimidation d10, Notice d10

Pace: 6 **Parry:** 7 **Toughness:** 9

Reason/Delirium: Delirium

Special Abilities:

- **Construct:** The Golem is a construct. It adds +2 to recover from Shaken, does not suffer additional damage from called shots, never suffers Wound Modifiers, and is immune to all diseases and poisons.
- **Earth Meld (10"):** The Golem can sink into the ground and move through it. It can pop back up anywhere within range to make surprise attacks. It can also pass through broad cracks or spaces in obstacles (such as a chain link fence) as if they were Rough Ground.
- **Fearless:** The Golem never suffers from Fear and cannot be Intimidated.
- **Fists:** Str+d6.
- **Invulnerability:** The Golem cannot be killed by mundane or psychic attacks. It can only be permanently stopped by striking out the first letter of its power word.
- **Size (+1):** The Golem stands roughly eight feet tall and is incredibly bulky.

THE GOOD DOCTOR

A faceless, twisted corpse is found in the basement of a house in Hamtramck. Dressed in rags and with no identification or distinguishing features, the unfortunate corpse is unidentifiable. Lingering paranormal energies suggest a dark ritual magic. Corktown officers are called in to make sense of it.

THE CALL

As the investigators go about their daily business, their supervisor calls in the characters to deal with a developing situation in Hamtramck.

"At 7:30 this morning, Hamtramck PD responded to a report of a body in the basement of an empty house on Andrus at Joseph Campau. The body is mutilated and HPD can't get an ID on it. A responding Talent Scout called us and said that the body has a higher than average amount of paranormal energy. Here's the file. The body is down at the morgue and HPD has the house taped off. Figure out what's going on out there."

The envelope is stuffed with photos and a report from the HPD Talent Scout. The first photo shows a hairless, rag-clad, human body curled in a fetal position on a dirty, trash-covered, concrete floor. The second, more shocking photo shows that the individual has no face, just a smooth expanse of flesh crisscrossed with fine sutures where its features should be. The rest of the photos are of the basement in which the body was found and the exterior of the house. The report included with the photos lacks detail and simply gives time of discovery. No cause of death is noted.

THE INVESTIGATION

The investigators have two leads: the house where the body was found and the body itself, which is in a cooler at the Wayne County Morgue on Lafayette Blvd. Both can be pursued simultaneously by splitting the party, or the investigators can focus on one at a time.



AT THE MORGUE

You arrive at the Wayne County Morgue. Located in Bricktown, the morgue is an ancient Egyptian Revival-style building decorated with scarabs and Egyptian sculpture. It's small, overcrowded, and understaffed, but the Medical Examiner and her staff do the best that they can with the tools available. Once you check in, a morgue employee shows you to an exam room. In it, a corpse lies on a stainless steel exam table covered by a clean, white sheet. A young morgue worker sympathetic to Corktown greets you and with a sardonic, "You ready for this?" pulls back the sheet and exposes the corpse.

The body on the table is the same one from the crime scene picture and is even more loathsome in the flesh. It is, or was, human. Its pale, almost translucent skin is hairless and has an unnatural sheen. It has strange proportions, like its limbs have been stretched, and the muscles beneath look disproportionate. The body has no genitals or secondary sex characteristics, and presents an air of androgynous alienness. The worst part is the face, however. If it ever had facial features, they were wiped clean away somehow and replaced with a smooth, featureless mask of opalescent flesh. There is no indication as to how the creature ate or breathed, or if it even needed to.

The morgue employee indicates that he is about to start the autopsy, and that the investigators may stay and watch if they want. Those with strong enough stomachs to watch the autopsy (a Guts roll at the Game Master's discretion) are rewarded with something even more horrific when the body is opened. All of the creature's supposedly human organs are modified to various degrees for some unknown purpose. There

is evidence of surgical work inside the body cavity, and psychically sensitive officers get the distinct impression of a lingering aura of black magic suffusing the tissues. Whatever this thing was, it began as human. The next questions to be answered are who did this and how can they be stopped.

AT THE SCENE

Investigations at the Hamtramck house where the strange body was discovered are, while not as spectacular as events at the morgue, just as fruitful. By using powers, employing Investigation and Tracking skills, and interviewing neighbors, investigators can piece together a rough idea of where the victim came from and how it got into the basement. Witnesses report seeing someone running through the neighborhood late the previous night, then minutes later two more individuals came through slowly searching for something. Tracks and paranormal residue lead back to the nearby Russell Industrial Center, a massive artists' collective built in an old auto factory complex, in Milwaukee Junction. Whatever the creature was, it seems to have come from The Russel and crawled into the abandoned house while one or two people searched for it.

TYING IT TOGETHER

Eventually, the investigators narrow down a suspect: a highly-respected cosmetic surgeon named Lillian Campbell. She is the only person who works at the collective that shows any knack for surgical procedures. An amateur sculptor and painter with a taste for the dark and profane, the doctor keeps a studio at The Russell where she makes art, hosts art openings, and throws occasional society parties. As they dig deeper into her affairs, a number of disturbing facts come to light about Dr. Campbell. It seems that, along with being a skilled surgeon and a talented artist, she is also an amateur dabbler in the occult. Credit Card records, phone transcripts, and witnesses in libraries and bookstores claim that a woman matching Campbell's description was a known collector of extremely ancient occult texts focused on ancient medical techniques, healing, and transcendence.

The biggest break in the investigation comes when a young travelling musician named Eliza-

beth is brought to Corktown by Hamtramck's Officer Malkuski with a wild tale of kidnapping and black magic. Apparently, an older, wealthy looking woman approached her in a bookstore in the Cass Corridor. The two struck up a conversation, and upon finding that Elizabeth was a stranger, who lived largely off the grid as a transient, and made her living busking and playing various festivals, the older woman offered to buy her lunch. Elizabeth took her up on the offer which led to her being drugged and losing consciousness. She awoke alone in an unknown, factory-like space with large windows strapped to an operating table. She was able to escape, but was chased by two huge individuals wearing black clothes and featureless white masks. If shown pictures of the mysterious corpse and Dr. Campbell, she positively identifies both.

With a preponderance of evidence and an eyewitness, the investigators can move on Dr. Campbell. If they investigate either her studio or her home, they are attacked by Improved Ones (see below). If they attempt to question or apprehend the doctor at her office, they find she's gone to ground. If she gets even a hint that the police are on to her, she immediately attempts to flee the country by calling in favors that get her on the earliest international flight she can manage out of Metro Airport.

THE AFTERMATH

The aftermath of this case is complicated. Lillian Campbell is a well-known and well-respected doctor. She counts among her friends and clients many of the region's most powerful people. These people can make life miserable for the officers involved if it should become public. Despite what Corktown does, every effort is taken to hush up her crimes. If she is taken alive, her defense will be extremely powerful, vigorous, and well paid. She has a number of failsafes built into her "art", including a ritual that, if not kept up, activates and reduces all of her "Improved Ones" to dust. If the investigators are fast enough and clever enough they can contain her before she can call for either mundane or paranormal help, and deal with her as they see fit.

DR. LILLIAN CAMPBELL

Born in Grosse Pointe, Lillian Campbell is a venal and dangerous woman. The owner of a successful cosmetic surgery clinic in the suburb of Birmingham and an accomplished sculptor, she is in the grip of a madness that drives her to perform despicable and inhuman experiments on living subjects. Obsessed with achieving "true beauty," Dr. Campbell uses her prodigious surgical skills and competence with dark rituals to turn people into horrific, featureless automata. Her subjects are transients and homeless people whom she lures into her studio at the Russell Industrial Center with promises of food and shelter. Once there, she subjects them to unspeakable rites and painful surgeries that warp their bodies and their minds.

Once Dr. Campbell discovers that she is the subject of a DPD investigation, she moves quickly to cover her tracks and flee the city. Corktown officers need to work fast to capture her and bring her to justice.



LILLIAN CAMPBELL

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d8

Skills: Driving d6, Guts d10, Healing d8, Intimidation d8, Investigation d8, Knowledge (Medicine) d8, Knowledge (Rituals) d8, Notice d6, Persuasion d8, Subterfuge d6.

Cha: +4 **Pace:** 6 **Parry:** 2 **Toughness:** 6
Reason/Delirium: Unhinged

Hindrances: Arrogant, Cautious, Delusional.

Edges: Attractive, Arcane Background (Psychic), Charismatic, Connections.

Powers: *confusion, fear, soothe*, 15 PP.

Gear: Smartphone, expensive clothing, surgeon's tools, sculpting tools.

IMPROVED ONE

Improved Ones are the unfortunate victims of Dr. Campbell's sadistic medical and magical experiments. Nominally human, each one has been heavily modified to Dr. Campbell's specifications. Through a number of surgeries and terrible rituals, their physical attributes have been improved while they have been reduced to faceless, hairless, near mindless automata. They follow orders to the letter, and show little initiative or creative thinking. Perhaps the most unnerving thing about them is the constant

muffled crying and muttering they make from their still intact throats.

There are six to eight Improved Ones alive at Dr. Campbell's studio/laboratory at the Russell Industrial Center, two guarding her home in Birmingham, and at least two have escaped into the city, not counting the one found in the Hamtramck basement.

IMPROVED ONE

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d10, Vigor d12

Skills: Fighting d6, Intimidation d8, Notice d6, Subterfuge d8.

Pace: 6 **Parry:** 5 **Toughness:** 10 (2)
Reason/Delirium: Delirium

Special Abilities:

- **Toughened Skin:** A combination of surgical and magical enhancements has turned the skin of the Improved Ones as tough as leather. They gain Armor +2.
- **Fear (-2):** Improved Ones are a terrible sight. Investigators must make a Fear roll at -2 when first encountering an Improved One.
- **Heightened Senses:** Despite their lack of apparent sensory organs, Improved Ones have senses well beyond those of normal humans. They enjoy a +2 bonus to Notice rolls and suffer no penalties in Dim or Dark conditions.

ANIMAL CONTROL

A string of deadly arsons plagues Detroit's Midtown and North End neighborhoods in the weeks following a massive fire at the abandoned Fisher Body plant. Suspecting a paranormal source, members of Detroit Fire Department's 13th Tactical Mobile Squad reach out to Corktown for help.

THE CALL

As they are going about their workday, the investigators are paged to a meeting room in the precinct house by their supervisor. When they arrive, they find three DFD firefighters already seated at the table.

When you enter the conference room, your supervisor is already there talking to three DFD firefighters. The firefighters stand up and your supervisor introduces them.

"This is Lieutenant Davison, Sergeant Blanchard, and Fireman Harmon. They were involved in the incident at Fisher Body last month and may have a lead on the Midtown arsons. I'll let them tell you about it."

About five weeks ago, a fire tore through the huge, abandoned Fisher Body plant on Piquette Avenue. Half the fire companies in the city responded, and it took the department almost 36 hours of constant firefighting to get the blaze under control. Tactical Mobile Squad 13, a rescue unit under the command of Lieutenant Davison, was among the responders. They spent the majority of the fire venting the building and searching secure places for squatters and other individuals as their brethren wrestled with the fire.

Deep in the bowels of the plant, Lieutenant Davison and his squad, one of whom, Fireman Harmon, is a psychic and probationary Talent Scout, encountered a deadly paranormal entity summoned accidentally by a group of squatters. This creature, a fire elemental, had summoned spectral flames and a pack of deadly, six-legged, lizard-like creatures made of stone and fire upon its manifestation. Within minutes its summoners were dead and the entire complex was ablaze. The men and women of TRS13 fought a terrifying battle with the elemental and its pets, assisted by the spiritual firefighters of the Ghost Brigade, eventually destroying them all. Or so they thought.

About a week after the Fisher Body fire, the first in a series of deadly fires broke out in a nearby neighborhood. Over the next few weeks, seventeen fires were set in New Center, North End, and even as far south as Midtown. Both DFD and DPD have been at a loss to explain the fires, aside from suspecting a serial arsonist, and the fires have continued unabated. Unfortunately, Firefighter Harmon thinks he may know what is causing the fires.

At the end of the brutal fight with the fire elemental, TRS13 collapsed the ceiling on the weakened spirit, burying it and its pets beneath tons of concrete and waterlogged asbestos tile. It was hard to tell in that smoky, searing, hellish atmosphere just how many creatures were in the basement, but the firefighters assumed

that they'd accounted for them all at the end. Firefighter Harmon thinks differently. The members of TRS13 believe that at least one of the fiery lizard-like creatures escaped the fire and is now at large in the city.

THE INVESTIGATION

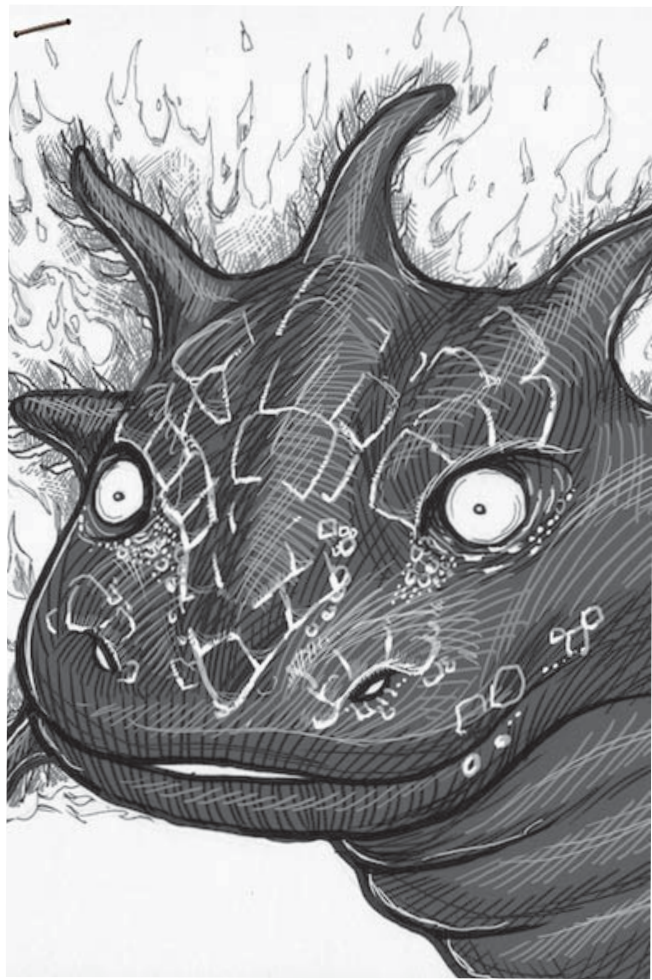
The investigators work closely with members of Tactical Response Squad 13 to stop the arsons. Just as Fireman Harmon suspected, a pair of creatures known as salamanders are to blame for the deadly fires. Summoned by the fire elemental during the Fisher Body fire, these are the only survivors of their pack. Since the fire, the salamanders have wandered New Center and the North End in search of warmth and shelter. While extremely dangerous, they are not inherently evil or destructive. Instead, they cause fires accidentally.

Tracking the creatures is easy: they leave charred footprints and burned-out buildings wherever they go. Finding and dealing with them is a different matter altogether. The neighborhoods in which the creatures are loose are full of empty buildings more than suitable for their needs. Many are sturdy stone, brick, and block commercial and industrial buildings, especially in New Center, or already burned buildings which can withstand the destructive heat the creatures radiate. Narrowing down their lair and dealing with them requires patience and clever use of psychic powers and police skills.

Once the investigators and their DFD allies locate the salamanders, they need to contain and eliminate them. The easiest way is to trap them in a stone or block space and hit them with fire hoses until they dissolve. The salamanders are clever and not easily tricked, however. In addition, they are extremely dangerous, especially when cornered, and fight to the death in an attempt to escape.

THE AFTERMATH

Finding and eliminating the salamanders benefits both DPD and DFD. The most obvious is an immediate cessation of the fires the creatures were causing. Creating a plausible explanation and then selling it to the public should be easy enough, and the destruction of the salamanders prevents them from burning more buildings and citizens.



A second positive outcome is a good working relationship between Corktown and TRS13. Due to his work on the case, Fireman Harmon is fast tracked to active status as a Talent Scout. Additionally, the men and women of TRS13 can provide the investigators with material and manpower assistance going forward.

SALAMANDER

Salamanders are paranormal, reptilian creatures made of living flame. Summoned from a hellish, fiery realm, these creatures are six feet long with six legs, a long, lashing tail, and lizard-like head with an inquisitive, almost kind expression. Completely alien in their physiology, salamanders' bodies are a mass of searing flame and molten magma covered in a thin, constantly shifting skin of black igneous stone. Roughly as smart as a dog, in their native realm they are kept as pets and trained for guard and attack duties by more powerful elemental beings.



SALAMANDER

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d10, Vigor d12

Skills: Athletics d10, Fighting d10, Guts d8, Intimidation d10, Notice d10, Subterfuge d8

Pace: 6 **Parry:** 7 **Toughness:** 8

Reason/Delirium: Delirium

Special Abilities:

- **Fire Elemental:** Born of fire, Salamanders are immune to the effects of fire, smoke, and heat. In addition, they suffer no additional damage from called shots, are Fearless (except for water), never suffer Wound Modifiers, and are immune to diseases and poisons.
- **Fear (-2):** Salamanders are imposing and terrifying creatures. Individuals facing a Salamander must make a Fear roll at -2.
- **Fiery Form:** A Salamander's body is made of living flame and magma covered by a thin black skin of stone. The creature constantly emits light and searing heat, and its passing sets combustible materials on fire. Anyone touching a Salamander, or grappled by one of the creatures, immediately suffers 2d6 points of heat damage.
- **Invulnerability:** Salamanders are immune to wounds from mundane tools, weapons, and most powers.
- **Wall Walker:** Salamanders walk on walls and ceilings at their normal Pace, and only need make Athletics rolls under the most dire circumstances (such as during a building collapse).
- **Weakness:** Salamanders can only be harmed by water and are terrified of it. Water attacks deal a base of 2d6+4 damage to Salamanders. A Salamander must make a Fear roll to approach water or someone wielding a source of water like a washtub or a firehose.



LENS AND SHUDDER

A Wayne State University student is found dead in her off-campus apartment. The death is initially ruled natural causes, blaming a previously undetected heart defect. A keen-eyed Talent Scout notices details that don't add up, and that the case is similar to a string of similar deaths throughout the metro area. Corktown is called in due to a suspected paranormal element.

THE CALL

The investigators are given an opportunity by their superior to clear an open case by investigating a recent mysterious death on Wayne State's campus. In a meeting room at the precinct house, the investigators' supervisor gives them the rundown of the case as it stands.

"Last Sunday, WSUPD responded to a concerned parent call and found Donette Sowalski dead in her apartment on Alexandrine at 2nd. She was a WSU student. Twenty years old, grew up in Ferndale, no record. She didn't have a mark on her, and there were no signs of forced entry to her apartment. ME gives the cause of death as heart failure, but a Talent Scout who was on the scene thinks otherwise." Your supervisor then pulls out a thick folder full of documents and photographs. "Then there's this. Archives pulled these files once we got the call on Sowalski. A dozen women between the ages of 20 and 30 have been found dead in their homes under similar circumstances, all with natural causes of death. Archives thinks we have a serial killer on the loose, probably something from out of town. It's your case now, figure out what's doing this."

The folder contains photos and death reports of all the deceased women, thirteen including Donette Sowalski who is considered part of the whole case. Each photo is a crime scene photo showing the victim in situ and is clipped to accompanying police and ME reports. The women are, like the supervisor said, all between the ages of 20 and 30. They are primarily white with a sprinkling of black, Latina, and Indian women. Most of the victims lived in the city, although one lived in Ferndale and two in Dearborn. Despite their age and race differences, each report reads essentially the same. The women were all found dead in their homes, with no signs of forced entry. None showed signs of trauma or drug use, and the most severe medical problem among them was one woman with a mild food allergy. In a few of the cases, witnesses report that the women complained of lethargy and insomnia for a few days leading up to their deaths.

Sowalski, the most recent victim, is a twenty-year-old white female with dark, short-cropped hair, light freckled skin, and dark eyes. Her report lists a number of distinguishing features, including tattoos and birthmarks, but no signs of trauma, illness, or drug use. She was a sophomore majoring in art history with a business minor, and was involved in a number of extracurricular activities and club sports. She was employed at a downtown restaurant and worked occasionally as a model represented by a talent agency called The Talent Shop.



The Cursed Camera

Built sometime between 1890 and 1910, Nathan Maucher's cursed camera is a Universal model built by the Rochester Optical Company of Rochester, NY. It has a polished mahogany body fitted with brass hardware and a black leather bellows. Decades ago, a dangerous spirit possessed the camera. Using photographers as pawns, it feeds upon life energy of subjects photographed by the machine it inhabits. Owners of the cursed Universal Camera become more and more obsessed with it the longer they own it. This is the spirit within the camera worming its way into their psyche and taking control. When a subject is photographed with the cursed camera, the spirit siphons off the subject's vital life energy, without which they die within ten to fourteen days.

In game terms, which become important when the investigators face Maucher and The Grip in the studio, every individual photographed by the camera must make a Spirit roll or have their life energy stolen. The damage can only be reversed if the camera is captured and destroyed, which banishes the spirit and releases the stolen energies.

THE INVESTIGATION

The investigation starts with the investigators playing catch-up. If there is a serial killer operating in the city, which is uncertain, they need to stop him before he kills again. The paranormal angle which brought the issue to Corktown's attention seems maddeningly vague. The Talent Scout who was among the responding WSU officers reported a feeling of unease and lingering fear in Sowalski's apartment, and stated that there was something off about the scene. Corktown officers are more than used to following hunches and rumors, but what the Talent Scout felt at the scene is unclear.

As the investigation progresses, it becomes clear that the women are all linked through The Talent Shop. Each one was either a full or part-time model working in Detroit's advertising industry. Searching records and interviewing Talent Shop employees and surviving relatives reveals that each woman had a paid gig booked through the Talent Shop. All of these shoots were with the same photographer, a young shooter named Nathan Maucher working out of Playground Studios in Rivertown. Maucher is currently out of the state shooting on location and cannot be reached for questioning. Employees at Playground Studios state that Maucher will return to Detroit in six days, and allow the investigators free reign to wander the sprawling studio and interview Maucher's colleagues. The photographers and assistants at the studio give non-committal answers, and the investigators learn that Maucher is not particularly well liked or respected in the studio. There is a strong spiritual presence in the studio. A ghostly photographer lives there and can provide more clues as to Maucher's activities. There is evidence of something exceedingly powerful and evil having been stored in Maucher's office recently.

Investigation, and possible interrogation of the spirit in the studio, reveals that some paranormal force has taken possession of Nathan Maucher. Sources point to a change in his behavior and personality over six months ago upon receipt of an antique camera. He became more professional and dedicated to his craft, but also unsettling, even repellent, and obsessed with the new camera. Using skills, powers, and the Corktown Archives, the investigators eventually conclude that Maucher is in possession of some kind of cursed or possessed artifact, likely the antique camera, and it is the artifact that kills the models using Maucher as its pawn.

The investigators have less than a week to collect all their clues and complete their investigation before Maucher returns from his trip. When he finds the DPD asking for him, he goes into hiding, and the investigators must race to figure out where he is. How and where they confront him is, of course, up to the Game Master. Most likely, he leads the investigators into a trap at the studio, where he can use the camera to summon up a protector and the spirit (see The Cursed Camera sidebar page 130) can feast upon their energies.

THE AFTERMATH

If the investigators capture the camera and destroy it, or secure it in the precinct house archives for study, they remove a dangerous artifact from public use. If Maucher survives the encounter, he has a mental breakdown as the spirit flees and leaves him helpless and psychically shattered. He must be institutionalized before he can be set back in to society, if ever. As for the Grip and Playground Studios, lawyers for the studio might sue DPD to recoup costs for damaged equipment and facilities, but that's a problem for the city and its lawyers.

NATHAN MAUCHER

Nathan Maucher is convinced that his worth exceeds reality. Born and raised in Ferndale, Maucher skated through high school more through natural talent and intelligence than hard work, failed out of the University of Michigan after two semesters, and eventually graduated at the bottom of his class with an associate degree in photography from Wayne County Community College. He talked his way into an apprenticeship as a photo assistant under a well-known car photographer at a big ad studio in northern Oakland County, and there began his meteoric rise to mediocrity.

As an assistant, he was capable enough in the studio and picked up the ins and outs

of commercial photography. As a shooter, however, a combination of arrogance and laziness kept him from growing as a photographer beyond his natural talent. He languished for years as an assistant, with a smattering of brief, low profile shooting gigs for local magazines. Due to a remarkable lack of self-awareness, Maucher constantly blames assistants, photographers, and even his equipment for his lack of career advancement. The list of people willing to work with him, either as photographer or an assistant, is vanishingly small.

Maucher received the cursed antique camera about six months ago from a family friend. Ever since, the spirit within the machine has had its way with Maucher's psyche. Finding a weak will and a pliable mind, the camera spirit filled Maucher's head with delusions of his own skill and importance. This has only exacerbated his already insufferable personality and finally driven those few people he counted as friends away. He is now obsessed both with the camera and with shooting with it as much as possible.

NATHAN MAUCHER

Attributes: Agility d6, Smarts d8, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d4, Guts d6, Knowledge (Photography) d6, Knowledge (Paranormal) d4, Notice d6, Persuasion d8, Taunt d8.

Cha: +2 **Pace:** 6 **Parry:** 4 **Toughness:** 5

Reason/Delirium: Unhinged

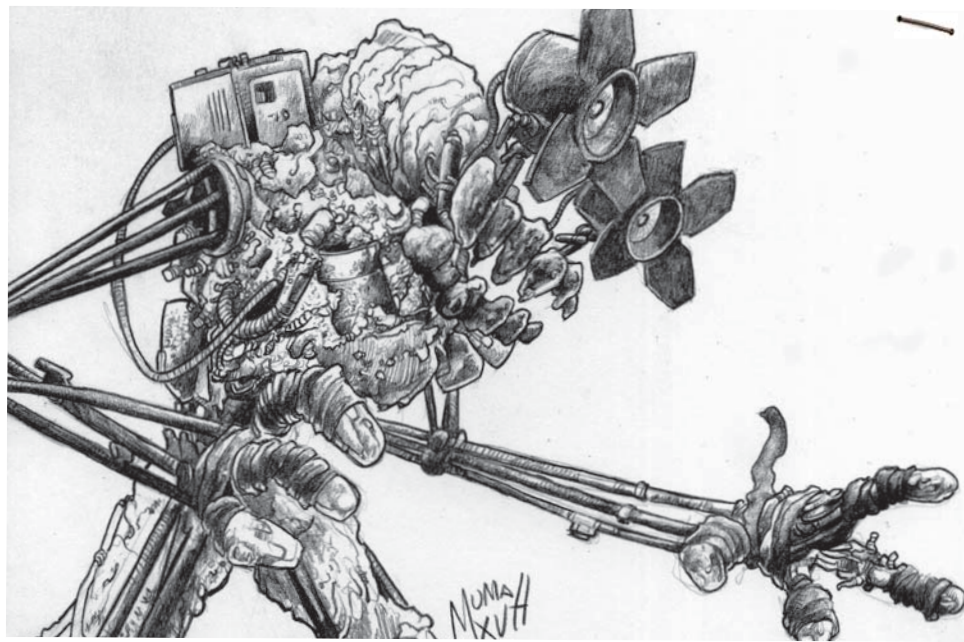
Hindrances: Arrogant, Yellow.

Edges: Alertness, Charismatic, Danger Sense.

Gear: Smartphone, Digital SLR, Cursed Camera, Multi-Tool.

THE GRIP

Summoned by the spirit that possesses Nathan Maucher's camera, The Grip is a terrifying spectacle to behold. Powered by a maddened nature spirit, the creature



is an amalgam of common equipment found in a photography studio—lights, strobe packs, cables, tripods, c-stands, rolls of gaffer tape, etc. The Grip exhibits a surprising amount of raw cunning and is a dangerous opponent. In a fight, the creature attempts to entangle as many foes as possible so it may beat them to death at its leisure.



THE GRIP

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d12

Skills: Fighting d8, Intimidation d10, Notice d10

Pace: 4 **Parry:** 6 **Toughness:** 14 (2)
Reason/Delirium: Delirium

Special Abilities:

- **Armor (+2):** The Grip's body is made of sturdy materials—steel, aluminum, rubber, copper, etc.—and shrugs off all but the most powerful attacks.
- **Construct:** The Grip is a construct. It adds +2 when attempting to recover from being Shaken, does not suffer additional damage from called shots, never suffers Wound Modifiers, and is immune to all diseases and poisons.
- **Entangle:** The Grip can tangle an opponent with cables, tape, rope, and wires. If it hits with a raise, the opponent is entangled and fully restrained. The opponent can attempt to break free with an opposed Strength check at -2.
- **Large:** Opponents are +2 to hit The Grip.
- **Size (+4):** The Grip stands roughly twelve feet tall and is incredibly bulky.
- **Slam:** Str+d6.

UNSAFE STREETS

A series of gang-related killings rocks the Michigan-Martin neighborhood in Southwest Detroit. Witnesses describe a suspect in a black Bentley, who performed drive-by shootings, killing or wounding almost twenty people. So far, the DPD has been unable to find the car or the alleged shooter, but an old friend of the Corktown Precinct believes she knows the score.

THE CALL

As the investigators are going about their business on an average weekday, one receives a call from an old friend with a tip about the recent shootings in Southwest.

Hello hon, it's Manya. I have someone here at the bar who wants to talk to you. It's about the shootings. Bring some of the boys over tonight, late tonight, for a chat. The first round is on me.

Manya is the grandmotherly Polish owner of Abick's Bar, a comfortable little neighborhood place in Southwest where a lot of DPD officers and DFD firefighters like to unwind. The bar is right in the middle of the Michigan-Martin neighborhood where the bulk of the recent killings have happened. Two shootings even happened within earshot of the place. DPD has failed to catch the alleged shooter despite numerous eyewitness reports and at least one short chase through the neighborhood. If Manya has a good tip about the shootings, and her tips are exceedingly good, then this might be the break DPD needs.

When you arrive at the bar, the place is dead. Samson, Manya's huge bull mastiff, pads over to you as you're buzzed in and sniffs you all in a way that reminds you of being patted down by a doorman. Manya gets up from her stool at the bar where she's been watching television and hugs each one of you.

"Good, I'm glad you made it. Come into the cigar room." She leads you behind the bar into the cigar lounge where you see a young Latino kid, maybe fourteen or fifteen years old, sitting in one of the big chairs. He's wearing a white t-shirt, baggy jeans, and work boots. His wispy mustache struggles to grow in. He jumps up and eyes you all nervously as Manya introduces you.

"This is Paolo. Paolo, these are the people I was telling you about. They'll believe you. I'll leave you alone to talk." She asks if you'll have your regular drinks then shuts the door behind her as she returns to her stool.

Paolo is young and terrified. He is from the neighborhood, with two brothers in the Marines, one in jail, and one running with the Southwest Kings, a Latino gang out of Delray. After shaky introductions, and the arrival of the investigators' drinks, Paolo launches into his story. About a month ago, Paolo's brother



was involved in a fight between the Southwest Kings and their enemies, the 313 Mafia. Within days, the black Bentley appeared gunning for SK members. Paolo's brother was one of the first victims. He disappeared one night during a drive-by, and his body was found the next day in an empty lot—dead but without a mark on him.

Afraid he was next, Paolo ran to the safest place he could think of, Abick's. Manya has been hiding him ever since. Paolo has lived in one of the apartments above the bar for two weeks. Every night around midnight he sees the Bentley cruise past the bar. A gifted young psychic, Paolo sensed something terribly wrong about the black Bentley. Paolo begs the investigators to help him and his family, and to stop to the death car stalking the streets.

THE INVESTIGATION

Researching the shootings takes some legwork. Investigators should pay close attention to the gangs as well as the allegedly paranormal car roaming around performing drive-bys. Using contacts in other DPD precincts and the wealth of information contained within the archives gives the investigators a good picture of the gang situation and the alleged shooter's nature.

As the investigators work, tension in the neighborhood around Abick's increases. More shootings happen, and the car is seen again.

Paolo reports that it continues to slowly drive past the bar every night. He also says that he saw a face briefly in the heavily tinted rear passenger window; one he did not recognize but that wore a look of fear and pain. At one point during the investigation, someone attempts to break into the bar, but is thwarted by Manya and Sampson. A car with a powerful engine is heard fleeing, but nothing is seen.

Research into the gangs turns up the usual litany of feuds and turf wars. Southwest Knights, a predominantly Latino gang, has grown in strength and encroaches on the turf of the predominantly black 313 Mafia. One curious note is a warning from the Tactical Service Section stating that gangs allied to 313 Mafia have recently moved into the city from Flint, Atlanta, and New Orleans. There are also reports of disappearances in the neighborhoods around 313 Mafia's home base that coincide with the new arrivals.

Eventually, the investigators find evidence that someone in the 313 Mafia summoned a paranormal entity to deal with their enemies in the Southwest Kings. Putting the clues together, the investigators deduce that they summoned a soul stealing entity called the Midnight Rider. Thankfully, the Archives has information regarding the Midnight Rider. When summoned, the summoner gives such entities a list of targets, and the creature destroys them.

The investigators must identify its weakness, track it, and eliminate it. Doing so is challenging and involves high-speed chases and athleticism to run the creature and its car to ground.

THE AFTERMATH

If the investigators destroy the Midnight Rider, they successfully end the killings in Michigan-Martin. This leaves them needing a

Abick's Bar

In 1907, John Wasielewski and John Benske opened a barbershop and tavern at Dennis and Gilbert streets in the Michigan-Martin neighborhood on Detroit's Southwest side. Within a year, Benske was full owner of the establishment began a 107-year family tradition. In 1919, Benske turned the bar over to his niece Katherine and her new husband George Abick, a young man who had been Benske's employee for years. It has stayed with the Abick family ever since. The comfortable corner bar was a staple of community life all through the twentieth century. It has been a regular haunt of G.I.s, cops, firefighters, autoworkers, laborers, and, allegedly, even members of Detroit's notorious Purple Gang. Abick's weathered the demographic changes of the neighborhood and, unlike many of its contemporaries, survived into the twenty-first century to serve yet another generation of regulars.

The bar has changed little in its century and more of operation. The decorative tin ceilings, and elegant mahogany bar and barback are original, as are the massive brass cash register and the stained glass light fixtures. The front room houses, along with the bar, a pool table, a handful of small, round tables, and one of the best jukeboxes in town. Off the front room is a larger room with more tables where Manya keeps a slow-cooker full of chili, goulash, or whatever she feels like making that day to feed her hungry regulars. Behind the bar, in the old barbershop, is a cigar lounge furnished with comfortable leather couches and chairs and decorated with countless police, fire, and military artifacts.

Aside from being a great place to get a cold beer and a hot meal, Abick's is also a great place to find a cop. It's a regular haunt of the DPD, and at any given time a handful of officers can be found there.

plausible explanation, however. With no car and no suspect, the investigators need, necessarily, to fabricate some evidence. In addition, the neighborhood is still left with the ongoing fight between SK and 313 Mafia, but that's an issue for DPD's Tactical Service Squad. As for Paolo, his gifts and the assistance he rendered during the investigation mark him as a useful contact for the investigators. He could even grow to become DPD material with the right guidance and assistance, which the investigators are uniquely positioned to provide.

MARIE "MANYA" ABICK-SOVIAK

Marie Sowiak, known as Manya to her friends, family, and regulars, is a Detroit institution. Born in 1923 in the apartment above her father's bar, she was the youngest of four children, and the only daughter, of George and Katherine Abick. Throughout her childhood she worked in and around the bar, learning the business while serving food to returning G.I.s and luring workers from the local auto plants with sample shots of vodka and sandwiches. By the sixties, Manya and her brother Podge ran the bar. In the eighties, it was just Manya, tending bar and welcoming friends and family, while keeping the peace on her corner.

Now well into her nineties, Manya shows no sign of slowing down. Having spent her entire life at the bar, she is still there every day to pour drinks and give sound advice to regulars and strangers alike. Her grandson, who co-owns the bar, and a massive, lowering bull mastiff named Samson are her constant and loyal companions and help keep the bar running smooth. She is also in the habit of taking in waifs, strays, friends, family, and neighbors, and putting them to work. She has assembled an eclectic extended family who are fiercely loyal to her.

Since Abick's is such a haunt for DPD officers, Manya has had a number of Corktown officers as her regulars. She knows a bit about what Corktown does, and has seen enough in her ninety-some years to believe that there is more going on than meets the eye. Little phases her, either mundane or paranormal, and her cool head and sharp eye have served her quite well over the years.





MANYA SOVIAK

Attributes: Agility d4, Smarts d8, Spirit d10, Strength d4, Vigor d6

Cha: +2 **Pace:** 5 **Parry:** 4 **Toughness:** 5

Reason/Delirium: Irregular

Skills: Driving d6, Fighting d4, Guts d10, Intimidation d6, Knowledge (Parapsychology) d4, Knowledge (History) d8, Persuasion d8.

Hindrances: Elderly, Heroic, Loyal.

Edges: Alertness, Brave, Charismatic, Connections, Level Headed, Strong Willed.

Gear: Baseball Bat (Str+d4).



THE MIDNIGHT RIDER

The Midnight Rider is an incarnation of the Black Coachman. Summoned from a nether realm, these entities wreak havoc and extract vengeance on a summoner's enemies in the mundane world. In ancient times, the crea-

tures drove chariots, carriages, or horse-drawn hearses and dressed in black mourning clothes. They carry weapons that, when they strike, extract a target's soul. This soul is trapped in the creature's vehicle and the target's body dies. Once all targets on the list are collected, it returns from where it came, taking the souls to its native realm. If the Midnight Rider is defeated before his task is complete, those souls escape to the hereafter.

The creature called up by the 313 Mafia has a long list, and operates in Detroit for at least a week after the investigators get involved. When it appears, it does so as a tall, broad, bald, black man with hard features wearing a severe black suit. Where its predecessors collected souls with swords and scythes, the Midnight Rider uses a spectral automatic rifle. It can be destroyed or banished from the mundane world permanently. The investigators have their work cut out for them if they plan to stop it before it fulfills its grisly duty.



THE MIDNIGHT RIDER

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d10, Vigor d10

Skills: Driving d10, Fighting d8, Intimidation d10, Notice d10, Shooting d8,

Pace: 6 **Parry:** 6 **Toughness:** 9
Reason/Delirium: Delirium

Special Abilities:

- **Spectral Weapon:** The Midnight Rider carries a Kalashnikov AKS-74U carbine with black composite furniture. In its spectral form, the weapon causes no physical damage, instead, targets hit must win an opposed Spirit roll with the Midnight Rider or be claimed. Claimed victims die and their souls are imprisoned within the Midnight Rider's vehicle. If The Midnight Rider is defeated, captured souls escape to the afterlife.
- **Fear:** Seeing the Midnight Rider triggers a Fear test.
- **Invulnerability:** The Midnight Rider can only be Shaken by normal, non-silver weapons.
- **Selective Targets:** The Midnight Rider only uses its Spectral Weapon against people on its list.
- **Spirit:** The Midnight Rider enjoys a +2 bonus to his Toughness and +2 to recover

from being Shaken. He suffers no additional damage from Called Shots, is immune to disease and poison, and does not suffer wound penalties.

- **Weakness (Silver):** Silver weapons deal full damage to the Midnight Rider.

THE MIDNIGHT RIDER'S BENTLEY

Instead of an archaic vehicle, the Midnight Rider drives a massive, gloss black, slab-sided Bentley Flying Spur. The car is fast, agile, and responds to the Midnight Rider's voice like a faithful hound. When the Midnight Rider opens the driver's door, faint cries can be heard from within over the rumbling engine, and the pained face of a trapped spirit sometimes appears in one of the deeply tinted windows.

ACC/TS	Toughness	Crew	Cost
35/60	14(2)	1+Spec.	N/A

Special Abilities:

- **Armor:** Due to its spiritual nature, the car's chassis is considered to have Heavy Armor.
- **Fear (-2):** Anyone opening one of the car's doors sees a writing mass of screaming, tortured spirits packed inside and must make a Fear roll at -2.
- **Invulnerable:** If the car is ever destroyed, the Midnight Rider flees on foot from the scene of the crash. However, it returns the next night with the Midnight Rider each night until the Midnight Rider is destroyed or finishes his earthly business.

CURSED ITEM GENERATOR

Paranormal energy can become trapped within an object, granting it an unnatural and inexplicable set of characteristics. Sometimes this can happen without explanation, but more often a powerful paranormal entity is involved in their creation. A cursed object may serve a greater purpose, but the immediate effects upon their victims are a greater concern for Corktown.

Nothing substitutes for taking the time to sit down and design a cursed artifact deliberately, so that the item is perfectly in keeping

with the tone of the campaign and the adventure. However, that creation process can be rather time consuming. This series of random tables tries to stimulate the imagination with a combination that can work on short notice. The GM should roll once or pick an example from the Use, Tech, Condition, and Curse tables. This should be enough to provide a core idea for an artifact that might be key to an adventure.

Note that the owner of any cursed object is inextricably compelled to retain it. Even if the object is actually causing them grievous injury, they refuse to easily surrender it. Corktown officers typically need to physically overpower an individual in order to secure an artifact. Once they do, great care must be taken that the item is secured without an officer falling under its influence.

USAGE

Most cursed artifacts begin as mundane items transformed by the paranormal. Typically, their original purpose is consistent with their curse.

USE TABLE

2d6 Roll	Device Usage
2	Jewelry
3	Art
4	Medical
5	Illumination
6	Transportation
7	Information Storage
8	Culinary
9	Music
10	Clothing
11	Communication
12	Tools

ART

The device in question is a work of art or something used to create artwork. Examples could include a velvet painting of Elvis, an electric sculpting tool, or a digital camera.

COMMUNICATION

The instrument is used in communication. This might be a fountain pen for writing, an electric typewriter, or a smartphone.



CLOTHING

A piece of clothing integrates the curse. This might be work clothing, such as a fireman's protective coat, but it could be more esoteric, like an antique belt or a virtual reality helmet.

CULINARY

The artifact is involved in the preparation or presentation of food. Examples include an antique cast-iron skillet, an electric blender, or a bread machine.

ILLUMINATION

The device is intended to literally cast light on the subject, from an ancient oil lamp, to a Depression glass fixture, or an LED flashlight.

INFORMATION STORAGE

The curse might reside in the object or on the data it contains. Traditionally this would be a scroll or hefty tome, but it could also be a cassette tape, a roll of film, or a memory stick.

JEWELRY

The object might be made of precious metals, but could as easily be hand crafted or a costume piece ranging from an ancient bracelet carved from whale tooth to a massive gemstone or an ornate pocket watch.

MEDICAL

This tool is designed to aid in medical care. It could be an antique microscope, a blood pressure cuff, or an insulin pump.

MUSIC

The artifact is involved in the creation or production of music. A bone flute, a well-worn guitar, or a portable keyboard.

TOOLS

These items were intended to build, repair, and maintain. The curse could affect a well-used shovel, a welding torch, or even a digital theodolite.

TRANSPORTATION

The object is either a critical component to a transportation device or the entirety of the device. Examples include a horseshoe, a classic motorcycle, or even a GPS.

TECHNOLOGY LEVEL

TECH TABLE

1d4 Roll	Technology
1	Hand Powered
2	Requires Fuel
3	Electric
4	Digital

DIGITAL

The device includes electronic components and a computer is involved in its design and use at some level.

ELECTRIC

The machine is largely mechanical in nature, but needs electrical power. This could come from batteries or from a wall outlet.

HAND POWERED

This might be an antique device or a more modern piece of equipment. Its function is primarily dependent upon physical strength for use.

REQUIRES FUEL

The cursed artifact requires fuel to use. It could burn fossil fuels or require a more esoteric power source.

APPARENT CONDITION

Physical appearance plays an instrumental part in characterizing a cursed object. Some function well in spite of their ancient or abused appearance. Others look brand new, no matter how thoroughly they have been used, possibly being a sterling example of an antique item.

CONDITION TABLE

1d4 Roll	Condition
1	Ancient
2	Beat-up
3	Well-Preserved
4	Brand New

ANCIENT

The item is old for what it is. A vase might be from Ancient Egypt, while a pocket calculator is a bulky model from the 1960s, or a smartphone would be replaced by a mid-90s PDA. The object bears the hallmarks of extensive wear, though it remains functional.

BEAT-UP

The item looks badly abused. It still works fine, but it shows several, obvious repairs. Some are literally held together with duct tape and bailing wire.

BRAND NEW

The device looks like it just came off the retail shelf, even if it is thousands of years old. Metal gleams in the light, glass bears no scratches, and fabric is pristine. A collector might mistake the item for a reproduction, based purely upon condition.

WELL-PRESERVED

The item appears to be used but appears to have been valued by its owners. Any repairs are performed with expert craftsmanship. Wear marks and verdigris might be present, but they indicate skilled use, never abuse.

CURSE**CURSE TABLE**

2d6 Roll	Curse
2	Death
3	Possession
4	Physical Debilitation
5	Personality Change
6	Delusion
7	Misfortune
8	Compulsion
9	Mental Degradation
10	Psychic Ability
11	Requirement
12	Attractant

ATTRACTANT

The cursed item is linked to a particular type of paranormal entity. Creatures of this type are drawn to the item's owner. They could become subservient to the person or they might wish to kill the person to reclaim the artifact. In either case, the entities are certain to cause issues for investigating officers.

COMPULSION

The artifact forces its owner to act out a specific act, typically in a recurring manner. This could manifest as kleptomania, public intoxication, or even a ritual murder. The behavior invariable puts the owner at a high degree of risk.

DEATH

Exposure to the cursed item is lethal, typically in fairly short order. In most instances, the item is actually instrumental in triggering the owner's death, though it may be through a series of accidents. Investigations around the item's history reveal a lengthy trail of bizarre deaths.

DELUSION

The owner accepts an unusual belief as a part of their daily life. The belief is at least inconvenient and may be dangerous. The owner acts in accordance with that belief regularly, which neighbors and friends might attribute to a new eccentricity.

MENTAL DEGRADATION

Upon taking possession of the artifact, the owner's mental facilities begin to degrade. Initially they simply become absent-minded, but over time they become completely unable to speak or think clearly. The artifact typically becomes the center of their focus and the only thing consistently remembered.

MISFORTUNE

The artifact causes its possessor to become phenomenally unlucky. While typically not lethal, the owner suffers through every imaginable inconvenience. Items are constantly misplaced, random chance always acts against them, and life becomes a series of endless delays. In the end, the owner is likely to snap and take dramatic and irrational action.

PERSONALITY CHANGE

Ownership of the item causes a person's personality to undergo an abrupt shift. The most common one is an overprotective feeling toward the artifact accompanied by a strong sense of paranoia. Alternatively, the owner could abruptly gain confidence or an inexplicable obsession.

PHYSICAL DEBILITATION

Interaction with the artifact has a debilitating effect upon its owner. It sucks their strength and energy, often haunting their dreams and preventing them from resting. In some cases, the user may even show all the signs of a serious disease or malaise.

POSSESSION

The artifact actually houses a sapient paranormal entity. This being is capable of seizing control of its owner's body. In some cases, the owner's spirit becomes trapped within the cursed item.

PSYCHIC ABILITY

The artifact conveys a psychic ability upon its owner. While this could be useful, it typically also inflicts hideous side effects. An artifact that granted divination might only reveal the gruesome way that friends and family die. One that conveyed telepathy might constantly reveal inappropriate thoughts from passersby.

REQUIREMENT

The owner must perform a specific action or suffer a cataclysmic effect. The action might initially seem minor, but is certain to grow in complexity and frequency with extended exposure to the item. For example, the owner might initially desire apples. Within a few weeks, he could do nothing but consume apples, knowing that if he stopped he would die.

SAMPLE CURSED ITEM

In the world of antique motorcycle restoration, Vincent Motorcycles are among the most sought after. Rare, beautiful, fast, and extremely well built, Vincents command five and six figures even for the worst, most clapped out barn finds. The holy grail of Vincent collecting is the Black Lightning, a factory-built racer that was one of the fastest bikes of its day and won a slew of awards and land speed records before the company folded in 1955. In their day they were an uncommon sight, and now some sixty years after the company ceased production they're rare as hen's teeth.

There's a story in gearhead and restoration circles about a haunted, basket case Vincent that comes not only with a hefty price tag, but with a terrible curse. The story of this cursed Vincent goes like this—whenever a new owner buys it, typically at auction, the bike is disassembled and needs a lot of work and money to get it running again. As the new owner begins the process of reassembling and restoring the bike, they become increasingly obsessed with it. They spend days or weeks on end in their garage, rarely sleeping or eating or doing much of anything else other than putting the bike back together. Soon after the bike is completed, sometimes within the week, sometimes longer, the new owner dies under mysterious circumstances. Once the owner is dead, the bike disappears, only to turn up again at a later date a

complete mess again and the whole process starts over.

Most people hearing this over a couple beers while turning wrenches in the garage laugh and write it off as coincidence. First off, anyone with the means and the time required to restore a Vincent is probably up there in their fifties or sixties, and stories of old dudes getting their dream bikes done a week before they die are a dime a dozen in motorcycle circles. Then there's the fact that these stories are always second hand. No one has ever actually seen this cursed Vincent. No one has ever had a friend who saw it, either. They always just heard about it from some guy who heard it from another guy whose brother-in-law's brother had it or something. Thing is, The Vincent exists, it is crazy haunted, and its story is sadder than you can imagine.

The bike itself is a 1952 model Vincent Black Lightning and was originally purchased in Knoxville, Tennessee in 1953. The original owner, a known felon and all-around angry young man, was killed during a robbery by a close-range shotgun blast in 1954, and his last act on this Earth was to leave the bike to his pregnant girlfriend. To escape the stigma of being a single mother in the American South, she packed all her meager possessions and rode west to California to start a new life. Six months later she was dead, along with her baby, and buried in an unmarked grave in a potter's field outside of San Francisco. Her possessions were sold at auction, including the Vincent, and the bike passed into legend.

The Vincent disappeared for almost thirty years, finally showing up in the mid-80s after the death of a wealthy motorcycle collector in Texas. Since then, it's left a trail of death and mayhem in its wake. Just as the legends state, the bike always shows up disassembled, a basket case in dire need of some TLC. The new owner becomes more and more obsessed with its restoration, and then dies shortly after its completion. Cause of death is usually officially recorded as a massive heart attack, stroke, or some other blood/heart/brain problem, but of course that's not the whole story. Once The Vincent is restored, the spirit of the young woman who last owned it appears to the new owner within a week. She comes looking for her property and some kind of peace, and tries earnestly to explain her position to the new owner. Of course, she can't talk, so in an attempt to explain herself she unloads a psychic wave of sixty years of loss, grief, rage, confusion, and madness upon the new owner. This overloads the mortal owner's body and kills him. The spirit flees in terror, the bike returns to the auction circuit where somehow it gets broken down again, and the whole thing starts over again.

If the bike can ever be finished and the new owner is strong enough to withstand the spirit's visit, then perhaps she can be put to rest and the cycle can be broken. Until then, the legend of The Vincent lives on.



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