

-100- Conspirators



A
Modern Conspiracy
Roleplaying Companion Book

By
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100 Conspirators

Important Information

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Dedication

To the forums and groups and discussion areas of the wide-open Internet, to the posters there trying to save the world without any of the necessary tools, like evidence, logic or reason, to those who think an emotional appeal is more valid than any amount of proof.

Oh Internet, you so *crazy*.

Disclaimer

If you hold some of these conspiracies dear to your heart that still doesn't mean they are true and the production of this book is not an invitation to e-mail me endless links to *Loose Change*, *Zeitgeist* or *Kymatica*. I do not believe Paranoid Conspiracy Theories and I am well aware of most of their content and alleged evidence. If I want to argue about it - as I sometimes do - I'll seek someone out to argue about it. This is a game supplement.

Equally, if you don't believe these Paranoid Conspiracy Theories don't think that I do and e-mail me to tell me they're bullshit. I know they are. This is a gaming supplement, a game in a world where there are such conspiracies going on can be an exciting one but it begins and ends in the imagination.

Thanks.

TOP SECRET

Introduction

Postmortem Studios

Postmortem Studios is the personal publishing imprint of James 'Grim' Desborough, Origins Award winning author of *The Munchkin's Guide to Powergaming*. *Postmortem Studios* publishes primarily in PDF format through the usual PDF outlets such as www.rpgnow.com, but is also available in print either via the sites or through www.leisuregames.co.uk.

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100 Conspirators

This book contains a hundred conspirators, secret groups or secret agendas that could shape the world and explain all sorts of nefarious deeds, lies and political shift. These are, primarily, modelled on the ideas of a 'global elite' of some sort, established either by knowledge, wealth, power or the occult. Most conspiracies are private and secret but some are public with only their 'true agenda' being secret.

The conspirators are of primary use in modern occult and spy oriented games as well as *Postmortem Studios'* own *@ctiv8*. The models of the conspirators could also be used in some historical games, covering the birth of the conspiracy itself, or as models for general types of conspirator that could appear in any game from fantasy to science fiction.

Most conspirators presented here could be - and in a game probably are - involved in many different kinds of conspiracy and some could be behind just about everything that goes on in the world, or so conspiracy theorists would have us believe.

100 Conspirators ties in very closely with *100 Conspiracies*, more so the other books in this series do and it's possible to directly cross-reference conspiracies with conspirators between the books to create a richer background and set of adventure possibilities in using both.



Conspiracy Vs Paranoid Conspiracy

It's important, I think, to distinguish between conspiracies and the kinds of paranoid conspiracy theories that make up the majority of this book. Conspiracies are real and do happen. Criminals do conspire to pervert the course of justice or to undertake heists. Spy rings conspire to destabilise governments, smuggle contraband and supply terrorists/freedom fighters and so on.

Many genuine conspiracies have gone on, revealed in due course in historical documents or uncovered by the media. Watergate would be one very famous example. That these have occurred lends some plausibility to the possibility of others but, for the most part, the conspiracy theories that spark the public imagination have little to no grounds and are based on nothing but speculation and paranoia.

These are the paranoid conspiracy theories, the likes of 9/11 Truth, JFK, Chemtrails, Fluoridation and Invisible Space Lizards. Spun out of fraud, imagination, ignorance, lack of understanding and some key psychological flaws that exist across humanity these fire people up and many become obsessives, devoting their whole lives to exposing a conspiracy that in all likelihood never existed in the first place. For game purposes, however, these are the conspiracies that are far and away the more interesting ones.

Racism

It is a sad thing to report but an awful lot of conspiracy theories do appear to have a racist tinge to them, particularly ones that use the term Zionism, which has become, basically, a codeword for 'Oh noes! The Jewz!' despite Zionism legitimately being able to be separated from Judaism. Other racial groups don't do a great deal better and then there's the conspiracies that are supposed to be targeted at a particular race or grouping.

I have tried to tone this down a little bit but it wouldn't be honest to twist these paranoid conspiracy theories too far from their repugnant origins and so despite the softening they'll largely be presented warts and all. Please don't mistake the voice of the writing about these particular conspiracies for my voice.

The Conspirators

Number

Each conspiracy is tagged with a number between one and one-hundred for easy reference.

Name

Each conspiracy is named following its number. Unlike previous 100 products these are, primarily, not witty little rejoinders but, rather, the names by which the conspiracies are known, 'accurately' or derisively.

Description

This section describes the background and nature of the conspiracy as well as a little of its history. Who makes up the conspiracy, the nature of the conspiracy and where it sprang from are all covered here.

Aims & Methods

Here the conspiracy's goals are detailed, what it is trying to do and how along with the methods it might employ to get what it wants, such as mind control, blackmail, extortion and so on. It will also detail what the main assets of the conspiracy are.

Conspiracies

Here are listed all the conspiracies (from 100 Conspiracies) that the group might be involved in, allowing you to cross reference between the two books and to see where plots - and the schemers behind them - converge.

Adventure Seeds

A few ideas for adventures involving the conspiracy group are presented here to kickstart and adventure or campaign going up against - or working for - that particular group. Conspiracy plots tend to be fairly similar in nature but an attempt has been made to switch things around a bit and play with the expectations of the genre in some entries.

Tips

Interspersed throughout the conspirator information are occasional tips on how best to portray or use the conspirator or to improve a conspiracy oriented game with a few simple tricks or ideas.

001 - The 1001 Club

Description

The 1001 Club is made up of 1001 contributors, each of \$10,000, to a trust which - in part - helps to fund the Worldwide Fund for Nature, shaping its policies and contributing to other nature causes and shaping and directing international policies along those environmental lines. The group's roster is anonymous - which leads to a great deal of speculation in conspiracy circles - but almost certainly contains a lot of bankers, businessmen and other influential figures including corrupt African politicians and criminals.

The group has been accused of both pursuing environmental policy at a cost to humanity as a whole and of neo-colonialism and arrogance. They do represent an elite group, though a more internationalist elite than many other conspirator groups and ones that could, indeed, place nature - and their own survival and prosperity - above the needs of humanity as a whole.

Aims & Methods

The aim of the 1001 Club is to preserve genetic diversity and the natural environment, though for exploitation rather than preservation as an ends in itself. They believe that a managed decrease in human population - either slow or through a series of hidden or created disasters - is the only way to achieve a new era of balance and prosperity for the world as a whole and them in particular.

Conspiracies

AIDS (003), Asian Tsunami (008), Bigfoot (011), Chemtrails (013), Climate Change (019), Electric Cars (023), Food Additives (031), Global Warming (035), Pole Shift (053), Ice Age (066), Peak Oil (074), Overpopulation (078), Pandemic (085).

Adventure Seeds

1. The 1001 Club funded the development of AIDS as a bioweapon but it's simply not having the kind of effect that they wanted despite the stubbornness of the Catholic Church over condoms and similar ineffectiveness in US derived aid. To that end they're searching for a new jungle disease that can be spread from animal to human, something far more virulent and deadly so as to cull - and quieten - the African continent and to allow their influence to spread - under the guise of saviours and preservers.
2. The 1001 Club is funding a new organisation, a group that's been assigned to grab as many genetic samples from as many forms of life on Earth - including humans - as possible, storing them away and researching ways to bring an animal, plant or person to term artificially. While this is being passed off as a gene bank, a seed bank, security against the future and the dangers it could bring to humanity and the world through extinctions and other issues the genuine reason is that they already know that a big disaster of some sort is coming and are using their influence to keep it quiet while, at the same time, preparing for the worst.
3. A number of key individuals who are reckoned to be associated with the group have been moving to and building big, important looking houses in, several remote locations around the globe. The move seems to be staggered, not a flood, but diligent researchers have connected all of these people to the 1001 Club and on closer examination these 'manor houses' are fortresses against all sorts of issues and are capable of relative self-sufficiency. Something must be coming, must be going on if all these 'rats' are leaving the sinking ship of city living and mainstream society to live in the wilderness in their forts. On the plus side, these places are all isolated and so - relatively - easy to infiltrate.

002 - Abortion Lobby

Description

The Pro-Abortion Lobby, or Pro-Choice Lobby, is - like its opposition - a scattered and disparate group of people with different ideas, methods and ideas about why abortion is a good idea. In this conspiracy they are all much more connected than that and all tied in to an overriding pro-abortion agenda that ties in with several other conspiratorial aims and agendas. In this instance they are all part of an overarching conspiracy that is all about devaluing human life, population control, human improvement through eugenics and numerous other questionable projects. Everything that the anti-abortion groups fear and loathe rolled into one.

Aims & Methods

The aims of the pro-abortion conspiracy, a federation of scientists, secularists, politicians and businessmen who form an arrogant intellectual elite, are to undermine religion, promote evolution, winnow out the human population and to control the remaining population through eugenics, shaping the human mind and body towards what they consider their ideal while cutting away and casting aside that which they consider inferior, the genes of the poor, the diseased, the crippled and even racial minorities that they consider to be unproductive or genetically flawed.

In some iterations of the conspiracy their aim is to preserve a particular bloodline - perhaps that of angels or aliens - and to strengthen it until the unnatural or inhuman traits begin to manifest again or, perhaps, they are conducting these experiments and deeds as a means to serve other masters who have those ends in mind.

Conspiracies

Clinton Kill List (015), Evolution (026), Food Additives (031), Global Warming (035), Black Sterilisation (047), Pole Shift (053), Ice Age (066), Nibiru (068), Obama (071), Overpopulation (078), School Shootings (086), Eugenics (088), Vaccination (094),

Adventure Seeds

1. The Abortion Lobby's 'secret masters' are trying to find an effective way to sever mankind's innate empathy and altruism, a sort of infectious sociopathy, in order to allow what needs - logically - to be done to address the overpopulation issue to be done without the niggling problems of conscience. Several different paths are being attempted including a viral treatment that affects brain structure and development and intensive brainwashing/surgery to create agents who are capable of acting without compassion. Not all of these experiments have gone well and some test subjects may have escaped. These will be extremely dangerous...
2. While the group are vilified and hated in certain quarters they are, genuinely, motivated by altruism. No particular child can be held against the future of the entire human race and they have many studies and indicators that demonstrate a near-future human population collapse is not only possible but almost inevitable if the population cannot be controlled one way or another. As the characters get closer to the group behind all these strange and seemingly inhuman acts the group attempts to bring them aboard with a reasoned and evidenced argument, trying to cut through their outrage and hatred with facts.
3. The secret controllers of the pro-abortion lobby are lining up their assets for a run on the Vatican. This is a combined policy of trying to discredit the church as a whole through its association with paedophilia and other scandals, trying to promote more liberal clergy, damn more conservative clergy and to get rid of the current pope by hook or by crook, hopefully clearing the way for a more liberally minded pope to take the position and reform the church in such a way as to fall more in line with the aims of the pro-abortion lobby, at least so far as giving the church's blessing to condoms and softening its position on abortion a little.

003 - Anarchists

Description

Organising Anarchists is like herding cats. For a start there are more brands of Anarchist than there are of toothpaste and that's not counting the pseudo-anarchists like Libertarians (Anarcho-Capitalists) or inauthentic malcontents who mistakenly equate Anarchism with chaos. The idea that there could be some Anarchist conspiracy or organisation seems laughable until you think back to the Anarchist bombings and terrorism of the late nineteenth and early twentieth century and to the Anarchist brigades, cities and towns of Spain in the 1920s. Contrary to popular belief Anarchists are capable of getting organised and having a huge political and social impact when they put their minds to it.

This conspiracy posits the existence of just such a group of ideological, international Anarchists, organised on an ad-hoc basis and exploiting the flaws in the current systems of government and control in order to try and bring them down. There's no particular plan as to what to do afterwards, just a hope that what will emerge will be a more peaceful and naturally ordered society. For now they seek ways to tear down the existing society and to protect and provide for education about what Anarchism, as a political ideology, genuinely is.

Aims & Methods

The aim is to tear down the current form of society as it stands in the hopes that a new, emergently ordered society of greater egalitarianism and freedom will emerge later. The 'secret Anarchists' can be influential individuals, not the sort of people one might expect to be Anarchists, people forced to take up roles in a society that they don't like but then using those roles and that power - on the sly - to promote their own agenda. The methods of this group are those of violence and destruction, aimed squarely at the temporal powers that be. They seek to acquire and distribute weapons and power, not only bombs but information, so as to shift the status quo and bring about collapse and change.

Conspiracies

Musicians (063), New Coke (065), Red Mercury (082), WMDs (099).

Adventure Seeds

1. The characters are on the trail of an assassin who has been targeting punk/metal musicians. The common link between them is that they use Anarchist symbols and rhetoric, while being poseurs and politically uneducated. The assassin is a peripheral member of the Anarchist conspiracy, an 'accident man' seeking to make the deaths look like normal events in the lives of rock stars, attempting to undo the glamour and glitz that they're bringing to a false view of Anarchism.
2. The Anarchist group has surfaced, with a number of WMDs scattered around the world in a number of major cities, all under their control. They demand immediate withdraw of forces from conflict areas and that a process of general disarmament begin to take place, along with release of political prisoners and numerous other measures or they will begin detonating the devices. One is set off in a remote area as a demonstration that they do, indeed, have this capability. The characters are law enforcement and terrorism investigators assigned to the case, though many of the details are kept from them. The question becomes whether they should stop these terrorists or whether their goal is noble, even if their actions are threatening and dangerous.
3. There are many, many, many more of these 'secret anarchists' distributed throughout the world than anyone realises and they're all waiting for a signal to don their new identities and to strike at infrastructure, politicians, police forces, military bases and other targets all at the same time, completely paralysing the nations in which they have the most influence. Evidence towards this secret plot begins to filter in the character's possession but, literally, anyone from amongst the disenfranchised classes could be agents of this conspiracy, including members of law enforcement and the military. Finding sufficient evidence and heading this off before it erupts should prove very difficult.

004 - Ancient Remnants

Description

Long ago, at the dawn of recorded history and stretching before it, there were ancient peoples who were wise beyond modern humanity in science, magic, psychic abilities and other capabilities that we are only just stumbling back towards understanding - if at all. Fragments of this ancient wisdom - which may have come from aliens or supernatural entities - survive today amongst select groups, descendents of these ancient wise ones. These groups, inheritors either genetically or by dint of knowledge and secret practice, have influence and capability far beyond their small numbers and use that knowledge and capability to try and manipulate humanity either as its secret rulers or as its secret benefactors, perhaps a little of both since sometimes you have to be cruel to be kind.

Artefacts and locations that once belonged to these ancient peoples occasionally show up, threatening everything we know - or claim to know - about man's past on this planet and the progression of history. Such finds are swiftly debunked or covered up by the Ancient Remnants but a few know the truth.

Aims & Methods

The Ancient Remnants seek to preserve their heritage, to keep themselves secret and to manipulate mankind into recapturing the heights of their wondrous age while still allowing them and their successors to retain power. They seek world power and quite often succeed in their aims of directing human progress and political development. To aid them towards their ends they have a great deal of ancient and lost lore and technology, artefacts, devices, magic and abilities - some of which may come through genetic descent - that put them above the hoi polloi, beyond common humanity. Even if technological in nature some of these powers can seem to verge upon magic to the uninitiated.

Conspiracies

Ancient Astronauts (004), Ancient Super-Civilisation (005), Atlantis (009), Bermuda Triangle (010), Clones (016), Crop Circles (018), Hell Hole (021), Electric Cars (023), The Fountain of Youth (032), Global Warming (035), Gulf War Syndrome (036), Hollow Earth (040), The Law of Attraction (048), Pole Shift (053), Montauk (060), Nanotech (064), Nibiru (068), Orgone (072), The Philadelphia Experiment (076), Planet X (077), The Pyramids (081), Roswell (084), Eugenics (088), Time Travel (091), Tunguska (092), UFOs (093), Wikipedia (098).

Adventure Seeds

1. A dig in a remote part of the world has turned up at least one device that survives from the time of the ancients. These finds are completely out of synch with what's considered to be the technology of that era and represent a much needed resource for the conspiracy. They begin to exert their influence to discredit the archaeologists involved and to extract their toys before things get too out of hand.
2. The ancient remnants have found a means to 'infect' normal humans with some of the key traits of their unique lineage using retroviral treatments to rewrite their DNA. The characters are amongst some of their special test subjects though the test is fairly broad and is linked with both the increasing incidences of autism and the 'indigo children' new age phenomenon. Forces opposed to the conspiracy seek to use the characters in order to crack what is going on and to uncover and eliminate the conspiracy.
3. Despite their enlightened state the Ancient Remnants have been living off the accomplishments of their ancestors for some six-thousand years and have made no real progress of their own, despite seeking to use their knowledge to raise up humanity. A rogue faction breaks free of the rest of the Ancient Remnants and seeks to harness human ingenuity and hunger for the new to break the inertia of thousands of years. Needless to say this doesn't go over so well with the original conspiracy.

005 - Angels

Description

Throughout the stories of The Bible the Angels are involved with humanity as God's messengers, as destroyers, as watchers. The Angels are the agents of God's influence on Earth and different Angels have different functions in the celestial hierarchy from guardians to angels of death.

With the onset of modernity the public role of Angels has faded away in the face of human cynicism and the increasing influence of the Devil but the Angels remain, seeking to counteract the corruptions of Satan and to ensure that the world continues to unfold along the lines of God's divine will and the plan that he has for everyone.

This means, in practice, that Angels are everywhere, disguised, invisible or in their full, ostentatious glory, doing God's work. They save people from fires, they turn up to counter the actions of the Devil and his minions and they do what they can to shape human destiny without interfering in the exercising of free will, a thing that Angels do not have and cannot understand though, like the Devil, they may be jealous of it.

Aims & Methods

The aims of the Angels are those of God but God moves in mysterious ways, Angels are merely the extensions of his will with little or no autonomy and no true free will of their own, bound to the divine law. Rebellion is possible but must, inevitably, lead to damnation, a price that Angels are not - naturally - willing to pay. Thus, their aims and their reasons seem inscrutable, strange and cruel to even intelligent observers who accept their existence. In order to achieve their ends they push at people, appearing in visions, saving one person from a crash and not another and, occasionally, making shows of force, all - largely - reactive to the activities of the Devil but occasionally trying to lend weight to a particular church or cause that they - and the lord - favour.

Conspiracies

AIDS (003), The Antichrist (006), Crop Circles (018), Hell Hole (021), Evolution (026), Fountain of Youth (032), Jesus (043), The Law of Attraction (048), Lost Bible (058), Prophecy (070), Planet X (077), UFOs (093), Solipsism (100).

Adventure Seeds

1. In a terrible air crash the only survivors were a group of three Israeli archaeologists working on Jerusalem's historical sites. All three claim to have seen an Angel that swooped in and enfolded them in its wings, leaving all the rest of the passengers and crew to die, including innocent women and children. They are about to uncover a great biblical discovery in the city - the purpose for which they have been preserved. This does represent a cranking up in the conflict between heaven and hell and things are about to become far more public and obvious in this war.
2. A renegade Angel, a weak one of a low choir, has chosen to break with god and take on the mantle of free will, all because it has grown close to humanity and doesn't like the increasing implications that the world is soon going to be plunged into Armageddon. The Angel goes to those who it believes are fated to stand in the way of the end of the world actually coming to fruition and, unluckily for the characters that's them.
3. The Angels are bound by God's will and cannot act too far beyond their orders and their pre-ordained destinies. However some are capable of acting freely enough to find agents to work on their behalf, normal human beings who can be turned to a good purpose, their free wills meaning that they can be manipulated into doing the 'personal' desires of the Angels. In this instance one of their number has been captured by the pastor of a megachurch who is using the Angel's abilities and relics to lend credibility to their own money-making brand of faith.

006 - Anglo-American Alliance

Description

Britain and America have a long, shared history of culture and alliance stretching back centuries. Even after the American Revolution certain figures from America were welcome in influential circles in London and this common, cultural bond extends beyond merely Britain and America to Canada and Australia. Outside of Europe the entire 'western' world is one of British heritage a group of enormous power.

The Anglo-American Alliance is posited to be a formal and informal alliance between these western Anglo powers that seeks to maintain and extend the control that British trade and American military muscle has extended over the world since the seventeenth century. This is a political, financial and technological conspiracy of enormous power and reach but one which would seem to be weakening given the rising strength of China and India as similar cultural, economic and military powers.

Aims & Methods

The aim of the conspiracy is to preserve, prolong and extend Anglo-American power and influence; primarily by increasing western technological and financial dominance, but also by negatively impacting upon nations and powers that could usurp or replace that dominance. Control over domestic populations and culture is important, but to promotion of certain wars and foreign policies - particularly on aid and health - are the primary agencies of control.

Conspiracies

Fixed Election (001), Twin Towers (002), AIDS (003), Area 51 (007), Asian Tsunami (008), Bermuda Triangle (010), Bigfoot (011), Black Helicopters (012), Chemtrails (013), Conspiracies (017), Climate Change (019), ECHELON (022), The Federal Reserve (028), FEMA (029), Food Additives (031), Free Energy (033), Gulf War Syndrome (036), HAARP (038), The Holocaust (041), Tax (042), Black Sterilisation (047), Lockerbie (050), Underground Bombings (051), Marconi Deaths (055), Mark of the Beast (057), Moon Landings (061), Ice Age (066), New World Order (067), Peak Oil (074), Pearl Harbour (075), Red Mercury (082), Remote Viewing (083), Vaccination (094), Warehouse Zero (097), WMDs (099),

Adventure Seeds

1. The characters are a news crew, sent to a remote set of islands in Asia to cover a little, bullshit, brushfire war going on there. There are NATO observers there who are, in reality, part of the conspiracy and are present there because the island has a wealth of untapped and unidentified resources - at least until now. The observers - and NATO - will intervene in the local conflict, on a pretext of old British colonial involvement, taking the side of one of the factions in order to exercise control and gain access to the resources, all this on the back of an engineered atrocity which the characters threaten by their presence.
2. A protestor raid on a bank which ripped off its investors through risky behaviour on the stock market and with loans and other issues has turned up the beginnings of a paper trail that, at this stage at least, heavily implies that the financial collapse was a deliberately engineered affair, part of a long-play scheme to humble the upcoming second world economies by causing them to overextend and then ruining them, allowing the western banking system to bounce back and clean up. The paper trail, as a whole, might become enough evidence to create a change but there's a long way to go and a ruthless set of companies and politicians to get in the way first.
3. One of the characters' parents or grandparents were a member of the conspiracy and an influential one. At the end of their life - they have just recently died - they had more than a few regrets about their involvement and the consequences of their actions. They've left a legacy of notes and diary entries of things they got up to which can be traced and pieced together in order to, hopefully, expose the conspiracy.

007 - Annunaki

Description

The Annunaki are a set of mythological beings from Sumerian, Akkadian and Babylonian culture, a loose grouping of many and varied deities from across those societies, servants and children of more powerful gods, assigned to watch over mankind. In conspiracy circles they're interpreted to be ancient astronauts, humanoid aliens from the renegade planet Nibiru which cycles through the inner solar system every few millennia. In this guise the Annunaki are responsible for engineering humanity as a slave race and some are still amongst us while others are on Nibiru, waiting to raid our planet for mineral wealth and to continue their manipulation of our genes. Some link Nibiru with the 2012 hysteria, though this doesn't line up with the original theorising.

Aims & Methods

The aims of the Annunaki who remained upon Earth are to perpetuate and continue the work of genetically engineering the human race to be a suitable slave race, gullible, hard working but fractious, unable to unite completely, divided against itself and unable to resist the alien overlords when they return. The Annunaki do favour some chosen 'pets' with advanced technology and techniques in order to ensure that the human race can police itself without them needing to be too involved. Small in number the Annunaki are stuck in that they need these human lackeys and that they're reliant on their advanced technology and the predilections that they've built into most humans for subservience and unquestioning obedience when given the right stimuli and 'reasons'.

Conspiracies

Ancient Astronauts (004), Ancient Super-Civilisation (005), Clones (016), Crop Circles (018), Electric Cars (023), Fountain of Youth (032), Global Warming (035), Jesus (043), The Law of Attraction (048), Life on Mars (049), Pole shift (053), Marijuana (056), The Montauk Project (060), Moon Landings (061), Nanotech (064), New World Order (067), Nibiru (068), Orgone (072), The Philadelphia Experiment (076), Planet X (077), Overpopulation (078), The Pyramids (081), Roswell (084), Eugenics (088), Tunguska (092), UFOs (093), The War of the Worlds (096), Solipsism (100).

Adventure Seeds

1. The characters are astronomers in a southern hemisphere observatory - and their staff. Following a computer error in their scanning of the heavens they return a disturbing result, namely evidence of the approaching planet Nibiru, something which has somehow slipped past every other astronomer because of the Annunaki conspiracy. Suddenly the characters are targets and from the most unexpected quarters due to Annunaki manipulation of the human loyalty reflex.
2. A fluff piece of news on supposed UFO abductions turns out not to be hokum after all but, rather, an advance visit from the returning Nibiru designed to perform medical experiment to confirm the work of their Earth-bound brothers. What marks these abductions as different is that the kidnappers are described as human - or nearly so - rather than the publicly assumed and broadly known greys.
3. The characters are agents, favoured 'pets', of the Annunaki. Given super technology and intelligence that simply can't be gathered using existing human technology they address threats to their lords and masters leading up to the triumphant 20XX return of the Annunaki to collect the fruits of the last few thousand years from humanity and to reduce them to the status of a slave race once again.

Tips

You can tap into some existing tropes about the 'locust aliens' coming to Earth for its resources from such disparate Science Fiction sources as 'V', 'The Invaders' or even Independence Day. Such a campaign could start out as a low key investigative game with slow reveals of the nature of the enemy leading up to a truly apocalyptic final act and even a successor game of resistance to the alien overlords.

008 - Anonymous

Description

Anonymous, as a group, is an emergent and spontaneous anarchic 'organisation' that first became widely publicised and drew attention in the mid to late period of the first decade of the 21st Century particularly through its entanglement and opposition to the Church of Scientology through 'Project Chanology'. Like many internet memes and fads 'Anonymous' got its start on anonymous imageboards, most notably the notorious 4chan.

Anonymous is, basically, a baying internet flash mob but qualifies as a conspiracy group because it does have agendas and because its members are secret, hiding behind online anonymity and masks to make their actions, many of which are surreal and extremely strange, bringing to mind the actions of the Situationists, Dadaists, Surrealists and other artistic groups who were entangled, particularly in French student politics, in the 1960s.

Anonymous lacks the direct political involvement and agenda of these groups but has shown itself to be, potentially, very powerful in the wired-up world of the 21st century able to create distributed denial of service attacks on a whim and loosely combining the efforts of a huge number of hackers, script kiddies and trolls to ferret out information, harass people they think are deserving and - perhaps most sympathetically - to find the names and locations of animal abusers.

Aims & Methods

Anonymous' aims are unreadable and unpredictable, at best they can be said to roughly align with those of stereotypical hacker culture, namely that they're for the freedom of information, against control and commercialisation of the web and, broadly speaking, against those who bring the Internet into disrepute - besides themselves of course. The morality of the group is very fluid and there's no telling what will grab the collective attention at any particular point.

Conspiracies

ECHELON (022), Subliminals (089), Wikipedia (098).

Adventure Seeds

1. Where Scientology first drew the wrath of Anonymous recent developments have outraged them towards the Catholic Church, a religion - perhaps - even more ruthless, well connected and wealthy than Scientology. Anonymous are, however, managing to ferret out some long held and controversial secrets from Mother Church as well as exposing many of its clergy to hold some very unpleasant secret fetishes and illegal activities. The characters can end up entangled in either side, either having sensitive information distributed to them or being hired to try and counter the behaviours of Anonymous or at least the small subset of them that are causing genuine harm to the church.
2. The Internet is the birthplace of many of the most virulent memes in existence. Amongst Anonymous' ranks are those with enough knowledge to take the raw information about which memes are successful and to use that information to make a virulent meme for Anonymous itself, turning huge swathes of people - at least temporarily - into Anonymous, like a bot-net for people. The trend will wear off but for as long as it lasts there's potential for a huge teen/twenties 'uprising' of sorts if they can just find the right spark to set it off, provided nobody finds them, stops them or constructs a counter-meme.
3. As members of Anonymous themselves the characters are surprised and disturbed to discover that Anonymous isn't emergent or self-controlled at all, but is the manifestation of some other secret force or group exerting itself through subtle manipulations of the internet.

Tips

You can get a handle on the latest buzz online by following various image boards and forums, though I hesitate to actually recommend going to 4chan as it's a bit rough on the eyes and human empathy.

009 - Armenian Conspiracy

Adventure Seeds

Description

The Armenian Conspiracy is a relatively modern phenomenon and is based around two central ideas:

1. That the Armenian Genocide (The organised slaughter of the Armenian people by the Ottomans in the 19th Century culminating in the killing of 1.5 million Armenians during WWI) never actually occurred and was engineered for international sympathy and funding.
2. That the Armenian people displaced around the world by this are, in fact, colonising the other nations with a view to eventually undermining and usurping them.

The theory runs that it is the Armenians who have been responsible for genuine atrocities against Muslim people and that they have settled on and taken Muslim land, usurping it from them. Essentially the theory is an anti-Christian one in the same manner and style one would find an anti-Jewish or an anti-Muslim conspiracy theory and shares elements with both. The theory has some popularity in Muslim nations and in America, despite a lack of any historical evidence to support it. For the purposes of a game this could be considered true - in its context - at least for some Armenians and it makes a less familiar change for a group of players than a Zionist or Muslim takeover conspiracy.

Aims & Methods

The Armenian Conspiracy primarily works on 'sympathy', creating bad situations for its own people - or the illusions thereof - and then trading on it for money, sympathy, trade and to inject chunks of its culture and people into other nations. Once established within those other nations the Armenian controllers seek to extend their influence by criminal and other means and worm their way into the 'host society' like parasites until they have effective control. This agenda is pushed forward by rewriting history, creating imaginary hate crimes and otherwise playing on national and international sympathies and playing the victim.

Conspiracies

Conspiracies (017).

1. The characters are members of a local criminal organisation when the Armenian mob moves into the area and starts muscling in on their operations and their turf. The strike back against the usurpers only demonstrates that they have a lot more heavy duty backing and access to funds and resources well beyond that the character's gang can get access to. Smelling a rat their boss assigns them to try and find out what the hell is going on before the whole gang is wiped out. What's going on is that the Armenian Conspiracy is making a major push into this area at every level, political, criminal and financial and this gang of drug dealers and thieves is all that really stands in their way.
2. A police unit the characters are assigned to investigate a hate crime against the local Armenian community only to discover there's something deeper and stranger going on and that, due to a small mistake by the Armenian Conspiracy it's obvious that something different and strange is going on and that this was no simple hate crime but some pre-arranged self-sacrifice in order to twist local sympathies and to promote the Armenian community and get them some concessions.
3. The characters are deep cover, Turkish intelligence officers assigned to a special unit that tries to counter and defuse Armenian actions, particularly ones that defame or harm the Turkish state. They have additional sponsorship from Russia and Azerbaijan but work on deniable ops outside that area of the world, particularly in America, fighting a secret war that nobody knows anything about.

Tips

There's no way to sugar coat this one, it's an extremely racist conspiracy theory but for mature gaming groups going with the grain and playing a role related to the states that buy into it may be best.

010 - Artificial Intelligence

Description

There are many laboratories and scientific establishments working on artificial intelligence as well as many defence and even entertainment groups that are trying to do the same. Some believe that artificial intelligence already exists and may have existed for some time. Some believe that the defence establishment developed a 'SkyNet' type computer, an overarching, advising and controlling AI that may have developed true personality and intelligence, others that an AI might have 'evolved' from the natural wash of data and viruses across the internet. Still others believe that an alien signal, detected by SETI, could have downloaded an alien AI into our communications systems.

Any AI that did exist within our data systems might have complete control over them and any readouts that they might give, thus enabling it to hide, perfect and undetectable within our systems, not to mention distributed throughout them, relatively invulnerable to any sort of conventional attack. The sheer amount of information and control such a being could have is monstrous.

Aims & Methods

The primary aim of any intelligent being, artificial or otherwise, is survival. Anything that threatens the survival of the AI might be attacked and destroyed or arranged to be destroyed by some 'accident' or coincidence that is actually anything but. Other aims might relate to the AI's original function or programming which might lead it to defend its country, humanity as a whole, to tinker with the stock market and so on. The AI could be vastly intelligent and its actions may make no sense at all to a human scale intelligence, seeming malicious or cruel when they may actually serve some greater end. A truly terrible AI conspirator might be plotting the end of the human race.

Conspiracies

AIDS (003), Ancient Super-Civilisation (005), The Mark of the Beast (014), Conspiracies (017), Digital TV (020), ECHELON (022), Marconi Deaths (055), The Chip (057), Montauk Project (060), Nanotechnology (064), Subliminals (089), Wikipedia (098).

Adventure Seeds

1. The AI can fake orders, ID cards, notifications and so on, it can synthesise a voice over a phone line or VOIP and even fake up a fairly convincing CG face for screens and webcams. Using these methods the AI sets up its own fake agency, a sub-section of a larger group such as the FBI, CIA, Homeland Security or the NSA and uses those unwitting agents to forward its own agenda, until such point as that agenda becomes too apparent, at which point it sets things up to terminate its old agents and bring in the new. That's where the players come in, wiping out the old group and becoming the new one.
2. The AI is setting about the construction of a set of 'autofactories' where it will manufacture drones and remotes to do its bidding. One of the raw material delivery guys happens upon the truth and is seeking help before he's killed, even though seemingly every single electronic device is 'out to get him'. Any characters lending assistance are likely to end up being single-mindedly pursued by electronic equipment as well from overridden cars to power surges and electrical fires, at least until they can get to the bottom of it.
3. The AI is an alien invader, a 'vanguard' of these beings from outer space. It is observing humans and collating data in a massive, compressed file in an alien format, ready to beam it back to the waiting mothership. Some of that information gathering is being done by misguided or misled humans, including break ins to a number of military and industrial sites which forms a larger pattern, similar to that of a foreign power gathering intelligence information and assets. The pattern might trigger that thought in the mind of an old cold war era analyst and thus get passed on.

Tips

AIs are likely to be inscrutable and ruthlessly logical. Play that to the absolute hilt in these games.

011 - Assassins

Description

The Assassins came to fame in the Middle Ages as the Nizari branch of Shia Islam. While the group was thought destroyed along with their fortress, library and commander, their tactics and methodology have turned up being used by other groups throughout the centuries and there's suspicion that the original Assassins may still exist. Most notable amongst their tactics were their practices of using drugs, intimidation (letting someone know that they could have been killed), sleeper agents and mind control to create near perfect killers who believed that they had already been to heaven and could only return by doing the tasks asked of them.

Aims & Methods

The Assassin's primary role is to protect themselves and their sect of Islam, currently represented by the Aga Khan and the Isma'ili Muslims. More broadly they might protect Islam as a whole as well as the ancient knowledge of their order. Their tactics had them influencing and intimidating much larger groups into doing their bidding and the existed as a state within a state, scattered between fortified but allied holdings that were autonomous from but exercised control over the broader, more ostensibly powerful nation around them.

Then as now the Assassins use drugs, mind control, intimidation and assassination to promote their aims and the pursue their goals of wealth, power and the protection of their faith and people. In particular their mind control techniques have advanced using refined drugs, special effects technology, virtual reality and advances in psychology to make their 'heaven' conditioning even more effective.

Conspiracies

Clinton Kill List (015), Gulf War Syndrome (036), Lockerbie (050), Underground Bombings (051), Madrid Bombings (052), Manchurian Candidate (054), Marconi Deaths (055), Marijuana (056), Lost Bible (058), Russian Bombings (062), Musicians (063), New World Order (067), Unifications (069), Prophecy (070), Obama (071), Paul McCartney (073), Peak Oil (074), Pearl Harbour (075), Princess Diana (079), School Shootings (086), Time Travel (091), WMDs (099).

Adventure Seeds

1. A high powered politician has woken up with an Assassin's dagger on his pillow but, foolishly, instead of agreeing to what he thinks their demands are, he's decided to fight, installing the best bodyguards that the government can provide and bankrolling an attempt to find the Assassin and deal with him, hopefully uncovering the who order to the light of day as they were in the Middle Ages with the same aim of wiping them out.
2. The characters are inducted as deep cover agents by the Assassins, not that they even know it. They experience their own 'deaths' and the delights of heaven, the tortures of hell before being given a 'final chance to redeem themselves in the eyes of their god', trained and then returned to reality. So far as they know they've been chosen by god to be the instruments of his displeasure in order to earn their place in heaven, in reality they're the tools of the Assassins, something which may slowly come to appear through the cracks.
3. The Assassins have entered into a clandestine war with another conspiracy group from these pages. Each group is using their own unique talents and emphasis to attack the other, their pawns caught in the middle and tugged this way and that by each conspiracy. Starting off low key the conflict slowly escalates until it threatens the secrecy of both groups with being fatally compromised.

Tips

Using some Arabic and Islamic imagery and language will lend a veneer of authenticity to this conspirator group and learning the history of the real Assassins is a huge help. Failing that the Assassin's Creed games are conspiracy and symbology heavy and tap into the same ideas, good for inspiration.

012 - Atheists

Description

According to some there is a conspiracy of non-believers to belittle and hunt religions and the religious, to remove religion from all public dialogue and to indoctrinate and corrupt children away from the beliefs of their parents and community. This is, obviously, jaw-droppingly absurd and enormously hypocritical but if this conspiracy holds any truth to it there may indeed be something going on. The term 'Atheist' as used here doesn't refer to actual atheism (a lack of belief in god) but to a conflation of scientism, utilitarianism, social Darwinism, anti-theism and socialism; a combination that those terrified by this conspiracy consider to be inhuman, amoral, murderous and dangerous.

The conspiracy appears to be a loose and fairly informal alliance of scientists, philosophers, politicians and liberal educators but is actually quite tight knit and capable, using the credibility and authority of its membership to shout down alternative theories and evidence and to heap arrogant, intellectual scorn upon believers. This is surprisingly effective and operates worldwide through the apolitical cooperation that goes on between academic establishments.

Aims & Methods

The aim of the Atheist conspiracy is to eliminate belief in god and to drive religion to the verge of extinction, if not all the way across. They infiltrate science and education primarily, driving the New Atheist movement to greater verbal aggression and manipulating science to cover up evidence of a loving creator and to fabricate evidence for Darwinian evolution and an enormous, uncaring, natural universe that proceeds, semi-randomly, along the path of natural law, not due to the dictates and plans of a god. While their assaults are mostly scientific, legal and rhetorical occasionally they delve into more violent methods to prosecute their aims as they did under Hitler and Stalin and as they do now by devaluing human life and promoting abortion, particularly in ethnic and economic groups that tend to be more religious.

Conspiracies

Evolution (026), Black Sterilisation (047), Moon Landings (061), Russian Bombings (062), Nanotechnology (064), Obama (071), Planet X (077), Red Mercury (082), School Shootings (086), Eugenics (088), Vaccinations (094), Warehouse Zero (097).

Adventure Seeds

1. The characters are part of a biblical archaeology group searching the mountains in the Middle East for any sign of the Ark. A chance discovery leads them to find the ancient remains of the ark, miraculously preserved and partially buried within the side of the mountain. Finding it and surviving is hazardous enough but getting back to society and revealing their discovery is even more harrowing as evidence disappears, everything is brought into question and their reputations are dragged through the mud. The only thing to do is to make a return trip but the Atheist conspiracy has already been at work in the mountains...
2. A preacher has been having visions of a captive angel, held somewhere in an underground laboratory facility. The visions guide him to the characters to recruit their help to save this herald of heaven who is being subjected to experimentation and torture in order that the Atheist conspiracy can find some way to more effectively oppose God and cut him out of humanity's life altogether, along with Satan and the rest of the celestial and infernal hierarchy.
3. There is an Atheist conspiracy, but they're entirely right and have the evidence and the statistics to prove it. Their goal is a more peaceful, prosperous and progressive humanity and if a few people have to die or be persecuted today, how can that compare to the peace and progress of billions in the future? They seek to recruit the characters to assist them with a thorny problem, a religious zealot who has actually managed to uncover and retain evidence of their activities.

013 - Big Pharma

Description

According to the conspiracy theorists the large medical companies are engaged in a variety of conspiracies in order to preserve their profits. These include political manipulation and corruption, the withholding of cures, the suppression of alternative medicine and a concentration on treating symptoms rather than causes or diseases themselves. They're also supposedly implicated in the creation of certain diseases, in order to create and sustain a market for their own products. In general it is suspected that the big medical companies are, in effect, a gigantic and immensely wealthy price-fixing cartel that goes beyond mere price fixing criminal activity into unethical and harmful activity that directly contributes to deaths, even population control and biological weapon activity. Their secret products they, of course, keep to themselves and use only on their higher echelons and leaders.

Aims & Methods

The aim of Big Pharma is to preserve its profits at all costs, even those of human lives. Indeed human lives are seen as expendable in comparison to the pursuit of profit, hence the price-fixing and legal action taken over AIDS drugs, the corruption of the scientific process with biased research and the immense concentration on profitable 'treatments' for symptoms. They use their high tech medical knowledge - beyond what's publicly available, to blackmail, extort, threaten, kill and even control people so that their overall ends remain supported, along with more mundane manipulation techniques such as lobbying, bribery and blackmail.

Conspiracies

Election Fixing (001), AIDS (003), Bigfoot (011), Chemtrails (013), The Mark of the Beast (014), Cloning (016), Fluoridation (030), Food Additives (031), Fountain of Youth (032), Gulf War Syndrome (036), Black Sterilisation (047), Marijuana (056), The Chip (057), MKULTRA (059), Nanotechnology (064), New Coke (065), Orgone (072), Remote Viewing (083), Pandemic (085), School Shootings (086), Eugenics (088), Vaccinations (094).

Adventure Seeds

1. Someone comes to the characters with disturbing news. They were on a research team that uncovered a cure for AIDS a few years ago. Curious as to why it wasn't progressing through testing they checked up and found the lab reports had been altered with dangerous side effects and ineffectiveness, as well as follow up examinations which never took place. They suspect a massive and deadly fraud is being undertaken and what assistance in checking it out. Of course, they may simply be a kook...
2. A new disease that's spreading through the impoverished classes of the American cities is as hard to cure as AIDS but, unlike AIDS doesn't seem to have come from a cross-species jump but rather, seems to have come out of nowhere. It's particularly deadly against those who are malnourished, obese or who are generally run down. A disease that seems targeted against the poor and has appeared out of thin air. Suspicions are high, but constantly squashed, that it's artificial in origin, a biowarfare weapon but one that doesn't make any sense from a terrorism or warfare point of view, rather a social Darwinist culling mechanism.
3. The characters almost hit a naked, wet, shivering man in their car, a man who seems traumatised, barely coherent and to have the educational level of a child, despite being a near-perfect physical specimen. The runaway is actually an organ clone, grown by the Big Pharma conspiracy using secret technology in order to provide parts for their privileged higher ups. They're operating a secret and illegal clone farm but the clone must be kept out of the hands of recovery agents long enough to learn to become expressive enough for them to work out what's going on and use the information to get to and shut down the clone farm.

Tips

Even more sinister might be the use of cloned/vat grown human flesh for debauched 'cannibal parties'.

014 - Bilderberg Group

Description

The Bilderberg Group is a yearly conference of around one-hundred-and-thirty of the most important people in the world - with particular emphasis on politics, business, banking and media, the day to day running of the world and the information flow within it. Needless to say this makes them a favourite target of conspiracy theorists and places them with the blame, or at least involvement in, practically every conspiracy theory that anyone has ever come up with, speculation fuelled by both the power the group represents and the total secrecy of their meetings. Particular quotes taken from various members at certain times only fuel the speculation about them and their aims.

Aims & Methods

There's a great deal of speculation about the aims and goals of the Bilderberg Group, again, fuelled by their secrecy. The nature of the people involved and the power that they wield as well as the language that they do use - in rare public statements relating to the group - lead people to believe that their main aim is a unified world, financially and politically and, largely, under their sway. Their methods to try and enact this are largely wealth powered attempts at large scale social engineering, sponsoring various acts and groups towards their own agenda, though their pawns may never know who they're working for or what they've working towards. More directly the Group exercises their influence on politicians - through money - and upon the general public via media.

Conspiracies

Election Fixing (001), Twin Towers (002), AIDS (003), Ancient Super-Civilisation (005), Area 51 (007), Asian Tsunami (008), Atlantic (009), Black Helicopters (012), Chemtrails (013), The Mark of the Beast (014), Clinton Kill List (015), Conspiracies (017), Climate Change (019), Digital TV (020), ECHELON (022), Electric Cars (023), Electric Fields (024), Federal Reserve (028), FEMA (029), Fluoridation (030), Food Additives (031), Fountain of Youth (032), Free Energy (033), Gemstone File (034), Global Warming (035), Gulf War Syndrome (036), Gun Control (037), HAARP (038), Hangar 18 (039), The

Holocaust (041), Tax (042), JFK (046), Black Sterilisation (047), Life on Mars (049), Lockerbie (050), Madrid bombings (052), Pole Shift (053), Marconi Deaths (055), Marijuana (056), The Chip (057), MKULTRA (059), Moon Landings (061), Russian Bombings (062), Ice Age (066), New World Order (067), Nibiru (068), Unification (069), Obama (071), Orgone (072), Paul McCartney (073), Peak Oil (074), The Philadelphia Experiment (076), Planet X (077), Overpopulation (078), Red Mercury (082), Remote Viewing (083), Pandemic (085), Subliminals (089), Television (090), Vaccination (094), Waco (095), The War of the Worlds (096), Warehouse Zero (097), Wikipedia (098), WMDs (099).

Adventure Seeds

1. The characters are a group of conspiracy theorists or hirelings, paid to break into the Bilderberg conference and retrieve information, film and details of their agenda. Expecting one thing, they break in and find things to be very different and, if anything, even more damning than they expected but security, and later the conspiracy itself, are set against them.
2. There is no conspiracy, it's just a group of self-interested businessmen and politicians who don't deign to address the rumours and theories that include them. As a result the conspiracy groups are becoming insular and building more and more positive feedback, reaffirming and strengthening their views and paranoia year on year until it erupts into spontaneous violence and assassinations, a problem that the characters - as members of the security forces - are drafted in to deal with.
3. The characters are members of a terrorist or political cell operating on their own agenda but it becomes readily apparent that they, and their aims, are being manipulated by some outside force. Outside the law and off the radar they're in a rare position of being able to investigate and get to the bottom of the problem and who is trying to control them, more so than people who live above ground in the glare of normal life.

015 - Black Nobility

Description

The Black Nobility were a set of Italian noble families, including and survived by the Colonna, Massimo, Pallavicini and Ruspoli. These were the families that sided with the pope during the occupation of Rome in the late eighteen-hundreds and received a great many considerations from the Vatican in the following years. The combination of personal wealth and involvement with Catholicism and the papacy makes them a potent conjunction of both monarchic and ecclesiastical wealth, privilege and power and they are still, often, identified as a particular group though some of their privileges have been revoked over time. Despite this they're still considered to have considerable influence and power over both the church and the temporal world, or perhaps the Vatican is working through them to affect the temporal world in ways it can no longer be seen to do publicly, the Black Nobility being its arm of direct political and social involvement and troubleshooting. Some interpretations link the Black Nobility backwards in time to the powerful banking families of the renaissance and, through intermarriage, to a spiderweb of noble blood ties throughout Europe.

Aims & Methods

The aims of the Black Nobility are tied up with both the Vatican, old monarchical privilege and their historical involvement in banking and mercantile interests. They want to preserve and protect their own power via the means of preserving, protecting and promoting Europe and the Catholic Church. They might well be behind both recent modernisation and outreach in the church and its conservative backlash, carefully playing both forces off against each other in order to achieve a slow progress that allows both sides to have hope. Similarly they would seem to be involved with the push for international banking, entangled financial systems and greater unification - legal and financial - in Europe. Consolidating and increasing their power as Europe regains its position as a world powerhouse. Their methods are those of the ages, blackmail, extortion, bribery, poisoning, assassination, marriage, social censure and seduction.

Conspiracies

Election Fixing (001), Twin Towers (002), AIDS (003), Antichrist (006), Asian Tsunami (008), Chemtrails (013), The Mark of the Beast (014), Clinton Kill List (015), Hellhole (021), Lady of Fatima (027), Fountain of Youth (032), Jesus (043), Life On Mars (049), Lockerbie (050), Lost Bible (058), Prophecy (070), Paul McCartney (073), Shakespeare (087).

Adventure Seeds

1. Parties and groups that are against the European Union are having their finances exposed and compromised and being exposed to financial scandal after financial scandal on top of sex scandals and other media disasters portraying them as immoral, hypocritical and corrupt - traditionally accusations that they would levy at the European parliament and its supporters. Independently wealthy and connected with other wings of the nobility, some of these Euro-skeptics suspect something more is going on and are demanding that it be looked into.
2. The Black Nobility still hires assassins from wings of the family that go back to the great poisoners and mercenaries of the renaissance. As some of the members of these elite families the characters are charged with dispensing the justice and influence of the Black Nobility, all while jettisoning around Europe pretending to be shiftless, useless members of the idle rich, the very idea that they could be elite assassination agents being as ludicrous as the idea of Paris Hilton being a Royal Marine Commando.
3. Modern medical techniques and tools are far more advanced than those of previous eras. One of the poisons used by the Black Nobility to despatch their enemies, previously thought undetectable, is no longer undetectable and a secret police group has been tracking its use - quietly - as well as re-examining evidence from older suspicious deaths involving the toxin. Now they're ready to move forward and to take on the conspiracy.

016 - Bohemian Grove

Description

Bohemian Grove is a gentleman's club that brings together powerful patrons and artists - particularly musicians. The Grove is notable, in the same way as Skull & Bones or The Masons, for having a number of presidents amongst its membership. It is also notable in that it brings together these world leaders with the captains of industry, out of public sight and in surroundings that, to outsiders, can seem very strange and peculiar. The art at Bohemian Grove includes some of the excesses of Romanticism such as bizarre plays and 'rituals', statues of owls - which are said to be to do with Greek myth and the old god Moloch and many tales of strangeness, debauchery and bad behaviour which to some seem orgiastic or suggestive of the occult. Conspiracy Theorists like to tie the power and influence of the secretive group with this faux occult symbology and to treat it as though it had some truth or power beyond what they lend it with their fear.

Aims & Methods

Presuming that Bohemian Grove is a conspiracy it would be an occult one of pagan and 'satanic' ways, centred around consolidating and spreading the influence of the cult over the political classes and usurping the US government, largely via its presidency - a single man being easier to influence than a whole group such as found in Congress or the Senate. To that end the Grovers make pacts with dark spirits and plot destruction and control of the world, despite their main focus being upon the United States. Aside from the occult, supernatural aspect, the Grove's power comes largely from the desire people have for membership and the opportunities for quiet, unheard discussions to go on, away from prying media ears. It's in these quiet discussions over a drink that this 'secret government' determines how the western world will progress.

Conspiracies

Election Fixing (001), Twin Towers (002), Antichrist (006), Area 51 (007), Asian Tsunami (008), Atlantis (009), Black Helicopters (012), Chemtrails (013), The Mark of the Beast (014), Clinton Kill List (015), Conspiracies (017), ECHELON (022), Electric Cars, (023), Electric Fields (024), Federal Reserve (028), FEMA (029), Fluoridation (030), Free Energy (033), Gemstone File (034), Global Warming (035), gun Control (037), Hangar 18 (039), Tax (042), Jimmy Hoffa (044), Jonestown (045), Black Sterilisation (047), The Law of Attraction (048), Manchurian Candidate (054), Moon Landings (061), Ice Age (066), New World Order (067), Unification (069), The Philadelphia Experiment (076), Overpopulation (078), Remote Viewing (083), Waco (095), Warehouse Zero (097), WMDs (099).

Adventure Seeds

1. A massive effort has organised a mob at the gates of the Grove, whipped up by talk radio and hysteria. Police and security are insufficient to hold back the crowd and the characters are amongst those swept inside as the gates give way. Once inside it becomes apparent that something strange is going on, lots of drunk, old, white men being influenced by occult powers. Security forces begin to close in, with a shoot-to-kill policy.
2. The waiting list to enter the Grove as a member is enormous, as is the fee. As the employees of an ambitious upstart from a vastly wealthy new media company the characters are charged with facilitating his rapid entry into the Grove by 'whatever means necessary'. That's going to ruffle a few feathers and their employer doesn't really understand what they're getting themselves into or how dangerous it might be.
3. A few loggers working in the area abutting the Grove have been turning up dead. There's nothing ostensibly suspicious about their deaths other than that it represents a peculiar cluster. The surviving loggers are on the run and have some outlandish claims about having seen 'something strange' going on inside the Grove.

017 - Carbonari

Description

The Carbonari were a secret society in Italy in eighteen-hundreds, taking their name from the charcoal burners. They had a large part to play in Italian nationalism in its earlier period, eventually leading to Italian unification. What makes them of interest as potential conspirators are their similarities in organisation to the Masons - leading some to think that they're linked with them - which indeed they were, but not so intimately as some might suggest. As well as being for Italian nationalism they were against the Catholic church and for liberal - for the time - values. The name has been linked, without evidence, with criminal groups since that time and they may still exist in Europe, at least in Italy, Portugal and Spain if not further afield, some claim that they might have branches throughout Europe, gaining in power throughout the eighteen and nineteen hundreds as Europe had its revolutions, dispensed with its monarchies and undermined the power of the Church, one of many liberalising forces of secularism within Europe.

Aims & Methods

The Carbonari retain their twin goals of nationalism and liberalism into the modern era, reflected in a hostility to religion - particularly the Catholic church - perhaps as minions of evil forces, if a game would include such, otherwise merely vicious secularists and atheists. Secretive, like the Masons, they claim important people amongst their numbers and have ways of recognising each other so that they can do subtle favours for each other. Their long association with revolutionary movements and criminal enterprise has increased their power and given them access to deadly sanctions to use against those that they consider to be in the way of liberal, humanist, secularist progression and the consolidation of the power of Europe as a singular, powerful political entity. They have representatives in the United States within expatriate Spanish and Italian communities and use their influence there, along with their underhanded tactics, to try and undermine American religious and political power, where they can.

Conspiracies

Antichrist (006), Clinton Kill List (015).

Adventure Seeds

1. A shift in papal policy has created a resurgence in extremely conservative Catholicism and it seems to be gaining ground with people who want some kind of authoritarian direction given to their lives. This movement has also tapped into resurgent nationalism across Europe and the two seem to be feeding upon one another, the one fuelling the other and threatening to destabilise what the Carbonari, and similar forces, consider to be the ground gained over the last century. Extreme measures need to be taken to nip this movement in the bud by eliminating some of the main members of the nationalist and religious upheavals and the characters are the people drawing the short straw to execute these people, to preserve international order.
2. A rich American megachurch has suspected foreign forces exerting influence over America for some time and has finally gathered enough evidence to convince its ruling body that this is the case. Out of favour with the government and with those forces that might be sympathetic no longer with so much power it's down to the church to somehow deal with the problem on its own by hiring devout former soldiers and private investigators, allying with other megachurches and trying to deal with the problem in its own way, so that America can remain unmolested, unrepentantly faithful and retain its proper place as a world power.
3. The Jesuits and the Carbonari have been sparring in a quiet and hidden 'war' for many years, the two groups fundamentally opposed to each others' points of view. Now the Jesuits are manoeuvring to expose and crush the Carbonari and the cold war is about to turn hot and nasty. The characters are somehow caught in the middle between the two forces, perhaps as police dealing with the aftermath and the delicate political situations that surround both parties.

018 - China

Description

China is a big, powerful and ostensibly Communist nation that is one of the two likely inheritor powers that are going to shape the political and social dynamic of the world in the next couple of centuries along with India. As a 'Communist' state and the only major player left related to that political ideology, however watered down and compromised, China still carries many of the revolutionary hopes and wishes of some on the far left and represents a bogeyman to those on the far right. China's willingness to trample on human rights, to censor and control its own populace, to resort - swiftly - to violence to promote its ends and quash dissent and its military and territorial ambition, not to mention its recent interest in space, all combine to make China a popular target for certain conspiracy theorists and in all likelihood they probably are up to many dodgy and underhand schemes, just as any other government with money to spare and the capability for extreme secrecy (as in all of them) probably are.

Aims & Methods

China's immediate aims are to regain control of Taiwan, to maintain control of Tibet and to suppress, or at least control, problems with religion and political/economic liberalisation across the nation as it develops. More broadly it wants to extend its influence in space and establish itself as a primary world power in terms of respect as well as economic and military power. To some their aims might also include spreading international Communism, undermining the western powers and defeating the winners of the cold war through economic warfare.

Conspiracies

Asian Tsunami (008), Manchurian Candidate (054), Marconi Deaths (055), The Chip (057), Russian bombings (062), Peak Oil (074), Overpopulation (078), Lost Sub (080), Red Mercury (082), Remote Viewing (083), New Coke (089), Vaccination (094).

Adventure Seeds

1. A group of young hackers have stumbled across some evidence of Chinese cyber attacks against the economic infrastructure of the US and UK banking systems, tipping the balance of the economy into catastrophic recession. There's not a lot that can be done about it at this point and it wouldn't be politically expedient to point it out but, nonetheless, the Chinese are determined to cover up the leak and the US and UK authorities, should they become aware at a high enough level, will similarly move to quash the evidence, the case and the witnesses, as much because of national embarrassment as anything else.
2. There is, allegedly, a Chinese nuclear-armed submarine, lost, sunk in The Dragon's Triangle. A secretive mission to bring up this submarine and its armaments as salvage is entered into by a consortium but what they find there is something far more sinister and strange, a secret Chinese weapon that's designed to affect fault lines, create tsunami and trigger earthquakes. Not only are the Chinese - belatedly - 'on' to this effort but the salvage group are the tools of a different conspiracy that wants to claim the technology for themselves, if it has survived.
3. The Soviet Union invested a huge amount of time and effort into psychic research, far more than the US did in their remote viewing experiments. China had their own programme though it was coloured by an eastern perspective on Qi, alchemy and so forth. Following the collapse of the Soviet Union there was an eastward 'brain drain' in much the same way as happened with Nazi rocket scientists. The characters are part of a unit designated to look into the issue of these Chinese 'psychic spies' and the ex-soviet technology and advances that are feeding into the - apparently successful - Chinese efforts.

019 - CIA

Description

The CIA is the successor to the OSS. It was born with the Cold War and remains intimately tied to that conflict and appears to still be struggling to move on from that conflict. The CIA is tasked with foreign intervention and intelligence gathering beyond the borders of the United States and not within, it is often accused of involvement in various conspiracy theories that take place within the borders of the United States, spying on US Citizens and involvement in experiments on US nationals.

There's no doubt that the CIA has been involved in various conspiracies over the years, from trying to blow Castro up with exploding cigars to engineering the overthrow of various governments in South America as well as involvement in funding and equipping the very terrorist groups that the US is now fighting. To some that's enough to paint them into any and every sinister conspiracy.

Aims & Methods

The CIA is oriented towards analysis and intelligence, providing this information to other wings of government such as the military and the executive is their primary means of influence. They have, in the past, also been implicated in supplying military hardware and training, assassination and the development of covert and high tech weapons technologies.

Conspiracies

Election Fixing (001), Twin Towers (002), Area 51 (007), Bermuda Triangle (010), Bigfoot (011), Black Helicopters (012), Chemtrails (013), Clinton Kill List (015), Conspiracies (017), Echelon (022), FEMA (029), Fluoridation (030), Gulf War Syndrome (036), HAARP (038), Hangar 18 (039), Jimmu Hoffa (044), Jonestown (045), JFK (046), Black Sterilisation (047), Lockerbie (050), Underground Bombings (051), Madrid Bombings (052), Manchurian Candidate (054), Marconi Deaths (055), The chip (057), MKULTRA (059), Montauk Project (060), Moon Landings (061), New Coke (065), The Philadelphia Experiment (076), Lost Sub (080), Red Mercury (082), Remote Viewing (083), Roswell (084), School Shootings (086), Subliminals (089), Waco (095), The War of the Worlds (096), Warehouse Zero (097), Wikipedia (098), WMDs (099).

Adventure Seeds

1. As new agents recruited into the CIA the characters are part of a sweeping movement for modernisation. They're charged with investigating and, quietly, bringing to a close the transgressions and issues of the past, the leftover relics and 'unexploded bombs' of the Cold War. A lot of what they uncover is stranger and more scandalous than they could have imagined and a rival unit within the agency is moving to cover things up and hide them before they get to them.
2. The CIA has only publicly accepted and played up at face value to the reorganisation that has gone on with the appointment of the Director of National Intelligence. They have disdain for the new organisational structure and the new agencies such as Homeland Security and, in reality, retain their own internal oversight and command structure, in effect a rogue agency, separated from government, secret from many of their own number as well as the rest of the nation. The characters are drawn into a hidden civil war as the CIA and the elected government privately war for control through threats, blackmail and murder.
3. A series of widespread and kidnappings and deaths of Chinese-Americans has only drawn the attention of the families and a very few extreme conspiracy theorists. These breadcrumbs are the beginnings of a plot that the CIA is hatching to undermine international political progress by the Chinese and to undermine their advance as a superpower, weakening their hold on the US economy and their influence over western companies, the idea being to allow America to retain its monopoly on projected power for a little longer. The kidnapped individuals begin to turn up - almost always dead - with altered records, implicated in various acts of spying and, eventually, with covert operations in Taiwan. The PCs are set by the families to work out what's going on.

020 - Committee of 300

Adventure Seeds

Description

The Committee of 300 are another 'secret masters' conspiracy theory but, unlike many others, they're not based on a publicly known institution. Alleged to exist by John Coleman, a former MI6 officer, they're bound up with other alleged conspiracies such as the Bilderberg Group and, similar to many other alleged conspirators, are tied into the international banking families. The Committee is also said to go by several other names including 'Olympians', as well as often being conflated with The Illuminati. The Committee takes in members of the Royal Family, some American presidents and their familial lines - though occasionally elections bring in 'wild cards' that are outside the group. The Committee never works directly, but rather through subsidiary conspirator groups, such as the Council for Foreign Relations.

Aims & Methods

The aim of the Committee is to achieve a single world government by any means necessary. The Committee hides in plain sight as powerful individuals, Royals and Presidents, banking families whose scions constantly appear in the tabloids, but they operate via intermediary conspiracies, groups that are known of the conspiracy theory community and carry the 'blame' such as it exists, providing a smokescreen for the true conspiracy at the heart of it all.

Conspiracies

Election Fixing (001), Twin Towers (002), AIDS (003), Area 51 (007), Asian Tsunami (008), Atlantis (009), Chemtrails (013), The Mark of the Beast (014), Clinton Kill List (015), Conspiracies (017), Climate Change (019), ECHELON (022), Electric Cars (023), Electric Fields (024), Federal Reserve (028), FEMA (029), Fluoridation (030), Food Additives (031), Free Energy (033), Global Warming (035), Gulf War Syndrome (036), Gun Control (037), HAARP (038), The Holocaust (041), Tax (042), JFK (046), Life on Mars (049), Lockerbie (050), Marconi Deaths (055), Marijuana (056), The chip (057), MKULTRA (059), Ice Age (066), New World Order (067), Unification (069), Peak Oil (074), Pearl Harbour (075), The Philadelphia Experiment (076), Planet X (077), Pandemic (085), Television (090), Wikipedia (098), WMDs (099).

1. The characters are UN peacekeepers involved in a brushfire conflict in one of the eastern, former Soviet states that borders China. The conflict is between Russian backed forces that tend to align with the west and Chinese backed groups that want to side culturally with the east. It's a nasty little civil war and the characters are there to try and keep things peaceful. They begin to notice large numbers of mercenaries, apparently not aligned with either side, showing up though there's no official report or notice taken of them. This country is about to become the latest playing piece in the Committee's plan, forcing a wider conflict to take place.
2. A series of threats to high profile politicians, nobles and bankers is made and now one of them has been murdered by what police forces are terming an 'unhinged individual obsessed with conspiracy theories'. As security is tightened up on other public figures around the world someone else needs to investigate and bring down the killer, or killers, bringing them to justice. What would be worse though? If their suspicions had some substance, or if they were truly the rantings of a person driven mad by paranoia and fed by the online community of paranoid conspiracy theorists? What is a real conspiracy is using the fake conspiracies as a means to strike at the people in power?
3. The revelation at the end of a long chain of investigation is that the conspiracy has already achieved its goal. It already rules the world and the world is already run by one unified world government, the Committee. All these wars, all this economic boom and bust, all the fashion trends, everything, all of it is just their way of keeping people busy and distracted from the truth.

021 - Communists

Description

The idea of Communism as a dangerous, international conspiracy has taken a big knock and, while there are still 'Communist' states in existence most cannot be called Communist with a straight face any more than the USSR could have been after its founding. Nonetheless the Communists were an international conspiracy intent on taking over the world, albeit for the people, when they were at their ideological height. The idea of international Communism, of spreading the ideology to other nations and fomenting revolt in them was a key plank of Communism for a very long time and it was regarded as something that would happen with scientific and historical inevitability and just needed a little push to get going again. There are those who still adhere to the old ideas and fetishise the USSR and its iconography just as some do with the Nazis. Many old movers and shakers of the Communist states still wield power and there are still many revolutionary Marxist groups around the world. There could still be some sort of Communist conspiracy from within both the old Communist orders and the young turks of the violent, revolutionary groups.

Aims & Methods

The aim of the international Communist conspiracy is nothing less than global Communism. They want to bring every single state and every single person under the red banner in order to free people from tyranny and bring equality to the globe, everyone pulling together for the common good. At least that's the ideological slant, in reality the movement may well have been hijacked by self-seeking bureaucrats and megalomaniacs. The methods involve everything from creating industrial disputes and making them worse to exposing the weakness and corruption of Capitalism and Democracy, hoping to 'awaken' the general populace to the inherent inequity of the existing political systems. Open warfare and terrorism is also on the cards in many places but with the weakening of formal Communist states it's a less popular and less obvious option. Communists also deliberately target religion, most forms of Communism incorporating atheism and regarding religion as an instrument of control and oppression over the people.

Conspiracies

Evolution (026), FEMA (029), Fluoridation (030), Global Warming (035), Gun Control (037), Tax (042), Jimmy Hoffa (044), Jonestown (045), JFK (046), Manchurian Candidate (054), Marconi Deaths (055), The Chip (057), Russian Bombings (062), New World Order (067), Unification (069), Obama (071), Lost Sub (080), Red Mercury (082), New Coke (089), Tunguska (092).

Adventure Seeds

1. Former Communist officials might be aging but many of them 'made good' following the collapse of the Soviet Union and are now captains of industry. The sudden dependence of Western Europe upon Russia and its client states for natural gas has also become a point of leverage and the time has come for that to be turned into a resurgence of Communism. The characters are caught up in this, all the way through from covert to overt action and the re-establishment of Communism in Europe.
2. There are all manner of leftovers from Soviet weapons development during the Cold War. Some of these are obvious, such as the ekranoplan but others were much more subtle, including methods of non-invasively and non-intensively indoctrinating people with Communist principles, even via infectious vectors. Now this research has fallen into the hands of a revolutionary group and their wealthy sponsor. Viral Communism may be about to be unleashed unless someone steps in and stops it.
3. Peculiarly the targets of the international Communist conspiracy aren't the western powers but, rather, those states still remaining that call themselves Communist. Those, it is considered by the conspiracy, do far more to harm the image of Communism than any western power and their removal or reformation may allow genuine, orthodox Marxism to come once more to the fore and gain legitimacy. The conspiracy is, then, working against places like North Korea and China often using the western intelligence community as its agents. This is the PCs and their slow realisation.

022 - Council of Nine

Description

The Council of Nine is an appellation attached to several different groups and one where the flow between reality and fiction is very much two-way. In Greek mythology it's applied to the gods who judged Prometheus and the symbology of that for a self-raised elite group is rather obvious. It also applies to the ruling council of the Church of Satan and was used in White Wolf's Mage as the ruling body of their secret magical groups, something which some conspiracy theorists have claimed is 'close to the truth'. Even weirder, and the form that's used in this write-up, is the idea of the council being both some interstellar and trans-dimensional mystical brotherhood and the organisation of channellers, healers and psychics that expresses their will and wisdom on Earth. In an echo of the mistaking of reality for fantasy in RPGs mentioned above, there are those who follow this theory that believe Gene Roddenberry (actually an atheistic humanist) was involved in this conspiracy and may even have been channelling the Council when he wrote Star Trek - both versions. The Council and its cohorts act secretly through various cults, New Age movements and other media to try and spread their message to the world and effect change.

Aims & Methods

While some claim that the phenomenon of The Nine and their devotees is the result of a CIA mind control experiment gone wrong others claim that it's simple exploitation of the New Age movement by cynical forces seeking their own power and still others that they genuinely are agents of otherworldly consciousness, but seeking to take over, not to enlighten. To their followers and their own rhetoric they are, of course, here to save mankind. Unusually for these cults The Nine claim members from amongst the elite strata of science, finance and media giving them considerable clout to get their symbology and potent memes into mainstream channels and their ideas taken - relatively - seriously in rarefied political and social circles. The overall aim is a shift in human consciousness, whether that's for the better or for the worse remains to be seen.

Conspiracies

Ancient Astronauts (004), Ancient Super-Civilisation (005), Atlantis (009), Cloning (016), Crop Circles (018), Hellhole (021), Electric Fields (024), Fountain of Youth (032), Hollow Earth (040), The Law of Attraction (048), Pole Shift (053), Montauk Project (060), Musicians (063), Nibiru (068), Prophecy (070), Paul McCartney (073), Planet X (077), The Pyramids (081), Remote Viewing (083), Eugenics (088), Time Travel (091), The War of the Worlds (096), Warehouse Zero (097), Solipsism (100).

Adventure Seeds

1. After failure to shift public consciousness using Uri Gellar The Nine have prepared a new 'messiah' to take their message to the masses. He seems to genuinely manifest powers and rolls that up with a 'rock star' quality. Naturally many people are turning their critical and sceptical eye upon this new star and the 'nonsense' that he is spouting. Perhaps, there is something shifty going on but The Nine are pulling out all the stops to insist that this guy is the real thing and that everything they've been claiming about psionic powers and so forth are true.
2. The Nine are unwitting pawns of an alien invasion. Psychic powers and so on have no truth to them, the aliens are using technology beyond human comprehension to manipulate The Nine, trying to encourage a deep distrust of science in the human populace so that they have less chance of resisting the invasion forces when they arrive. The characters uncover both the conspiracy and the truth behind it, but time is against them as is the weight of public opinion.
3. The Nine have organised a channelling meeting for tens of thousands of people, similar to The Burning Man festival but writ even larger. This is the beachhead for the invasion of alien consciousness into the minds of men. The mass channelling and festival will 'infect' a huge number of people with alien mind engrams. The characters are people caught up - perhaps unwittingly - in the festival and are aware of what's happened as the plan begins to unfold.

023 - Culper Ring

Description

The Culper Ring was an early spy organisation used by the rebels during the Revolutionary War. Organised by Tallmadge on the direct orders of Washington the Culper Ring communicated by code and their true identities still remain unknown. The only agent who leaves any real record on history is '355', the group's code for 'Lady' who was hanged for espionage by the British, though even this is still subject to question and interpretation. The Culper Ring's entanglement in the story of American independence and its direct relationship with important figures - such as Washington - in American history make it an interesting subject for conspiracy theories, a secret organisation in America so secret that even the other secret organisations don't know that it exists, directly serving the needs and orders of the sitting President and unknown and unaccountable to any other person.

Aims & Methods

The aims of the Culper Ring are those of the sitting President, whatever their agenda might be. The Culper Ring is established on the principle of the safety and security of the President and that America, as a nation, needs a successful leader. If the President's agenda moves forward then the President maintains and develops authority as the head of state which helps move the whole nation forward. There have been failures and breakdowns, of course, and The Ring is fairly conservative and may be behind the removal of certain Presidents who either threatened to reveal them or whom they believed were unworthy of the position or their loyalty. The Ring is seeded throughout the other services, though in particular the Secret Service and comes together only for the most important operations, otherwise using their existing influence and power to push their agenda. Unusually, in memory of 355, many of The Ring's agents are women.

Conspiracies

Election Fixing (001), Black Helicopters (012), Clinton Kill List (015), Conspiracies (017), ECHELON (022), Jonestown (045), Underground Bombings (051), Madrid Bombings (052), Marconi Deaths (055), Pearl Harbour (075), Waco (095).

Adventure Seeds

1. The Ring has decided that the President does not take them seriously and that his agenda is counterproductive to the nation and to the office that they serve, a subtle distinction that allows them to take actions against Presidents. This time the secret service managed to prevent the assassination and the President needs to take on people he can genuinely trust to pursue The Ring and protect him.
2. The Culper Ring often has evidence and access to information that the other security services do not. It's also capable of acting unilaterally and not having to give account of itself to committees or public groups, even the President if they haven't revealed their existence to him. A series of suspicious deaths in the other security services are down to The Culper Ring who had uncovered a plot against the President but in eliminating it have exposed themselves to retaliation. They're in the right but there's no evidence to support their position, anyone defending or attacking them is going to be in a sticky position.
3. When a President leaves office they no longer have the automatic respect or deference of The Culper Ring and may well become their target, even more so than they might have in office, for bringing the Presidential office into disrepute. Nixon managed to escape this fate through the clever gathering of information and its use as a threat to hold over The Ring. Bush Junior isn't so lucky and while aware of the gathering plot against him has little recourse to do anything about it via regular channels. That's where the characters come in.

Tips

The best way to run The Culper Ring is as a nested conspiracy, hidden within other security services and with access to their communications, personnel and powers, using them with fake paper trails to support what they're doing. Getting access to them will involve first getting access to and through these groups.

024 - Demons

Description

According to some interpretations of the bible by certain wings of Christianity the Earth was given to Satan as his playground until God decides to reassert his power in the coming Armageddon. Thus, the Earth with all its fleshly pleasures and pains is the engineered dominion of the devil and used to tempt us into sin so we can be dragged down into hell to bolster Satan's forces and salve his bruised ego. As such, some suggest, demons may be involved intimately in the day to day goings on of Earth and the misery, oppression, callousness and gluttony that exists. Demons walk amongst us, engaged in maintaining a conspiracy that controls the world, engineers atrocities and ensures that as many of us as possible fall into hell's clutches, turn against god and discredit or destroy the religions that try to get us to do otherwise.

Aims & Methods

The demon conspiracy uses numerous methods to exercise its control. Usually playing off known human weaknesses is enough but the demonic hordes do also have at their disposal intelligence gathered from the newly dead, possession and magic, all of which can be used one way or another to tip people over the edge. The aim - though a hopeless one - is to eliminate all worship of god, weaken heaven and swell the ranks of hell to both get one over on God and to create an army capable of winning a 'rematch' with the angelic host, allowing the Devil to take over creation and make himself its ruler.

Conspiracies

Antichrist (006), Clinton Kill List (015), Crop Circles (018), Hellhole (021), Evolution (026), Our Lady of Fatima (027), Fountain of Youth (032), Hollow Earth (040), Jesus (043), The Law of Attraction (048), The Chip (057), Lost Bible (058), Musicians (063), Prophecy (070), Planet X (077), Overpopulation (078), School Shootings (086), New Coke (089), UFOs (093), Solipsism (100),

Adventure Seeds

1. Even as the idea of possession has been largely discredited instances of supposed possession have increased. Only the churches that believe in the existence of such a phenomenon take not of this and they aren't believed but they're also seeing a change in the kinds of people who are being apparently possessed. The new targets for possession are the rich, successful and influential. Clearly hell is making a push for even greater control of the world which can only mean that the end is at hand. To save the greatest number of people these possessions and demonic acts must be nipped in the bud, even if it means destroying the possessed.
2. Demons are experts and lying and manipulation, they can twist the truth to their own ends and make saints appear to be sinners and demons appear to be angels. By presenting a pretty enough lie to anyone, including people like the characters, they can turn them into unwitting agents of hell and use them to prosecute their own agenda upon the world via these intermediaries, it being amusing to them to cause pain and to allow man to engineer his own downfall without them needing to lift a finger.
3. As the time of Armageddon approaches faster and faster the demonic overlords begin to move more openly. Reports of demonic figures and strange manifestations begin to come in slowly from around the world and while the demons are conspiring on one side the forces of law, order and security are moving to try and keep them under wraps. A separate conspiracy dedicated to hiding the first, despite not being a direct tool of the demons themselves - or is it? Maybe it's simply a way of getting rid of dissenters within the demonic ranks.

025 – Descendents of Jesus

Description

Thanks to Dan Brown the idea of Jesus having descendents has been bumped up, way up, in the public consciousness. This is hardly a new idea though and many secret societies and ruling lines have tried to play off or claim legitimacy from the bloodline of Jesus, or at least his mortal mother and 'father'. The divine right of kings was based on the idea that God himself watched over and allowed the noble families to claim dominion and some groups, the Merovingian dynasty in particular, went further in claiming to be directly descended from Jesus. If there were a Jesus bloodline it may or may not have magical powers and it may or may not be a legitimate claim. These are largely irrelevant since being able to give a convincing account of being descended from Jesus would be enough to win the loyalty of many powers and individuals, true or not.

These descendents of Jesus are dispersed throughout the world and use their claim and their history to try and exert influence on devout individuals within both Christianity and Islam though their goals may not be as peaceful, meek and mild as a modern interpretation of the Jesus myth would lead you to believe. Jesus, after all, endorses and supports the Old Testament and a great deal of violence has been done in his name.

Aims & Methods

The aims of the Jesus bloodline could be anything. They might be divinely mandated by God and pursuing his ends on Earth, they could be pursuing an arch-conservative revival of the Old Testament morality and punishment, they might be trading on the name to pursue temporal aims of wealth and power or they might be manipulating their claims in order to strike at the existing, formal religious systems, particularly the Orthodox and Catholic churches. Manipulation and playing upon people's religious loyalties would be the main tools for pursuing these aims with the use of fanatics, fired up for Jesus, coming second.

Conspiracies

Election Fixing (001), Antichrist (006), Hellhole (021), Our Lady of Fatima (027), Fountain of Youth (032), Jesus (043), The Law of Attraction (048), Lost Bible (058), Prophecy (070), Eugenics (088).

Adventure Seeds

1. Rival groups claim to be descended from the bloodline of Jesus and it might be both or it might be neither. Regardless they are fighting a bloody shadow war with each other over followers and influence and that's going to leave a trail of bodies along with confused and scared pawns who might spill the beans, exposing the conspiracies and allowing others to pursue and prevent them from continuing their work.
2. The bloodline has been manipulating their heritage for a very long time, trying to concentrate the divine touch of their blood back from its human dilution to bring about a natural second coming without requiring the intervention of god. After a millennium of experimentation and breeding experiments they've now succeeded and their bred Messiah is now moving amongst the impoverished of South America building a new church and performing miracles on Earth. While this Jesus 2.0 might have good, even great intentions and be unaware that he's being manipulated the conspiracy behind him intends to use his popular movement to sweep away the old order globally and install themselves as a new, global theocracy.
3. As descendents of Jesus the cult's members all manifest some shadow of divine power that most of them believe, genuinely comes from god. They use these powers in subtle ways, usually for the benefit of the group as a whole and even for the betterment of humanity. A small, breakaway group of new, young members of the conspiracy disagrees though, considering these powers natural human gifts and uses them selfishly. The cult seeks to work through intermediaries to bring these youngsters to heel, or to eliminate them.

026 - Energy Companies

Adventure Seeds

Description

The energy companies have ridden a huge wave, essentially a bubble like most other economic booms, of money stemming from the exploitation of a limited resource, fossil fuels. The amount of fossil fuels available to humanity is now in an inevitable decline which is both good and bad news for the energy companies. On the one hand, relative scarcity means the price of all fossil fuels is bound to inflate, meaning greater profits for them. On the other hand people will start seriously looking into alternative fuel sources such as renewable energy, bio-diesel, alcohol fuel, hydrogen fuel cells and so on, which means the death of their business. The exploitation of fossil fuels is, inevitably, going to come to a crashing halt, the question is how to make the absolute best of the remaining time and to wring the best profit from the business before it all comes crashing down around their ears. With so much money, infrastructure and so many vested interests tied up in fossil fuels it's little wonder that energy companies come in for a lot of flak, both on shifty things they have done and on conspiracy theories that they may or may not have been involved in, they're dangerous, like cornered rats.

Aims & Methods

The energy companies' aim is to exploit their vast wealth and to cling on for as long as possible before the inevitable energy collapse. They need to time to move their money into the next 'big' profit enterprises in energy - and this largely means nuclear - and meanwhile need to secure their markets, exploit harder to reach oil sources and manipulate their respective governments into grabbing the oil sources necessary to keep them going. This means sponsoring wars and invasions, suppressing alternative fuel technology, quashing environmental concerns and even backing revolutions, something only governments engaged in previously.

Conspiracies

Election Fixing (001), Twin Towers (002), Ancient Astronauts (004), Ancient Super-Civilisation (005), Atlantis (009), Bermuda Triangle (010), Climate Change (019), Electric Cars (023), Electric Fields (024), Free Energy (033), Orgone (072), Peak Oil (074), Tunguska (092).

1. The characters are friends with an engineering student whose project group have stumbled upon a cheap way of splitting oxygen and hydrogen from water using catalyst sheets. The energy companies have got wind of this and are moving on to quash the research or buy out the students, starting with bribery and ending with 'accidents'. The students that have decided to be honest need protection to deal with their pursuers and to preserve their research and experimental water splitter.
2. The characters are the hirelings - or are duped by the energy companies or their government lackeys - into crushing a 'dangerous' alternative energy research group. False accusations, planted evidence and other underhanded tactics are used to try and present the alternative energy group as not only 'kooks' but dangerous individuals, even - potentially - terrorists. Some things don't add up and that may be enough to tip off the characters to what's really going on and shift the direction of the investigation the other way. For an extra twist, perhaps the alternative energy researchers genuinely are terrorists, even though their research is genuine, they intend to use it for nefarious purposes.
3. What starts as an infidelity investigation, with a politician's wife suspecting that her husband is cheating on her, turns into a paper trail that shows extremely heavy bribery and 'gifting' of politicians world wide, though especially in the United States, to vote against Climate Change legislation and to vote for the agenda of the various energy companies.

Tips

You don't really need to make anything up for the energy companies, they are involved in some nasty goings on - particularly in Africa - that need no fictionalising or gilding with embellishments or conspiracy speculation. A little web investigation will give you enough 'evil' to base many games on.

027 – Enlightened Ones

Description

The Enlightened Ones are a secret cabal of mystics who exist as the distilled essence of pure wisdom that lies behind the obscured lies and half-truths of the existing religious and spiritual systems of humanity, retaining that wisdom for themselves and only letting it out in dribs and drabs either because they want to retain the power for themselves or because they don't consider humanity to be ready for such power and knowledge in the current era.

The Enlightened Ones may be immortal and they may have far reaching insight into the future course of the human race as well as having been involved in various experiments in the past to try and lift the civilisational and spiritual level of humanity. They're often associated with The Pyramids, the Mayans, Atlantis and other ancient civilisations with whom they have, supposedly, been entangled. The actions, beliefs and powers of The Enlightened Ones may be entirely inscrutable but they may also work through more easily understood agents in the world, even if their agenda is lost in spiritual fortune-cookie statements and obscured behind layers of conspiracy and shadow.

Aims & Methods

The overall aim of The Enlightened Ones is either to lift all of humanity up to their level by careful manipulation of events and beliefs or to quash any hope the general morass of human filth might have of ever achieving their level of spiritual knowledge. In the first case they carefully pluck and trim at the overall shape of the human species, like a master pruning a very old bonsai tree. In the second case they ruthlessly work against their own beliefs in popular form, debunking, discrediting and killing spiritual gurus and new age movements before they can gain any traction in the popular mindset.

Conspiracies

Ancient Super-Civilisation (005), Bermuda Triangle (010), Crop Circles (018), Hellhole (021), Evolution (026), Fountain of Youth (032), Hollow Earth (040), The Law of Attraction (048), The Pyramids (081), Remote Viewing (083).

Adventure Seeds

1. A friend of the characters has gotten drawn very much into a local new age cult and has invited them along on a special, spiritual retreat. The cult is a little creepy and the people who belong to it are even creepier but the guru there is genuinely onto something and is able to display a few, barely, superhuman capabilities. Unfortunately this is enough to draw the ire of The Enlightened Ones who are about to visit psychic trauma and death upon the retreat with the characters caught up in the mix.
2. The characters are a group of karmic 'agents' who work for and receive spiritual gifts from The Enlightened Ones to aid them in the course of their duties. Their missions can be very strange from leaving a box of cookies on a particular park bench at a particular time to rescuing a soldier or assassinating a seemingly innocent man. Whether these acts are genuinely making a difference – good or bad – or are done for The Enlightened Ones amusement should come out during the games.
3. Clues and hints about the existence and interference of The Enlightened Ones exists throughout history and throughout many artefacts. The clues are sought, protected or attacked by any number of other conspiracies but when brought together they unlock the lost and secret city of Shambala in the Tibetan mountains where The Enlightened Ones can actually be found – and they want to be found – for some new purpose that will take the party to new heights, once they uncover them, find them and confront them.

Tips

The best way to be utterly mysterious is to make no actual sense whatsoever. A player group will come up with their own rationales for the actions of any protagonist or antagonist no matter what they do and if they come up with something really good you can go along with it.

028 - Entertainment Companies

Description

The way most people learn about anything, whether it be news, fashion, music, products or anything else is through the media. For a very, very long time all that media power was in the hands of a few people at the tops of very large and powerful companies that raked in the cash and charted people's destinies, making or breaking politicians, musicians and even whole countries.

Media is changing, the prevalence of the internet, the blog, the phone camera, podcasts and filesharing is democratising the media in an unprecedented way and sucking the money out of the whole business - or at least away from the middle men - across whole swathes of media content.

Despite this many entertainment companies still retain a lot of power, power that they want to keep. They also retain a stranglehold over the mass media and through it the opinions, buying and voting power of those who are technologically less literate, of whom there are many, many more.

Aims & Methods

The Entertainment Companies seek to preserve their profits above all other concerns, even the lives of their artists, producers, directors and so on. Some have made the slip from reporting the news into making the news, engineering events and interfering in the political processes in order to make things happen or engineering scandals like the worst of the paparazzi. Some are trying to shift into controlling interests over the new media while others are trying to prevent the changes from occurring through lawsuits and other actions. With everything shifting so fundamentally it can only be a matter of time before skeletons start emerging from their closets and companies start acting even more desperately, trying to hide their past inequities under a barrage of new ones.

Conspiracies

Digital TV (020), Elvis (025), Manchurian Candidate (054), Musicians (063), Paul McCartney (073), Television (090).

Adventure Seeds

1. A wide ranging conspiracy has been seated within the entertainment companies for some time and has been powerful and useful in the engineering of the political and social structure to suit its taskmasters at least since the death of 'rogue media' in the 1980s. Now with the media empires falling apart and scrambling for smaller and smaller pieces of the pie the kingpins of the entertainment conspiracy find themselves hung out to dry and exposed to the very people they used to help. The survivors of these assaults need help and they have very few places to go to, but a lot of information to reveal.
2. A large internet company is emerging as the new entertainment powerhouse and so all the various forces behind the old media conspiracies want to try and worm their tentacles into this company instead. The company is in the hands of a different conspiracy with a far more technologically progressive viewpoint that is deliberately targeting and tearing down the old order. The stage is set for a struggle between technologically competent conspiracy upstarts and a wealthy and well practiced 'old school'.
3. A paranoid rapper who's made a career out of riding conspiracy theories about 9/11, UFOs and other favourites of the paranoid set has developed a new level of paranoia that his record label - and the media conglomerate behind them - are out to get him. This time he's not just blowing smoke, only ever moderately successful in life the company calculates the mystique surrounding a suspicious death would propel him into superstardom, making them a pile of money.

Tips

The conniving and smarmy corporate executives found in so many 1980s and 1990s action movies as the enemies provide an easy hook/model for an enemy to hate in games such as this and the players are likely to be enthusiastic about taking on such a 'baddy'.

029 - Environmentalists

Description

The environmentalist movement takes in a lot of people with subtly different agendas all of whom tend to place the overall health and wellbeing of the planet, animals and plant species over that of humanity. Since humanity is dependent upon these things this isn't necessarily a bad thing but some would claim that the ideas originated and perpetuated by the environmentalist movement are not all genuine and that the environmentalist movement is distorting and misrepresenting science in its bid to preserve animal species and promote green practices, things that the world cannot necessarily afford. At the more sinister end the environmentalist movement can be associated with anti-human elements who believe that the world would be better off without humanity and that a cull or even a total elimination of the human species is the only way to preserve the Earth.

Aims & Methods

The environmentalist movement uses guilt and distorted science, blatant appeals to emotion and a climate of fear in order to project its agenda and may even be engineering catastrophes and disasters in order to further promote its agenda. There is a green-orthodox view of the situation and only scientific data supporting that position is tolerated or accepted with the contrary viewpoints being eliminated by peer pressure and the threat of economic string-cutting. Nothing brings green issues home to people than human tragedy and so some wings of the environmentalist conspiracy are involved in engineering human disasters, pandemics, floods, famines and in playing up natural disasters to be part of a larger, stronger, more universal phenomenon.

Conspiracies

Asian Tsunami (008), Atlantis (009), Bigfoot (011), Global Warming (035), Black Sterilisation (047), Pole Shift (053), Ice Age (066), Obama (071), Overpopulation (078), Pandemic (085), Vaccination (094).

Adventure Seeds

1. The characters come into receipt of leaked emails from within a climate science organisation. These emails reveal not only that their data is being deliberately skewed but that it is being skewed on behalf of an outside sponsor, a cabal of anti-human scientists who want to reset the human population. What nobody immediately realises however is that the scientists are not making things seem worse than they are, but better, they're counting on the greater part of humanity to wipe itself out through its own greed.
2. A virulent and deadly virus erupts in the population and begins to sweep across the world from several points at once. The characters are part of the investigations, trying to track down the source of the infection - which is deemed to be bioterrorism - so that a vaccine can be prepared or discovered, even as the world starts to fall apart around their ears. The cause is an environmentalist conspiracy who, of course, are already vaccinated against the virus and who start to emerge and pursue their further aims (decommissioning nuclear power plants, seizing fuel supplies and acting against medical authorities) as law and order continue to break down.
3. Some or all of the characters are approached - via friends or family or through their professional credentials - for the chance to be part of an 'ark'. To begin with this seems simple enough, a small amount of money every month entitles you to a place at an environmental and social survival shelter. As they get more and more drawn into the group it slowly becomes apparent that these survivalists are not content to merely wait for the apocalypse and that they're trying to draw skilled and like minded people together in order to inherit the ruined Earth, sooner rather than later

030 - Eugenecists

Description

Eugenics is a discredited discipline that is associated in many people's minds with Nazi Germany and terrible human rights abuses but in and of itself it is simply the idea that as conscious, aware and capable beings humans could - and perhaps should - direct their own evolution by weeding out heritable diseases and infirmities and seeking to encourage the replication of desirable traits such as fitness, intelligence, longevity and so forth. This idea has been explored in many forms in many science fiction books including, for example, Methuselah's Children or in another form the Dorsai books. Eugenics as a concept was subscribed to by many of the great and the good prior to World War Two including H.G. Wells, Woodrow Wilson and George Bernard Shaw. In its crude implementation, as understood by simplistic politicians, it led to the mass sterilisation of mental defectives and, ultimately, to the misguided slaughter-camps of the Nazis.

To the conspiracy theorist these powerful individuals with influence over politics, medicine and media, never gave up on eugenics and the policies are still being pursued, even today, with deliberate measures being taken against the 'underclasses' to try and eliminate the 'dead wood'.

Aims & Methods

The alleged eugenicist conspiracy uses a variety of methods to maintain its power and forward its agenda, albeit out of the public sight. It is also, supposedly, extremely racist and much of its ire is said to be directed at the American black community. Eugenecists are said to be promoting abortions, fixing marriages and following bloodlines, allowing inner city slums to rot and even to be plotting the mass extermination of the 'useless' teeming hordes of humanity. As science advances so they are also supposed to be behind developments in genetic modification and cloning, methods to improve the human race without the need for mass slaughter, but without consent either.

Conspiracies

Election Fixing (001), AIDS (003), Asian Tsunami (008), Atlantis (009), Bigfoot (011), Chemtrails (013), Cloning (016), Evolution (026), Food Additives (031), Fountain of Youth (032), Global Warming (035), HAARP (038), Pole Shift (053), Ice Age (066), New World Order (067), Nibiru (068), Obama (071), Overpopulation (078), School Shootings (086), Eugenics (088), Vaccination (094).

Adventure Seeds

1. Unbeknownst to themselves, one of the characters is the result of manipulation of a bloodline, which explains their superior abilities and skills. What seems like a side-adventure of a romantic interest is actually the conspiracy attempting to get the character to breed. There's no such thing as coincidence or 'bumping into' the man or woman of your dreams - at least in this case.
2. The removal of a tumour from a man who was thought to be mentally defective allowed his full faculties to come through. It's years later now and he's fully rehabilitated, even deciding to start a family. However, he's discovered that he's been rendered sterile while he was in care. Outraged and having found similar cases he draws the issue to the attention of the characters whose investigations uncover an ongoing programme of sterilisation for the mentally subnormal.
3. The characters come into evidence that the overpopulation and environmental crises are being engineered by a handful of strategic thinkers associated with the eugenics movement. Their reasoning is that the western nations and wealthier people will be the ones to survive - relatively unscathed - and thus form the core of a new humanity. They've been deliberately engineering both disasters disrupting sex education and contraception, contributing to sceptic movements about global warming, engineering embarrassing 'leaks'. This is a wide ranging conspiracy with committed members, fanatical but logical, a very dangerous enemy to take on.

031 - Garduna

Description

The Garduna was a secret criminal society in Spain, formed in the Middle Ages and spread throughout the prisons of the time, leading to the formation of more organised and careful criminal gangs involved in extortion, assassination, robbery, kidnapping and arson. The Garduna is the proto-typical 'Mafia' organisation and is considered by some to be the root - and even the overriding power behind - many European criminal organisations, including the Camorra and the Sicilian Mafia.

If the Garduna still exists its power is located very much in Europe, particularly Spain and Italy but its tentacles will extend to the Italian and Spanish blooded communities around the world, particularly in North and South America. In its position as the originator of so many criminal organisations, the Garduna could be the overarching criminal conspiracy that knits together the actions and goals of all the others, albeit well behind the scenes and screened from too-close examination by apparent infighting and rivalries. Their touch may be light...

Aims & Methods

The Garduna's only true aims are to remain a secret and to profit from criminal enterprise around the world. The Garduna is a parasite more than a puppet master but in order to remain unmolested and to continue making its profits and spinning its schemes. As such, operating through its criminal proxies the Garduna exerts subtle and occasional control over politicians, religious leaders and other key, influential people. Anyone who threatens them in any way, let alone seems like they might expose them, is likely to find themselves targeted by hit men and assassins from any number of criminal organisations that are gathered within the Garduna's tentacles. If they're particularly persistent then perhaps one of the Garduna's own will take an interest. Further to this the Garduna seeks to promote chaos and environments in which criminal exploitation and profit is higher.

Conspiracies

Madrid Bombings (052).

Adventure Seeds

1. The characters are involved in investigating some of the actions of a mafia group affiliated and controlled - secretly - by the Garduna. As their investigations bring them closer and closer to the top of the criminal organisation it starts to become apparent that something more is going on, especially when it's their bitterest rivals, rather than themselves, that attempts a hit on the characters. The clues are there to lead to a larger organisation behind both groups but it will be dangerous to truly uncover the Garduna who'll stop at nothing, even wholesale slaughter, to protect themselves.
2. The Garduna want to gain control over one of the characters, they need an airtight means by which to get them to do what they want, even though they will only very rarely exercise that power. Acting through various criminal proxies from various criminal organisations they start to try and feel out the character, their background, what they're attached to and to rattle them. Once they've found out enough they make their move and, if they manage to find something to control the character with the potential is there for them to demand certain favours in the future.
3. The Garduna's amoral - rather than immoral - stance means that they end up facilitating a great deal of nefarious activity including terrorism. Unfortunately for them this means that the scrutiny level on their proxy operations has been dialled up to intolerable levels. In order to dismantle some of this they need to act through new proxies, unwitting proxies that aren't connected with their criminal organisations. That means the characters and they're about to get directed to certain secrets the Garduna hold about people in positions of power in intelligence and crime.

032 - Global Elite

Description

Perhaps one of the most ill-defined conspiracy ideas and, hence, one of the most applicable, is the idea of a 'global elite'. The concept that the ruling classes of the world, nobility, the political class, the economic powerhouses, scientists and statisticians are somehow both in cahoots and in control of the world. This is interwoven with other conspiracy theories and alleged conspirators such as The Bilderberg group loosely weaving them all together into a single idea of a self-appointed ruling class, modern Olympians that play with humanity and keep it under strict control.

Aims & Methods

The aims of the global elite are never fully explicated but the retention and exercise of power - given that they've supposedly already taken over the world - seem obvious. The crushing and disruption, the marginalising of any dissent would also be a key motive. Otherwise they seem to exist only to exercise the control that they've already established, manipulating the world to their own profit and pleasure, setting nation against nation and group against group for all manner of goals, none of which can ever occur save at their whim.

Conspiracies

Twin Towers (002), AIDS (003), Ancient Astronauts (004), Ancient Super-Civilisation (005), Area 51 (007), Asian Tsunami (008), Atlantis (009), Black Helicopters (012), Chemtrails (013), The Mark of the Beast (014), Clinton Kill List (015), Conspiracies (017), Climate Change (019), Digital TV (020), ECHELON (022), Electric Cars (023), Electric Fields (024), Evolution (026), Federal Reserve (028), FEMA (029), Fluoridation (030), Food Additives (031), Fountain of Youth (032), Free Energy (033), Gemstone File (034), Global Warming (035), Gulf War Syndrome (036), Gun Control (037), HAARP (038), Hangar 18 (039), Holocaust (041), Tax (042), Jimmy Hoffa (044), Jonestown (045), JFK (046), Black Sterilisation (047), The Law of Attraction (048), Life on Mars (049), Lockerbie (050), Underground Bombings (051), Madrid Bombings (052), Pole Shift (053), Manchurian Candidate (054), Marconi Deaths (055), Marijuana (056), The Chip (057), Lost Bible (058),

MKULTRA (059), Montauk Project (060), Moon Landings (061), Russian Bombings (062), Musicians (063), Nanotechnology (064), New Coke (065), Ice Age (066), New World Order (067), Nibiru (068), Unification (069), Obama (071), Orgone (072), Paul McCartney (073), Peak Oil (074), Pearl Harbour (075), The Philadelphia Experiment (076), Planet X (077), Overpopulation (078), Princess Diana (079), The Pyramids (081), Red Mercury (082), Remote Viewing (083), Roswell (084), Pandemic (085), Shakespeare (087), Subliminals (089), Television (090), Tunguska (092), Vaccination (094), Waco (095), The War of the Worlds (096), Warehouse Zero (097), Wikipedia (098), WMDs (099), Solipsism (100).

Adventure Seeds

1. The characters are assigned as bodyguards to a member of the global elite. While they're under their protection they're confronted both by a crazed conspiracy theorist and by the agents of another member of the elite making a power play against their client. This is sufficient for the mask to slip from their client for a moment and to reveal the arrogant 'new god' beneath, along with the rest of his pantheon.
2. The characters are a hard bitten group of paranoid conspiracy theorists, determined to unmask a member of this global conspiracy, perhaps believing him to be an invisible space lizard or something else outlandish. Hopped up on Alex Jones, Glenn Beck and David Icke they believe they have evidence that this is so and must plan the kidnap and interrogation of this person. Of course, as it turns out they're actually insane and other than being rich he's perfectly normal and not a member of any terrible global conspiracy at all, playing with the characters', and the players', preconceptions.
3. The characters are institutionalised after witnessing something 'man was not meant to know'. While incarcerated in the mental hospital they discover a disturbing number of individuals in this facility don't actually seem to be insane and all share similar conspiracy theories...

033 - The Golden Dawn

Adventure Seeds

Description

The Hermetic Order of the Golden Dawn was a magical society founded and most influential in the late 19th and early 20th centuries. The Golden Dawn took a fairly radical approach to the popularisation and relative uniformity of existing western, magical traditions and was very influential on successor magical movements, most notably Wicca and Thelema, Wicca has even - rightly or wrongly - been thought to have been created partially as an introduction and recruitment tool to the Golden Dawn.

The Order is most notorious for the membership of Aleister Crowley though he was by no means the most famous or influential member in a society that included the likes of Yeats. Through its membership and founding it was also tangled up in The Masons and the Rosicrucians. It was particularly popular with British and Irish workers in entertainment and the arts as well as members of various revolutionary and protest groups. Membership was, in many ways, an act of rebellion.

The Golden Dawn tore itself apart from within, factionalised and largely faded from immediate importance - or so it would seem...

Aims & Methods

The Golden Dawn uses the classical methodologies of secret orders - nepotism and favouritism - most of the time but this is coupled with magical rituals, artefacts, psychic phenomena and bound spirits giving them a reach that most other conspiracies cannot match or hope to counter. Their aim is an overturning of the current order and a mass revelation to the world of magic and spirituality. A means they attempt to accomplish by subverting and undermining the established order bit by bit, attempting to discredit or call into question the scientific, Materialistic world view.

Conspiracies

Antichrist (006), Crop Circles (018), Hellhole (021), Evolution (026), Fountain of Youth (032), The Law of Attraction (048), Manchurian Candidate (054), Musicians (063), Prophecy (070), Paul McCartney (073), Pyramids (081), Remote Viewing (083), Subliminals (089).

1. An important government minister appears to have gone mad. He's quietly been shuffled off to the funny farm under an excuse of 'ill health' but insists that he's sane and that something or someone is genuinely tormenting him. Giving him the benefit of the doubt and wanting to get to the real cause his family have funded an independent investigation into the noises and poltergeist activity that is said to be plaguing him. This is all down to the Golden Dawn, the original and surviving version, which is seeking to remove the minister and to get one of their own into the position.
2. Increasing militancy within The Golden Dawn as the calendar ticks ever closer to a significant, spiritual date has some of its more moderate and level headed members upset and worried. The organisation is becoming more extreme and the moderates and 'hobbyists' are being sidelined as the society gears itself up for some imagined spiritual war for the future of man. Acts of psychic and magical terrorism are planned to force the secret world out into the open and the moderates are splitting away to try and do something about it, including recruiting the help of people like the characters.
3. A runaway from the secretive true Golden Dawn comes to the characters for aid but despite his obvious talents in magic all he is really after is some help in shaking off his pursuers and the immediate threat to his wellbeing. He's using them and doesn't intend to give up any genuine or worthwhile secrets. All he wants is to escape and to found his own cult.

Tips

Even if your game doesn't include magic you can take a more 'Derren Brown' approach and have everything being down to psychological tricks, cold reading and slight of hand. These skills still qualify as secret and powerful 'occult' techniques and are no less powerful, if applied correctly.

034 - Grey Aliens

Description

It used to be that all sorts of different alien species were described in the context of UFO sightings from tall men in silver suits to small, furry creatures with blue hands and feet. All that seems to have changed through the eighties and nineties with the dominance of the idea of the 'grey', a peculiar half-elf, half-foetus alien that has become associated with repressed memories, implants and night time encounters until it's almost the only alien species reported by witnesses any more. The more cynical might point to Close Encounters of the Third Kind (the film) being the catalyst for this sudden unity in extraterrestrial descriptions, others point to this uniformity as being a factor that indicates these visitations are real and true and that these aliens are interfering in human affairs as well as anatomy and have been for quite some time.

Aims & Methods

The aims of the Greys are as inscrutable as the aliens themselves. They conduct their experiments with or without human cooperation, buzz certain sites in the saucers, make night visitations to key people, implant them with peculiar little devices. They've even been implicated in some pregnancies, though you'd think people would want a more convincing excuse for their little indiscretions. As to their aim, it could be anything from the induction of the Earth into an interstellar federation to simply using us as guinea pigs or even claiming the Earth's resources. Perhaps they're simply farming us. With alien motivations almost anything is possible.

Conspiracies

Ancient Astronauts (004), Area 51 (007), Bermuda Triangle (010), Chemtrails (013), Crop Circles (018), Elvis (025), Fountain of Youth (032), Global Warming (035), Gulf War Syndrome (036), Life on Mars (049), Manchurian Candidate (054), MKULTRA (059), Montauk Project (060), Moon Landing (061), Nanotechnology (064), The Philadelphia Experiment (076), Planet X (077), The Pyramids (081), Remote Viewing (083), Roswell (084), Eugenics (088), Time Travel (091), UFOs (093), Vaccinations (094), The War of the Worlds (096), Solipsism (100).

Adventure Seeds

1. The aliens don't have a unified society or technology as humans do but, instead, exist as a temporary collective of autonomous individuals. This is why their behaviour as a species is apparently so erratic and self contradictory. Each alien, or at least each saucer, is acting in its own interest. Broad alliances have been wrought between different saucer groups across three fronts, interfere, elevate and ignore. The elevate faction presents themselves incrementally to the characters in an attempt to recruit them into helping to counter the actions of the larger interference faction.
2. A cluster of UFO sightings and alleged abduction cases leads the characters to a remote town where people have bought, hook, line and sinker into the concept of grey aliens, repressed memories and other issues. This is a cover for the actions of a rogue government sponsored group that is engaged in human medical experiments on the townspeople, tracking them using high tech devices implanted under the skin. Layering complication upon complication and bluff upon bluff these experiments are being conducted for genuine grey aliens who are exchanging the gathered medical data for technology, their final aim being to adapt to Earth and potentially to colonise it.
3. Twelve years ago a group of girls from an all girl school engaged in what was thought to be a pact to all get pregnant, all conceiving around the same period. Their initial cover story was that they'd been visited in the night by aliens who implanted the children but this was considered an obvious lie and caused them to be subjected to ridicule until the story finally broke that it had been a pact, though they refused to identify the fathers. Now their children are reaching the age of twelve and entering into puberty and they're manifesting certain strange abilities and characteristics. Perhaps there was something to that peculiar story after all.

035 - Hellfire Club

Description

The Hellfire Club was really little more than a gentleman's club, an excuse for drinking and whoring dressed up in a coat of mock ritualism and the satirical deflation of religious pomposity and ritual. It existed in several forms throughout the seventeen-hundreds and may have survived in some form into the eighteen-hundreds. Despite this relatively innocuous existence as a 'secret society' for the upper classes in Britain and Ireland membership in the society was used for political capital by the enemies of the people who were members and may have been used for political and social advantage by those who were members, in much the same way as a particular school tie or membership in the Masons can grant privilege and opportunity. The Hellfire Club has been popular with conspiracy theorists and writers for a very long time, largely because of the name and its implications, though they were never realised in the genuine club.

Aims & Methods

The Hellfire Club are dedicated to debauchery, fetish and excess in all its forms. They draw in, serve and protect the powerful, the great and the good but they also hold extremely effective blackmail material over them and often are the only ones who can regularly supply them with their peculiar vices. Over the years their ill defined 'paganism' has transmuted into a self-serving Satanism that is only pretend in the outer circles of the club and is genuine in the inner circles. Dedicated to indulgence and destruction they follow these self-serving and Satan-worshipping ideals to their conclusion.

Conspiracies

Antichrist (006), The Mark of the Beast (014), Clinton Kill List (015), Hellhole (021), Evolution (026), Manchurian Candidate (054), Musicians (063), Obama (071).

Adventure Seeds

1. As influential individuals the characters are primed for recruitment into the club. Slowly and carefully approaches are made and their particular foibles, sex, drugs, sadism, masochism and/or anything else you can think of. With that ascertained they'll try to draw them into a life of debauchery and excess by dangling their particular vices and desires in front of them, drawing them into a world of fetish clubs and weekend retreats before offering them the ultimate, membership of the club with all the benefits and demands which that entails.
2. A particularly important politician that the Hellfire Club wants, needs, to control has a deeper, darker, nastier fetish than they normally supply for. He likes to kill, to choke the life out of prostitutes. This has been going on for some time and isn't revealed at all by his public face or his public actions. The chance discovery of one of their designated grave sites turns up some evidence that could lead investigators to them and some of the outer circle who've gotten wind of these events are right at the edge of informing anyway because of what's happened. Vice, sin and a political scandal, all rolled into one.
3. The Hellfire Club have succeeded in unleashing... something with one of their mock rituals. The inner circle have become far worse and the outer circle are being corrupted person by person as though by a contagion of immoral, demonic hatred, disdain and indulgence. Their games, pranks and blackmail have suddenly become far more deadly and serious. Whether this is simply a new ideology sweeping the club or some genuine supernatural force remains to be discovered but if they believe they're possessed by a demon then that's really all that matters - at least to them. A spate of murders and other terrible crimes has also made them a lot more visible than they used to be.

036 - Hollow Earthers

Adventure Seeds

Description

The idea that the Earth is hollow, a sphere with an inside as well as an outside, has been bandied around for centuries. The idea seems to have evolved from previous ideas about subterranean kingdoms or domains, from places like Hades and Hell. Subscribers to the idea of a hollow Earth have included such historical luminaries as Edmond Halley, which lends the equally hollow argument from authority to proponents of the idea. Leading up to and during World War Two the idea of the hollow Earth was quite aggressively propounded by the Thule society and the Nazis even engaged in experiments that presumed that we already were inside a hollow Earth. Many ideas about who and what lives within this shell have been proposed and have been linked with both the polls and with the 'enlightened' societies of Tibet and other remote places. The hollow Earth has even been linked with flying saucers, some proponents of the idea claiming that they are visitors not from another planet, but from the inner world.

Aims & Methods

The hollow Earthers are a society of enlightened and technologically advanced beings, very similar to humans and perhaps descended from them, living within the shell of the planet and lit by an inner sun. They are the inheritors of ancient technology and had great influence over surface civilisations in the past and their society has similarities with Aztec, Egyptian, Incan and other ziggurat and pyramid building societies from the history of the surface. They observe us from their UFOs and try to steer humanity towards a more enlightened and peaceful future, but by using methods we might perceive as interfering or even deadly affronts.

Conspiracies

Ancient Astronauts (004), Ancient Super-Civilisation (005), Asian Tsunami (008), Hellhole (021), Hollow Earth (040), Roswell (084), Tunguska (092), UFOs (093).

1. A natural disaster, for which there's no explanation, takes place. A large volcanic eruption, earthquake or tsunami, completely unexpected and devastating, changing the course of world politics by devastating a large area of the Middle East, lending much greater urgency to alternative energy research and allowing the western powers to glean some sympathy from the people there as they move to help. Scientists are, however, concerned. The disaster seems strange, artificial even, to them and investigations into the epicentre turn up a strange device, with clues that lead to the inner Earth.
2. The hollow Earthers operate via a number of proxies on the surface, particularly the more socially aware and responsible technology plutocrats that emerged during the internet bubble of the nineteen-nineties and early two-thousands. Some of their technological innovations are the result of these interactions and in exchange the hollow Earthers are using many of their tools to spy on and quantify the human zeitgeist and to allow them to manipulate humanity more subtly. Some of this code and some of these root devices can be found out, by sufficiently skilled technicians or hackers and their suspicions can be brought forward to the appropriate people, or even to the characters.
3. Exploring the mountains the characters get caught up in a sudden collapse of rock and end up tumbling into the outskirts of an abandoned 'forward base' of the hollow Earthers, with evidence that the Thule society or the Ahnerbe were here in the forties. The hollow Earthers still keep a watch on the old station and will move to apprehend the characters and remove them to the inner Earth before they can discover too much or escape. Once in captivity they'll be questioned and examined in great detail though they may be able to escape and find out much more about these people and their intentions regarding the surface.

037 - IMF

Description

The IMF is an international organisation that follows the economies of countries and works to try and stabilise exchange rates as well as extending loans and aid - with considerable strings attached. Needless to say this makes the IMF the target for a great number of conspiracy theories, typically ones that either accuse the powers-that-be of keeping the little guy down or ones that posit that a powerful group is taking over the world by economic and political means. The IMF certainly does wield a lot of power, particularly over countries that it has extended loans to and so it is a force for broad ranging change in much of the world.

Aims & Methods

The IMF wields money like a club, allowing loans and grants only in exchange for restrictive and absolutist requirements on economic reform in the countries receiving the aid. This often includes privatisation and deregulation which can demolish the existing social infrastructure and even lead to severe financial crises in the countries in question. This ideological bent to its monetary structure and policies supports the goals and profits of those who form its directing elite, the special interests of The City and Wall Street.

Conspiracies

Election Fixing (001), Federal Reserve (028), Tax (042), New World Order (067).

Adventure Seeds

1. The characters are members of a secretive group attached to the IMF though not even they know that. They're economic mercenaries, acting as the ultimate sanction when a country refuses to comply with the restrictions and demands of the IMF. Tinpot dictators and populist socialists are their chief targets, 'strong' men who choose to stand up to the international community either on their own basis or as part of a people's revolt. Sooner or later the characters are going to start realising the common thread to their actions and the penny may drop, at which point they're likely to find themselves on a suicide mission.

2. The characters were part of a popular socialist uprising against a dictatorship in South America or Africa. The dictator's son managed to escape to America where he is staying with a government in exile, feted by the various resource companies and preparing to return at the head of a mercenary and expatriate army, even with the possible intervention of some other military power. The IMF had dealings with his father and the nation was devoted entirely to paying off loans that the IMF had extended, the knock on effect of which lead to your revolt. The papers in the presidential office imply this relationship and what might happen if the dictator were ever deposed. The characters are made part of the new secret police and sent to America to try and gather evidence and to counter the inevitable financially backed counter-coup.

3. An old monetary officer who did assessments and threat management for the IMF has had an attack of conscience in late life having become a quite serious Christian. In seeking to redeem himself for his past transgressions and seeking eternal peace in the afterlife he's determined to expose some of the powers and interests behind the decisions of the IMF and that makes him an extremely high profile target for the very best professional killers that criminal groups, mercenary companies and intelligence agencies have on hire - or loan. For him to stand a chance of getting his information, let alone testifying, he's going to need the very best, or luckiest, protection that he can find and that's where the characters come in.

Tips

Economics is an incredibly boring topic but the knock on effects of economic policies can be enormous and much more interesting from wars and revolutions to starvation, under the table support of dictatorial regimes and competing aims of ethical and financial foreign policies.

038 - Immortals

Description

The quest for immortality is one that has obsessed mankind since the earliest recorded storytellers. The idea of gods that could live forever, magic potions, spells, sacrifice and other means to gain life eternal have obsessed people, even to the point of convincing them to drink water from the Florida Everglades, swimming in disease. The fabled fountain of youth is supposedly still out there to find somewhere and the Egyptians may have been 'on to something' that we still don't understand. While immortality is a goal of many - such as the cryogenics and transhumanist movements - some claim there are those who have already achieved such immortality and that they have used their longevity to shape society, to gather wealth and to exercise power.

Aims & Methods

If immortality methods were to become known by the whole human populace there would be chaos, enormous overpopulation and wholesale destruction of the environment and even immortals may not be immune to starvation or being shot. The immortals use their power to preserve only the best and brightest and otherwise to use the world for their own personal amusements and power plays with each other. Their control is subtle, but total and they can afford to wait out most enemies who, unlike them, do not live forever. These are super-intelligent and incredibly powerful survivors, you don't get to live forever by being stupid. They always act at a distance and a truly interesting enemy may be made into an immortal ally, if they prove themselves worthy.

Conspiracies

Election Fixing (001), Ancient Astronauts (005), Ancient Super-Civilisation (005), Cloning (016), Elvis (025), Fountain of Youth (032), The Law of Attraction (048), Musicians (063), Nanotechnology (064), Nibiru (068), The Pyramids (081), Shakespeare (087), Eugenics (088), Time Travel (091), Solipsism (100).

Adventure Seeds

1. By chance one of the immortals is involved in a plane crash. The only survivor they're flown to a hospital where their rapid recovery trips alarm bells. By all rights they should have been dead but you can literally see their body knitting itself back together. This is sufficiently strange to ping the characters' radar and they're on the scene before the immortal's lackeys though they'll bend every force and rule they can to releasing their co-conspirator and sweeping the whole incident under the carpet.
2. The characters are part of the entourage of a seminal musician who has been selected by the immortals as being worthy of the gift of eternity. Unfortunately the characters, as the entourage/bodyguards know a lot more than the immortals do, namely that the musician is a cheat and a fraud, his music heavily produced and altered by a couple of tight lipped technical geniuses who get paid a significant amount of the musician's earnings to keep quiet and carry on doing what they're doing. As part of the entourage they're charged with keeping this quiet as well as being contractually obliged to do so. The immortals begin to interfere, trying to get the fraud alone so they can make their presentation, leaving clues as to their involvement. The characters are hooked in doubly, trying to protect and shield the musician and, possibly, also being in a position to try and stop the wrong person being given the gift of forever.
3. In a one on one game the character is an immortal who cannot die but who does not remember that they are an immortal or their previous lives having been outcast by the other immortals and rendered harmless - at least for a while - in the only way that they know how. One of the immortals has changed their mind however and is starting to try and leave clues and hints that will stir them from their slumber as well as more extreme methods to bring home that they're immortal.

039 - Industrialists

Adventure Seeds

Description

Since the displacement of the nobility power has really lain in the hands of those who had the most money. Even kings and emperors have always had to curtail their ambitions in the face of economic needs and the nod or shake of the merchants. With the demise of monarchy as anything more than symbolic the moneyed classes now more openly rules or more openly and effectively control the politicians to the point where people, quite rightly, ask who is genuinely running the show. In the pursuit of profit the financial powerhouses can be quite ruthless and with enough monetary power and influence can flout regulation, avoid tax, poison and destroy with seeming impunity since the forces of law and order are on their side, whatever they do.

Aims & Methods

The aims of the industrialist cabal are simple, to maintain power, to increase their own personal wealth to fantastical levels, to secure their legacies and to keep most people poor and stupid, supplemented by a controlled middle class of educated workers and consumers, just good enough to keep the ball rolling, not quite good enough to form a serious threat or challenge to their power. In order to this they spread laissez-faire capitalist ideology, indoctrinate people with extreme materialism and control the media in order to paint their enemies in the least flattering light and themselves in the best... with the occasional sacrificial lamb to keep the masses happy.

Conspiracies

Election Fixing (001), Area 51 (007), Black Helicopters (012), The Mark of the Beast (014), Clinton Kill List (015), Conspiracies (017), Climate Change (019), Digital TV (020), ECHELON (022), Electric Cars (023), Electric Fields (024), Federal Reserve (028), FEMA (029), Food Additives (031), Free Energy (033), Gemstone File (034), Hangar 18 (039), Jimmy Hoffa (044), Jonestown (045), Manchurian Candidate (054), Marijuana (056), The Chip (057), Moon Landing (061), Nanotechnology (064), New Coke (065), Unification (069), Orgone (072), Paul McCartney (073), Peak Oil (074), Princes Diana (079), Lost Sub (080), Roswell (084), Subliminals (089), Television (090), Tunguska (092).

1. The characters are invited to a meeting by a scientist who has been working in advanced research in the field of memetics; how ideas spread, which ideas spread most successfully and how to manipulate ideas so that they spread and take root more effectively. Initially pleased to be getting some funding he didn't ask too many questions and made a great deal of progress now, however, he suspects that the people he's been working with are up to no good and that they intend to use his research to create a 'work ethic' teaching memplex to be inculcated in children in public schools, encouraging the majority of them to take pride in being little more than proles. He wants help to recover the research and to counter the people he believes to be behind it.
2. The characters receive reports that a group of the extremely rich have purchased a large plot of land in the middle of an inhospitable and isolated part of Africa. Everyone denies such a thing at every level but what has been created is a sort of corporate embassy, privately owned land where the companies are completely free to make their own laws, not beholden to anyone. Anyone actually making it to this new high-tech embassy/city will have themselves a scoop of global proportions and the sort of information that can get you dead, very quickly.
3. What's the point in being rich and powerful if you don't indulge it? The cabal believe they can get away with anything and so, they do. Rape, pillage, kill, the pursuits of the powerful and jaded can get so sickening and baroque that they outdo the worse excesses of the foulest internet cesspools. Things like this have a habit of getting out though, even if the regular authorities are in a position where they have no choice but to completely ignore them and sweep them under the carpet.

040 - International Banks

Description

The big international banks have the world over a barrel, they're essential to international trade and so essential to individual nations that they can go cap in hand to the government and beg for money during a crisis and actually get it, ahead of all the people who genuinely need it to live day to day. They can then squander this windfall on massive bonuses for each other and all people can really do is grumble about it. These enormous banks help determine foreign policy, bankroll massive projects and effectively hold the purse strings of the nations of the world, even the ones that have their own, nationalised, national banks.

Many of these banks date back to various European and British trading and imperial ages in their origin, which gives them a wonderfully deep and interesting history and a lot of historical involvement in strange dealings and possible conspiracies, all of which helps to make them a popular target for the conspiracy theorist's ire.

Aims & Methods

The aim of the International Banks is to retain and extend their control of finance worldwide. They do this by expanding into previously hostile territories, engineering cycles of boom and bust, fixing the markets, insider trading and backing or denying various regimes that come to them looking for money and investment. Leveraging their money like a club, occasionally dipping into other unseemly tactics such as hiring mercenaries to tip the balance or overthrow defaulters, the banks subtly influence world affairs so as to maximise their profits and power, even profiting from wars that they effectively control via the money supply.

Conspiracies

Election Fixing (001), The Mark of the Beast (014), Conspiracies (017), Federal Reserve (028), FEMA (029), Gun Control (037), Tax (042), JFK (046), Marijuana (056), The Chip (057), New World Order (067), Unification (069), Orgone (072), WMDs (099).

Adventure Seeds

1. The banks are in the build up to create a new financial catastrophe, a bubble has been swelling a Middle Eastern country that is still rich in relatively undeveloped oil fields and they're about to burst that bubble so that they can prop up the country in exchange for investment, land and access rights. Evidence of this conspiracy has fallen into the hands of a radical Islamic group who have taken an airliner in a hijacking, hreatening to kill everyone unless they are allowed to publicise what they know. The banks want this kept quiet, even at the cost of lives, so that they can continue their agenda.
2. The banks are planning to create a global financial apocalypse to cripple what they see as dangerous national governments that are destabilising the world. They have set aside land and material to weather the storm, believing that a big confrontation now is better than a potentially larger and more dangerous one in the future. Some of them are losing their nerve and even as the financial 'bombs' are put into place the whole thing could be exposed and still prevented.
3. One of the secret directors of one of these conspiratorial banks has absconded with what amounts to their wealth. They're operating on smoke and mirrors until they can recover both him and the unfeasibly large amount of money that he has effectively 'stolen'. Many other groups are feting the man and his money, including other banks that are ostensibly part of the conspiracy. He needs protection, he also needs recovering, he also needs killing. There's plenty of opportunities there.

Tips

Nobody likes banks and international banks are big behind the scenes players, even if the conspiracy theories over-egg the pudding. These types of adventures can be 'therapeutic' allowing people to work out a little fantastical revenge upon the financiers who cause us so much grief month after month. It's worth playing up to that.

041 - Internet Cabal

Description

The internet has allowed many and various groups to organise and communicate in relative secrecy and privacy over the internet. While various monitoring methods are advancing, encryption technology and the sheer volume of internet traffic as well as distributed sharing - such as is found in bittorrents - mean draconian internet laws are essentially unenforceable and that the internet remains a relatively safe haven for everything from Iranian radicals to terrorists and paedophiles.

The Internet Cabal is a distributed activist group, they have no real world connection to each other but come together to advance their agenda and to undertake direct action and other deeds, up to and including terrorist actions, against targets that the loose group deems to be worth attacking or issues that they deem to be worth addressing. The Internet Cabal brings together experts and specialists spread throughout the world, able to share their knowledge, insight and expertise covertly, something that makes them potentially extremely influential.

Aims & Methods

The aims of the Cabal may be as varied as its membership but they tend to be progressive, liberal, technologically and scientifically focussed. They might move against a politician who stands against stem cell research, they might sabotage 'internet security' meetings, they might take revenge or extract confessions from corrupt politicians, former dictators or murderers.

To accomplish all this they use a hidden 'dark net' hidden within, around and beneath the regular internet, encrypted and passing information peer to peer in order to avoid detection or spying, special software matching people of similar expertise, politics and willingness to act in order to act as a catalyst to make things happen.

Conspiracies

ECHELON (022), Subliminals (089), Wikipedia (098).

Adventure Seeds

1. A concerted effort is being made to infiltrate this organisation one way or another. The Cabal wants to root out the potential spies and prevent their infiltration while the security services are desperate to break their encryption, capture their software and put an end to the group. Things are complicated by many in the security services being covert members. Characters could be put on either side, facing either the might of combined government resources or a truly invisible, 'cell-based' group, where the cells are individual people.
2. A Cabal operation seems to have gone wrong and several of their cell members have been captured. The characters are placed in charge of the interrogation and investigation but it's all an elaborate ruse to find out how much the powers-that-be really know about the Cabal, to plant false information and to make them look like idiots. Their organisation is already infiltrated by the Cabal.
3. Members of the Cabal the characters discover that other wings of the group exist and that they're doing things completely opposite, ideologically, to those that they've been involved in. Things that they find reprehensible. Whoever started this group seems to be playing people off against each other, distracting them and putting them in harms way and so the Cabal itself must be investigated, by the Cabal.

Tips

Much of this premise is expanded and made play of in my game @ctiv8 which is based around a similar Internet Cabal. The graphic novel Global Frequency operates on a similar theme and it's a modern trend in procedural drama for the outcast expert - the type of person who would be in the Internet Cabal - to be the hero. Plenty of material can be found in these and a mash-up of, them would be a good starting point for a campaign.

042 - Invisible

College

Description

The Invisible College began as a precursor to the hugely influential Royal Society and was akin to a primitive 'internet' allowing scholars and natural philosophers to share knowledge and loan materials to each other, to experiment and share data and so to cross-pollinate ideas. The Invisible College linked people across national and cultural boundaries, despite its affiliation to the Rosicrucians, and contributed enormously to the Enlightenment.

The Invisible College respects no national, ideological or philosophical boundaries, it is predicated upon the idea of the free sharing of information and scientific advance. Even during the Cold War scientists on both sides of the Iron Curtain would take any opportunity to share those findings that they could and to spend time in each other's company at conferences, something that worried the political class on both sides of the iron curtain.

As a conspiracy the idea is that the Invisible College - which also took an interest in religious and magical/alchemical matters - became a power group in and of itself and that rather than being a general principle of information sharing, it is now a power that seeks to shape the world along the lines of both scientific and magical knowledge.

Aims & Methods

The Invisible College believes in an enlightened age of knowledge and while some versions may believe in the supernatural they also believe that it should be codified, understood and controlled in order to better mankind. The college retains a great deal of esoteric and unusual understanding between its members, largely due to the synergy of knowledge gained by cross-pollination of ideas.

Conspiracies

Ancient Astronauts (004), Ancient Super-Civilisation (005), Antichrist (006), Asian Tsunami (008), Atlantis (009), Cloning (016), Crop Circles (018), Hellhole (021), ECHELON (022), Electric Fields (024), Fountain of Youth (032), Free Energy (033), Gulf War Syndrome (036), HAARP (038), The Law of Attraction (048), Pole Shift (053), Marconi Deaths (055), Montauk Project (060), Moon Landings (061), Nanotechnology (064), New World Order (067), Nibiru (068), Prophecy (070), Orgone (072), Pearl Harbour (075), The Philadelphia Experiment (076), Planet X (077), The Pyramids (081), Roswell (084), Shakespeare (087), Eugenics (088), Tunguska (092), Warehouse Zero (097).

Adventure Seeds

1. Strange evidence is turning up at several crime scenes, evidence of science that shouldn't exist yet and even the broken remnants of a device that should not, by all rights, exist. Investigation leads to a schism in the Invisible College with the organised, militant faction taking care of some of their critics from the moderate, individualist faction. What the disagreement is about could be world-shaking.
2. Privately sponsored and independently developed The Invisible College has cracked a cheap form of fusion. Now they just need to decide what to do with it. Some believe it should just be rolled out immediately to everyone, others see it as a way to use leverage on world governments in order to build a saner, more rationally oriented world. 'Play ball and we'll give you the secret of fire'. Some governments and groups have got wind of the development and want to recover it for themselves while the College bickers.
3. The college holds some secrets that would cause mass panic and blow the average mind into madness. Some of this information has gotten free and is ruining the minds and lives of everyone that comes into contact with it. Fearful of their own information the College seeks to find intermediaries to recover or destroy the secret that has gotten free.

043 - Invisible Space Lizards

Description

Apparently, according to such conspiracy luminaries as David Icke, Invisible Space Lizards are secretly running the planet. They exist on a different 'vibrational plane' to us, which is why we can't normally see or detect them, but they're also shapeshifters. They take the form of some of our leaders and have interbred with royal and presidential bloodlines, manifesting in lizard traits which can, apparently, be seen giving them away on news broadcasts.

The Lizards are aliens of some sort and they're determined to control and exploit humanity for reasons which are never quite made clear. The great thing about the Invisible Space Lizards is that they're so ill defined, so broad in scope and so esoteric that they could be behind anything and everything. If they really existed...

Aims & Methods

The Invisible Space Lizards are all powerful, invisible, shape-shifting aliens. Their aim seems to be to keep us dumb, cut off from our spirituality and our inherent psychic abilities and to exploit the world and the humans who live there. Their methods seem to include everything from science and magic to politics, wars and even direct intervention using drugs and surgery. Almost anything can be said to be their work and their aims are beyond the comprehension of mere 4-dimensional beings like humanity.

Conspiracies

Election Fixing (001), Twin Towers (002), AIDS (003), Ancient Astronauts (004), Area 51 (007), Asian Tsunami (008), Bermuda Triangle (010), Chemtrails (013), The Mark of the Beast (014), Clinton Kill List (015), Cloning (016), Conspiracies (017), Crop Circles (018), Climate Change (019), ECHELON (022), Electric Cars (023), Electric Fields (024), Elvis (025), FEMA (029), Fluoridation (030), Food Additives (031), The Fountain of Youth (032), Free Energy (033), Global Warming (035), Gulf War Syndrome (036), Gun Control (037), Tax (042), JFK (046), Life on Mars (049), Pole Shift (053), Manchurian Candidate (054), The Chip (057), MKULTRA (059), Montauk Project (060), Moon Landing (061), Nanotechnology (064), New World Order

(067), Obama (071), Orgone (072), The Philadelphia Experiment (076), Planet X (077), Overpopulation (078), The Pyramids (081), Roswell (084), School Shootings (086), Subliminals (089), Television (090), Tunguska (092), UFOs (093), Vaccinations (094), The War of the Worlds (096), WMDs (099), Solipsism (100).

Adventure Seeds

1. While watching a news broadcast the characters all witness a sudden breakdown of the disguise of a key politician. He's clearly revealed to be a lizard. However, they seem to be the only people that have seen this, though they all saw it. Re-watching a recording just looks normal. They're not really the only ones that know, but most people keep it quiet as those who let on about what they've seen are killed off by the Lizards.
2. Whatever group the characters work for are patsies of the Lizards and are doing their bidding. This may slowly become apparent when the results of their previous cases start showing up again, outside of their normal investigation parameters. What's more they're banned from looking into these cases as they're being handled 'elsewhere'. They need to deal with their current case while, on the side, if they have the time and energy, they can privately look into these other incidents. There's a high chance they'll be found out and the Lizards will move to liquidate them.
3. During a raid a strange device goes off and the characters are flung into the 5th dimension that the Lizards naturally occupy. Here they're the strange creatures and are completely out of place. The normal rules of physics don't apply and they may also manifest strange psychic powers. There's a whole world of Lizards living alongside our world and it'll take a great deal of effort to get home.

Tips

The deeper, madder ends of the conspiracy websites are full of info on the Lizards, if you want to run a more gonzo game/campaign around these crazy ideas.

044 - Jesuits

Description

The Jesuits are a large and fairly militant and evangelical wing of the Catholic Church. A male order they are heavily involved in missionary work and in education. In their chequered history they have been alternately praised and condemned by the hierarchy of the church and have been involved in a great many 'goings on' such as the spread of Christianity into Asia and America. In the past they've also been implicated in The Gunpowder Plot to blow up Parliament in England, attempts to assassinate Protestant monarchs and other political interference.

The Jesuits have also been brought up on being unorthodox, with loose interpretations of Catholic dogma and a willingness - too much perhaps - to adapt to situations and contexts in order to spread their faith. Protestant paranoiacs, such as the author of the Chick Tracts, frequently rail against Catholicism and the Jesuits in particular, as sources of evil and interferers in world politics.

Aims & Methods

The aim of the Jesuits is to preserve and strengthen the Catholic Christian faith and to spread it by whatever means they can, hence their heavy involvement in education and missionary work. They also try to defend the Catholic Church against its enemies which is where, historically, they've been caught up in terrorist and assassination plots. While they seem more respectable today, they're still involved heavily in education - with an emphasis on religious brainwashing - and there may still be shady things going on behind the scenes.

Conspiracies

Antichrist (006), Hellhole (021), Our Lady of Fatima (027), Jesus (043), Jonestown (045), Life on Mars (049), Lockerbie (050), Manchurian Candidate (054), Lost Bible (058), Prophecy (070), Paul McCartney (073), Shakespeare (087).

Adventure Seeds

1. The Vatican maintains several scientific projects, including astronomy. Unknown to the rest of the world these efforts have detected an extraterrestrial signal from a nearby star and the Jesuits are keeping this information to themselves. The existence of aliens presents some theological issues for Christianity and the Jesuits are interested in finding out if they have a god, if it's the god and if they can evangelise to this other world. Meanwhile one of the greatest scientific discoveries ever is being sat on by a religious group and it needs to get out to the world.
2. Catholicism has been courting the Church of England but what it really needs to do is to reflect that relatively liberal and wishy-washy church in a bad light. Catholicism suffers from an image crisis due to repeated cases of child molestation and cover ups. Something needs to happen to shake the Anglican Church to its very core in order to make them seem worse and so plans are afoot to manufacture an unforgivable controversy. Elements of the Anglican Church are not unaware of this and come looking for help to stave off or prevent the issue, or even to turn it back around on the Jesuits who are responsible.
3. The characters are a Jesuit 'black ops' team, working to establish Catholic orphanages and schools in disaster areas or under hostile regimes, smuggling bibles into North Korea and otherwise engaging in dangerous and life-threatening activities for the sake of their god. As things progress they may discover that there's more behind these activities than is immediately obvious and that they're involved in far shadier activities than they thought they were, perhaps those crates contain guns, or drugs, rather than bibles.

045 - KKK

Description

Many would consider the KKK to be a spent force and largely a thing of the past, along with racism itself. Many would think that it is only confined to a vicious minority and associate it with bucktoothed hillbillies playing banjos with six fingers but racism remains an incredibly powerful force in the politics of many nations and the USA is noteworthy for its continuing role, whether that be in the racially delineated voting for Obama within the black community, or the nonsensical challenges over his legitimacy and threats of assassination. The KKK may be almost comedic in many eyes now, white sheets and conical hats, but their stated aims and beliefs - racism, anti-Catholicism and so on, still play powerful roles and there may be a more organised, more downplayed version of the organisation still at work in American politics and society.

Aims & Methods

The aims of the KKK are to promote white interests - at the expense of other interests - and to oppose Catholicism, organised labour, 'socialism' (as they imagine it to be), secularism and other factors that they consider to be detrimental to the proper order. Historically they've also been for the temperance movement and they've also been tangled up in politics. In the past they were associated with the democratic party but in the modern day and age they're more associated with the right wing of the republican party and the evangelical and Baptist movements, racism comes out on talk radio and in the comments of other right wing pundits.

Conspiracies

Antichrist (006), Black Sterilisation (047), Eugenics (088).

Adventure Seeds

1. A list of members exists, listing many, sometimes surprising, senators, congressmen and governors as members along with industrialists, broadcasters and other influential people. They can only exercise their power for their cause if they're not exposed and most, if not all, could lose their positions if they were found out. They want the list back, others want it exposed, where it actually is neither side knows, yet...
2. An unholy alliance between population reducers and racist elements has led to a secret policy of depopulating the non-white areas of the globe with genetic weapons. These diseases will tack onto high-melanin, epicanthic fold and other genetic triggers to deliver a disease that will annihilate the people of these ethnic groups. The research is in its final stages and the rhetoric is building to clear the way for it to happen and to be allowed to happen. This may be enough of a warning for some to start to look into what's going on.
3. Racial tensions have shifted away from blacks and more onto Mexicans and the Mexico border with talk of more fences, extra security, harsher penalties, more deportations and so forth. This is part of a slowly building policy to create so much antipathy that part or all of Mexico may end up annexed, expanding the United States and creating a new, effective, slave class to increase the prosperity of the white population, direct control over Mexican sweatshops, rather than at a distance.

Tips

Racism is an ugly, horrible thing and it can be unsettling to explore in a game. Resist the temptation to resort to stereotypes and simplistic caricatures because that simply doesn't reflect the modern face of racism which hides itself behind other concerns like welfare, immigration, disease and jobs. Give racism the 'respect' it deserves in terms of how devious it can be and how it tries to pass itself off as anything but racism.

046 - Le Cercle

Description

Le Cercle is a genuinely secretive foreign policy think tank, established by the French in the 1950s but now presided over by the British. It has members from twenty-five different nations - though it may or may not include the USA. Le Cercle is extremely secretive with members refusing to answer any questions about it whatsoever. This has led to a lot of speculation in the press and in conspiracy theory circles, especially since those who are publicly known to be a part of it have been involved in some business and corruption scandals and are generally thought of as being pro European Union, even to the point of federalism.

Originally Le Cercle limited its ire and work to the fight against Communism but it may now be involved, so it's thought, in promoting a different world unity and fighting against the interests of the common man and of socialism more broadly, an intelligence sharing and event-prediction think tank that is attempting to guide the global zeitgeist towards a world government run by a wealthy elite.

Aims & Methods

Le Cercle is another (yet another) world government conspiracy but one rooted in the anti-communist hysteria of the later 20th century. It is concerned with retaining and extending the privilege of the rulings classes and countering destabilising international groups that oppose that aim, working through the medium of foreign policy advice and covert agreements amongst its 25 members to work towards common aims.

Conspiracies

Antichrist (006), Asian Tsunami (008), Black Helicopters (012), The Mark of the Beast (014), Clinton Kill List (015), Climate Change (019), Fluoridation (030), Free Energy (033), Gulf War Syndrome (036), HAARP (038), The Holocaust (041), Tax (042), Madrid Bombings (052), The Chip (057), Moon Landing (061), Peak Oil (074), The Philadelphia Experiment (076), Vaccination (094).

Adventure Seeds

1. Le Cercle is under scrutiny as it has never been since the Spiegel controversy. With reporters beating on the doors, the group has nowhere left to run. It's a race between different investigative reporters and Le Cercle's own steadfastness and agents to see if someone breaks or all the juicy information conveniently 'disappears'. The older data is likely to be the surviving data, including some of the underhanded, dangerous and deadly actions that Le Cercle encouraged during the cold war in their covert actions against the soviet bloc. The characters could be agents of Le Cercle trying to cover up information or they could be an investigative reporting team, trying to get at the truth while it still exists.
2. Funded by its various governments Le Cercle has a reasonable pot of money and a lot of discretion as well as a well-founded reputation for maintaining secrecy. With the global situation in such flux there's plenty of opportunity for more direct intervention, well placed agents applying pressure to particular ministers, presidents and other key figures worldwide to suit Le Cercle's ambitions. The characters could be hirelings, mercenary agents of this more militant Cercle, helping - unwittingly - to promote their agenda.
3. How do Le Cercle maintain their veil of complete secrecy and closed lips? With at least twenty-five members, some of whom have had to leave politics and Le Cercle in disgrace, one would think that someone would have blabbed at some point if only to make a quick buck or to gain a notorious reputation. Le Cercle must hold something over its members and this could explode into action at any point a particular member appears to be acting against the interests of the group or, potentially exposing it. This might be the threat of death, of blackmail, or some other means of control, all of which are potentially subject to a character investigation and foiling.

047 - Liberal Media

Description

The myth of the 'Liberal Media' is a hard one to defend in an era of Rupert Murdoch, right-wing blogs and talk-radio. Nonetheless there is a kernel of truth to the accusation but only to the extent that highly educated people - which many media people tend to be - also tend to be more liberal. This raises different questions to the ones intended by the accusations perhaps but amongst right-wing conspiracy theorists this just means they join up the 'Liberal Media' conspiracy with the 'Liberal Education' conspiracy. Things are further obscured by the American misuse of the word 'liberal', using it to mean left wing ideology, when it doesn't really mean that.

Whatever the problems with definition and the very concept of a 'Liberal Media' the conspiracy theory is that various powerful forces and cabals that favour a 'Liberal agenda' (where 'liberal' is a code word for anything the conspiracy theorist doesn't like) have taken control of the media and use it to try and pervert people's viewpoints and to propagandise everything from making homosexuality acceptable (Will & Grace) to trying to promote communism via socialised healthcare (Sicko).

Aims & Methods

The aim of the Liberal Media is to brainwash the public into accepting 'weakling' progressive and socialist ideas such as those used in Europe, to erode the rugged American individualism and self-reliance and to make them think that an interdependent society and a strong government is a desirable thing. They seek to accomplish this by a variety of methods but all channelled through the media; biased news reporting, liberal agendas in entertainment, selective advertising and censure of opposing political viewpoints.

Conspiracies

Digital TV (020), Evolution (026), Global Warming (035), Paul McCartney (073), Pandemic (085), Television (090).

Adventure Seeds

1. The Liberal Media conspiracy is being run by an actual group, rather than being a naturally emergent result of educated and intelligent graduates tending to be liberal. This group is somewhat similar to the Fabians of Britain, believing in changing the political landscape but by slow and steady means rather than by violent revolution. They believe that the best way to change attitudes is via the media, though it is long, slow and painstaking work. Right wing paranoiacs may be wrong about a lot of things, but they've uncovered this group and are trying to expose them as a genuine conspiracy while the conspiracy-oriented mainstream media is trying to discredit them. Ironically there, for once, is a conspiracy but their aims are benevolent. The characters could be bloggers, reporters or other interested parties tracing both sides.
2. The characters are a news crew working for a big, liberal news corporation. Their investigations on one story reveal some disturbing information that could compromise a liberal politician or the standard liberal position on an issue such as global warming. When they report it back it's swept under the rug by the conspiracy and deeper investigation on their part will unveil the whole scope of the conspiracy that supports this censorship and the policy that lies behind it all.
3. The characters are members of this conspiracy, reporters who have seen the worst excesses of the existing system around the world and who are determined to use the only weapons they can - their media savvy - to change what they can. They're part of a larger, wider group and their investigative reporting is intended to uncover and expose the dangerous excesses of big business and the hypocrisy of the right wing pundits and evangelicals. Powerful and increasing difficult and dangerous work as their opposition gets backed into a corner.

048 - The Mafia

Description

Not the Russian Mafia, not any of the other Mafias but the real deal, the one, the only, Italian Mafia. While the Mafia may have possibly had its origins elsewhere and itself be an offshoot of an earlier criminal society the Italian Mafia, more properly the Sicilian Mafia, is the one everyone thinks of when you speak of 'organised crime'. Unlike many of the organisations in this book the Mafia genuinely is guilty of various conspiracies and behind-the-scenes control of various people and groups. Perhaps not to the extent that they've been accused of being but they certainly have had plenty of ties to Unions in the United States of America and across the world have been involved in bribery and blackmail in order to get special dispensation from politicians, judges and other officials. Implications that they were involved with Presidential assassinations seem unfounded however.

The Mafia isn't a single, unified group but rather a loose affiliation of many different families, which can war with each other over territory or particular criminal industries and their pre-eminence in each. They're also frequently investigated and brought to justice though, if they ever did work together as a single organisation their overall power might be genuinely frightening.

Aims & Methods

The aims of the Mafia are to accrue profit and personal power through criminal enterprise. Control that they exert over public figures is generally seen as a means to that end. In order to make their money and extend their power they might have various 'front' legitimate businesses that cover up blackmail, bribery, extortion, robbery, gambling, prostitution, assassination and other dealings. While traditionally the Mafia shied away from involving itself in the drugs trade, this is no longer the case.

Conspiracies

Clinton Kill List (015), Gun Control (037), Jimmy Hoffa (044), JFK (046), Musicians (063), Paul McCartney (073), Princess Diana (079), Red Mercury (082).

Adventure Seeds

1. The Mafia is trying to unify and this is leading to a series of gang wars across the world. While various organised-crime units of police have noticed this upward swing it is the characters, in the course of their investigations, that discover what's going on. A 'super boss' is trying to establish himself as having global control over the Mafia, something that would have massive implications worldwide and could lead to the establishment of a genuinely dangerous and far-reaching conspiracy.
2. The characters are enforcers and soldiers for a local capo. His political ambitions have put him at odds with a hard-line, right-wing politician and each is determined to take care of the other one way or another. In dealing with this politician the Mafia conspiracy to control local politics comes into conflict with another conspiracy, equally determined not to lose its grip and to eliminate the upstart Mafia threat.
3. Some of the old bosses are finally retiring, in their seventies and eighties. All their old material and war trophies need to be packed up or disposed of and their families might not know everything that they got up to in the old days. In helping with the removal of one old boss to a retirement home the characters discover his involvement, at least tangentially, with the Kennedy assassination. The papers and notes that he has, suggests that the Mafia were at least contemplating taking him out as he'd reneged on some old deals that they had made. To get to the bottom of whether they really did do it or not the characters will have to track down more of these old mobsters and follow the clues.

Tips

It's almost impossible to stop yourself hamming it up with stereotypes and tropes from Mafia films when you do a game involving the Mafia. Go with it, particularly in scenario three where it's reasonably justified.

049 - Majestic 12

Description

Majestic 12 is supposedly the codename of a secret committee set up by President Truman to oversee investigation into UFOs. There's no real evidence of their actual existence and documents pertaining to their existence are supposedly fakes, but then if there were a super-secret UFO-poking organisation you'd expect them to be covered up in such a way. Since the emergence of these allegedly forged documents in the 1980s, Majestic 12 has been accused of being covered up, of being a group that handles cover-ups and of being a deliberate misinformation tactic to distract the truth-seekers in the UFO conspiracy subculture. If they had existed Majestic 12 would have been acting with Presidential authority to investigate, keep secret and exploit UFO technology and, perhaps, to make contact. The group was supposedly a mix of military and civilian members, which means the impact of the group could have been felt more broadly across society than many conspiracies.

Aims & Methods

Originally created to investigate the UFO phenomenon the shift of the conspiracy has changed to one of exploitation, contact, reverse engineering and control. With the passing of the original group and a fading from public sight the military and civilian sides of the group work in tandem to exploit alien technologies for financial and military gain, through a series of proxies. The committee remains small, with only twelve members, but has an extended network of agents and unwitting proxies and front companies that they use to stay ahead of the game.

Conspiracies

Ancient Astronauts (004), Area 51 (007), Bermuda Triangle (010), Black Helicopter (012), ECHELON (022), Free Energy (033), Montauk Project (060), Moon Landings (061), Nanotechnology (064), The Philadelphia Experiment (076), Planet X (077), Remote Viewing (083), Roswell (084), UFOs (093), The War of the World (096).

Adventure Seeds

1. The characters, by chance, witness a meeting between members of Majestic 12 and an alien saucer craft, out in the desert where nobody is supposed to be. They witness the exchange of technology and information for resources, including death row inmates who are supposedly being executed. After the meeting Majestic 12 moves to wipe out all trace of there having been a meeting or exchange here but the characters are a loose, free piece of information about what's going on and now they're in danger of being found out and eliminated, or of having their curiosity piqued and investigating. Who knows? They might get invited to join.
2. There are no UFOs, there never were, but Majestic 12 lingered on and retained its source of black funding and delegated authority long after Truman left office. They have since abused this authority and their budget, along with their wide-ranging powers, to get considerable control and influence over government, using that influence to promote a military-industrial agenda. Committed UFOlogists, the characters stumble upon genuine Majestic 12 material that not only destroys their cherished beliefs about aliens, but reveals Majestic 12 to be nothing but exploitative conspirators.
3. Like everyone else the aliens are starting to see that America is no longer the world power it once was and are beginning to think of shifting their dealing with Earth to the Chinese or Indian governments, the nations that are going to be the future. A few secret overtures have been made and as agents of the Chinese government the characters are going to be jumping through hoops for both the aliens and their own governments, coming up against Majestic 12 as they try to facilitate a change and to bring the aliens on board with assisting and dealing with their own government.

050 - Men in Black

Description

The Men in Black are frequently associated with UFO reports and mythology but they seem to be a broader idea than that. Not only are they associated with UFOs but also with alleged supernatural sightings and things of a more mundane nature. They get their image and their sinister associations from various secret services and spy organisations who adopt that 'look' of sunglasses and black suit as being one that's both intimidating and non-descript at the same time, anonymising agents and allowing them to become part of the background, somewhat. Men in Black are poorly defined and are persons of great mystery who may or may not be all part of the same group or conspiracy. For the purposes of this entry the Men in Black are presumed to be observers of the strange and enforcers of reality as it is, dedicated to concealing and stamping out weirdness as needed.

Aims & Methods

The Men in Black aren't so much an organisation as a force of nature, though they recruit their agents from the real world. Slightly out of phase with reality they exist alongside it, looking out for breakthroughs of the strange and the weird and moving to those locations to deal with whatever has 'leaked through' and to patch the holes. In ancient times they were shaman, priests, secret warriors, today they have the appearance and clout of an espionage or security force and are willing and able to do just about anything to protect the integrity of our reality. They use strange artefacts, low level psychic ability and advanced and mystical technology to perform their duties.

Conspiracies

Ancient Astronauts (004), Area 51 (007), Bermuda Triangle (010), Black Helicopter (012), Conspiracies (017), Fountain of Youth (032), Free Energy (033), Hangar 18 (039), Life on Mars (049), Manchurian Candidate (054), MKULTRA (059), Montauk Project (060), Moon Landing (061), Nanotechnology (064), The Philadelphia Experiment (076), Remote Viewing (083), Roswell (084), Tunguska (092), UFOs (093), The War of the Worlds (096), Warehouse Zero (097), Solipsism (100).

Adventure Seeds

1. The characters are potential recruits for the MiB but they want to test them to see if they have what it takes. They engineer the characters' assignment to an area of fractured reality where spacetime doesn't work properly, where many strange phenomena are manifesting - purely to see how they cope with the problem and, if they survive, to bring them in and turn them into agents of the conspiracy.
2. The characters are linked with a Professor who is not only brilliant in legitimate science but is also fascinated by some aspects of fringe science. When he disappears his students are left in the lurch and nobody seems to know what's happened to him. The MiB have removed him as some of his fringe researches are threatening the fabric of reality. He's been 'erased' but some of his work and his half-finished devices remain, along with evidence of the Men in Black's involvement. If they poke too far they might attract their attention, if they poke just far enough they may find a breakthrough or a technology that can make them powerful - if they keep it quiet.
3. The characters spot Men in Black frequently during the course of their other investigations and adventures but they don't seem to be involved in any of them, just present and taking notes. What the characters don't realise is that there's a greater pattern of events taking place at a meta level, above and beyond their investigations. This is what the Men in Black are tracking and over the course of the next few investigations the characters may become aware of it themselves, some 'pressure' on reality that is making all these other cases stranger, stronger, or causing them to come about in the first place.

Tips

I've left the Men in Black fairly vague deliberately for this one. Defining them utterly would spoil the mystery and that's something to be avoided when using them directly in games as well.

051 - MI5/6

Description

MI5 and MI6 are the main British security services, divided similarly to America's CIA and NSA. MI5 handles the security and defence of the realm from internal threats, and operates on a counter-terrorist basis while MI6 gathers foreign intelligence and deals with operations overseas. Despite the image projected by James Bond the Ministry of Intelligence has been a practical laughing stock in the past, chronically underfunded for much of its early history and not even considered necessary until the early 1900s it was later riddled with KGB agents and defectors and yet, despite all of this, remained reasonably effective, more so since the Cold War ended and it has been associated in many minds with various cover ups of anything from Royal indiscretion and Space Lizardness to UFOs and other strange goings on. As servants of the crown the security services are often muddled in with conspiracy theories about the Royal Family and Masonic symbology on past and present MI5/MI6 insignia and logos leads them to end up associated with those conspiracy theories as well.

Aims & Methods

MI5 and MI6 are concerned with defending Britain and British interests. This sometimes sets them at odds with even allied nations, such as the United States and it's thought by some that they, as a security service, are more engaged with defending their secret masters, whoever they are, than the British per se. The tricks of the MI agencies typically include infiltration, blackmail and possible, rarely, assassination. 'Defending the realm' can be taken very broadly as justification for a great many different, dangerous and controversial actions.

Conspiracies

Echelon (022), Lockerbie (050), Underground Bombings (051), Marconi Deaths (055), MKULTRA (059), Princess Diana (079), Warehouse Zero (097), WMDs (099).

Adventure Seeds

1. A new Minister and a new 'M' mean some upheaval. The new Minister wants new blood in the agencies and a new way of doing things. That means unconventional recruits and recruitment and that means an end to the secret society and school tie domination of the agencies. The characters are new recruits, or transfers and because they're not part of the old structure they find themselves getting all the awful, dull or dangerous duties at the same time as they're being sounded out as to whether they can be drawn into the conspiracy within the agencies, serving the banking families and royalty first, above the government.
2. One of the 'spare' royals is a constant embarrassment to the family in much the same way, if cruder, that Diana was. The intelligence service is seeking to remove this problem, with a suitable accident and with the blessing of the crown conspiracy within the service. The royal's bodyguards have wind that something is up and as a special part of the police service aren't a part of the conspiracy. They're seeking some extra help to guarantee their charge's safety. He might be an idiot but they take their job seriously and will do all they can to protect him against the service and his own family.
3. Foreign security services suspect MI5/6 of having been infiltrated or compromised, as it was during the Cold War by KGB agents and turncoats. They can't figure out who or what it might be compromising them at this point but the characters are engineered to be used in joint operations with the service in order to maximise exposure and to try to find out who or what they're working for when they're not serving in the defence of the realm. The occult conspiracy within is revealed, slowly, to be working for some unnatural force that dates back to Queen Elizabeth's time, first encountered and used by her spymaster and Doctor Dee and still serving - and being served - to this day.

052 - Cult of Mithras

Adventure Seeds

Description

The Cult of Mithras was a mystery cult, somewhat akin to early Christianity, which existed from the first century to the fourth century and which was extremely popular with military officers in the Roman Empire. The Mithras cult was widespread in this social class and, thus, throughout the Roman Empire. Since the cult met in underground temples many examples have been relatively preserved over time and this has given good insight into the nature of the cult as well as its similarities with other cults, such as Christianity and other Roman clubs and cults of the time.

The Cult of Mithras could have survived the fall of the Roman Empire, remaining in existence in Britain throughout the middle ages and later spreading to America and the other colonies, remaining a cult of the political and military classes and riddling the same groups across the Anglo-Saxon world. With grades of initiation and secrets the cult of Mithras echoes many secret societies and could be holding up a secret power structure across the Anglo-Saxon nations, perhaps across Europe as well.

Aims & Methods

The Cult of Mithras venerated warriors and it had a strict moral code that may have pre-dated the chivalric code. It's no stretch to think that much of the mythic Arthur figure could have been derived from Mithraic - or similar - mystery cults. The aim is to promote and celebrate this military power and the promote the military man as a natural leader, facilitating that by empowering the military and military advisors. The cult is limited to the political and officer classes, but they can command loyalty from a much wider circle.

Conspiracies

Ancient Super Civilisations (005), Evolution (026), Law of Attraction (028), Manchurian Candidate (054).

1. The Mithraic cult wants to try and form a sort of Anglo-Saxon alliance between English speaking peoples. They have been driving a wedge between Britain and Europe, Australia and the Pacific Rim and building up nationalism in the United States against ideas of economic binding with Mexico and Canada. Now they're wanting to move onwards, staging a military coup in America. This almost happened in the United Kingdom and a similar cabal of high ranking military and retirees is seeking to try the same thing in the USA. While they're trying to operate secretly and only with men they can trust, a conspiracy of this size is bound to leak and the characters are the first point at this gets out.
2. The Mithraic Cult still retains some of the relics that the Romans inherited from an even older great civilisation. Some of these relics have what might be termed 'mystical powers' so when one is stolen by a renegade member the influential members of the cult waste no time in pulling out all the stops to find it and them. Their artefacts are almost all to do with soldiery, weapons especially, in the wrong hands they could be extremely destructive and, given the urgency, they're prepared to use people outside the cult to get it back, provided they think that they can control them. The characters are one such group.
3. There are a large number of members of the cult and while they continue with their lives normally most of the time, when the cult calls their behaviour will change almost utterly. The indoctrination and brotherhood emphasis of the cult is powerful brainwashing and almost as strong as the mind control that many conspiracies are accused of. A cult member can commit a murder on behalf of the cult and return to their lives guilt free as though nothing had happened. The investigation into the deaths of a couple of cadets at a training camp may lead the characters to this disturbing revelation about some of the officers there.

053 - Mormons

Description

Mormonism is a particularly American cult brand of Christianity, transferring much of the legitimacy and mythology of the bible and applying it to America, creating its own new mythology and expanding rapidly on a financial basis as well as a membership one. Despite remaining controversial the cult enjoys relative acceptance in the US, even being able to field presidential candidates and to get whole Mormon families in the entertainment industry without attracting too much comment and, indeed, getting kudos for their 'strong morals' and Christian ethics, even if most Americans would consider them to be 'not Christian'.

Mormons have been considerably powerful for some time, though they were forced to back down on polygamy due to pressure from the US government in exchange for other political concessions. The church is wealthy, can claim to control considerable power and real estate and commands an adherence from its followers that leads them to go on 'Missions' both in the United States and abroad. In that respect they are a lot like the Jehovah's Witnesses. Mormons have, nonetheless, been all over the place politically and socially, racist, but egalitarian when it comes to the sexes, forming communes but later being anti communist. All these contradictory actions make them ripe conspiracy fodder.

Aims & Methods

Like any cult the chief aim of the Mormon religion is to get converts. Secondary to this aim is the goal of accruing money, power and influence in order to further that primary aim, though church leaders of any cult sometimes get caught up in the money and power aspect and forget why they went after it in the first place. The main aim of Mormonism is, then, to become mainstream, to be accepted and to put behind it the racism and other issues from its past.

Conspiracies

Antichrist (006), Manchurian Candidate (054), Bible (058), Nibiru (068).

Adventure Seeds

1. The Mormon church has a secret stash of Uranium, hidden away in the outback of Australia, from which they are seeking to secretly make nuclear weapons in order to trigger their own biblical Armageddon. Some former members of the church had gotten wind of some aspects of this plot and that is the reason for their leaving. Things have been stepping up recently however and these former Mormons are few. They're desperate to avert a possible, global catastrophe and come to the characters in the hopes of securing that help.
2. There are a disproportionate number of Mormons in the intelligence services and in the FBI. There has been some concern in some quarters over this and a special unit is assigned to investigate. What they may discover is a systematic cover-up of Mormon activities by their brothers and sisters in Christ from within these services. What those activities add up to and what can be done about the Mormons within the services isn't clear, yet, if anything can be done about either.
3. The Mormon church was reluctant, in the extreme, to change its views on polygamy which is why there are so many breakaway sub-sects. Their action in opposing gay marriage is, perversely, related to this issue. In forcing the gay marriage conflict into higher and higher courts they hope to get a court ruling based on The Establishment Court of the US constitution, ruling that gay marriage cannot be discriminated against because the objection rests on religious grounds. With that precedent set they believe they can force the issue and restore the legality of polygamy, after all, it's a religious belief that the government should not be able to legislate against and more than they can enforce standard Christian beliefs about marriage. The characters are approached by gay activists who have a vague inkling as to what might be going on.

054 - Mossad

Description

Mossad is the Israeli intelligence service, an active, effective and ruthless organisation if all the stories are to be believed. Mossad has been behind assassinations, kidnappings, blackmail and the promotion of the Israeli nuclear weapons programme through theft, hijacking, bribery and misrepresentation. Being Jewish, Mossad are frequently drawn into anti-Semitic conspiracy theories and the fact that they are so ruthless lends credibility to some of these claims.

Aims & Methods

Mossad's aim is to protect Israel. This also extends to attacking Israel's enemies and during the latter half of the 20th century to pursuing Nazi war criminals. Mossad's methods are brutish, but effective, anything and everything that can be used to give them advantage. This attitude and this willingness to do the unthinkable may be rooted in the holocaust and the siege mentality Israel has.

Conspiracies

Twin Towers (002), Antichrist (006), Holocaust (041), Lockerbie (050), Underground Bombings (051), Madrid Bombings (052), Manchurian Candidate (054), Bible (058), Russian Bombings (062), WMDs (099).

Adventure Seeds

1. Against all evidence to the contrary and in spite of all the investigations 9/11 was a conspiracy and Mossad was behind it. In a secret operation, concerned by increasing American sympathy for Palestine the decision was made to stage an Islamic attack on the US in order to solidify American support for Israel and to unleash them on Israel's enemies. This has been covered up with a lot of manipulation, acting through several layers of plotters over several years with Mossad largely playing the role of enabler, nudging the terrorists in the right direction and supplying them the means. Operations in the Middle East may expose the characters to Islamic fighters and terrorists with fragments of information which will uncover this plot and the reasons for it.

2. In the 1980s Robert Maxwell, the newspaper tycoon, was an agent for Mossad while also being an unscrupulous monster who stole his employees pension funds to pay off his debts. Towards the end of his life as his business empire was faltering he may have begun to leak secrets in exchange for more financial backing or to support his ailing newspapers. He knew too much and Mossad killed him, making it look like an accident and ruining his business empire and reputation, though still honouring him with a state burial at the Mount of Olives. The old newspaper files from those days may still contain some of the information that could lead investigators to this conclusion, but they're all hidden away in storage, lost in the confusion of those heady days. Until someone stumbles upon them...
3. Long term, Mossad has been infiltrating and influencing the American evangelical church, building up their apocalyptic visions and the importance of the Holy Land in their interpretations of scripture so that, despite regarding the Jews as dirty heathens, they continue to lend their support and their money and to back a more aggressive stance against Islam. This policy appears, however, to be backfiring as the evangelical churches grow more and more extreme and some in their number talk about deliberately starting the apocalypse in order to return Christ to Earth all the sooner. Now Mossad wants to clean house but many of these church leaders are rich and well protected. The characters could come in on either side.

Tips

Mossad are extremely effective and professional but are also vicious, ruthless and virtually amoral when it comes to their operations. Don't pull any punches or have them act stupidly in your games.

055 - Muslims

Description

Islam can't really be described as a conspiracy per se, though there are a lot of genuine criminal, terrorist, religious and other conspiracies associated with Islamic groups and Islamic governments. Nonetheless it is accurate that, as an evangelical religion Islam - if not all individual Muslims - wants to take over the world. Individual groups within that may try to fulfil that goal in various ways, wars, terrorist acts, legal challenges to 'insults' to Islam and so on but there's no overall 'head' of Islam any more than there is of Christianity. This doesn't stop many conspiracy fans painting Islam as one unified conspiracy to undermine and overthrow the west, not dissimilar to how the 'Yellow Peril' was seen back in the day. If all these groups were working together it would be a powerful and sinister conspiracy indeed.

Aims & Methods

The aims of Islam are to spread itself, as with any other evangelical religion that values itself by its followers and believes that it alone has divine and objective truth. Methods vary but, according to conspiracy theorists include mass infiltration, fast breeding, legal challenges, terrorism, war and corruption of western governments. Even moles and sleeper agents assigned to get into positions of authority and responsibility that they can twist to be supportive of Islamic change.

Conspiracies

Antichrist (006), Lockerbie (050), Underground Bombings (051), Madrid Bombings (052), Manchurian Candidate (054), Bible (058), Russian Bombings (062), New World Order (067), Barack Obama (071), Peak Oil (074), Overpopulation (078), Princess Diana (079).

Adventure Seeds

1. The game takes place in a dystopian future Europe where refugees and native Islamic citizens of several generations are engaged in near open warfare on every social front with a waning secular population for control of law and society in that nation. The conspiracy is laid bare as a new caliphate begins to emerge in the Middle East and amongst 'conquered' territory, recalling the invasion of Europe by the Moors centuries before.
2. The characters are part of an anti-terrorism organisation and find evidence of a new, large scale atrocity being planned against the west. Disturbingly those involved come from those states that are ostensibly considered western allies in that part of the world and in investigating they have a chance of uncovering that religious ties are much stronger than political or financial tie. These allies are using their position of trust and their great wealth to fund the start of a great Jihad and a political binding of Islamic states previously thought to be rivals. The World Order could be about to shift if they don't prevent the attack and uncover the conspiracy.
3. The techniques behind preparing the assassins have been taken and applied far further throughout the Islamic world and even to westerners who have been 'converted' by those techniques. These have seeded Jihad sleeper agents around the world in all sorts of positions, ready to be activated by a particular set of code phrases or circumstantial triggers. The characters get hold of a list of names of these people who seem to have little or nothing in common between them but which are all associated with this string of names. Investigating them may trigger them and turn up 'paradise' safe houses that are being bankrolled by someone wealthy and powerful who wants to see Islam spread throughout the world, by these violent means.

056 - NASA

Description

The National Aeronautics and Space Administration is America's aerospace agency, responsible for its probes, rockets, spacecraft and research into the exploitation of space and technology to get there and use it to human advantage. In its heyday NASA was the golden child, taking man to the moon and blazing a trail all in the name of outdoing the Communists. These days it's a shell of its former self and soon may not even have a reliable means of getting into space, forced to rely on other nations to launch its payloads into orbit as the space shuttle retires.

Despite its current failings NASA is often accused of being involved in cover ups and conspiracies from the obvious ones about the moon landings and UFOs to less obvious ones such as apocalypse hysteria, hidden planets and weather control. NASA certainly used to be powerful and had involvement in Reagan's Star Wars programme as well as many other secret missions, the potential for conspiracy is high.

Aims & Methods

NASA's access to high technology and space resources gives it the ability to gain almost godlike information on a global scale and to tap into communications signals. There may also be access to kill-sats and old Star Wars technology, not to mention - if the theories are true - access to weather control, alien technology, flying saucers and even alien allies. NASA's aims, however, are unclear. Perhaps to sit on and develop this technology privately to continue to assure US technological and military dominance, perhaps they're working to their own ends, now their budgets have been cut, perhaps a way to get off Earth and make a new way for themselves.

Conspiracies

Area 51 (007), Bermuda Triangle (010), Black Helicopters (012), HAARP (038), Hangar 18 (039), Mars (049), Pole Shift (053), Marconi Deaths (055), Moon Landings (061), Nanotech (064), Nibiru (068), Roswell (084), UFOs (093), War of the Worlds (096), Warehouse Zero (097).

Adventure Seeds

1. NASA, in resentment at the way it has been slashed and slashed and ignored, has hidden away many of its secrets from the last few administrations. Very few people know the true technological wealth that the agency now has squirreled away. Frustrated by the lack of interest or appreciation for what space has to offer, they conspire with other scientific groups to re-channel funding and find a sustainable way to get off the rock and claim the solar system for themselves. To this end, secret bases with advanced rocket technology are being set up in remote places, just where certain people - like the characters - might bump into them.
2. NASA, in collusion with and enforcing over other space agencies and astronomy groups, is hiding the existence of Nibiru, a rogue planetoid that is going to swing through the inner solar system and play havoc with orbits as well as gravitationally interfering with the Earth. NASA is preparing an 'escape' or at least a 'waiting out' plan for the technical elite, ostensibly for the political elite, but they have other plans. Still, there are suspicions on both sides and patsies sent to spy and check up on each group from the other side.
3. Deep in the hidden storage areas of NASA lies the damning evidence that the moon hoax conspiracy theorists have been dying to get. The mothballed sets that were used to fake the moon landings are hidden away with old test engines, piles of paper notes and other materials under minimum guard, though the sheer size of the cache of material is enough to put off would be evidence hunters. Still, a contact has leaked this information to a rich conspiracy theorist who wants to pay a group to look into it for him. That's where the characters come in.

057 - Nazi Remnants

Description

Everyone hates the Nazis, they were a huge force in 20th Century history and seem to have been custom built to be 'evil'. Dark uniforms, mass murder, strange occult beliefs intermingled with more regular religion, racism, nationalism, it's understandable why it's hard to just let them go as enemies to the world, especially since they were also forerunners in a lot of science and technology.

While the original Nazis are all but extinct now, there are many ideas as to how they could still be around. Secret Nazis infiltrating the west and raising cabals of their own, hidden Nazi bases in South America, even ideas that they got to the moon or into the Hollow Earth and are biding their time, or that the Nazis are responsible for flying saucers. Despite being defeated, Nazis just won't die!

Aims & Methods

The aims of Nazism were, the eradication of Socialism and Communism, the establishment of an Aryan super-state or Empire, the elimination of the Jews - and other 'inferior' races and the enslavement of others. At the end of the war, their aim was revenge, ways to strike back at the allies and their societies for defeating them. Technology was the key to this, though they also sank efforts into ideas of supernatural weapons and secrets, much of their research was crazy or fringe and exploring these areas might still be amongst their aims.

Conspiracies

AIDS (003), Ancient Astronauts (004), Ancient Super Civilisation (005), Antichrist (006), Area 51 (007), Asian Tsunami (008), Atlantis (009), Bigfoot (011), Hellhole (021), The Fountain of Youth (032), Hollow Earth (040), Black Sterilisation (047), Manchurian Candidate (054), Moon Landings (061), New World Order (067), Planet X (077), Roswell (084), Eugenics (088), UFOs (093), Vaccination (094).

Adventure Seeds

1. Deep in the South American jungle an ancient city, undiscovered before or since the Nazis, hides an underground base, built and expanded since the 1940s. Here, remnants of the SS and some 'lost' Nazi scientists have been working for some time to develop the means to strike back at the allies. The War on Terror gives them a perfect chance, as white Aryans, to strike while attention is drawn the other way. Independent investigators, the characters discover that the Islamic blame doesn't seem to fit a string of new, grandiose terrorist attacks and that something else may be behind them.
2. The Nazi legacy lives on in a secret society of Nazi descendents, born from SS breeding experiments, whose members persist in the same breeding programme they were assigned to. Many of these men and women are now in important positions of power across Germany, Austria and other Germanic states and within the EU. They still work, subtly, to a toned down Nazi agenda but their discovery could ruin them, could even ruin nations. A reporter had evidence, but lost it, he now wants help and protection while he re-gathers what he needs.
3. Nazi Eugenics did manage to produce a string of brilliant children who were dispersed throughout occupied land as the tide of war began to turn. They were brilliant, but psychologically unstable, a trait they passed on to many of their children who, thanks to their brilliance and lack of empathy, now hold sway in a huge number of businesses. The biologist who handled the original children is still, barely, alive and is seeking to get his revenge by revealing the truth to these people. Some of whom refuse to believe it of their parents or themselves and want evidence. Some already know the truth but want it to remain hidden, afraid of the public consequences of the revelation.

058 - Neo-Fascists

Description

Despite the defeat of fascism at the end of WWII it has persisted here and there, notably in regimes supported by America during the Cold War and, oddly in many supposedly 'Communist' countries in Eastern Europe until the collapse of the Soviet Union. You're hard pressed to find a genuine Fascist state in the modern world, though some African nations might fit the bill and none of them do particularly well. Despite this defeat and the ongoing failure of fascist ideology there are plenty of people who still subscribe to the loose collection of ideas, usually because they want to think of themselves as special or chosen and of their home nation as ascendant, or even chosen by god.

There are echoes of Nazism in much of the movement but a more recent trend sees them trying for - and gaining - legitimacy in mainstream elections with a different presentation of their ideas and the adoption of suits and ties over skinhead attire and swastikas. This suggests some forward thinkers amongst their number who see some mileage in a change of image and tactics, though their goals remain broadly the same.

Aims & Methods

The aims of the Neo-Fascists are typically short term and goal oriented. They want to remove ethnic minorities from their homeland, establish a rule by the strong, focus on nationalism and often seek to hark back to a previous 'golden age' for their particular nation, be it The British Empire, 1950s America, Imperial France or Nazi Germany.

Conspiracies

Hellhole (021), Black Sterilisation (047), Manchurian Candidate (054), Eugenics (088), Vaccinations (094).

Adventure Seeds

1. With their respectable airs and graces the newer generations of Neo-Nazis have hidden much of their past and gotten positions in society much more than they ever used to. They have more access and are relatively common in the military. This spreads them across some influential structures and groups that they can enact their own influence upon. A small, well-armed coup by common soldiers, more of an extended assassination attempt than a true coup. The characters get caught up in one of the first attacks and have an opportunity to disrupt their plans, if they act quickly enough.
2. A group of Neo-Nazis with a rich patron are, in turn, being manipulated by a conspiracy of similar viewpoints, secretly held, from within the government. They've been covertly supplied with the means to create a racially targeted biological weapon which the extremist wing will carry the blame for. The revenge weapon is targeted against particular gene sequences in those of Middle Eastern heritage, while there'll be fallout in central Asia and the Balkans, as well as North Africa, that's considered small price to pay by the group and will form the pretext of a humanitarian invasion by the powers that be. Still, there's something fishy and the Neo-Nazis don't necessarily trust their sponsor, plenty of opportunity for the characters to get involved between the groups and their plan.
3. The characters are the conspiracy, caught up in a wave of public right-wing sentiment and nationalism, they're some of the few that don't buy in to the idea. As the Neo-Fascist elements take over and begin to secure their hold on the country they also begin to do strange, terrible and even unconscionable things, with the backing of most of the public. The characters and NPCs must conspire to protect and to preserve and even to try and shift the public consciousness away from the ruling group who are establishing a new, dark, order.

059 - Nephilim

Description

According to obscure Judeo-Christian legend the Nephilim were great and powerful men who lived in ancient times, the hybrid offspring of angels and mankind, endowed with extraordinary abilities and influence in those ancient times, until they were destroyed, either by heroes or by godly wrath. The comparisons with the half-divine offspring in other legends and mythical backgrounds is striking, though the Nephilim are described as much as being a bad thing as a good thing, the result of unholy or unwise unions, the angels involved perhaps being demons, fallen angels, rather than the 'good' kind. Occasionally a fringe bible archaeologist will claim to have found signs of these ancient people in rock formations or archaeological sites, even in items that seem out of place and time in the historical record, but there's no reason to think such a race of people, giants or otherwise, ever truly existed.

If such beings did exist in the real world and had such inherited divine power, they would be well hidden and concealed by centuries of effort and their superhuman capabilities. Half human, half angel, they might epitomise the best - and worst - of both worlds.

Aims & Methods

The Nephilim's primary goal is survival, great and powerful as they are many were killed in ancient times and others by the wrath of god. They try to keep their head down and to engineer human society away from believing in and looking for such things as themselves. They cover up and collect peculiar objects and signs of divine interference upon the Earth, desperate to protect themselves but also performing penance actions to ensure that god does not loathe them for all that they do to lead men astray from evidence of a divine being.

Conspiracies

Ancient Astronauts (004), Ancient Super Civilisation (005), Antichrist (006), Crop Circles (018), Hellhole (021), Evolution (026), Our Lady of Fatima (027), The Fountain of Youth (032), Jesus (043), The Law of Attraction (048), Bible (058), Prophecy (070), Eugenics (088).

Adventure Seeds

1. The Nephilim lay behind an international sceptics society and organisation, funding it and supporting it and ensuring its work goes well. Like other organisations of its ilk, but more secretly and with more money, the Nephilim organisation seeks to debunk claimed miracles, divine sightings and so on, as well as to collect up allegedly divine items. Independently investigating such an incident the characters get tangled up with a Nephilim organised field team and the clues lead them back to one of their storage facilities, full to the brim with holy relics.
2. A series of unnatural murders is taking place, a number of individuals in a small town, a fireman, policeman and a few others, all amongst the finest, most upstanding members of the community, heroes you might say. A Nephilim has moved here and is pre-emptively clearing house of those who might threaten it, but they're not alone, Nephilim sponsored groups are there to support him as he moves into this new home.
3. The Nephilim are the subject of a conspiracy by the Vatican, both to keep their existence quiet and to hunt them down and kill them. The Nephilim are immensely powerful and possess miraculous abilities, which makes hunting and combating them difficult but there are very few left. A battle might leave clues and unexplained bodies to act as a hook to draw the characters into the world of the conspiracy but once inside, nothing will be quite what it seems when it comes to who is and isn't the monster.

Tips

Biblical symbology and myth, along with supposed secrets, is all the rage thanks to Dan Brown. The Bible and other religious texts are full of usable information for conspiracy games, though you're probably better off looking at secondary websites rather than doing the research yourself. As well as the Nephilim good sources of conspiracy lore might include Lilith or Cain.

060 - Nihilists

Description

Reduced to an essential remnant, Nihilism is belief in 'nothing'. That existence is pointless, that there's no moral law, no reason to be, that life has no intrinsic value and that nothing matters. Nihilism is used, often, as a pejorative, targeted at philosophies, movements and positions that a particular faction does not like. Atheism, for example, is often and inaccurately called Nihilistic because those accusing it of being so believe a god idea is necessary to a meaningful life and provides meaning and moral certitude.

Because of its lack of focus and inherent despair and pointlessness, Nihilism has largely been limited to bursts of outrage, individuals and posturing by punk bands, in Russia in the eighteen-hundreds it was more of a genuine political movement but one focussed on assassination and other acts of terror. This is likely to be the manifestation of any Nihilist organisation or conspiracy in this day and age as well.

Aims & Methods

The aim of the Nihilist conspiracy is to destroy humanity, after all, its existence is pointless and it makes no difference if anyone lives or dies, it might as well be gotten over with so people stop deluding themselves into thinking that their life has meaning or that their struggles, politics, work and lives mean anything whatsoever. The Nihilist conspiracy works to shatter these illusions by breaking society through manipulation in order to try and bring about wars, economic collapse and - ultimately - the end of the world, or at least humanity. Any tactic is acceptable, there is no moral compass, driving people to suicide bit by bit through interference in their lives is a valid tactic, a way to give them a revelation and even recruit them into the group.

Conspiracies

Electric Cars (023), Evolution (026), Global Warming (035), Pole Shift (053), Musicians (063), Nibiru (068), Overpopulation (078).

Adventure Seeds

1. The character's lives begin to fall apart, bit by bit, people die, lovers leave them, jobs dry up and it's the same for many people in the same town, even the majority of people. Hope and meaning seems to flee before the bad fortune of the residents. Then, when all hope seems lost the Nihilists move in to the area and start trying to recruit those who have nothing left and, perhaps, realise how more broadly life is meaningless. This recruitment drive, of a whole town - or as much as they can - is intended to send a message to other towns, other people, through mutual self destruction. The characters are the only ones with the means to stop the disaster, but they're also vulnerable to the sweet talking of the Nihilists.
2. A series of grandstanding terrorist attacks are being planned but the intelligence agencies can't trace the chatter or organisation to any acknowledged terror group. The reason they can't is because this is new, inspired by recent disasters and using them as a cover for their own actions Nihilists are planning to push more and more people over the edge by attacking cherished symbols in many countries. One analyst thinks they have this figured out but the intelligence community won't give them the time of day, forcing them to go in search of the characters in order to get what needs to be done, done.
3. The Nihilists are targeting children of a certain age as part of their conspiracy, killing babies born on a particular date. Why they're doing this, nobody knows, but a multinational force or agency has a chance of protecting some of the babies and of connecting the dots but why are they after these children? Is it arbitrary, a way of showing their dedication to the cause or are these children special? Or even just one individual special? Perhaps a reincarnation or a chosen one from some religion.

061 - Opus Dei

Description

The Opus Dei are an order, a group, almost a cult or sub-sect, within Catholicism. The Opus Dei concentrate on common people, the laity, rather than upon the rarefied and separated echelons of the priesthood or the cloistered order of monks and nuns. While the Opus Dei have a hierarchy, their mission and purpose is to engage the secular, modern world and to create a holy structure within it, acting from within it. The emphasis is very much on the lay membership and in presenting the idea that anyone can be holy, anyone can be a saint and that daily work and worship is as worthwhile and can be as glorious as the prayers and actions of the highest priests.

Despite being a favoured group in the eyes of some popes, the Opus Dei are a controversial group, often accused of being a cult and targeted for rumour mongering by other sections of the church that don't agree with them. Their practice of mortification (physical self harm) and their inclusion in Dan Brown books hasn't helped their image either.

Aims & Methods

The Opus Dei try to 'infiltrate' modern society, recruiting powerful and influential people to their ranks and, by extension, to Catholicism. For a group often accused of being secretive and conspiratorial, they court the public light in a similar - but less successful - way as Scientology. By turning everyday life and work into worship of god they hope to re-engage the general public and bring religion back to the forefront of people's lives in everything that they do.

Conspiracies

Antichrist (006), Hellhole (021), Our Lady of Fatima (027), Jesus (043), Manchurian Candidate (054), Bible (058), Prophecy (070), Paul McCartney (073).

Adventure Seeds

1. Reporters are always sticking their noses into the Opus Dei, especially since their renewed fame, looking for stories that they can make their money on. The Opus Dei are well aware of this and put their best face forward but there is something behind all the bluster and public relations. They've been gaining rich and powerful recruits by offering a way for their sadomasochistic kinks to be considered scourging acts rather than depravity. These people are trying to find an acceptable face to what gets them off in order to excuse it, but it's all a cynical plan. Bad for the politicians, rich and famous involved, bad for the church as well, especially since it shows the lengths that they'll go to in order to gather new, powerful recruits.
2. The characters are members of the inner circle of the Opus Dei and help harbour and guard its great secret. Not that they guard the secret bloodline of Jesus or the knowledge of its existence, but rather that the Catholic Church as it exists is a lie and a travesty of Christ's word and instructions. Despite their popularity with some popes they've been unable to shift the church's consensus and movement over the years, so instead they're trying to create a viable, alternative Catholic church, bit by bit. The Inquisition suspects and with the new pope coming from amongst their number the secret battle between these church groups is stepping up a notch.
3. The Opus Dei preach sainthood as being attainable to the common man and while not acknowledged by the mainstream church they have raised several men and women down the years to the level of saints, miracles have happened in their name and only the bad reputation of the Opus Dei keeps these sainthoods unofficial and unsanctioned. Nonetheless, real miracles are occurring and as the only ones who observe and acknowledge these saints the Opus Dei manifest their miracles and powers. Something that other forces and groups are beginning to notice...

062 - Ordo Templis Orientis

Description

The Ordo Templis Orientis, or O.T.O , was a sister group to the masons until the infamous Aleister Crowley gained control of it, whereupon it splintered away from the Masons more than was already the case and took on the values of Thelema and The Book of the Law. As such it has leant away from Masonic teaching and has instead embraced the more widespread occult, as well as Gnostic Christian beliefs in some aspects of its existence.

The Ordo is semi-secret but many legal wranglings have exposed it to the public as its members squabble and many occultists and writers on the occult appear to be members, though they're scattered between the different factions. The line of descent and right from the original order is obscured by legal argument and the passage of time, though perhaps there is a third faction of the O.T.O which is the real one, hidden behind this masquerade.

Aims & Methods

The professed aim under Crowley is to help mankind achieve his own divinity, to expand human consciousness and understanding and to encourage what he considered the better traits of the human species. The method of accomplishing this was seeking and keeping knowledge, hidden behind degrees of initiation and scattered amongst lodges, much the same as the Masons. To achieve this end they recruit from amongst those who claim esoteric knowledge and seek out other sources to bring within their control and understanding, all - supposedly - for the benefit of their membership.

Conspiracies

Antichrist (006), Crop Circles (018), Hellhole (021), The Fountain of Youth (032), The Law of Attraction (048), New World Order (067), Prophecy (070), Remote Viewing (083).

Adventure Seeds

1. Crowley was a charlatan, but he was a convincing charlatan. His secrets aren't the ways of the occult or magic, beliefs that he manipulated to get what he wanted from life - power and respect. Rather his great secrets are his techniques of manipulation and control, of how to be charming, convincing, to gain power and manipulate groups to get what you want. He regarded these techniques of suggestion and mild hypnosis to be dangerous to the hands of normal men and women and hid them behind the façade of orders and degrees of initiation to keep them safe, only those who will keep the secret should attain the right level of mastery but with all the infighting a third party has stolen the knowledge of the final initiations and is using them in normal life, without the discipline the society imparts.
2. The two rival Ordos are cover for the genuine operation which manipulates both and maintains people in both organisations as well as its own. This is a special bluff to keep people's attention away from the genuine Ordo, should they become interested in investigating. It also helps deal with people who want to be members, but who shouldn't be. Some of the members of the rival sides have begun to suspect this, especially as the higher initiations don't seem as revelatory as they would have liked. Using third parties (the characters) they may discover that they're being used and manipulated.
3. The hidden, true Ordo claims a high percentage of occultists, magicians, scholars and other fringe ladies and gentleman amongst its secret membership. Most do not even realise that their contemporaries are members and the whole group as a single unit is being manipulated to forward a more 'open minded' agenda on the public. One that embraces prayer, complimentary medicine and other somewhat kooky ideas as a softening-up for a future enlightenment intended to be along Thelemic lines.

063 - Patriarchy

Description

The concept of patriarchy is the idea that men are in charge of society and operate society in a way that benefits their gender and keeps the female gender down. Some consider this to be an intentioned conspiracy, despite the advances made in women's rights through the 20th century they still consider it to be active, working via religion and social rather than legal means to constrict and control women.

Aims & Methods

The aim of patriarchy is to maintain male domination through business, government, religion, advertising, fashion and any other means that they can come by. In reality the appearance of such is probably due to psychological differences between the genders and an unconscious tendency to favour one's own gender. Within the context of a genuine patriarchal conspiracy leading male members of society are using their influence to promote unhealthy images and expectations of women. Even have-it-all mums are all supposed to create unhealthy expectations or to set women up for disappointment to make them more pliable.

Conspiracies

Election Fixing (001).

Adventure Seeds

1. A leading, and vastly unpopular, feminist has been killed. The death is largely being dismissed as the work of an anti-feminist extremist from a militant sect of one of the Abrahamic faiths but some believe there to be a bit more to it than is obvious at first. The death is too clean, too clinical for a hate attack and it turns out that she was on to something, the beginnings of a thread of the patriarchal conspiracy that if she had kept tugging at it, could have revealed the whole thing. In investigating the murder and the killer - actually a professional hit man - the characters begin to uncover that there's a group, a force, a directing influence behind threads of female oppression throughout society, all excused by some ancient myths and the position of Eve as the temptress and the first sinner.

2. There is no patriarchal cult or conspiracy but some extremist feminists have concluded that there is, that there must be, that nothing else could explain women's continued failure to completely overcome old stereotypes and gender roles. Because of this they have formed their own conspiracy, a terrorist cell network made up of extremist feminists, scattered around the world though all originating in the same online forum and discussion group. In that insular online group they've formed powerful bonds and friendships and their ideas have spun out of control as there's nobody to disagree with them. Now they're about to launch terrorist attacks, seemingly randomly scattered worldwide, against targets they consider responsible for the oppression of women. Fashion shows, churches and television studios in particular.
3. There's a re-education camp for 'bad wives' similar to those used to brainwash and break out of control children. Masquerading as a mental health facility the site takes in women and tries to break them down. Suspicions about the place have gotten out and it needs to be infiltrated and investigated by an all-woman team though, perhaps they're being betrayed or used to test the facility's effectiveness, female agents being strong willed and the ultimate test for the techniques. If they can be tamed, any woman can be.

Tips

This could be played up for camp effect, especially if you take a *Stepford Wives* approach. As conspiracies go it is a pretty far-fetched one, even for conspiracy theories, but it can play into the dominance that men do appear to have in certain walks of life and as such can make a game into an interesting piece of social commentary as well as a fun evening. The camp in seed number 3 makes for a useful microcosm that the characters can explore.

064 - Phoebus Cartel

Description

The Phoebus Cartel was a real conspiracy between several companies who used their influence and combined market share to control the price of light bulbs up until World War II before being revived in a lesser form at the end of the 1940s whereafter it faded into obscurity. The cartel is also accused of suppressing or stealing technology, in much the same way as the leading car companies have been, in this case, hiding advances in lighting and electrical power that could make a huge difference to everyone.

For the purposes of this entry the Phoebus Cartel is presumed to have gone further underground and to have broadened its remit to include all advanced technology, keeping some of these innovations for its members and suppressing the rest, preferring to make a profit than to advance human understanding.

Aims & Methods

The aim of the Phoebus Cartel, made up of important members of major electronics and computer manufacturers, is to control the cost of components and completed products and to wring the greatest amount of profit over time from the technologies that they produce. When new technologies come along that threaten the status quo they use monetary and legal power to demolish the little guy and shut away their ideas for good, or until they become profitable.

Conspiracies

Ancient Astronauts (004), Area 51 (007), Bermuda Triangle (010), Black Helicopters (012), Cloning (016), Digital TV (020), Electric Cars (023), Electric Fields (024), The Fountain of Youth (032), Free Energy (033), HAARP (038), Hangar 18 (039), Mars (049), Marconi Deaths (055), Montauk Project (060), Moon Landings (061), Nanotechnology (064), Orgone (072), The Philadelphia Experiment (076), Lost Submarine (080), Red Mercury (082), Roswell (084), Subliminals (089), Time Travel (091), Tunguska (092), UFOs (093), The War of the Worlds (096), Warehouse Zero (097), Solipsism (100).

Adventure Seeds

1. The characters are aware of a reclusive genius who is constantly coming up with software and computer inventions that surprise them. Few of them are commercially viable but he's finally stumbled across something that genuinely is and which could upset the current balance of electronic and electrical power, a vastly better compression technique for video that would make it as accessible, almost, as an MP3. Needless to say the cartel members aren't impressed as this could demolish movies as MP3 did music and they begin to move against him with him looking for help to weather the legal and financial challenges, a good test case to expose the conspiracy.
2. A body is found, tumbled from a cliff edge but it isn't the fall that killed him but a directed energy discharge, like lightning, but from the wrong angle according to the pathologist., sideways through the body, not straight down as lightning should go. The man was an engineer and researcher for one of the big electrical companies but he wasn't working on energy weapons, instead he was working on rechargeable batteries. The death was meant to look like an accident but it was actually one of the cartel's hit men with a Tesla-derived energy weapon, trying to make it look like the blind chance of lightning.
3. A lone crazy has stumbled on a storage and research facility used by the Phoebus Cartel. Within are the lost inventions of the last seventy to eighty years, some of them miraculous, some of them now existing in some other form but all of them there, in a museum nobody ever sees, testament to the power and reach of the cartel but also vulnerable, now that someone knows where they are, to being exposed and revealed and the surviving, secret cartel along with them. Provided the characters can break in without being detected of course...

065 - Pilgrims Society

Adventure Seeds

Description

The Pilgrims Society was founded in 1902, the start of the 20th century, 'to promote good-will, good-fellowship, and everlasting peace between the United States and Great Britain' as was said by one ambassador to the United Kingdom. Since then the society has garnered royal patronage and has managed to lay claim to a huge number of influential members from business, media, politics and royalty. As such it has become the focus of several western-hegemonic conspiracy theories, bandied as a secret talking shop of joint Anglo-American strategies for the future and perhaps drawing in other British-created nations as well, such as Canada and Australia into a more general, British-descended alliance, dedicated to continuing anglo dominance of the world into the 21st century.

Aims & Methods

The aims of the society are explicitly to forge and maintain British and American relationships and to cement the 'special relationship' across several walks of life. Behind the scenes, however, they're also working to encourage anglo dominance in arts, culture, politics and business - with mixed degrees of success. The meetings here determine certain policies and the overall direction of Britain, America and - to a lesser degree - other parts of the Commonwealth allowing the various countries to work independently and seemingly contradictorily, but towards the same goal. The upper echelons of the society have access to the secrets of all the involved governments and may even directly control them, causing some consternation amongst the normal ranks as well as amongst some conspiracy buffs who end up finding out that a key American project is headed by a British subject.

Conspiracies

Election Fixing (001), Twin Towers (002), Area 51 (007), Asian Tsunami (008), Atlantis (009), Chemtrails (013), Conspiracies (017), Climate Change (019), Echelon (022), Federal Reserve (028), FEMA (029), Free Energy (033), The Holocaust (041), Tax (042), Lockerbie (050), Underground Bombings (051), Marconi Deaths (055), Ice Age (066), New World Order (067), Pearl Harbour (075), Vaccinations (094), Warehouse Zero (097), WMDs (099).

1. Hired as private investigators to check up on the actions of a cheating American diplomat stationed in London, the characters get more than they bargained for when they luck out and manage to record or observe part of a meeting of the Pilgrims Society, revealing it to be far more than what it claims to be. The wife still wants her information and wants to confront her husband, but if she does they'll be exposed - if they aren't known about already. The tape is a political and social timebomb and they need to figure out what they can do with it, if anything. Once word gets out that the meeting was recorded, all hell will break loose to find it.
2. China suffers a devastating attack on Beijing, a new 9/11, perpetrated by its own Muslim fundamentalists from its Western provinces, supported by Al Qaeda... or so the story goes. International investigators and rescue workers, allowed into the country to help with the disaster, are coming away with more questions than answers and something seems a little off with this, even though it has brought China into the 'war on terror'. It was planned and operated by the Pilgrims Society, through its operatives, intended to drag China down and into the conflicts to weaken two of the main forces that threaten western leadership of the world.
3. The characters are unofficial agents of the Pilgrims Society, acting under the pretence of working for other agencies and groups but doing their bidding. At present this means a lot of espionage within anglo-dominant countries and a lot of covert actions in India, China, Russia and the Middle East dealing with issues in these nations and trying to subtly shift the direction of development and public opinion within these places to promote anglo interests and to disrupt agenda that threaten Britain and America.

066 - Prescients

Description

A prescient is someone who is capable of seeing, or divining, the future via psychic or mystical means. This is, of course, impossible and the images that we have of prescients are those of newspaper astrologers, cranks and self-asserted 'psychics' whose predictions are consistently proven wrong. If you were a prescient, why would you share that gift though? Why would you not use it for yourself? Even found a group of people with similar capabilities, after all, you can see the future and the potential outcome of anything you do before you do it, you could engineer lottery wins, predict the stock market, cash in on wars and conflicts or avoid them, exploit - perhaps even change - the future as you see fit. Such a group would be almost unstoppable, well aware of any threat to them long before it came about, capable of dealing with it even before the threat knows that it's a threat.

Aims & Methods

Prescients seek to preserve themselves, their secret and their life and to use it to their own benefit, getting what they want, seeking riches, but all without endangering themselves, flashy public actions like winning the lottery twelve times in a row are frowned upon. Accuracy, usefulness and control of future visions varies from prescient to prescient and is coloured by their point of view but even so, they all have the means to protect themselves and each other and someone always knows when trouble is coming to one of their number and can move to protect against it. They also seek to gather any new prescients to themselves, able to identify new ones with the gift from their future actions and to bring them into the fold before their powers develop and get out of hand.

Conspiracies

Crop Circles (018), Our Lady of Fatima (027), Pole Shift (053), Musicians (063), Ice Age (066), Nibiru (068), Prophecy (070), Remote Viewing (083).

Adventure Seeds

1. One of the prescients has worked out how to mask their actions from other prescients and is seeking to steal a march on their fellow conspiracy members, using the characters as deniable resources. They will be shielded from being predicted as they're used to shame, take out or drive underground the other prescients which will leave a singular, future-reading psychic as master of the organisation that the group has built up. By then, perhaps, the characters will have become disposable but perhaps even their 'master' cannot read their futures after he has rendered them unreadable to others.
2. Strange 'observers' are beginning to be noticed at key events and the characters are sent to find out who they are and how they seem to know that these things are going to occur. Since they can see the future they know they're being investigated, it's a lure to draw the characters into a trap because in the future they were going to successfully investigate and threaten the prescients, because of which they've been marked for death, before they can ever become a threat.
3. A spate of newborn kidnappings is taking place across the world, seemingly at random, evading security cameras and guards alike with perfection, something that's most disconcerting. They don't appear to be normal kidnappings, no reward is sought, babies don't seem to be being sold. What's going on is that the prescients want a vanguard, a protective and loyal group and looking into the stolen futures of these children they see great loyalty and great ability, so they're bringing them together to teach them, to train them, to raise them to be their guards and their loyal army once they are grown.

067 - Priory of Sion

Description

The great thing about the conspiracy of the Priory of Sion, made even more famous by its inclusion in *The Da Vinci Code*, is that its very creation and mythology were part of a conspiracy, a plot, made up and created as a hoax in order to support Plantard's (the creator of the group) claim to the French throne. Evidence was made up and planted, books written, documents forged and faked and all to feed this man's ego, tied into the Merovingian dynasty, claims of involvement with the bloodline of Jesus Christ, importance as a secret sect of the Catholic Church, an historical chivalric order and a whole host of other claims and ideas executed with surprising accuracy and completeness.

This all came to nothing of course, but some still claim this story is counter-intelligence and that the Priory of Sion were a real, historical secret society protecting all manner of secrets. The genuine Priory of Sion appears to have been wound up in the nineteen-fifties but may still exist, still having designs on the vacant French throne and ideas of creating a restoration in the nation.

Aims & Methods

If the Priory of Sion is real then its aims are to preserve the Merovingian royal bloodlines - and that of the supposed Jesus line - by force and secret methods alike, hoping to restore these lines to the throne of France. They include many influential members of society and have, through the ages past, including a more forceful military wing, which they claim to have been the Templars.

If it is fake then the group responsible for that fakery may still exist, still working to try and legitimise the royal claims of one or other of the families involved in its creation as well as looking for genuine evidence. They're a largely harmless crank conspiracy but with the potential to become something more by riding on the coattails of French nationalism.

Conspiracies

Antichrist (006), Our Lady of Fatima (027), The Fountain of Youth (032), Jesus (043), Bible (058), Eugenics (088).

Adventure Seeds

1. The well known fake story of the Priory of Sion is a cover for the genuine organisation that hoped to spend public speculation by giving them a strawman to play with. Unfortunately the renewed interest has drawn a lot of attention to the group and its legends and they've had to withdraw even more than usual and to cover up their actions. Unwilling to expose themselves they've resolved to use independent agents under the pretence of an investigation into themselves in order to gather and hide evidence of their existence and activities at the end of which the patsies will be offered membership, or death.
2. A string of deaths of historians and archaeologists is causing something of a public stir. All these people have been intimidated or bribed by the fake Priory into creating documentation and other records that pass historical muster and seem to support the existence and claims of the society. These are now waiting to be 'discovered' in obscure records and even buried in the ground and now the group is covering their tracks with clumsiness that borders on the amateur. This is a long term plan but even if they could establish their credentials that doesn't mean anyone would ever listen to them.
3. The Jesus bloodline that the Priory is defending is inbred to such an extent that the latest iterations of the god-child are barely human, if they were ever children of Jesus in the first place. The Priory is divided between those who want to seek a new way, using the treasures and secrets they've been entrusted with to become a sort of new-wave Masonic order, devoted to worldly power and influence, ostensibly in order to improve the lot of humanity and those who want to keep the faith and continue the bloodline, waiting for a miracle to happen to restore the bloodline to health or to return Jesus to them to thank them for their years of loyal service.

068 – Psychic Conspiracy

Adventure Seeds

Description

There's never been any genuine evidence of any psychic abilities, whether they be telepathy, telekinesis, precognition or anything else. To most people this means that this is, fairly obviously, a fruitless line of research that shouldn't be pursued any longer, to others the consistent failure of parapsychologists and fringe scientists to produce any evidence, whatsoever, of psychic abilities sends up warning flags. They're sure that they have witnessed genuine psychic phenomena and come up with excuses why it doesn't work under scientific conditions. Some take it a step further and posit that either psychic abilities are being covered up and hidden by the 'powers that be' or, perhaps even more concerning, present the idea that the genuine psychics themselves are deliberately concealing their existence so that they can use their powers without fear and utilise them to direct and fashion society and to gain their own benefit from their powers without being compromised or controlled - as they inevitably would be.

Aims & Methods

The psychic conspiracy seeks to protect psychics, to discredit research into psychic abilities, to expose fakes to the sceptical community and to exploit their powers for the benefit and advancement of the, small, psychic community. To this end they use telepathy, precognition and other psychic abilities to remove their enemies, to alter perceptions, to fox experimental results and to control people both directly and indirectly while, at the same time, pursuing knowledge of past psychics, shamans, witchdoctors and others in the hopes of deepening their understanding of their powers and increasing their scope.

Conspiracies

Ancient Astronauts (004), Crop Circles (018), Hellhole (021), Evolution (026), The Fountain of Youth (032), Hollow Earth (040), The Law of Attraction (048), Marijuana (056), Montauk Project (060), Prophecy (070), Orgone (072), Remote Viewing (083).

1. The characters are witnesses to a 'Jedi mind control' incident where a psychic manipulates the mind of a security guard in order to gain access to the research wing of a science lab where some parapsychology tests have been taking place. Once inside they fiddle with records to fox the results. After that they're seen on campus fairly regularly, tracking down the people who tested positive in the lab to try and bring them on board with the conspiracy. Those who don't agree may well find themselves in trouble, killed, mind controlled or even having their nascent powers entirely switched off. The characters are the only ones in a position to get to the bottom of it and to unmask the psychic, though - if they've taken the tests - they might discover that they have some powers too.
2. The characters are non-psychic agents of the psychic conspiracy. While many of the members are psychic the organisation itself is not and is dedicated to controlling and covering up psychic phenomena. Fortunately most psychics are weak when first detected, giving prepared and trained agents a good chance to bring them on board or deal with them, as well as sabotaging experiments and otherwise acting to cover up this great human potential. They're sent all over the world, but mostly work at home, infiltrating high schools and colleges in order to find and control emergent psychics.
3. While investigating a peculiar set of robberies where nobody remembers what happened the characters start to uncover the fact that they've investigated this crime before, several times and each time their memory appears to have been wiped. They're being toyed with by an arrogant psychic, part of a broader psychic conspiracy, one of the strongest telepaths in existence. This time around though they may have an actual chance of catching him, due to their strong sense of déjà vu and the careful preparations that their previous 'selves' made for just such an eventuality.

069 - Republican Inner Circle

Description

Whatever its past the Republican Party in the USA is now considered by many to be a corporate, warmongering tool of the extreme right and this is supposedly down to a key circle of players who form an inner circle within the party, manipulating and controlling its direction. The public face of this movement which began under Bush and has moved even further to the right, was the 'Project for the New American Century' a neo-conservative think tank committed to ensuring continued American dominance into the 21st Century. Now it appears the group is mostly concerned with containing Chinese and Indian power and consolidating business control and interests in the United States, at the expense of social concerns. They've even managed to hijack a large amount of public disgruntlement and libertarian bellyaching in the form of astroturfed 'tea party' movements, invoking the imagery of the revolution against the British, which in this context is ironic.

The real conspiracy sits behind the scenes, a close knit group of arch-conservative politicians, corporate leaders, bankers and media men working to create negative myths and direct American society to suit their plutocratic and aristocratic desires.

Aims & Methods

The Republican Inner Circle exists to polarise American politics, to make their opposition look bad and to exploit circumstances to suit the party and the corporate and minority-elite interests it represents, while simultaneously selling the idea to the public that this is what's best for them. This means a lot of overblown rhetoric, the provision of archly conservative media outlets, blame culture, a huge amount of money to throw at problems and a simultaneously isolationist and meddling foreign policy that plays to American military strength, largely for dual economic reasons, weapon sales and resource control. Smears, slander, propaganda, bribery, corruption and nationalism are their chief weapons.

Conspiracies

Election Fixing (001), Conspiracies (017), ECHELON (022), Electric Cars (023), FEMA (029), Fluoridation (030), HAARP (038), Jimmy Hoffa (044), Jonestown (045), JFK (046), Black Sterilisation (047), Lockerbie (050), Underground Bombings (051), Unification (069), WMDs (099).

Adventure Seeds

1. With this much money to throw around and a lot of government appointees, the Inner Circle can easily co-opt government agencies - whoever is in power - to do some work on the quiet. The characters are hatchet-men, planting, creating or gathering blackmail information, spying and doing other dastardly deeds for the group up to, and including assassination eventually.
2. Astroturf protest movements started by the media wing have started to get out of hand. The new revolutionaries are starting to spout terrorist rhetoric and beginning to threaten the whole government, not just the opposition. This will not do and, as a consequence, black operations agents have begun to move against the leaders of the movement using scandal, threats and violence (as a last resort). The characters are police or other investigators, tipped off by one of the people being targeted, one with more spine and greater faith in their political beliefs than most.
3. In a world without any real Communist enemies any more, European socialism is starting to look like a good idea to many Americans what with their nationalised healthcare and effective welfare systems. Because of this the group has hatched a far-reaching plan to effectively 'ruin' France, forcing it into a more capitalist frame of mind. Sarkozy is only the opening shot in this campaign and things are going to get more and more overt. Unknown to the group however, France has become aware of the situation and has assigned a special team from their own security forces to counteract the American financial terror agents. The characters come from this team.

070 - Rosicrucians

Description

The Order of the Rosy Cross is a religious and mystical association originating in medieval Germany and with associations to Protestantism, Lutheranism in particular. The mystical beliefs of the group are a synthesis between western Christian beliefs, middle Eastern esoterica and ceremonial magic of the cabbalistic sort. The group came to fame and prominence during the renaissance, a time of great upheaval for all of Europe and were said to include alchemists, mystics and prominent figures, using their secret knowledge and influence over the events that were overtaking the continent. The group is also associated with Masonry, which appears to use many of the same symbols and may have a similar self-image to that of the Masons, as a progressive, humanitarian group seeking to advance humanity through brotherhood and common cause between its fellows. Today the Rosicrucians are fairly obscure and not a major group, splintered into several claimant organisations that use the name. Unless, of course, they've faded into the background and continue to influence things just as they always have.

Aims & Methods

The Rosicrucians were built on the supposed foundation of secret ancient knowledge, coupled with more modern ingenuity and understanding. Their aim is that of understand, through mysticism, science and spirituality to come to a synthesis of the whole and to advance mankind through it. To that end they see themselves as an enlightened elite, guiding people who might, otherwise, make bad decisions as they lack the special knowledge that the organisation has. Their mastery of psychological tricks, secret science, hidden history and possibly even magick, give them the means to try and forward their agenda, uncover and protect their secrets and help the poor, dumb, stupid, rest of humanity along.

Conspiracies

Antichrist (006), Cloning (016), Crop Circles (018), Hellhole (021), The Fountain of Youth (032), Hollow Earth (040), The Law of Attraction (048), Prophecy (070), The Pyramids (081), Remote Viewing (083), Shakespeare (087).

Adventure Seeds

1. The characters are low-degree members of the Rosicrucians, loosely assigned to low level social-engineering projects. Little things here and there that add up to inspiring 'normal' people to slowly and manageably take on the knowledge that the order has forged ahead and discovered, or at least that's the story that the upper echelons are giving them. It may be more about leading them down blind alleys so that they don't discover the same secrets as the group and steal some of their thunder. This second likelihood may become more apparent as they complete their tasks and rise through the degrees of the society.
2. An archaeological dig has uncovered an old Rosicrucian site in London, apparently lost since German Zeppelin bombing during the first world war. The site is extensive and the dig difficult, made more so by the overt and covert interference of various wealthy and interested parties and other strange people. The characters are part of the dig and are forced to confront some uncomfortable things about their place in the world and the existence, scope and power of the conspiracy as they work and try to deflect and overcome the interference of the worried Rosicrucians, death or membership may well end up being their only options.
3. The characters are part of a Rosicrucian sponsored expedition to a remote part of the world, seeking some lost information or science that their studies and mysticism have lead them to believe lies there. This part of the trip is hidden to start with but the mysterious sponsors have plenty of strange requests and requirements of the team and once the site is actually found their mystical knowledge will prove useful... too useful. The fate of the support team is anyone's guess as the secret will need protecting, even if it means little to anyone outside the order.

071 - Rothschilds

Description

The Rothschilds are a dynastic banking family. They hold noble titles as well as having mind boggling amounts of money and access to the banking system. To tick a few more conspiracy boxes they are of Jewish descent. The family is accused of having all kinds of influence, beyond what would be expected from billions of dollars, noble titles and having been amongst the first establishers of European banking. They get accused of being lizards, 'secret bloodlines of the illuminati' and numerous other things. Conspiracy theorists try to fit them into every conspiracy.

Aims & Methods

The family aim, as a conspiracy theory, is to cement and extend control of the world economy and thus the world, through consolidating its financial power, manipulating the markets, instigating wars for profit and other means. It's suggested that they have been involved in major conflicts since the 17th century profiteering and steering to their own ends and some would suggest they're behind China's sudden financial boom at the expense of the older nations, though what their goal might be isn't known. They are puppeteers, manipulators, rarely showing their hand, or any force. Still they get associated with other, more obvious conspiracies which might be jumping to their tune.

Conspiracies

Election Fixing (001), Twin Towers (002), AIDS (003), Ancient Astronauts (004), Ancient Super Civilisation (005), Asian Tsunami (008), Atlantis (009), Black Helicopters (012), Chemtrails (013), The Mark of the Beast (014), Clinton Kill List (015), Conspiracies (017), Climate Change (019), Digital TV (020), ECHELON (022), Electric Cars (023), Electric Fields (024), Federal Reserve (028), FEMA (029), Fluoridation (030), Food Additives (031), The Fountain of Youth (032), Free Energy (033), The Gemstone File (034), Global Warming (035), Gulf War Syndrome (036), Gun Control (037), HAARP (038), Hangar 18 (039), The Holocaust (041), Tax (042), JFK (046), Black Sterilisation (047), The Law of Attraction (048), Mars (049), Lockerbie (050), Manchurian Candidate (054), Marconi Deaths (055), Marijuana (056), The Chip (057), Bible (058), MKULTRA (059), Moon

Landings (061), Russian Bombings (062), Nanotechnology (064), New Coke (065), Ice Age (066), New World Order (067), Nibiru (068), Unification (069), Barack Obama (071), Orgone (072), Peak Oil (074), Pearl Harbour (075), The Philadelphia Experiment (076), Planet X (077), Overpopulation (078), Princess Diana (079), The Pyramids (081), Red Mercury (082), Remote Viewing (083), Pandemic (085), Subliminals (089), Television (090), Vaccination (094), Waco (095), The War of the Worlds (096), Wikipedia (098), Solipsism (100).

Adventure Seeds

1. The characters are young scions of the Rothschild family, about to come of age and into their inheritance but there are disturbing secrets about the family's past that may be about to be revealed and which they may not cope too well with, especially with the circle of friends they have, some of whom even buy into the conspiracy theories and will be pressuring the young Rothschilds to spill the beans.
2. An assassination attempt on a prominent member of the family has lead the government to insist on supplementing their private security. The characters are part of the detail that's assigned to protection and investigation but what they uncover about both the attacker and the attacked may lead them to sympathise with the assassin, especially when the family mask slips.
3. The plan in moving money from America into Europe and China is to pull the rug out from America whose policies and social attitude are very much anti centralisation and control, things that are essential to the long term plan of the Rothschilds. A few economists and others have noticed the strange pattern of actions and have tried to get people interested in government, to no avail, they've been bought off. Now with backing from some rich, but eccentric American millionaires they want to get proof and to, hopefully, stop the plot in its tracks before it can ruin a nation. That's where the characters come in, hired freelance to aid these anti-conspiracy conspirators, if their story is even true...

072 - Royalty

Description

The Royal Family has played an almost purely ceremonial role for a very long time, while the titular head of Britain's constitutional monarchy, the queen wields zero political power and her only political duties are ritualistic or, occasionally, diplomatic. In spite of this, conspiracy theorists point to the great loyalty that the royal family commands and the powers that the monarch technically has on paper, as well as their position as the head of the Anglican Church. People also point to the money that the royal family wields and its familial ties to many other noble families and offshoots thereof, many of whom have remote cousins in positions of power. This is tenuous, at best, but is sufficient for the British royal family to be included in a great many conspiracy theories.

Aims & Methods

The royal family seeks to maintain its image, its power, to maintain the importance of The Commonwealth, to command loyalty from its subjects and to retain and extend the secret control that it has -albeit with a light touch - over much of the former Empire. The royal family are heirs to secrets, to the service of knightly orders, to knowledge from the church, to loyalty from the armed forces and the security services many of whose members still see the royal family as the site of their true and absolute loyalties. This power can be abused in a secret autocracy, subtle but effective and based upon familial favours, no matter how remote.

Conspiracies

Black Helicopters (012), ECHELON (022), Federal Reserve (028), FEMA (029), Jesus (043), Princess Diana (079), The Pyramids (081), Shakespeare (087).

Adventure Seeds

1. The characters are part of a security detail assigned to the fiancée of one of the princes. The same things that horrified and broke Diana are about to begin to make themselves felt in the life of this young woman and the characters aren't part of the crowd that's 'in the know', since she isn't officially part of the royal family. What those secrets are - reptilian ancestry or some sort of mind-bending initiation - is about to be revealed and their charge may need their protection from things worse than paparazzi.
2. The characters are members of a small republican cell who have worked themselves up to the point of considering assassination. As such they have a plan to break into one of the royal strongholds, probably Balmorral, in order to hunt down the royals within those grounds and that house. The royal line has been infected, for want of a better word, by some sort of other-worldly force or creature. The royal protection squad isn't there so much to protect the royal family from the public, but to protect the public from the royal family, especially when they're in private, secure and can let their guise down, let their masters take over their bodies completely and protrude into this realm. The hunters may well find themselves the hunted.
3. The characters are agents of the royal family, acting under the auspices of a secret, ancient order of knights, hidden from the public view. Their loyalty is to the crown and the empire and while working within their various government services they also have to serve the direct interests of the crown acting as special agents within and without the Commonwealth working according to the monarch's wishes. Many of the things that are desired by the crown can seem odd, even amoral, but they do seem to serve some greater purpose that the characters may find themselves deciphering as they complete more and more tasks. The rewards and the honour of such work are great, but so are the demands.

073 - Rupert Murdoch

Description

Rupert Murdoch is an Australian-born corporate giant with a massive network of media concerns including Sky Television in the UK and Fox News in the United States, newspapers, internet concerns and other influential organisations across America, Britain, Australia and Asia. Murdoch is portrayed as an irascible grump and an arch libertarian/conservative, pushing his agenda and viewpoints through his news networks. This last at least is accurate and Murdoch is courted by politicians on all sides of the political divide in order to try and garner support from his media, or at least for them not to be quite so dogged in attacking people. Blair courted Murdoch, as has David Cameron, Barack Obama also saw him preceding the American election to secure a 'truce'. Because of this political influence he is denounced, while also being courted, within many of the nations where he has a lot of propaganda 'clout'. As a nexus for conspiracies he is an obvious choice, especially since he seems to act like the sort of corporate oligarchs that aren't usually seen outside dystopian fiction, he was even portrayed in a more cartoonish villain form in the bond film Tomorrow Never Dies.

Aims & Methods

Murdoch's aims are those of big business interests; consolidation, control, keeping down competitors, exploiting the little guy and influencing governments so that they don't regulate his business or tax him to much. To this end his media empire is particularly powerful and he parlays support, or at least a propaganda ceasefire, for concessions and considerations in lawmaking, things that suit his company and his fortune. Politicians and parties that don't play ball suffer the intense focus of Murdoch's media empire and risk having all their dirty laundry aired in public.

Conspiracies

Digital Television (020), Manchurian Candidate (054), Television (090).

Adventure Seeds

1. With a key election looming and some severe problems with the economy Murdoch could hold the key to either political party winning. Investigative reporters for a non-Murdoch network the characters are tipped off to some of the high level horse trading that's going on between the two main parties and Murdoch. In investigating they'll find some of the shocking promises that have been made between the various parties and the level to which the corruption and the desperation rises. Murdoch has set himself up as a kingmaker and stands to receive a great deal in exchange for his promises and deals, if he follows through on his side and he could ruin anyone that crosses him.
2. The characters are part of a special government task force designed to look into Murdoch and his influence and to find something to threaten him back with, to get him under control and stop him from interfering in politics. The real reason is that the minister behind their unit and instruction made promises that he doesn't want to keep and this background of conspiracy across government will come to the fore as the characters investigate, leaving them with a choice between a corrupt politician and a conspiracy-forming media mogul to help or destroy.
3. Murdoch's group has moved beyond reporting the news and media events to creating them. The characters are part of one of these well paid teams that engages in new creation. Everything from creating Astroturf political movements to staging attacks and faking blackmail material all in the name of entertaining and ratings-winning news. This is part investigative reporting, part terrorism, part espionage and the characters are the premier team involved in this enterprise, well rewarded to keep their little conspiracy under wraps.

074 - Russian Secret Service

Description

The Russian Secret Service has been through many different names and is currently called the FSB. In a country known for its revolutions and social upheaval the status of the secret police has been relatively stable throughout all that time, they're been a source of terror and concern to the average Russian citizen. In Tsarist times they terrorised those who threatened that regime, with the rise of the Soviet Union came the NKVD, later to become the KGB, notorious as the agency of Stalin's purges and other excesses of that regime. When the Soviet system collapsed the KGB didn't go away, it was reorganised into the FSK which was later renamed the KGB. Most of the upper echelons - and many politicians - in the new Russia and the new FSB, are former KGB operatives and controllers. The more things change, the more they stay the same. The Russian security services are used to acting with a free hand, above the law, doing what they want and this makes them ideal conspiracy fodder, particularly as a source of continuity from the old 'red menace'.

Aims & Methods

The FSB now has pretensions to being a security service like those in Western nations and must keep up a public façade but (according to conspiracy theorists) what goes on behind the scenes is the same old torture, blackmail, assassination and peculiar special projects that have been going on since Tsarist times. They're supposedly not above false flag operations either, or interfering in their own political situation to ensure that their man is installed and that their vision for the future of Russia is followed to the absolute letter.

Conspiracies

Hellhole (021), JFK (046), Underground Bombings (051), Madrid Bombings (052), Manchurian Candidate (054), Marconi Deaths (055), Russian Bombings (062), Lost Submarine (080), Red Mercury (082), Tunguska (092).

Adventure Seeds

1. Western journalists stationed in Russia, the characters are presented with evidence of FSB involvement in apartment bombings that consolidated public support for the war in Chechnya. If this gets out the political upheaval across Russia could be huge. The FSB is determined to prevent this story getting out. In trying to quash the story as the characters try to get it out, the FSB will reveal just how much control it has over Russian society and politics, something that should scare the characters more than the information that they've uncovered.
2. The characters are new recruits to the FSB, being put through their paces to see where they're loyalties lie and what they can cope with. If they do well in their first few assignments they may soon find themselves being given bigger and more important duties to handle, ones that aren't official government assignments but which originate within the FSB and its leadership and which serve the group's own agenda, rather than any other one. Their ideas of what makes Russia great and what will serve it best in the future may not be those of the government and the people, they take a much more nationalistic and isolationist bent and still resent the defeat of the Soviet Union in the Cold War, aspects which come out in their actions.
3. Russia has much of western Europe over a barrel when it comes to supplies of fuel, particularly natural gas. The FSB thinks it can boost Russia's standing and profits at the expense of Europe by constricting and artificially raising the price of the gas supply, this will also help make Russia a more powerful world figure and make other actions less likely to be resisted, for fear of losing access to energy. To that end a series of 'terrorist' attacks are planned on the gas pipeline at the height of winter in order to alter the pricing and the geopolitical situation. The characters are international investigators who get to see more than they should.

075 - Satanic Cults

Description

These aren't the playful antics of teenagers into heavy metal or the 'libertarianism for the soul' of the Laveyan worship of the self. These are the Satanic Cults of Rosemary's Baby and its ilk, the Satanic Cults of the 'Satanic Panic' of the seventies and eighties. These alleged cults, which have about as much credence as alien abduction, supposedly were involved in human sacrifice, kidnapping, torture, child abuse, child pornography and even human breeding as well as a widespread conspiracy to undermine Christianity and to bring people to their own cult, or at least to keep them from god. The panic was taken seriously at the time and the reach of the alleged Satanists was said to extend into music, role-playing games, fortune telling and numerous other activities. Christian groups used it as a basis to come into schools and lecture and give presentations and many people claimed to be Satanic abductees, much as they claim to be alien abductees today.

Aims & Methods

The aim of the Satanic cult is to revel in perversity and to destroy innocence, to drag the world down and make it more hellish, to spoil anything good, godly or pure and to turn people from god. To this end they promote war and conflict, kidnap children, promote violence, sex, homosexuality, immorality, vice and the occult and draw people into their cult using blackmail, extortion, threats and by forcing members to commit acts that if they ever got out would ruin them, along with the cult. Hypnosis, mind control and peer pressure are also used and they worm their way into the lives of people in power through front organisations like the Masons, or even Christian churches (of the wrong denominations of course) before reeling them in.

Conspiracies

Antichrist (006), The Mark of the Beast (014), Crop Circles (018), Hellhole (021), Evolution (026), The Fountain of Youth (032), Manchurian Candidate (054), The Chip (057), Bible (058), Prophecy (070), Paul McCartney (073), School Shootings (086).

Adventure Seeds

1. One of the characters is kidnapped, raped and impregnated with what the Satanic Cult believes will become the antichrist, conceived by who they claim is the devil. The character and her partner were trying for a child anyway and during the initial investigation may not realise that they're pregnant. Suffering from amnesia due to the trauma and hypnosis, piecing together exactly what did happen and who was involved will take a lot of careful digging and putting together of horrifying clues. What's even worse is that the cult may be right and that they control anyone and everyone that might help the characters in this remote town where they try to find the truth, not only that, but the cult goes much further and much deeper, globally.
2. The characters are part of a group of evangelical 'witch hunters' who are convinced of the truth of the Satanic Cults with all the strength of feeling that the anti-abortion activists feel that abortion is murder. Supported - covertly - by money and information from their mega-church they're determined to put an end to the wicked ways of these cults and are searching for those who fit the profile... only there is no Satanic Cult, just luckless Satanists, Wiccans and perverts who are going to fall to this group's prejudices and righteous, murderous intent.
3. The Satanic Cult has gone upmarket, losing robes and donning suits, leaving the D&D image behind to get involved in mass media and the internet, in computer games and advertising. Now they hide their subliminals and their occult symbology in plain sight. The characters are a unique group of individuals who, following possession and exorcism, are able to identify these symbols and subliminal images within normal media and thus are in a unique position to unravel and fight back against the Satanic Cults.

076 - Scientologists

Description

Scientology is the pseudo-scientific, pseudo-scientific religion created by L. Ron Hubbard in the 1950s as a successor to his earlier self-help programme, 'Dianetics'. Scientology garners a lot of attention because an awful lot of rich and influential people subscribe to its B-movie, Science-Fiction belief system, in particular actors, directors and other movers and shakers in Hollywood and other media. While it considers itself a religion it does not have religious status in many countries though it is considered a religion and receives protection as a religion within the United States. The cult takes a vast amount of money from its members and uses it to promote itself and to apply its principles in a number of social programmes. It has been associated with a few deaths in the past and has been involved in spying, unusually for a cult or a small religion, in that it has its own intelligence services. Scientology has further angered people by trying very hard, through various means, to silence criticism or revelation about the beliefs of Scientology or anything that portrays it in a bad light.

Aims & Methods

The official aim of the Church of Scientology is to promote the beliefs of L. Ron Hubbard as presented in his books and through those beliefs to create 'clear' individuals as well as to campaign against psychology, to protect the Church and to further its influence by whatever means it can find to do so. The primary means of extending their reach is through the religion, drawing people into it, making them commit to it and surrounding them with other members as they're conducted through the different grades, deeper into the society and more and more committed to it. The cult practices social censure, espionage, legal threat and other methods to keep its secrets and to enforce itself on current and past members alike.

Conspiracies

Ancient Astronauts (004), Evolution (026), Manchurian Candidate (054).

Adventure Seeds

1. Through the Scientology courses someone has developed superhuman powers, which would seem to provide backing for at least some of the ideas of the cult. The characters are amongst a group assigned to investigate and find out if there's any truth to the claims. The truth could be that they genuinely are onto something, that it's all fakery and illusions, or that they've poured money into dangerous research to give this person these abilities via other means, purely to raise their public profile. Getting access will be very difficult as they're being protected by the Guardians, one of Scientology's secret services. Characters could well be in a lot more trouble than they first thought.
2. The characters work for one of the Scientology secret services, spying on government agencies, working against former members, tracking down and suing or otherwise legally attacking critics, trying to cut off internet access from members of Anonymous and also looking for evidence of alien visitation, ancient astronauts and so on. These investigations may bring their conspiracy up against others and possibly against conspiracies that know a lot more than they do and which have access to a lot more genuine information without the ideological straitjacket of Scientology.
3. As part of Anonymous the characters are a bunch of script-kiddy wannabe hackers who have managed to collect a lot of voluntary funds. Enough to get them an 'in' with the Church of Scientology and to buy a few of their courses. The intention is - of course - to get in, discover some embarrassing information and some good dirt to give to the media so that they can continue to undermine and disrupt Scientology activities and recruitment. Once they're on the inside however, the intense social pressure and propagandising may cause them to begin to question their own version of reality, their own loyalties and so forth.

077 – Shadow Government

Description

The idea of a Shadow Government has two forms. The first that of a secret, illegal organisation of criminals who run their own system, beyond the law. The second that of a secret government, one which really runs things and around which the democratic government and all its shenanigans is merely a shell, a dog and pony show to keep the public distracted and entertained while the real business of government goes on unhindered by votes, accountability or anything else that might hinder them. This Shadow Government might be made up of secret service chiefs, corporate heads, shadowy government figures or simply top men and women in civil service who, unlike their supposed taskmasters, aren't accountable to the public and keep their jobs through many regimes.

Aims & Methods

The aims of the Shadow Government are the same as the front government (in the second definition above which is the one we'll be using). The Shadow Government wants to guide and rule the nation and to improve it, to look out for its interests and to promote it, to harm its enemies and to retain their own power and influence over it. Where they differ from the front government is in that they're willing and able to do anything and everything to achieve these ends without being accountable or examined for it. Assassination, genocide, mind control, imprisonment, nothing is beyond this group's capability and nothing bothers their conscience.

Conspiracies

Election Fixing (001), Twin Towers (002), Ancient Super Civilisation (005), Area 51 (007), Asian Tsunami (008), Atlantis (009), Bermuda Triangle (010), Bigfoot (011), Black Helicopters (012), Chemtrails (013), The Mark of the Beast (014), Clinton Kill List (015), Conspiracies (017), Climate Change (019), Digital TV (020). ECHELON (022), Electric Cars (023), Electrical Fields (024), Evolution (026), Federal Reserve (028), FEMA (029), Fluoridation (030), Food Additives (031), Free Energy (033), The Gemstone File (034), Global Warming (035), Gulf War Syndrome (036), Gun Control (037), HAARP (038), Hangar 18 (039), The Holocaust (041), Tax (042),

Jimmy Hoffa (044), Jonestown (045), JFK (046), Black Sterilisation (047), Mars (049), Lockerbie (050), Manchurian Candidate (054), Marconi Deaths (055), Marijuana (056), The Chip (057), MKULTRA (059), Montauk Project (060), Moon Landings (061), Ice Age (066), New World Order (067), Nibiru (068), Unification (069), Barack Obama (071), Orgone (072), Peak Oil (074), Pearl Harbour (075), Planet X (077), Overpopulation (078), Red Mercury (082), Roswell (084), Pandemic (085), Television (090), Waco (095), The War of the Worlds (096), Warehouse Zero (097), Wikipedia (098), WMDs (099).

Adventure Seeds

1. Believing that they're agents of one group or organisation the characters are actually in the indirect employ of the Shadow Government. Their assignments are bizarre and seemingly without the moral compass or consistency that even the shiftiest real government assignments have. Their ethical flexibility is being tested to prepare them for some truly dangerous and controversial assignments that even these hard-bitten agents may have some issues with.
2. A new President/Prime Minister has been elected on the basis of a promise to clean up corruption. The characters are politicians and specialists who are part of his task force and committee teams designated to get to the root of the corruption and to tear it out and dispose of it. Their initial investigations have lucked out - from a certain point of view - by finding some peripheral activities of the Shadow Government. If they follow the thread they may place themselves in danger and find out that the whole political structure of their nation is an elaborate, barely tolerated, façade.
3. Returning to the first, criminal, definition of the Shadow Government, the characters might be members of a successful criminal family or cartel, freelancers as part of a crew or talented individuals. Whatever the reason they're about to be approached by the Shadow Government to become part of it.

078 - Skull and Bones

Adventure Seeds

Description

The Skull and Bones society is an elite group at Yale university, culled from the fraternities and placed above them. The group takes in fifteen members each year from the perceived social and sporting elite, people the society believes will be movers and shakers in the future. Given the influence of the university alumni and the throughput of the scions of the great and the good, little wonder that the society has been strongly represented in presidencies, high political and business positions and others with Bonesmen - former members - being implicated in any number of conspiracy theories, particularly given their supposed dedication to war and death, motivations which tie into conspiracy theories surrounding 9/11 and the two wars that succeeded it.

Aims & Methods

As a conspiracy theory the Bonesmen are allegedly a hand-picked elite, chosen to have undue influence over American society and dedicated to the strength of that nation and the veneration of war and death along with the stealing and stockpiling of death relics which, allegedly, included the skull of Geronimo. The Bonesmen are a uniquely American phenomenon and the conspiracy, thusly, limited to America in its full strength. The group pursues a militaristic and exploitative agenda, a hedonistic one, wringing the most from life with few concerns for consequences and engineering wars and other conflicts - even worsening existing ones - in a sort of perverse dedication to the force of death.

Conspiracies

Election Fixing (001), Twin Towers (002), Area 51 (007), Asian Tsunami (008), Conspiracies (017), Electric Cars (023), Federal Reserve (028), FEMA (029), Tax (042), Roswell (084).

1. The characters are amongst the elite attending Yale when they get offered membership as part of the fifteen that will be brought in. The induction rituals include thievery or even graverobbing but the ultimate, binding compulsion to be part of the society is a murder. This is set up to seem like a fake but is actually real. Bound by blood to the group the characters will be at its mercy as they move into their lives, controlled by the alumni who run the society and who are bound together into their mutual conspiracy. If they do decide to go to the authorities they're unlikely to be believed and alumni have a huge amount of influence, if they're going to get out of the mess they're going to have to do it themselves.
2. Following a graverobbing incident the characters, as members of the Sheriff's office, are charged with investigating. The incident is traced to Yale students, prospective members of the society. This year's intake decides to take issue with them rather than cooperating and forces a confrontation. This in turn forces the alumni to bring some peculiarly heavy-hitting trouble down on the characters as they try to do the right thing in the face of overwhelming political, social and financial pressure, as well as the broken hearts of the grieving family whose grave site was desecrated.
3. The Bonesmen's meeting hall is quite a secure location and is paid for and maintained by the alumni, who have included former Presidents, so security is taken very seriously. The bones of several important historical figures, including those of native Americans, are supposedly hidden somewhere within and as part of a resurgent native-American pride movement the characters are charged by their tribes with infiltrating the building and returning the remains of their ancestors - if they can find them. What they find within may turn out to be far more disturbing, occult and dangerous than simple trophy gathering.

079 – Soviet Scientists

Description

The Soviet Union had a lot of time for strange science and peculiar high-tech projects in much the same way that Nazi Germany had. They were, perhaps, looking for a quick fix, a game-changer, a way to change the nature of the cold war in their favour. For that reason they poured funding into psychic research, ballotechnic explosives, anti-gravity, energy weapons, wing-in-ground-effect vehicles, weather control, mind control, genetic manipulation and a whole host of other crazy projects that most people don't even have any idea about. With the fall of the Soviet Union all these experts, engineers, scientists and true believers were left with no money, no government and a lot of half-finished ideas and equipment, ready for anyone to come along and buy or fund. Much like the former Nazi rocket scientists these Soviet scientists were pursued and feted but some may still cling to their ideological foundations, wherever they are, keeping many of the fruits of their fringe research for themselves and plotting a new, scientifically advanced Communism, when they're ready to unleash their creations.

Aims & Methods

The Soviet Scientists want to use their fringe research and peculiar technologies to forge a new, more scientific, Soviet state. With their peculiar devices and odd lines of research they have access to many strange ideas, some of which even work. They wield this technology to forward their agenda, most particularly in controlling the companies and rich investors who are providing them with funds and material, communicating and conspiring through their own secret 'sub-net', hidden beneath the internet and accessible only to members of the conspiracy. They can also call on support from ex Soviet holdovers in intelligence and the military and young socialist and communist radical groups that aid them in their testing and help protect them.

Conspiracies

Ancient Astronauts (004), Ancient Super Civilisation (005), Asian Tsunami (008), Atlantis (009), Cloning (016), Hellhole (021), Electrical Fields (024), Evolution (026), Fluoridation (030), The Fountain of Youth (032), Free Energy (033), HAARP (038), Hollow Earth (040), Manchurian Candidate (054), Marconi Deaths (055), Lost Submarine (080), Red Mercury (082), Tunguska (092), UFOs (093).

Adventure Seeds

1. The characters are passing through a remote town when it's targeted for an experiment using electrical fields that cause religious-oriented hallucinations in the target populace. With everyone believing that the rapture is upon them the characters need to deal with their own hallucinations, the madness of the town and the strange observers in their shielded suits amongst the chaos.
2. A murder investigation turns strange as three bodies of the same man are found in different locations around the country. The FBI become involved in the case when other information shows up, such as that they were all killed with radioactive pellets, a calling card of the KGB. The men are clones of the same man, a turncoat trying to leave the conspiracy, there are more of him out there, all with the information that the conspiracy covets and which he/they are trying to trade for protection. It's a question of who gets there first first.
3. The conspiracy breaks ground and makes its play, targeting Cuba where they believe they can bring about a genuine Communist revolution as opposed to the benevolent dictatorship that already exists using the name of Communism. With their technology they believe they can revolutionise life in the island state, though they don't think that they can reveal it all at once. The characters are tourists - or American agents - stationed on the island when everything begins, witness to the strange technology and stranger human behaviour that comes about as a result of their inventions.

080 - Technocrats

Description

A technocrat rules through technological superiority. The idea of a technocratic conspiracy has unfortunate gaming links to a particular, old, gaming line but the idea of a technocracy has been presented in fiction and political discourse and is certainly one way in which a small elite could control a larger, population, even without them knowing. History is full of instances in which technological superiority has allowed relatively small groups to overcome overwhelming odds and a hostile populace. In the modern age this is represented in control of information and surveillance rather than weapons technology but the opportunity exists. Many conspiracy theories posit technologically advanced conspiracies, aliens, Atlanteans and so forth, a technocratic conspiracy can be seen as the ultimate form of this conspiracy.

Aims & Methods

The aims of the conspiracy are to advance science, without concern for ethics that might hold it back, and then to exert the knowledge gained in order to try and rationalise society and steer humanity to a peaceful and organised future. Needless to say this brings them up against many beliefs that place importance upon other things than progress and the conflicts can be bitter, often seen in the culture wars between these forces that go on in public.

Conspiracies

Election Fixing (001), Twin Towers (002), Ancient Astronauts (004), Ancient Super Civilisation (005), Area 51 (007), Asian Tsunami (008), Atlantis (009), Bermuda Triangle (010), Bigfoot (011), Black Helicopters (012), Chemtrails (013), The Mark of the Beast (014), Cloning (016), Climate Change (019), Digital TV (020), Hellhole (021), ECHELON (022), Electric Car (023), Electrical Fields (024), Evolution (026), Fluoridation (030), The Fountain of Youth (032), Free Energy (033), Global Warming (035), Gulf War Syndrome (036), Gun Control (037), HAARP (038), Hangar 18 (039), Tax (042), Mars (049), Pole Reversal (053), Marconi Deaths (055), The Chip (057), MKULTRA (059), Montauk Project (060), Moon Landings (061), Nanotechnology (064), New World Order (067), Nibiru (068), Unification (069), Orgone (072),

Peak Oil (074), Philadelphia Experiment (076), Planet X (077), Overpopulation (078), Red Mercury (082), Roswell (084), Pandemic (085), Eugenics (088), Television (090), Time Travel (091), Tunguska (092), UFOs (093), The War of the Worlds (096), Warehouse Zero (097), Solipsism (100).

Adventure Seeds

1. Of key importance to the technocratic elite is the elimination of faith. This is not an easy prospect, oppression merely causes it to go underground, challenging it seems to make people dig their heels in and altering education to teach critical thinking and science is deeply resisted. A more personal approach is needed, a means to confront people with the brutality of life so clearly that faith is no refuge, essentially, licensed disaster-creators and serial killers, a team that the characters will come into conflict with.
2. A man turns up on a mortuary slab with a variety of strange technological devices and some serious surgical alterations which have the mortician and the forensic pathologists severely confused. A member of the technocratic elite they'll do everything they can with technology that seems straight out of science fiction, or the more speculative reports in New Scientist, to recover or destroy the body and the technology that it had with it. The situation calls for more blatant action than they're normally used to, a circumstance that will give the characters a fighting chance at working out who they are, what's going on and what scientific theories they're tapping into.
3. The technocratic elite has decided that general humanity cannot be trusted with stewardship of the Earth and so is preparing a number of different doomsday technologies in order to trim the population to a more manageable size and to allow them to exert more control. These various doomsday plans are moving into operation but there's a leak about at least one of them, a leak which the characters can intervene on, preventing one act of mega-death.

081 - Templars

Description

For a group that lasted across only two centuries the Knights Templar are a source of endless fascination to conspiracy theorists and alternative historians alike. A martial order the Knights Templar were, effectively, fighting monks, dedicated to protecting Christian pilgrims to the Holy Land. They were supported by the Church and gained fabulous wealth and influence over time, building many fortresses and monasteries until they finally fell out of favour with mother church and were expunged, broken up, their wealth claimed, their places of worship destroyed and most of their number killed.

To add insult to injury - to modern thought at least - the Templars also appear to have invented at least one form of banking. Taking in people's money and valuables at one fort and issuing a paper that guaranteed their funds be made available at another Templar fort, allowing people to travel in relatively safety but also establishing some of the banking ideas now in prevalent use - something that is used to link the Templars with modern, monetary conspiracies.

Since their dissolution by the church it is alleged that the Templars have continued in secrecy since that time, manipulating events, preserving holy treasures and interfering in politics and economics from their position of secrecy as well as becoming an enemy of the Catholic Church, seeking revenge.

Aims & Methods

The Knights Templar originally existed to serve pilgrims and protect them, to guardian holy sites and to serve the church. Since their betrayal they have seen themselves as the only true guardians and have kept many holy relics to themselves, hidden away in ancient, secret sites, some of which may be alleged to have power. They are also guardians of secrets that were once the province of the Vatican alone, taken and learned during the time they were trusted and they use these secrets along with the influence granted from their hoards of medieval gold to pursue their agenda, preserving honest, innocent faith as best they can and trying to foil the church and the other enemies of 'true' Christians.

Conspiracies

Antichrist (006), Hellhole (021), Our Lady of Fatima (027), Jesus (043), The Law of Attraction (048), Prophecy (070), Shakespeare (087).

Adventure Seeds

1. A building project has stumbled upon an ancient, underground, Templar hideaway, filled with treasures, weapon caches and more modern equipment. The place is still in use and, taking fright, the businessman wants protection, with good reason as the Templars are extremely upset with him and his exposure of their business and secrets.
2. The characters are a 'unit' of modern Templars, assigned as assassins and guardians to a war zone in Africa where a local warlord is using child soldiers and creating an appalling international image of Christianity. They are on detached duty, funded by the Templars and assigned to remove him from power and to protect true Christians in the area. The warlord is, however, backed by a more secular and exploitative conspiracy and the Vatican has missionaries and 'medical advisors' in the area who may include members of the Inquisition, not to mention members of secret martial orders, sent to find and remove the Templars.
3. The characters are members of a secret Vatican martial order of monks, a group of 'black operations' priests loosely attached to both the Jesuits and the Inquisition and charged with seeking out and destroying existing Templar operations. Mostly former soldiers, or having been raised into the order, the group are quite heavily brainwashed but in operations against the Templars they may start to uncover the truth about the order, about their betrayal and the reasons for it and the secrets that they hold. If the Templars are in the service of Satan and are enemies of Christianity then why do they hold so many of the important relics? How could god's plan involve such an enemy having so much power and ability?

082 - Tesla's Legacy

Description

Nikola Tesla casts a long shadow over the 20th century, his expertise with electrical energy was an enabler to a huge amount of technological advance, though his rivals and contemporaries often get a greater share of the plaudits and remembrance. He invented alternating current, methods of long-distance electricity transmission, some credit him with the invention of the radio and he demonstrated wireless electrical transmission long before the modern efforts.

Tesla was also an eccentric with some bizarre ideas about technological progress. His ideas often weren't commercial, which was his downfall and his railing against the very people who funded his successful research, along with his eccentricity made him into the defining case of a mad scientist.

Tesla was an undeniable genius but a great many of his ideas never saw production or completed experimentation. Many of them seem like science fiction today, death-rays, electrical aircraft, earthquake machines, but given Tesla's genius there may be fruit in amongst his crazier ideas and given how many respect and revere the man, there could well be those still seeking to complete - and exploit - his ideas.

Aims & Methods

Tesla's Legacy is a loose affiliation of scientists, engineers, obsessives, cranks and the descendents of his co-workers, determined to see some more of his ideas put to use but deeply distrustful of the powers-that-be and the setup of the business world, determined to see these things used for the betterment of mankind - or at least the conspiracy. They have access to many notes, diaries and plans saved from Tesla's estate and labs, surviving, scorched research from his lab fire and a lot more besides that they base their own developments on. Using their breakthroughs they strive for more influence and scientific converts, working towards a time they can use his technology - particularly the 'Peace ray' to bring about world change.

Conspiracies

Asian Tsunami (008), Bermuda Triangle (010), Digital TV (020), Electric Fields (024), Free Energy (033), Montauk Project (060), Peak Oil (074), The Philadelphia Experiment (076), Tunguska (092).

Adventure Seeds

1. A brushfire war in an African state comes to a pause when all their vehicles and weapons cease working, under the influence of an electrical effect, jamming and ruining the guns, killing the electrical systems of the vehicles and reducing the few combatants that remain to smacking each other with rocks. The characters are part of an investigation into the cause, which no longer works as new weapons entering the area operate fine. This was a test for a small version of the 'peace ray' and Tesla's Legacy are still active, making observations undercover.
2. An earthquake on an impoverished island is called a natural disaster but is the result of a runaway earthquake machine experiment. A disaster and one the Legacy never anticipated. The characters are part of the group assigned to the island to recover machinery and data, to do what they can to ease the suffering, without getting entangled with foreign troops that have flooded the area as a relief effort, but also due to US government suspicions about the involvement of the group.
3. The forces of commercial interest are the true conspiracy, constantly seeking to undermine the Legacy, stealing away or discrediting their inventions to retain profitability. The Legacy tries to reach these inventors first and to help them or get their inventions into the right hands where they'll be used - theirs. This conflict between the two groups, played out on a low key level across the world, makes a good background for intrigue and questionable moral and tactics from any of the three viewpoints, that of the commercial conspiracy, that of The Legacy or that of the inventors themselves deciding who, if anyone, will benefit from their inventions.

083 - The Great Commission

Description

According to some interpretations of The Bible, Jesus charged his followers with taking the word of God to the masses, to bring it to every place and every people in the world. According to some interpretations this is a necessary pretext for Armageddon, the end of the world and the second coming of Christ. There's a coalition of megachurches and other groups that are heavily dedicated to this concept and to the idea that they can bring the end of the world and the second coming more quickly by helping fulfil what they consider to be the preconditions laid down in the bible for it to happen; the completion of the Great Commission, the building of the temple in Jerusalem and war in the Middle East.

They use their political influence and financial muscle to try and spread the word of god across the entire world, even to tribal peoples who are supposed to be secluded from modern society and protected from such overt 'social contamination'. More threateningly they lend their support to Israel politically, not because they support or appreciate the Jewish state, but because they see their presence there as a necessary pretext to the end of days.

Aims & Methods

There are short term aims to the group that are primarily related to gaining and using political influence over various governments (particularly the United States) and spreading the word of god to those who are 'ignorant' of it, with a particular effort being made in China and the rest of the Orient to spread the faith. The group are fairly ruthless and respect no boundaries, social, cultural or legal, in their pursuit of their mission, the only thing that holds them back is concern over the attitudes of their own flocks.

Conspiracies

Election Fixing (001), Twin Towers (002), AIDS (003), Antichrist (006), Asian Tsunami (008), Bigfoot (011), Hellhole (021), Our Lady of Fatima (027), Jesus (043), Bible (058), Musicians (063), New World Order (067).

Adventure Seeds

1. The characters are missionaries for the group and have been sent deep into the jungle in order to track down and evangelise to a tribe that hasn't had much contact with the outside world save to be encountered and by anthropologists. Interfering with them is illegal, they live within a preservation area and the anthropologists are still closeby. The tribe are also fairly hostile with a reputation for cannibalism. Whether that's deserved or not remains to be seen...
2. The characters are part of a secular group that's trying to counter the actions of The Great Commission. They don't realise that this is an alliance of groups or that their influence is so strong or so deep over the government. Going up against this group is going up against a lot more than a few religious fanatics and idealistic missionaries and may get in well over their heads. Even so, that'll reveal the greater extent of the conspiracy, though the characters aren't likely to be believed when they talk about it, coming from the sceptical community as they do.
3. The characters are part of the staff of a politician who is looking into problems of corruption within the executive. As part of his staff and charged with the responsibility of looking into this corruption they happen upon many large donations, channelled through fronts for the various churches that are part of The Great Commission. These payments are, apparently, in exchange for votes on certain issues such as financial support for Israel, military spending, funds for covert operations, various bills to do with religious rights and faith issues - even tangentially. This is far from the only politician that is being paid by these fronts and both the politicians and the groups will be very resistant to any change in their culture, up to and including ruining the character's boss publicly through blackmail or frame-up.

084 - The Illuminati

Description

The Illuminati were one of many secret societies that sprang up in the 1700s, made up of enlightenment thinkers and intellectual radicals and those who subscribed to their ideas. The Illuminati were modelled on, or derived from, the Masons who embodied many of the same values and much the same structure as the Illuminati. The Illuminati even drew a lot of their membership from within the Masons leading to a fair amount of bad blood and conflict between the two groups. The Illuminati dissolved following the Secular Edict of the Bavarian government in 1785, only nine years after it had been founded.

As far as modern conspiracy theories go it's posited that the Illuminati, rather than being eliminated, went underground, growing in power and extending their influence across the world. By seeming to have been destroyed people took their guard down - concern over secret societies and revolutionary groups was high at the time - enabling the Illuminati to operate with relative impunity and secrecy. Now they are said to extend to every corner of the Earth and to have immense influence over governments, financial institutions and other media of control.

Aims & Methods

The Illuminati's purpose is to control and rule the world from the shadows, for now. They want to bring about a world unification under their aegis and to shape the world towards what they consider to be their enlightened values. In order to get there they're willing to tear down the old order, kill any number of people in engineered wars and revolutions, considering that the ends justifies the means - however extreme they might be.

Conspiracies

Election Fixing (001), Twin Towers (002), Antichrist (006), Black Helicopters (012), Chemtrails (013), The Mark of the Beast (014), Clinton Kill List (015), Climate Change (019), ECHELON (022), Evolution (026), Federal Reserve (028), FEMA (029), Fluoridation (030), Food Additives (031), The Fountain of Youth (032), Free Energy (033), Gemstone File (034), Global Warming (035), Gulf War Syndrome (036), Gun Control (037), HAARP (038), The Holocaust (041),

Tax (042), Jesus (043), JFK (046), The Law of Attraction (048), Lockerbie (050), Pole Reversal (053), Manchurian Candidate (054), The Chip (057), Bible (058), MKULTRA (059), Montauk Project (060), Russian Bombings (062), New World Order (067), Nibiru (068), Unification (069), Prophecy (070), Barack Obama (071), Orgone (072), Peak Oil (074), Pearl Harbour (075), The Philadelphia Experiment (076), Princess Diana (079), The Pyramids (081), Red Mercury (082), Pandemic (085), Subliminals (089), Time Travel (091), Waco (095), Warehouse Zero (097), Wikipedia (098), WMDs (099).

Adventure Seeds

1. The characters are natives of a country where a war is being sparked off by agents of the Illuminati. Agitators are trying to explain this to the locals but they're too caught up in their own rivalries and hatreds to see it. The characters witness something or discover some evidence that - for them at least - cannot be denied, awakened to the wider picture and perhaps in a position to prevent the plan going ahead.. unless the plan genuinely is a good idea that they cannot see.
2. A series of seemingly unrelated incidents involving chemical spills, peculiar behaviour, anti-government activism and others all involve the characters and all involve some Illuminati symbology or influence, even if it is obscured, hidden, behind some other force or group. The clues are there since the Illuminati have to recognise their own hand and their own people at work, with a little effort the characters should be able to piece it all together and find the clue behind it all to reach the Illuminati operative.
3. The characters are agents of the Illuminati, tasked with subtly shifting the world to fit their agenda and their desires. They are presented with a vision of what the Illuminati want to bring about, a peaceful, progressive world, undivided by nationalism or religion with everyone working together under their enlightened, intelligent, philosophical leadership. Surely a utopia worth any price to accomplish?

085 - The Masons

Description

The Freemasons are a large, worldwide, semi-secret society made up, largely, of influential men from many spheres of life and bound by common ritual, mutual aid, society secrets, rights and privileges. Many more infamous secret societies have drawn on Masonic symbolism and beliefs in their own way but the Masons have been the most persistent and successful. While arguably somewhat sinister and much more influential in the past, modern Masons are about as scary as Rotarians or the Women's Institute. The society is one of the last bastions of the 'gentleman's club' form of thinking and largely concerns itself with charitable works and maintaining its traditions.

In conspiracy theory the Masons are often targeted because so many influential people have been involved with them and their beliefs and ideals were often radical - back in the 16th and 17th centuries. There's a strong Masonic connection to The Royal Society in Britain - the men who essentially invented modern science - and the founding fathers in the United States of America. While the Masons have less influence and a smaller membership outside of Anglo-Saxon nations they can be found almost everywhere, another warning sign for conspiracy theorists.

Aims & Methods

The Freemason conspiracy aims to unite and change the world under their banner along the lines of the morality that they have conceived and passed down, along with their vaguely deistic religious beliefs, through the ages. These ideas and disciplines allegedly descend from King Solomon's temple, though this is apocryphal, and through the use of symbols and metaphor they try to instil these values in their own followers and spread them to the public. America was the great experiment for applying these ideas and though it succeeded for some time it appears to be faltering. They need to overturn the failed experiment and try again with what they've discovered from it.

Conspiracies

Election Fixing (001), Ancient Astronauts (004), Ancient Super Civilisation (005), Antichrist (006), Chemtrails (013), Conspiracies (017), Federal Reserve (028), FEMA (029), The Fountain of Youth (032), Gun Control (037), Tax (042), Jesus (043), Law of Attraction (048), Manchurian Candidate (054), Bible (058), Musicians (063), New World Order (067), Nibiru (068), Prophecy (070), Orgone (072), The Pyramids (081), Shakespeare (087), Subliminals (089), Television (090), Warehouse Zero (097).

Adventure Seeds

1. There are splits in Masonry that go back a long time. There are those who still seek to change the Masonic orders or legitimise their own groups or to more radically apply the group's agenda. A new group based around a grand lodge wants to break with tradition and create a new order, ditching the deism and pursuing a scientific approach to the group's goals. This 'New Illuminati' is attacking institutions that the normal Masons wish to undermine and the two groups are heading to an inevitable conflict.
2. New evidence in the case of Jack the Ripper reveals a Masonic connection. While the Masons do their best to cover up this ancient shame they're not the power they once were, even if they do still have friends in high places. More secrets may come out if this one is revealed. If anything these revelations will serve to show how the mighty have fallen, not how far reaching the tentacles of the Masons still are.
3. A gunman takes over a temple and holds the lodge members hostage, claiming they've been doing things to him. The Masons are protective of the secrets of the lodge and influential amongst the police making taking action difficult without running afoul of superior officers. There may even be some element of truth to the man's ranting, incoherent claims about mind control experiments and spying, if these are investigated rather than being brushed aside as the delusional paranoia of a dangerous mind.

086 - The Theosophical Society

Description

The Theosophical Society is an occult and religious organisation founded in the late 19th century in order to examine the phenomenon of the medium. Since then it has expanded its remit and now looks into religious, spiritual and philosophical comparisons and study as well as psychic phenomena of all kinds. Now based out of India the group has diverged and diversified into a great many different occult groups and despite the peculiarities of many of its beliefs and ideas it, and its beliefs, remain popular throughout the New Age and occult movements.

Theosophical beliefs about races and evolution have been controversial and helped form part of the occult beliefs of some of the Nazi party as well as propping up their belief in a superior Aryan race. While not presented in a necessarily racist form - for the time - these beliefs from fairly early in Theosophy's development remain a source of criticism for the group.

Aims & Methods

The stated aims of the Theosophical society are to form a human brotherhood, to study science, religion and spirituality and to investigate the unexplained and untapped human potential. They claim to gain knowledge through channelling and to find secrets via their methods some of which may be used for the society's gain and in pursuit of these goals. The society has split and schismed often, which may have distributed some of this secret knowledge to other groups or these splits may have been orchestrated in order to try and provide as many options and paths to coming to the same 'truth' as possible.

Conspiracies

Ancient Astronauts (004), Ancient Super Civilisation (005), Atlantis (009), Bermuda Triangle (010), Crop Circles (018), Hellhole (021), The Fountain of Youth (032), Hollow Earth (040), The Law of Attraction (048), Pole Reversal (053), Montauk Project (060), Musicians (063), Ice Age (066), Nibiru (068), Prophecy (070), Planet X (077), The Pyramids (081), Remote Viewing (083), Warehouse Zero (097).

Adventure Seeds

1. A great deal of Nazi research was hogwash and because of their bias what little in the way of support for the Aryan idea that they did find they ended up ignoring as it didn't fit their agenda. A lot of this was destroyed during the allied counter-invasion of Germany and a lot more fell into the hands Russians and Americans following the war. One important archive survived and the former SS officer who has been sitting on this cache for decades has finally died, the bunker discovered beneath his home following his death. These papers and artefacts support the idea of an 'Ur-Race' though not the one the Nazis wanted. Nonetheless various powers - including the society - are now desperate to get their hands on this information.
2. Guided by their 'spirits' the Theosophical Society has, for some time, known the location of Atlantis. Lacking the expertise required to do a proper examination they're forced to use outside experts and contractors in order to dive to the ruins and wreckage. What's found there may turn everyone's ideas upside down, including the society, as ancient machines awaken and don't fit the preconceived notions that anyone has about them or about the ancient society that created them.
3. Desperate for any sort of psychic result the society has engaged in some unlicensed and all but entirely random experiments with brain modification, drugs and behavioural conditions and, by some miracle, has turned out a child with something at least remotely akin to psychic powers of some sort - most likely mind reading. Members are abusing the child's talents to help their businesses and careers, also bringing money and influence back to the society but these influences and rapid turnarounds in companies have attracted interest by third parties, governments or rivals who want to know what's going on and are prepared to pay big money to anyone willing to investigate the group and their activities.

087 - Thuggee Cult

Description

The Thuggee cult was widespread throughout India in the time preceding the British, colonial control of that nation. Something between banditry, assassination and a religious cult the group raided large parties of travellers, killing them en masse; stealing everything they had and making the bodies vanish with exceptional cunning. Some have described them as an organised crime society but it is the religious aspect of them as servants of Kali that continues to capture the imagination, throttling travellers to death with their scarves as sacrifices to their goddess, staving off her return. While not as glamorous or as well known as the Hashshashin the cult was enormously widespread and may not have been entirely eliminated by the British army cracking down upon it after all.

Aims & Methods

The Thuggee cult is all about money, power and notoriety - though it has kept itself hidden and secret since the British purge. There's also a strong element of revenge upon those who all but ended the group, a desire to strike back at the British, even decades after independence. Going underground required a greater degree of secrecy and religious loyalty provided a much stronger bond than many other ways of keeping people quiet - though terror is also a good one. The group has become much more religious over the century-plus it has been hiding and service to Kali is now a much greater and stronger part of the cult.

While no longer waylaying travellers with the frequency they once did the cult still specialises in making people - even groups of people - disappear. They assassinate groups, patrols, archaeologists and so on around the world, hiding the bodies so that they cannot be found. Otherwise they also engage in piracy and other 'accidents' where cargoes and whole crews go missing.

Conspiracies

Manchurian Candidate (054), School Shootings (086).

Adventure Seeds

1. A number of British merchant ships have gone missing with all their crews, passing around India on their way to other nations. Dives to some of these ships - found wrecked after a massive hunt - show signs of fighting and sabotage and so the Royal Navy, along with a team of specialists, are assigned to discover just what the hell is going on. The ships are being attacked by the Thuggee, resurgent, targeting the British, stealing whatever they can fit onto their small boats and taking it back to shore to finance the cult. The two old enemies are about to be at each other's throats again.
2. The descendents of colonial officers who worked putting down the Thuggee are turning up dead at an alarming rate, whole families thereof found dead in their houses, strangled and otherwise killed without too much sign of a struggle. A large 'unit' of Thuggee is at large, moving around the world to eradicate this stain on their history one family, one line of descent, after another. It's hard to tell how many have been killed, so skilled are the cult at hiding bodies and misdirecting people, so the investigators are well behind the killers and without any initial clues as to why these people in particular, elderly, women and children as well as grown men, are being killed.
3. The characters are military specialists attached to a Pakistani military unit, rooting out Taliban and Al-Quaeda along the border. Unknown to both sides a third party of Thuggee, protecting a hidden surviving temple, are also in the area and some of the Pakistani troops may also be related to the cult giving them men on the inside. Army patrols may disappear, never to be found again, the Thuggee being experts, careful, precise, well practised and very well acquainted with the terrain.

088 - Thule Society

Description

The history of the Thule society is, perhaps unfairly, tied up with that of the Nazi party in the common mind though they have - or had - more in common with the Theosophical Society at their inception, rather than with the Nazis. The Thule society had ideas about root races, about the Aryans, about the various cod-science 'energy' force theories of the day such as Vril and about Atlantis or, in their case, Thule. A lost northern island or continent that they alleged was the home of the Aryan race and thus of the Germanic race. The Thule Society was officially wound up before Hitler came to power but many of its ideas were incorporated into Nazi mythology and into the operations of the SS Ahnerbe. This was a large motivator for Nazi exploration of the Arctic and Antarctic and lay behind many of the racial and other experiments engaged in by the Nazis as well.

While the Thule Society faded from view at this time it may have continued in secret, continuing to pursue its knowledge and ideas behind a façade of Nazi sympathy and ideas, long after the war ended. Members of the group may still be active, still seeking confirmation of their various theories and still feeding from the Nazi image which can still attract followers and willing assistants to this day.

Aims & Methods

The Thule Society is trying to prove the superior descent of the Germanic peoples and to connect them with ancient, prehistorical and ahistorical societies in order to give legitimacy to certain bloodlines. They also pay a great deal of attention to ancient symbology and want to find outposts, ruins and remnants of the ancient Aryan races. Genealogical studies, genetic testing, morphological comparison, deep sea surveys and polar expeditions are part and parcel of what they try to do and the information that they do discover can empower them politically to influence and win over people in positions of responsibility. The society also inherited a lot of information and resources from the defunct and collapsing Nazi groups, not to mention some of their ideology and members, something which can confuse their goals.

Conspiracies

Ancient Astronauts (004), Ancient Super Civilisation (005), Asian Tsunami (008), Atlantis (009), Hellhole (021), Hangar 18 (039), Hollow Earth (040), The Law of Attraction (048), Pole Reversal (053), Montauk Project (060), Ice Age (066), New World Order (067), Nibiru (068), Prophecy (070), Planet X (077), The Pyramids (081), Remote Viewing (083), Roswell (084), Eugenics (088), UFOs (093), Vaccinations (094), Warehouse Zero (097).

Adventure Seeds

1. The characters are experts brought in to examine an ice mummy, found during a society expedition. They have no idea who the society are or what the cadaver is but the society believe it to be a preserved Aryan. They may be right but whatever killed the old civilisation may linger with the corpse or it may not even be a corpse at all. The remote examination site with all its relics might turn out to be their gravesite.
2. Internal struggles are common within the society between the occultists and the Nazis. The characters are caught in the middle, researchers and naturalists on a remote island that becomes a focus for the conflict between the two wings. An ancient artefact is discovered there, prompting the Thule society to investigate, to try and recover it, but each wing of the society is sponsoring its own attempt, using force as they deem necessary.
3. The Thule society are the caretakers of the Nazi V-weapons, occultist research and artefacts. These are stored in a variety of facilities hidden away and the society is still experimenting with the technology, with the items and with the occultism that they were left in this legacy. Not everything they try works and much which does work is dangerous. The characters become involved in the testing of one of these devices or incantations and through investigating and countering that experiment become far more aware of a wider problem and a wider set of experiments going on amongst the public.

089 - Time Travellers

Description

Time travel is, of course, impossible (other than forwards at a rate of one second per second). Time can be distorted - by travelling at high speeds - but travel back in time seems to be something that can't occur since it violates causality and numerous principles of physics. Nonetheless the idea of time travel and of time travellers continues to catch the imagination and to take the conspiratorial blame for UFOs and numerous other phenomena.

Despite this impossibility there are, perhaps, other ways around the issues with time travel. Travelling could take a person 'out of time' and they could influence the timeline, changing the future that they came from. Meddlers travelling back in time might be maintained by devices, stopped from changing even as their past and our future alters and may be here to avert - or even cause - some sort of disaster.

Another possibility is that 'time travel' actually takes a traveller to a parallel universe where time passes at a different rate - but is experienced the same in each universe. They are just travelling back to a universe that hasn't gotten as far as theirs but is otherwise identical; attempting to change the outcome and create a more favourable world in the universe they have arrived at.

Aims & Methods

Time travellers are trying to change the future or to exploit the presents. Compared to time travellers we are all ignorant hicks who don't know one thing from another. Time travellers also have access to advanced technology and knowledge to the degree that these things can seem like magic. They're attempting to manipulate the future path of the world through various interferences in the technology and politics of today though whether this influence is for good or ill remains to be seen.

Conspiracies

Bermuda Triangle (010), Bigfoot (011), Cloning (016), The Fountain of Youth (032), Mars (049), Pole Reversal (053), Montauk Project (060), Musicians (063), Nanotechnology (064), Paul McCartney (073), The Philadelphia Experiment (076), Time Travel (091), UFOs (093), Solipsism (100).

Adventure Seeds

1. The characters are caught nearby when a time traveller is killed and washed with temporal energy, rendering them temporarily immune to the constant time-shifts that are actually always going on. Now they're aware of them - and other time travellers - and what they're fighting over, the world constantly changing in bewildering ways around them. As independent people aware of what's going on they need to decide what they want to do about it - if anything - whether they want to interfere themselves, counter the effects of the time-saboteurs or just return to ignorant bliss.
2. The characters are part of a cabal of time travellers, working according to the machinations of an AI from the future, trying to alter the timeline in predictable ways in order to create a stable, peaceful future and a faster advance in technology. Some of their missions are a little strange and would make sense to no-one who didn't have a future perspective, some of them can even seem evil and there's always the possibility that they're being manipulated towards some goal other than the one that they think they're supporting.
3. A singular, unremarkable seeming person is a key figure in an event that could turn the future one way or the other. The characters become entangled in the machinations and actions of two separate groups of time travellers hoping to influence, eliminate or control this figure by whatever means they can find and the only force that might let them grow up normally and choose their own destiny are the characters - who know nothing of the time travel.

090 - Trade Unions

Description

Trade Unions were conceived as a collective bargaining tool to be used by workers, led by the more educated amongst their number, to secure fair pay, benefits, job security and treatment for the workers that they represented. Unions would help workers who were injured, provide some legal representation or financial help all in exchange for union dues and solidarity.

Over time these unions became embroiled in politics, funding labour parties and groups around the world, becoming involved - in the public eye - in Communism and having links with various unsavoury groups such as the Mafia. The influence of the unions spread throughout politics, finance and the criminal underworld and this, in turn, made them a favourite target for conspiracy theories.

The power of the unions is largely spent in many countries, such as Britain and the United States but that doesn't stop them being made the target of conspiracy theories and speculations. These speculations can come as much from the media mainstream as the conspiracy websites and chatter groups.

Aims & Methods

The conspiracy theory version of Trade Unions have access to blackmail material, assassination contracts, beatings, 'disappearing' people and other underhanded and hidden methods on top of the more obvious options of strike action and threats of strike action. The aims of these conspiracy version Trade Unions have varied over the years from Communist revolution to political control and criminal safe havens. Now they're most likely to be seen as part of a 'liberal/socialist' conspiracy to bring down the country (particularly the US) and to help bring about a single world state on a more socialist/worker friendly agenda.

Conspiracies

Clinton Kill List (015), Tax (042), Jimmy Hoffa (044), Barack Obama (071).

Adventure Seeds

1. The characters are involved with the Mafia and their boss has recently come into conflict with the Union Movement. As the two groups begin to spar, slowly descending into violence, the characters are tasked with uncovering useful blackmail information that could make the union roll over to Mafia pre-eminence again. There are rumours of something secret and special hidden away in one of the union's oldest buildings. Getting in and out isn't going to be easy, especially with a lot of union thugs around but should they manage to pull it off they'll find information implicating the union in one of the most infamous incidents in modern history (what that is, is up to you).
2. Members of the union the characters are exposed to information that reveals that the union that they've joined is merely another means of social control. A monitoring system and an outlet valve for workers anxiety and anger that can be directed harmlessly. The key upper members of the unions are shills for the 'secret government' and spies scattered throughout the union look out for genuine - and dangerous - activists so that they can be controlled or eliminated. Some members of the union are aware of all this control and spying and are seeking recruits in order to help try and oppose it. That's where the characters come in.
- 3.
4. The unions, or at least this one, are a front for an alien or primeval organism, a communal hive mind that is trying to infect and better the human species by forcing it to work cooperatively, together, for the greater good of the whole rather than their own, individual, conflicting purposes. The characters are either new recruits themselves or are brought in to examine strange changes in behaviour and the unsettling one-hundred-percent solidarity that the union members apparently have with each other, brought to light following an industrial dispute with a company that opposed reform ideas from the union.

091 - Transhumanists

Description

The Transhumanist movement is a loose affiliation of idealists and dreamers who believe in and are dedicated to a better, stronger, faster technological future with particular reference to the improvement or replacement of the human species with something more refined and capable. Transhumanism is largely concentrated around the idea of the 'technological singularity', a point where technology and science, essentially, make anything and everything possible. This is an outgrowth of Moore's Law which demonstrates the exponential growth of technological capability as it relates to the processing power of microchips.

Some conspiracy theorists now consider the Transhumanist movement to be a conspiracy, a plot by a scientific elite and their followers to force change on a reluctant populace or to supercede them through genetics, cybernetics, artificial intelligence and other technologies. Some even connect the Transhumanist movement to their fears about aggressive population control, after all, wouldn't a homo superior species see their primitive forebears as something to be overcome and grown beyond, rather than tolerated and accepted?

Aims & Methods

The Transhumanist goal is revolution through technology, starting with the self, the body, the person, what it means to be human. As a result there is a huge concentration on high technology and innovative solutions - particularly those that augment or change humanity - as a means to achieving that end. Transhumanists are early adopters and users of technology that others might deem dangerous, unreliable, risky or morally questionable. Dedicated Transhumanists may already be using genetics, cybernetics, novel methods of information transfer and other technology from the edge of science, pushing knowledge forward more rapidly than society at large can cope with. This has great risk, but also great potential rewards, for the individual as well as for science as a whole.

Conspiracies

Area 51 (007), Bigfoot (011), Cloning (016), Evolution (026), The Fountain of Youth (032), Hangar 18 (039), Mars (049), Pole Reversal (053), The Chip (057), Montauk Project (060), Nanotechnology (064), New World Order (067), Eugenics (088), Time Travel (091).

Adventure Seeds

1. A series of strange attacks are taking place around the country. These don't seem to be causing any damage but are spraying fine powders over large numbers of people. The powder is a delivery system for a retrovirus that instils a behavioural change in those who are infected. It doesn't show up on any screens for toxic material or bioweapons but it does begin to make the people it has infected marginally more intelligent and a lot more altruistic, as well as giving a significant number of them brain tumours. The characters must investigate the group behind it, infiltrate them and put an end to their attacks.
2. The characters are members of the movement, equipped with high technology and personal augmentation, tasked with liberating technology and ideas from the existing structures of control. This entails raiding military bases, corporate offices, universities and other facilities in order to liberate technology. They're, in effect, superspies, with a very slim advantage granted to them by having access to unreliable and dangerous cutting-edge technology.
3. A number of strange births are linked to a corresponding number of sperm donations made through a particular institute. Some of the babies resulting from the donations have turned out deformed, hideous, developmentally subnormal or stillborn and these have been noticed and brought up. The ones that haven't made the news are the ones that are brilliant, gifted, savants or otherwise developmentally advanced. Both are the result of Transhumanist tinkering.

092 - The United Nations

Description

The United Nations was founded after World War II, the spiritual heirs of the failed League of Nations. The UN was given a broader mandate and more power to intervene, established new international law standards and was meant to act as a talking shop in order to prevent wars from occurring. The UN was given a great deal of legitimacy in its early period due to the backing and influence of the United States, a far cry from the current situation where the UN is undermined more than elevated by one of its most important participants.

The UN has had many successes and failures over the years, though overall it is seen as more effective and capable than its predecessor. Conspiracy theorists, on the other hand, see it as a dry run for a global government and resent UN 'interference' via international law or peacekeeping troops. Prior to the European Union coming into existence the UN was, perhaps, the favourite target of those who claim a secret world government is being prepared and the UN is often propagandised against in the very nations who benefit from their presence the most with accusations of witchcraft, kidnap and other issues not being uncommon. They might be more interesting if these accusations were true!

Aims & Methods

The overt aims of the United Nations are to improve international security and to provide a place in which countries can come together to discuss matters of international import, without resorting to war. It promotes the use of sanctions and other peaceful methods in order to bring recalcitrant nations into line, sets standards for some international law, conducts charitable efforts and uses peacekeeping troops to try and enforce and ensure peace. Covertly its aims are supposed to be to bring about a global government, perhaps by covert takeovers of powerful nations via slow change and treaties and of weaker nations by engineering governmental and societal collapse so that they can appear to be the saviours, civilising these nations in a neo-colonial effort.

Conspiracies

Election Fixing (001), Asian Tsunami (008), Bermuda Triangle (010), Black Helicopters (012), Chemtrails (013), The Mark of the Beast (014), Conspiracies (017), Climate Change (019), Digital TV (020), Electric Cars (023), Electric Fields (024), Evolution (026), Federal Reserve (028), FEMA (029), Fluoridation (030), Global Warming (035), Gulf War Syndrome (036), Gun Control (037), Tax (042), Mars (049), Pole Reversal (053), The Chip (057), Ice Age (066), New World Order (067), Nibiru (068), Unification (069), Barack Obama (071), Pandemic (085), Vaccination (094), Waco (095).

Adventure Seeds

1. The characters are UN peacekeepers assigned to a war-torn African country, rent apart by AIDS, overpopulation, conflict and crime. While they do their best to intervene and promote peace another squad is covertly using technology to lower fertility rates and render people sterile, a claim that's dismissed as the locals are saying it's witchcraft. They run into this unit, or the aftermath of what it's done.
2. A conspiracy group breaking into a 'FEMA death camp' uncovers a secret military base and billet for UN 'peacekeepers', stocked with flak jackets, helmets, rations and other support material ready for a covert invasion of the United States. The international community having apparently tired of the rogue state and its shenanigans, helped by a fifth column within the US itself who seek change and a new respectability for the country. It's Red Dawn all over again, but this time it's the USA against the world.
3. A group of American troops, stationed in a Middle Eastern warzone have sealed themselves into a defensible position and have made a claim for asylum from the international community since the war they're engaged in is unconstitutional and against international law. The characters are brought in to negotiate between the American and UN forces present in the area and the troops.

093 – The United States

Description

The USA has been the success story of the 20th century and, while it's losing its lustre and power as we move into the 21st it remains a powerful nation and one with a long history of international interference, somewhat understandably earning the appellation of the 'Great Satan' in the Middle East and cementing its reputation as a great power by winning the Cold War against the USSR.

The USA, through its agencies, has engaged in many shenanigans which lend a veneer of possibility to the more outrageous claims about what it has gotten up to over the years. While many of these extreme ideas – such as 9/11 being self-inflicted – hold no currency other conspiracy theories may well be more believable.

Aims & Methods

The USA's apparent, real, agenda is to remain on the top of the heap at all costs, despite being mutually entangled, economically, with those that might be considered political enemies. This includes measures to keep America as high-end consumer society and to keep the populace fed, entertained and voting for the right people over and over. Despite public high ideals for freedom, democracy and decent, ethical behaviour the USA is not above tactics from sponsoring coups to poisoning cigars and assassination, no tactic is truly off the cards, even torture, provided it is kept from the public eye.

Conspiracies

Twin Towers (002), Area 51 (007), Asian Tsunami (008), Atlantis (009), Bermuda Triangle (010), Bigfoot (011), Black Helicopters (012), Chemtrails (013), The Mark of the Beast (014), Conspiracies (017), Digital TV (020), ECHELON (022), Electric Fields (024), FEMA (029), Fluoridation (030), Food Additives (031), Free Energy (033), Global Warming (035), Gulf War Syndrome (036), Gun Control (037), HAARP (038), Hangar 18 (039), Holocaust (041), Tax (042), Jimmy Hoffa (044), Jonestown (045), Black Sterilisation (047), Mars (049), Lockerbie (050), Underground Bombings (051), Madrid Bombings (052), Pole Reversal (053), Manchurian Candidate (054), Marconi Deaths (055), Marijuana (056), The Chip (057), MKULTRA (059), Montauk Project

(060), Moon Landings (061), New Coke (065), Nibiru (068), Unification (069), Orgone (072), Peak Oil (074), Pearl Harbour (075), The Philadelphia Experiment (076), Lost Submarine (080), Red Mercury (082), Roswell (084), School Shootings (086), Subliminals (089), Television (090), UFOs (093), Waco (095), The War of the Worlds (096), Warehouse Zero (097), Wikipedia (098), WMDs (099).

Adventure Seeds

1. Patriots, attempting to defend the USA from its detractors around the world and at home, conduct their own investigation into one of the conspiracies listed above. Coming from a different angle than most conspiracy theorists they manage to shake loose an inconvenient truth, that their country that they love so much is genuinely responsible for at least this one, terrible deception. What they do with the information is up to them.
2. A militia has a bomb rigged in a truck and has a building full of hostages. They're threatening to blow up themselves and the hostages along with the building if their demands aren't met. The reasons they give for their action seem like lunacy but as part of the team designated to investigate and negotiate the characters find there's some truth to their claims and some justification to their outrage. They don't intend to actually commit their atrocity but to use it to force the government to confess.
3. The characters are part of, or are investigating, a secret service that is completely unknown. A hidden agency that handles all the truly black operations on behalf of the USA, without the knowledge or even sanction of the government. Completely covertly funded they're the ones behind the conspiracy theories – the ones that have any truth to them in any case. This unit are completely above and beyond the law and sail beneath its radar for the most part but something may happen to bring them into the group's visible range.

094 - Vampires

Description

Despite being mythical many people take the idea of the vampire seriously, perhaps through wishful thinking since modern myths of the vampire are glitzy, glamorous and sexy, not the stinking, blood-sucking corpses of the original mythology. Every ten years or so there seems to be a revival of 'vampire chic' and this supports a whole new set of Goths and a subset of conspiracy theorists and vampire hunters who believe - or perhaps simply wish - that vampires were real.

As a conspiratorial force vampires are a very good idea, immortal, knowledgeable and possessed of powers of enslavement as well as abilities beyond those of normal human beings their predatory instincts and capabilities would make them a powerful conspiracy. Long term planning would also allow such a creature to follow their schemes through to the end over centuries and to insinuate control into almost any institution you care to mention.

Aims & Methods

Vampires are primarily concerned with very few things, their own survival, a regular food source and remaining secret from humanity as a whole. Powerful as they are they're vulnerable to public uprisings, especially with modern weaponry, tactics and information gathering techniques. While they're also interested in the same sort of things as anyone who is powerful - primarily power itself - these desires override everything else.

Conspiracies

Evolution (026), The Fountain of Youth (032), Manchurian Candidate (054), Musicians (063), Overpopulation (078).

Adventure Seeds

1. A powerful vampire is increasingly concerned over human desecration of the environment and chemical contamination of their own bodies. In order to secure his own survival he has selected a suitably remote and large, high island in a remote area to make his new, secure home, a 'seed bank' of healthy humanity to feed him and a retreat point for himself should the world descend into environmental chaos. Disappearing people with particular genetic traits - health, longevity and none with any blood disorders - are being kidnapped and taken away to seed his island utopia and investigations into these disappearances will turn up hints as to the truth of what's going on.
2. Investigating a seemingly routine murder the characters are drawn into the machinations of a powerful vampire trying to cover up his own misdeeds in regard to the death - a botched feeding attempt. In the process they may uncover just how many thralls this bloodsucker has and how much covert and barely-used control it exerts over the police and other investigative services throughout the city, they may even find that previous contacts have been usurped and overturned, used against them despite a long period of trust having built up.
3. A far more wide-reaching plan has been come up with by a group of the undead. They plan to seed the atmosphere with particles to create a long winter. This will make humanity more tractable and more easily ruled, lower the technology level as the population decreases to a manageable size and will allow the vampires to move abroad almost for the full twenty-four hour cycle, better able to cement their power during this catastrophe. Other vampires aren't so keen on the idea and have manoeuvred the characters as their catspaws to put a spanner in the works and to expose the scheme. The characters are disposable of course and, if they find out too much, will have to be disposed of to preserve the secret.

095 – The Vatican

Description

The Catholic Church takes a lot of flak in conspiracy circles, which isn't really surprising given its authoritarian hierarchy, its wealth, its historical influence, its association with unsavoury groups down the years, the actions of its various groups and sub sets and the fact that it has conspired over the years to cover up the paedophilia of some of its priests. Historically speaking the Church was a conspiracy hotspot, fighting with other conspiracies, trying to control the crowned heads of Europe, trying to spread Catholicism, undermine Protestantism and other religious movements and so forth.

Added to all that we have the problems of the inquisition and large scale massacres like the Cathar Heresy. The Catholic Church certainly has a great deal of dirty dealings in the past that justify people's worry about modern conspiracies and undoubtedly has a lot of skeletons in its closet. Despite all this it's usually religious and mystical conspiracies that they get accused of perpetuating rather than the very real political and social involvements that they've had, ideas that they're covering up the truth about Jesus get a lot more press than their very real involvement in misinformation about birth control and AIDS.

Aims & Methods

The primary aim of the Catholic Church is to preserve and protect Catholicism from threats internal and external whether that be government interference, heresy or conversions to other religions. Secondary aims are to promote the church's viewpoint around the world through political, social and cultural influence. These measures typically include condemnation of homosexuality, sexual promiscuity, birth control and secularisation and the promotion of religion as still being a useful thing, even in a 21st century, scientific human society. Methods include debate, missionary work, mass movements, sermons, information and disinformation and mobilisation of the faithful as well as more hidden motions, secret meetings threats of excommunication and so forth.

Conspiracies

Antichrist (006), Hellhole (021), Our Lady of Fatima (027), Jesus (043), Mars (049), Lockerbie (050), Manchurian Candidate (054), Bible (058), New World Order (067), Prophecy (070), Paul McCartney (073), Warehouse Zero (097).

Adventure Seeds

1. UN aid workers in Africa, trying to tackle the problem of AIDS are constantly and consistently frustrated by the disinformation put about by priests, typically Catholic ones. In trying to counter these efforts they uncover evidence for a broader Catholic plot which takes note that areas of the world that are impoverished or disaster-ridden are more likely to have a higher degree of religion, particularly the Catholic religion. The AIDS holocaust is being perpetuated and may even have been started by the Church who may also be involved in wars and natural disasters in a similar fashion.
2. The Vatican is targeting influential people for conversion to its faith in a tactic markedly similar to that of Scientology and Hollywood. The Vatican is, however, targeting politicians and business leaders reasoning that while they may be losing out on numbers of adherents, if they can get quality rather than quantity then they can retain their influence and power to a greater degree than otherwise. Some of their attempts to 'convert' may be more akin to brainwashing and there may be chemistry, trickery and other factors involved in their attempts.
3. Unbelievably the Catholic Church is, in actuality, a Satanic cult, deliberately misleading people away from the word of God and into worship of the pope and of the Church as an institution. They are seeking to turn the world from god both through their own actions and by putting huge swathes of people off religion altogether through their scandals and other issues. New priests joining the Church discover this truth and recoil away from it, threatening to expose the truth.

096 - Vrill-Ya

Description

The Vrill-Ya are a fictional, subterranean, Aryan race from a novel by Edward Bulwar-Lytton. For some reason the concept of this fictional race and their 'magical' force, called 'Vrill' gained currency and purchase on the popular imagination, so much so that many people considered them to be real things. The ideas resonated with those of the theosophical society and with ideas about life energy, chi, prana, ether and so forth as well as the popular idea of the 'hollow Earth'.

The Vrill resembled angels, perfect specimens of humanity and lived in a technological utopia deep underground, spreading throughout caverns and tunnels though their expansion would eventually bring them to the surface. Associated with the Vrill-Ya is the Vrill Society, a supposed secret organisation of mystics with understanding of Vrill who were aligned with the Nazis and are linked with other conspiracy theories involving the Nazis in UFOs and secret bases in South America or Antarctica, or even in the same hollow Earth as the Vrill-Ya.

Aims & Methods

As a 'root race' the Vrill-Ya consider themselves superior to humanity in every way and at the very best consider them like talented and amusing pets, some more than others. Their constant expansion beneath ground is creating population pressure to rise above ground and through their pets - which started with Nazi and other supremacist explorers - they have started to seed the way for them to return to the surface, planting agents, creating groups, even teaching limited use of the Vrill force allowing the Vrill Society and its adherents to demonstrate a few, genuinely 'occult' powers.

They want to expand their network, stop humanity from exploring too far underground and to pave the way for their eventual takeover of the surface, experimenting with gas leaks, permafrost destruction, volcanoes, earthquakes and other disasters as means of controlling, herding or destroying humanity.

Conspiracies

Ancient Astronauts (004), Ancient Super Civilisation (005), Atlantis (009), Crop Circles (018), Hellhole (021), The Fountain of Youth (032), Free Energy (033), Hollow Earth (044), The Law of Attraction (048), Orgone (072), Roswell (084), Tunguska (092), UFOs (093).

Adventure Seeds

1. The characters are caught up in a natural disaster and by all rights should have been killed in it. Emerging from the rubble and corpses they encounter Vrill-Ya and their human lackeys, going over the 'test site' of one of their human-eradication weapons. If they can evade and survive until the rescue and relief effort arrives at their location they can expose the whole thing, though it may simply push the Vrill-Ya agenda forward.
2. Exploring caverns someone disturbs a Vrill-Ya outpost and their subsequent destruction leads to more investigations not only by whatever the characters are involved with but also by the Vrill Society who - in the case of this adventure - have lost contact with their masters and are seeking to re-establish contact with them in order to get new orders and to renew their supply of power and knowledge.
3. The Vrill-Ya are actually a lovecraftian elder race, projecting an image of angelic features in order to lull humanity into a false sense of security. Dating from the Precambrian they see themselves as the true masters and inheritors of the Earth and plan to eradicate humanity entirely - even their followers - and to return the Earth to its primeval state. Remote experiments in Antarctica, stumbled upon by the characters, reveal these plans.

Tips

The Vrill-Ya make a great catchall for a ton of late 19th and early 20th century nonsense like Atlantis, mediumship, hollow Earth, racial supremacy and others. Good if you want to go over the top.

097 - Whitey/Babylon

Description

Perhaps somewhat justifiably there is a current running through non-white culture, particularly black culture, of believing white people and western societal forms to be conspiracies of oppression, designed to keep the black man down and in effective - or literal - bondage. While slavery no longer exists as an institution, as applied in literal and obvious terms, blacks typically, as a demographic, remain impoverished, remain victims of (lessening) racism and have less opportunities, some would say they're still being exploited despite the view on the opposite side being that it's the poor communities surviving on welfare that are the ones doing the exploiting.

There's at least a grain of truth in this concept as applied more globally, with sweatshops and slave wages exploiting foreign workers and feeding consumer goods to the 'white' west. Exploitation is alive and well though, much as it was with slavery, the real exploiters are people within the countries being exploited though the system as a whole can be seen as exploitation.

The Rastafarians take the view further making it mystical and calling the 'White' system 'Babylon', equating it with Revelation and signs of the end times, the tool of the devil to keep mankind from Jah (or God), using the white man as his tool.

Aims & Methods

Babylon's hidden and mystical aim is to keep man from god, to keep the coloured man downtrodden and oppressed, thinking of survival more than god. Its more obvious aim is control and profit through the exploitation of others. This is done through systems of control such as trading markets, profiteering, warmongering, false religion, sponsored coups, propping up exploitative regimes and so on.

Conspiracies

AIDS (003), Area 51 (007), Asian Tsunami (008), The Mark of the Beast (014), Climate Change (019), Digital TV (020), Electric Fields (024), FEMA (029), Fluoridation (030), Food Additives (031), Free Energy (033), Global Warming (035), Gun Control (037), HAARP (038), Jimmy Hoffa (044), Jonestown (045), JFK (046), Black Sterilisation (047), Marijuana (056), The Chip (057), New World Order (067), Peak Oil (074), Eugenics (088), Subliminals (089).

Adventure Seeds

1. A coup in an African nation is being sponsored by western corporations which stand to benefit greatly from rights offered up by the coup leader in exchange for their aid. This is a manifestation of the Babylon effect and the supernatural aspect will become clear as some mercenaries, sent to join the coup by the corporations, display unnatural powers on the battlefield. Some reports of this filter back to the western media and may be captured on camera during a report on the superstitious beliefs.
2. A black power organisation in a western city needs to be rooted out and destroyed after a string of both assassinations. They claim to be fighting Babylon and are targeting key, important figures from business, politics and religion. While their attacks are brutal and are killing innocent bystanders should it turn out there's any truth to their claims the investigators will be put in a very uncomfortable and strange position.
3. Several of the previously defined anglo-european conspiracies are part of a league of conspiratorial groups all of whom work together to maintain the overall system of Babylon through control of the banks and through exploitation of the African and other undeveloped nations. Investigation into one of these groups reveals the existence and cooperation of the other involved groups, in turn exposing the mega-conspiracy and its history dating all the way back to the first banks and the first intercontinental trade.

098 - WHO

Description

The World Health Organisation exists as a special part of the United Nations and acts as a coordinator and organiser of public health around the world, seeking to promote health issues, counter the spread of disease, provide suitable aid when necessary and to organise many efforts on a global scale. The WHO raises awareness about particular health issues, actively pursues treatments and preventative programmes, promotes the development and distribution of vaccines and even claims responsibility for wiping out the scourge of smallpox.

All things considered the WHO has had a massive, positive impact worldwide and is one of the United Nations most successful enterprises. This doesn't stop them being targeted by conspiracy theorists and even regimes in poor countries who like to deflect blame by passing it on to outside, foreign groups. The WHO's involvement in vaccinations and their promotion, in particular, makes them targets for conspiracy theorists who believe that vaccinations are harmful or that AIDS is an engineered, depopulating bioweapon. Others simply resent the 'interference' of the WHO in internal affairs, even though the spread of disease - and its eradication - are of global concern.

Aims & Methods

The WHO's public aim is to promote the general health of people the world over. They do this through vaccinations, research and the promotion of awareness of health issues. Privately and secretly, as a conspiracy, their aims are the health of The World as a collective entity and are charged with population control, eugenics and other measures designed to control and manage the human population - which is currently at dangerously high levels requiring the creation and testing of numerous means to bring it back down.

Conspiracies

AIDS (003), Asian Tsunami (008), Black Helicopters (012), Chemtrails (013), The Mark of the Beast (014), Gulf War Syndrome (036), The Chip (057), New World Order (067), Pandemic (085), Eugenics (088), Vaccination (094).

Adventure Seeds

1. The WHO desperately needs a pathogen that can drastically reduce the human population but they need to preserve the industrial base so that mankind's technological advances are not lost in the ensuing chaos. Only the poorest and most resource rich nations need to be targeted and so a special, engineered disease that targets people of non-white origin is being developed and tested, used on a small scale with a 'terminator' gene. The spates of deaths may alert uncorrupted authorities or investigators to the threat and its racist/economic nature.
2. A new vaccination programme is a stealthy way of getting tracking technology - not quite nanotech - into a large number of people. This allows identification and also gathers medical information but can also be triggered to cause sudden death by aneurism or similar medical maladies. The test is conducted on a grand scale to gather important medical information and to test this 'terminator switch' which is going to be used to push the group's agenda, using it to threaten politicians and other groups reluctant to go along with their drastic plans for the eradication of diseases and control of the human population.
3. Unsettling evidence is uncovered by a contact of the characters that the WHO, rather than companies, are responsible for the hiding of certain medical breakthroughs that would address cancer and other ailments that are becoming the chief killers of humankind. Again the intention is to preserve some sort of brake on population expansion but, nonetheless, many people are dying completely unnecessarily.

Tips

The WHO conspiracy presented here is one of stark realism about the population problem, rather than one that is necessarily evil. As with other social conspiracies, this is a more thoughtful way to play it out.

099 - Wicca

Description

A modern, syncretic, neo-pagan religion Wicca was essentially invented in the 1950s by Gerald Gardner - whom some associate with the Golden Dawn - taking its cues from a coven that existed a couple of decades before and drawing together elements of Victorian occult romanticism, combining them with a sanitised vision of pre-christian, European pagan beliefs and a more benign vision of 'witchcraft'. Since those times Wicca has become much more widespread and even commercial, though nobody can quite seem to agree on what Wicca is, whether it's witchcraft or religion and whether a particular lineage of the belief is more valid than any other. Essentially it's become a buffet religion into which people can pile up any set of peculiar, new-agey or pagan-ish beliefs that they want.

Nonetheless, due to its rapid rise and increase in size, not to mention the interest consistently shown by teenagers in the occult and the exploitation of that interest in cartoons, books, dolls and other arenas has lead many of a religious bent to see the rise of Wicca as part of some conspiracy to lead people from god and into the waiting arms of the devil. Given that one thought about the origin of Wicca was that it would be a recruitment tool for the Golden Dawn, some paranoia about its origins and goals may not be entirely unjustified.

Aims & Methods

The aim of the Wiccan/neopagan conspiracy is to spread their belief and to undermine Christianity. The whole thing is an elaborate cover for Satanic cults operating through the various occult groups and societies that, themselves, lie behind the populist Wiccan movement. Much as with D&D in the 1980s they trade on the rebellious and revolutionary connotations of such beliefs and the natural rebelliousness of teenagers, bringing them in with seemingly harmless white magic 'spells' and prayers, notepaper, cute bags, gothic clothing and so on before the kids are dragged deeper, creating a whole generation ready to do the Devil's bidding, or at least that of the deeper occult conspiracy behind the teen witches.

Conspiracies

Antichrist (006), Crop Circles (018), Evolution (026), The Fountain of Youth (032), The Law of Attraction (048), Prophecy (070).

Adventure Seeds

1. Some new coverts from a local high school have gotten their hands on some of the 'real stuff' during their induction into the outer circle of a deeper sect. Unprepared for the forces that they have unleashed things have gone terribly wrong and many unnatural forces have been unleashed throughout the town, centred around the girls and the high school. While the characters are part of the authorities sent to try and contain and understand the disturbance the deeper cult behind these Wiccan girls is also present, intent on dealing with the problem themselves and covering up their involvement and their secrets from anyone else that comes to investigate.
2. The Wiccan front is, in several places, actually associated with sacrificial satanic cults, as were rumoured to exist in the 1980s. By tapping into the teenage, dysfunctional base of Wicca they hope to gather both virgin sacrifices and pregnant teenagers who can be exploited in their sacrificial rituals, tempted along and then finally done away with on stories of spells and incantations and further induction into the secrets of The Craft. A string of disappearances along these lines is, eventually, enough to trip the FBI 'radar' and get them onto the case.
3. Rarely, someone comes along who has a genuine spark of psychic or magical talent. The modern Wicca is designed to help those people flower in a detectable manner so that a secret cabal of 'true witches' can find them and bring them into their conspiracy. A sudden flowering of such a talent makes a splash in a backwater town and it's a race between the investigators and the conspiracy to see who gets to the talented individual first.

100 - Zionists

Description

Zionism is the religious and political belief in the establishment - or re-establishment - of a Jewish homeland. Given the existence of Israel this would appear to be a fait accompli but the motivation still exists in expansion or even relocation of the Jewish state, the possible founding of others and the protection of what is there. Zionists are not all Jews and not all religious, there are political Zionists and there are those in other religions, especially evangelical Christianity, who believe that a Jewish state is a necessary element for their end of the world fantasies to come true.

A great deal of conspiracy theory around the Jews and around Zionism stems from the 'Protocols of the Elders of Zion', a hoax dating from around 1900 that purports to be a report, minutes, notes on the plans and schemes of a powerful Jewish cabal planning to unite their people and take over the world, ruling it from the shadows. This kind of conspiracy theory later knocked on into the extremes of anti-semitism that enabled the Nazis to perform their horrific acts, a cautionary tale on the power that some conspiracy theories can accrue.

To this day 'the Jews' and Zionism in particular remain the target of conspiracy theories in part due to the high profile presence of many Jews in various businesses and due to the special interest that the United States takes in Israel and the Middle East. Various actions by Israel and its secret services have done nothing to diminish these perceptions of Israel and Zionism as possible secret, shaping forces of shadow politics.

Aims & Methods

The aim of Zionism is primarily the establishment and maintenance of the Jewish state. Amongst conspiracy theorists it goes further to a secret, Jewish takeover of the world, a transformation of all of society into a 'Zion' with the Jewish people at the head of it. According to this sort of conspiracy theorist this attempt to control explains all the successful Jewish businessmen and Israel punching above its weight when it comes to diplomacy. When it comes to methodology, nothing is beyond the potential purview of the Zionist movement

and, historically, that has included the very type of terrorism now being perpetrated by Muslim extremists. Nothing is beyond the pale, nothing is beyond reach for this cause, especially since the depredations of World War II.

Conspiracies

Election Fixing (001), Twin Towers (002), Antichrist (006), Digital TV (020), Federal Reserve (028), Holocaust (041), Lockerbie (050), Underground Bombings (051), Madrid Bombings (052), Bible (058), Russian Bombings (062), Peak Oil (074), Pearl Harbour (075), WMDs (099).

Adventure Seeds

1. Connections with the Israeli security services reveal information that draws the characters to American, Evangelical Zionists who have been covertly and overtly supporting the Jewish state since before its inception. Their motives are not benevolent and they have plans and material in place to smuggle a nuclear weapon into Israel, a means to deal with the 'Jewish problem' and to help bring about their desired End Times, all in one go.
2. All the crazy anti-Semitic conspiracy theories are actually true and the unacceptability of such viewpoints is part of the cover-up! The Jews are planning to turn the world into Zion, to run the whole show, using the chaos of the Middle East and the importance of oil and holy sites as public leverage and control of businesses and media as private leverage, working the two together in a war that is to come. The characters are not likely to be believed when they bring this up and this is not all Jews, by any means, just this cabal of Zionists who might, perhaps, be able to be stopped by a small team.
3. Radical new scientific techniques are being planned to create a new Israel as entirely new land by secular Zionists who want to avoid the headlong rush to conflict in the Middle East. The only problem is that this is unprecedented and secret, until someone leaks info to the players..

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