

PROJECT TWILIGHT



YEAR OF THE
HUNTER

PROJECT TWILIGHT

You Want the Truth?

The government is not wholly oblivious to the supernatural threats that hide in the World of Darkness. Indeed, a handful of intrepid agents tracks down and hunts these horrors. But as these men and women begin to discover the secrets of their elusive prey, an inevitable question arises: just who are the agents really working for? Who truly runs the government?



You Can't Handle the Truth!

Project Twilight is a **Hunters** sourcebook detailing the agents in the U.S. government who hunt vampires and werewolves. This book reveals just how much the government agencies know and how much further they need dig into the darkness to discover the real truth about their prey.

Feature:

- Character creation for government agents, including new Merits, Flaws and Numina
- Detail on the FBI Special Affairs Department and its counterpoints in the NSA and CIA
- A complete story for beginning agents





PROJECT TWILIGHT

Surveillance, Awareness, Defense
— SAD motto

By Chris Howard

Credits

Written by: Chris Howard

Developed by: Bill Bridges

Editing: Laura Perkinson

Art Director: Chris McDonough

Cover Art: Cliff Nielson

Interior Art: Brian LeBlanc

Front and Back Cover Design: Chris McDonough

Typesetting & Layout: John E. Park

White Wolf, Inc. Execs

Mark ReiniHagen and Stewart Wieck, Owners

Stephan Wieck, President

Wes Harris, Vice President of Marketing

Michael Krause, Vice President of Sales

Richard Thomas, Vice President of Production and Design

Ken Cliffe, Director of Development and Editing

Benjamin T. Monk, Jr., Contoller

Rebecca Schaefer, Warehouse Manager

Special Thanks

Mark "Joe Hollywood" ReiniHagen for entering the Spelling bee.

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Stephen "Slow leak" Wieck for his chi exercises.

Ben "Dazed and confused" Monk Jr. for thinking the right thoughts when he hears "Immigrant Song."

Louvie "As if she needed it" Locklear for her five cups of coffee in the morning.

Sam "Cynthia" Chupp for how he loves to be taken to the edge.

Staley "Killer Kids" Krause for her leisure reading.

Rob "Bitchslap" Hatch for what he did to Ian.

Erin "The long haul" Kelly for taking an awful long time to move.

Michelle "I'm in charge here" Prahler for becoming the queen of fiction island.

Mike "New tacklebox" Krause for keeping diapers where he keeps his lures.

Kim Oh Soon "Leaning left" Shropshire for her directions to get to her house.



735 PARK NORTH BLVD.
SUITE 128
CLARKSTON, GA 30021
USA

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Because of the mature themes involved, reader discretion is advised.

PROJECT TWILIGHT

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BL

POLICE LINE DO NOT CROSS



Alley Tag

5:35 a.m.

"They're animals, lady. That's all. Dirty, worthless animals. So a few of them die. Sit back and let them massacre each other, I say."

I'm standing in front of the charred skeleton of the dock-side Magadon warehouse. The orange December sky has gotten an early start on its daily task of dropping snow on New York City. The crystals turn the street around us into a whirl of white and sodium-vapor yellow. The policeman in front of me is young, too young to be talking this way. I ignore his editorial and brush past him, heading toward the still-smoldering ruin.

"Not worth making a damn federal case out of, anyway," he adds as a parting shot to my back.

The firemen have cleared a path through the debris. I walk across the glass-and-metal slag that had once been the front door. There's another young cop inside, leaning against a pillar of toppled cinderblock. He looks decidedly ill.

"Where's the body?" I say and flash my badge, wondering if the man will be able to hold down his breakfast. Lips pursed, the cop nods his head toward a hall to my right. I turn in that direction, gingerly picking my way through the debris. The room at the end of the corridor is a whirlwind of activity. The walls are still standing, but the floor is littered with the charred remains of what had been the roof, and the snow is coming down to cover everything.

"Over here, 'Nessa."

It's Captain Bliley. I smile. He's a face from the past, from back when I was officer Vanessa Pratt of the New York Police Department, not Agent Pratt, FBI. It's been two long years since my forced conversion, but we still meet up about every month or so.

"This is a strange case. Right up your alley," he says, steering me toward a cul-de-sac of steel girders. The heat rising from the wreckage battles the cold wind from outside. At the moment, the heat seems to be winning. The snow hits the metal with small explosions of steam.

"Really weird. We haven't approached the body yet. Someone uptown smelled bizarre all over the case and called in the Feds. Damn Feds! Always sticking their noses in..." he says with a wink. My words, only two years ago. His smile turns leaden as we reach the body.

It's a young man in motorcycle leathers. He's maybe twenty, Caucasian, long hair. The corpse has been mauled savagely, as if by wild animals. His entrails are strewn out around him in a gory mess. That's not the strange part, though. Although the building looks like it's been hit by an A-bomb blast, the body hasn't even been touched by the fire. So what? Someone just dumped the body here after the fire died down. Tricky job with the firemen there, but still..."

I follow Bliley's gaze down to the floor. There's half an inch of thick black soot covering everything. No footprints. I try to resist the urge for a cigarette; I can already tell this is going to be a 10-pack case.

8:00 a.m.

I'm at the Sixth Precinct Police Station, morgue file, picking through three recent cases similar to this one. Three other bikers, all members of the same gang, the Young Bloods. All three were torn to shreds in the past week and left in obvious places. Left as a warning? And if so, to whom? The police blotter on the gang could choke a horse. Petty stuff mostly, some assault, narcotics, aggravated assault. A few of the bikers had been jailed until someone (the files don't say who) sprung them about two years ago. Since then, they've been untouchable. Somewhere along the way they got a line on some high-caliber legal talent. They were migratory up until about nine months ago, when they settled down here in town. What can I make of that? I light up a cigarette. It calms my nerves and I'm able to think more clearly.

Surmising that they must've found work, I scan the pages for a clue as to who hired them, but nothing pops out at me. Magadon? No. Too legit. Obviously, they've managed to get someone ticked off at them in the course of their employment. Whoever it was doesn't seem to be too concerned about their legal connections. The file tells me they've settled in Devil's Town, one of the worst slums in the city. A local hangout is mentioned — a bar called the Tire Iron. Cute name. I'm not going without my gun.

God, I'm a thirty-nine year old woman. I'll be forty next week. What am I doing going to a place like this? I think of my ex, Fred, and my son Roy. They both took off a year ago. Can't say I blame them. The old cliché about cops' spouses proved true. Thirty-nine and divorced. This isn't exactly what I had planned for my life.

I check in with central before I leave, just to let them know what's happening. Back-up in the Special Affairs Department is a joke, but at least if I'm killed they'll be able to stick a pin in a map. Back-up's even less certain when you're the only African-American woman in the department. That bastard Fiske let me know in no uncertain terms that I wasn't exactly welcome, even though he threatened to destroy my life if I refused to work for him. I guess they figured that a cop who knows about the existence of vampires is a threat to national security (whatever that is) if left on her own. "Be careful," I'm told on the phone. Like I have a choice?

10:40 a.m.

Crosstown traffic was worse than usual, but that's no big surprise. Devil's Town is about how I imagined it. The white morning snow has already turned gray and slushy. Boarded-up old industrial buildings stare at me through lifeless, shuttered windows. The Tire Iron doesn't open until eleven o'clock, so I wait across the street in my car. Eventually, the bartender arrives and unlocks the front door. I'm on him before he's all the way through.

"Excuse me," I say, flashing my badge.

"Yeah?" His eyes remind me of the surrounding windows.

"I have a few questions. Mind if I come in?" It's not much warmer inside, but at least there's no wind. I get straight to the point. "I'm looking for members of the Young Bloods. I understand they hang out around here." The bartender looks for a moment like someone's dropped a bowling ball on his toe, but then his eyes regain their blank stare.

"Never heard of them." No point in pushing. If the files are accurate, they'll be pulling in here around five o'clock. I'll be waiting for them.

12:30 p.m.

I have nothing better to do with my time until five, so I decide to stake out the neighborhood. The area's not as bad as I first thought. It's worse. At least it stopped snowing. Abandoned stores, abandoned houses, abandoned factory buildings. A huge, snow-filled lot, which appears to double as a garbage dump, catches my eye. Occupying the corner of the lot opposite me is the broken-down shell of an old gas station. There's a fire inside. Squatters, probably.

Under different circumstances, I wouldn't have given it a second glance, but I notice something else of interest: motorcycle tracks. A single set of them heading in toward the ruin. None heading out. I unsnap the flap of my holster and tip-toe as quietly as possible toward the station. That's pretty quiet; I can hear my own heart beating.

Voices. Children's voices. I almost turn back with a sigh of relief, but something pushes me on. I reach the building. The wall is partially collapsed and I am able to peek through to the other side. I see five children, probably all between the ages of twelve and sixteen. They are racially mixed and dressed in clothes that would be considered ragged even by Devil's Town standards, but all are smiling and laughing. For a moment I feel like joining in, but the sentiment passes. There is a smell of death in the air: the same smell that came from the warehouse where the body was discovered.

On the ground before the children is another man. At once I recognize him from the Young Blood file. A large gray dog sniffs at the lifeless body, while one of the children runs his fingers through the animal's fur.

No. I'm a country girl, and that's not a dog. It's a wolf.

"Worm-boy didn't know what hit him, huh, Angie?"

"No. He eyeless worm food, just like rest," the girl answers. Obviously the leader, she is a tall, white girl with a pinched, hungry look to her pale face, but I've never seen a sharper pair of eyes in my life. "We do flamer tonight. Show them they kill friends of Circus Lupus, they not live long either."

I've heard enough. I'm obviously dealing with a gang war here. Although I'm patting myself on the back for breaking the case so fast it's killing me who I have to arrest. I've heard of Circus Lupus, of course. Most New Yorkers have. Street kids who've beaten the street life. Sort of like the Guardian Angels but tougher. They've

cleaned up area neighborhoods, freed them from drugs and violence. They've done community work, too, everything from shopping for old ladies to opening playgrounds. Good works. Good relations with the police, too.

As I replay their credits in my mind I shift my weight too much to the right. I don't fall, but I make a small crunching noise in the snow. Too quiet to be overheard — or so I think. And then five hungry faces snap in my direction.

The game's up so I decide to play it bold. Gun in hand, I step into the building. I'm wearing my authoritative-mother face, the one that used to put the fear of God into my son whenever he would misbehave.

"Put your hands in the air slowly. You're all under arrest." Nothing. Just five pairs of feral eyes, sharply focused on me. Six, if you count the wolf.

"Hey, sister. You got no business here. Turn around. Leave. No one gets hurt." It's one of the boys; young, black, about thirteen years old. I stare at him, knowing, impossibly, what my answer has to be. He glances at my gun as casually as if it was a pea-shooter. I suddenly have the sinking feeling that this is not just bravado on his part.

"Put your hands..." "I try again.

"Enough of this." The girl this time. She steps forward. There is a rush of movement and their wolf tears my throat out.

1:30 p.m.

I must have slipped, hit my head on a rock. The freezing wind keens through the gas station. I am alone. No children, no wolf, no body. There's a fire though. There's blood on the snow and footprints. Paw prints. I scoop up some of the bloody snow and put it in a plastic evidence tube. I'm freezing, so I decide to get some coffee. On the way, I see a woman walking a dog so small it could almost be a rat on a leash. For some reason it scares the living hell out of me.

5:00 p.m.

It's almost dark and it's starting to snow again. I killed the last few hours trying to sort things out, to get a hold of myself. There's something very spooky going on. As much as I try to control it, my mind keeps tracing back to the memory of those Circus kids, and superimposing razor-sharp fangs onto their mouths. Not vampires, not in the daylight, but something. Werewolves? The department's been investigating them for months. The bodies reflect the kind of carnage that's been associated with them. And me without my silver bullets.

Well, I can't go to the police, and it takes an act of Congress to get help from the department, so I'm back at the Tire Iron waiting for the Young Bloods. I don't have to wait long. Three of them show up, all wasted on some illegal substance. I watch their reflections in the jukebox as the bartender surreptitiously points me out to them. All three look in my direction and then leave, one by one. I follow the last one out. The snow's too deep for their motorcycles, so they're on foot. I see the last one disappear into an alley a mere three blocks away. They might as well





put up a neon sign out front spelling “ambush.” No point in keeping them waiting.

I run the four blocks necessary to approach the alley from the opposite side. The narrow passage is protected from the snow; there is only about an inch covering the ground here. As I expected, there are three silhouettes looking out the opposite side of the alley, away from me. The intelligence level of criminals these days is truly appalling. The intelligence level of FBI agents isn’t much better.

I’ll walk toward them, arrest them, trump up some charges later. I can do that. I work for the government.

Gun in hand, I close the distance between us as quietly as possible. I get about thirty feet away before one of them turns and notices me.

“Freeze! Raise your hands,” I yell. I have a feeling I’ve done this already today. I know I’m in trouble when the other two also turn, Jack Nicholson grins frozen on their faces. One raises his hands in mock surrender. Boy, I hate being right.

“Chicky, chicky, chicky,” he chortles.

“Hey, old lady. Whatcha gonna do, when there’s three of us, and only one of you?” chants another. All three advance, not the slightest bit leery of my gun. No sense in warning them again. I’ll have to take them down hard and fast. Administer the coup de grace later, just like with that bloodsucker two years ago. I aim a shot for the lead man’s knee. The report echoes loudly through the alley and he collapses, screaming. The other two pause.

“Stay back!” I warn them, although it’s apparent by the expressions on their faces that I’m more scared than they are. They rush toward me with a rebel war cry. I fire twice more. The first shot catches one in the arm, but hardly even slows him. The second shot goes wide as the other man snags the gun from my hand, moving much faster than human speed.

God, I pray, let someone have heard the noise. Let there be a convenient police cruiser patrolling the block just in front of the alley. I fall backward and they are on me. At least let them find my body before spring. The roofs of the buildings spin above me as a razor-sharp pain stabs my side, and a viselike hand grips me by the throat. I notice a crescent moon peaking through a hole in the clouds. As I try to breath, to shout defiance, to scream for mercy, the hand about my neck squeezes harder. The moon is red, a blood-stained sickle in the sky.

There is a flash of lightning, though I can’t tell if it’s in the sky or behind my eyes. I can breathe again. Harsh gasping fills my ears but it can’t drown out the screams around me, or the howling of the wolves. I fight the temptation to close my eyes and lose consciousness, and painfully lift my head. I see my chest, and my knee turned at a crooked angle just beyond it. As my vision clears, I realize that a biker’s decapitated head is sailing toward me, gore trailing from its severed throat. Its dead eyes fix on me reproachfully for an instant before it completes its trajectory, crashing into a trash can just behind where I lay.

My enemies are beset by dogs. Thirty. Forty. Fifty. Dogs of every description. Street mongrels, pure breeds, wolves, and the Chihuahua I saw earlier today. I even think I see my old Golden Retriever, Butterscotch, among them. The blood hammers inside my head, and I realize I'm bleeding from a gash near my rib cage, and then everything — the alley, the dogs, the screaming, the whole grisly scene — fades blessedly to black.

"You bleedin' to death, agent lady. Maybe you need a hospital, hey?" The wolf addresses me as I slowly regain consciousness again. Before me I see a wolf mask with a girl's face behind it. No. A girl mask with a wolf's face behind it. My brain screams with the impossibility of the transformation. A hallucination brought on by shock, I realize, and then reality settles back into place. It is the sharp-eyed girl from the gas station, crouching over me.

"They were bad men, lady. Murderers. They needed killing, bad." I look up, feeling pinned beneath her gaze, like a butterfly on a display board. "eBloods only kill street trash,' the police say. So they look the other way. Bloods do it for fun. Slash a few, burn a few. No help from police, so we do your job for you. Serve and protect. Only we protect those no one else cares about. Now I protect you. Get you help." Her voice is by turns angry, and amused.

"Only you don't come e'round here no more!" The wolf mystically appears again beneath the mask-face of the girl. My insides churn as my mind reels in confusion. Fortunately, I pass out again before I can be sure of what I'd seen.

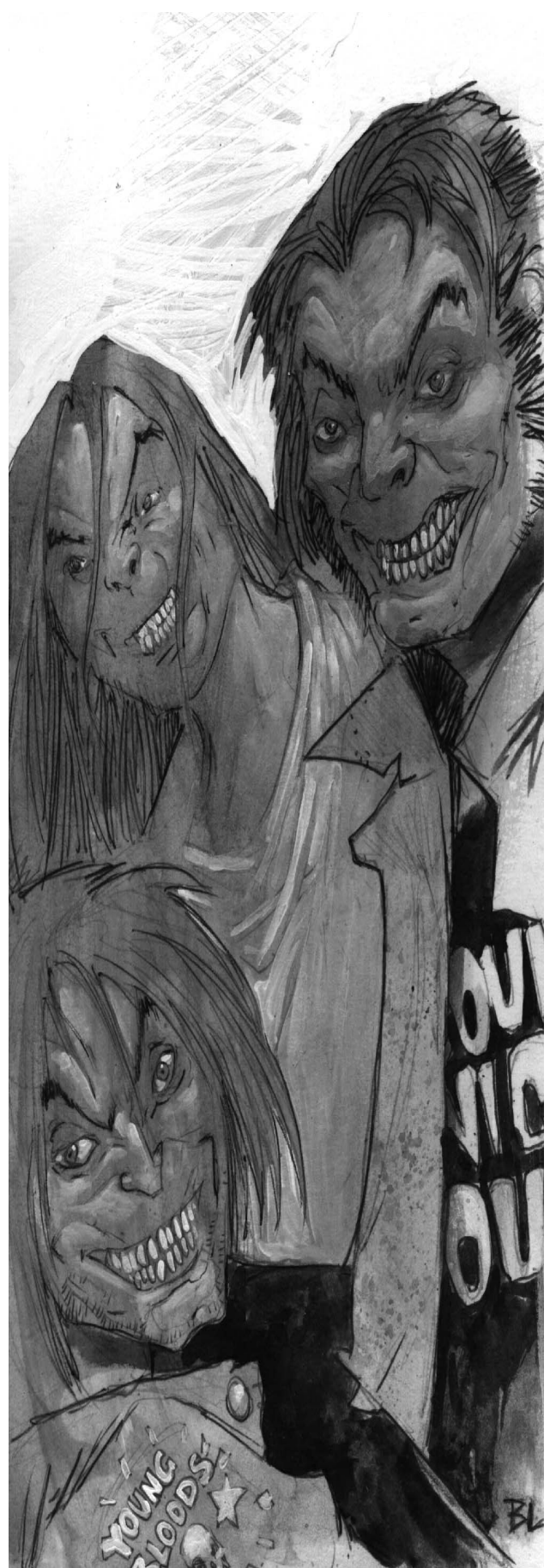
Two Days Later

I am sitting comfortably in my hospital bed, propped up by pillows and reading yesterday's paper. The bodies of four more gang members have turned up, this time in a torched O'Tolley's restaurant. There's a photo of the burned-out building I had been investigating. Seeing the image now, I suddenly feel a need for a cigarette, but of course the hospital won't allow it.

I've already spoken to Fiske on the phone, and told him of my suspicion that the Young Bloods are ghouls. That was the extent of my report: I didn't even mention the Circus. Fiske suspected I was hiding something; he even called me a liar right over the phone. He's called me worse. He yelled at me for ten minutes straight, but I ignored him. He can spit and scream all he wants to: he's not going to get anything more from me.

Crowe is flying up to debrief me tomorrow. Maybe I'll have better luck with her. She's always seemed reasonable.

I have two weeks to recover. I've also got six weeks of accrued vacation time, and you better believe I'm going to make use of it. Maybe I'll call Fred. And after that? I guess I'll figure it out when the time comes.





① CLASSIFIED

Introduction: In Defense of the Realm

So first of all, let me assert my firm belief that the only thing we have to fear is fear itself...

— President Franklin Delano Roosevelt,
first inaugural address (March 4, 1933)

I believe there are more instances of the abridgments of freedom of the people by gradual and silent encroachments of those in power than by violent and sudden usurpations

— President James Madison

Since the dawn of civilization, humankind has been aware that it is not the only force on this planet. Strange creatures with vast and eerie powers walk the earth's face. The immortal Kindred stalk the streets of our great cities in search of human prey. In the countryside, the savage Garou cast their baleful eye upon all the works of civilization, viewing humanity's empire as a cancer that must be excised at all costs. From the bosom of the human race itself have grown the mages, people who have discovered powers both wondrous and horrifying. Many of them have forgotten what it means to be "merely human" and regard others of their race with proprietary disdain. Beyond these three are the powerful alien forces of the Wyld, the Weaver and the Wurm, the faeries, and the dark domains of the restless dead.

It would seem that with such powerful and often hostile entities roaming the world, common humans are little more than helpless victims. They often are. When placed in competition with the immortal manipulations of the vampire, the razor claws of the Garou or the almost infinite pallet of bizarre powers from which the mage can choose, it

may seem as though Homo Sapiens are destined for a spot in the evolutionary dust bin, next to the Neanderthals they had supplanted ages ago. But humanity has not had its last hurrah. Despite appearances to the contrary, humans may yet survive these beings who seem for all purposes better suited for the long haul. In fact, humans have many advantages, including a vibrancy and sense of purpose that is lacking in all but a few of the immortal Kindred. They also have a knack for organization and (at their best) cooperation on a macro scale that the vain cadres of supernaturals (especially the disorganized Garou) cannot even begin to match.

This organizational zeal is embodied in great social structures, such as religions, mercantile systems, learning institutions and governments. It is this last item which is the concern of this book. For both good and ill, supernatural entities have had a long history of involvement (almost always covert) with human governing bodies. Every government in the world today unknowingly interacts with, and is to some degree manipulated by, supernatural forces. This book concentrates almost wholly on the United States government,

and more specifically on those nascent government agencies that have begun to knowingly involve themselves in the affairs of these secret beings.

The United States government is a labyrinthine, often ponderous institution which is all too often ill suited to recognize, let alone effectively challenge, the near demigods that walk its streets. In fact, the government has been a prime factor in shrouding the existence of these creatures. This comes partly from a genuine concern for what it perceives to be the public welfare, and partly at the behest of the supernaturals who wield a good measure of influence in the halls of power. Very few in the government know of the threat posed by these supposedly fictitious beings. Those who do, however, are aware of the turmoil that would erupt should knowledge of their existence become widely accepted. If the supernatural were to become the natural in the public mind, the government fears the result would be nothing less than the total disintegration of all existing social structures. They may be right.

The government thus believes it has no choice but to engage in a campaign of deception and misdirection to cover up the existence of these beings, becoming a de facto ally to the very creatures it fears. At the same time, though, it has launched (especially in the last three years) an ambitious plan to gather information, with the hope that it will someday have the power to curb, or perhaps even control, these entities.

The U.S. government has vast human resources and financial reserves (budget deficit notwithstanding) which put both the Camarilla and Pentex to shame. It has allowed its special agents a good deal of latitude and “extra-legal” powers (sometimes equal to those given in a police state) to deal with incursions of supernatural activity as they see fit. No special agent has ever been formally accused, let alone convicted, for their often questionable activities while investigating paranormal phenomena. The history of the various paraintelligence agencies, at its worst, displays a troubling pattern of abuse, including such activities as covert spying operations on its own members, secret experimentations, wholesale violations of civil liberties and even assassinations, in order to keep a lid on the secret knowledge of the existence of the supernatural.

Certain of the more “conservative” factions in the supernatural community (most notably the Kindred Camarilla and the Technocracy mages) have reciprocated in kind for what they see as the government’s wise course of “discretion.” They have acted (separately) in various ways to defend the government against assaults by the more “reckless” supernaturals (i.e. many Garou tribes, the Anarchs, the Sabbat, etc.). This system of countervailing forces has been successful in maintaining the status quo and in keeping the general public in the dark. However, it may not continue for much longer. The evidence is beginning to mount. As the final days approach, it is becoming harder and harder for even the most uninformed minds to escape the conclusion, at least subconsciously, that there is something very big going on.

The government, after spending many decades in denial of the mounting evidence, has finally begun to show some signs of life when it comes to what it has dubbed the “Super Human Equation”, or “SHE.” (Many paraintelligence agents speak

darkly amongst themselves about the growing paranormal menace they perceive as a living entity; it is almost always referred to in the feminine gender.) The other nickname commonly adopted by agents involved in the investigation of the paranormal is “Project Twilight”. This stems from the sense that many agents have that they are constantly treading the terminus between day and night, reality and madness — living in a perpetual world of twilight. Going on a mission is invariably compared with entering the “Twilight Zone”.

Funding for both research and direct action has increased precipitously in the last several years, owing particularly to the heightened interest of the Department of Defense and the NSA (National Security Agency). All paraintelligence-type activities are “black book” funded, meaning that Congress votes for a lump sum to go into top-secret activities, but is not aware (with the exception of several key Congressmen) of the ends to which the funding is being put. Most of the decisions about which aspects of paraintelligence research receive funding, as well as their general mission statements, are in the hands of a few mysterious “Puppet Masters” who



form a shadow government within the government system. Some of them are not human.

When it comes to dealing with the recent increase in supernatural manifestations, the government has found most of its standard methods to be ineffective. Its efforts are hampered by an unwieldy bureaucratic structure and a budget which, while still growing, is unequal to the tasks that are expected of it. Its greatest drawback, however, is that the intelligence-gathering organizations are, for the most part, inherently conservative, lacking in imagination and vision. Many of the endeavors of the paraintelligence agencies are marred by turf battles between, and within, the various agencies, as well as poor analysis of available data (the CIA is particularly guilty of this sin), and — perhaps most damaging — a divisive arrogance and corruption on the part of its leaders. But for these inter-departmental rivalries, the government would know much more. In addition, several agencies have been heavily coopted by the beings they seek to investigate. These disadvantages are only partially ameliorated by the superb field work of many lower-echelon operatives, the courage and vision of some agency leaders, and the fact that a number of supernatural beings greatly underestimate the government.

Finally, it should be noted that the government in the World of Darkness is, if anything, more corrupt and ruthless an organ than our real world government is held to be (even by its more severe critics). The far ends of the political extreme have dominated the debate and violent, quasi-military political groups, both left and right, have become increasingly ubiquitous. But there are glimmers of hope. The government is still a democracy (of sorts) and often responds to its citizens' calls for justice. As the converging forces of the Apocalypse tighten their grip around all of society, however, the government has become increasingly authoritarian. Whether the player characters decide to battle this trend or to become its willing tools may decide much in these final days.

Theme

Whether it be the brittle immortality and inner strugglings of **Vampire**, the explosive violence of **Werewolf**, the reality warping of **Mage** or the tragic gloom of **Wraith**, each game in the World of Darkness series has its own unique theme. So does a Hunters game.

The Government Hunters game is not like other White Wolf games. As a government agent, players take the role of the authorities. They represent the status quo against a world of terror and anarchy. At first glance they are “the good guys”. They battle for the safety of the average citizen against the forces of darkness. They fight for Mom, baseball and apple pie. As the agents battle to preserve normality in society, however, they may be working to pervert it at the same time. Each paraintelligence agency has its own agenda and works outside of the laws that govern the rest of society. In a strange way the agents become that which they battle, a secret cabal that sets itself above the rest of humanity.

Like the Camarilla, the Garou or the Technocracy, they are a small elite which seeks control over their fellow humans.

While one may argue that their motives are pure (national security, public safety), one must remember that many of the above-mentioned supernatural groups also subscribe to what they think are superior motives. This paradox of motive and reality is the central theme of the Government Hunters game. How do the characters walk that fine line between serving the greater good and falling over the edge, becoming, in effect, that which they battle? The Storyteller should emphasize that the agents stare into a mirror darkly whenever they confront the supernatural. The forces they confront may appear distorted, but they seem increasingly similar to the hunters themselves.

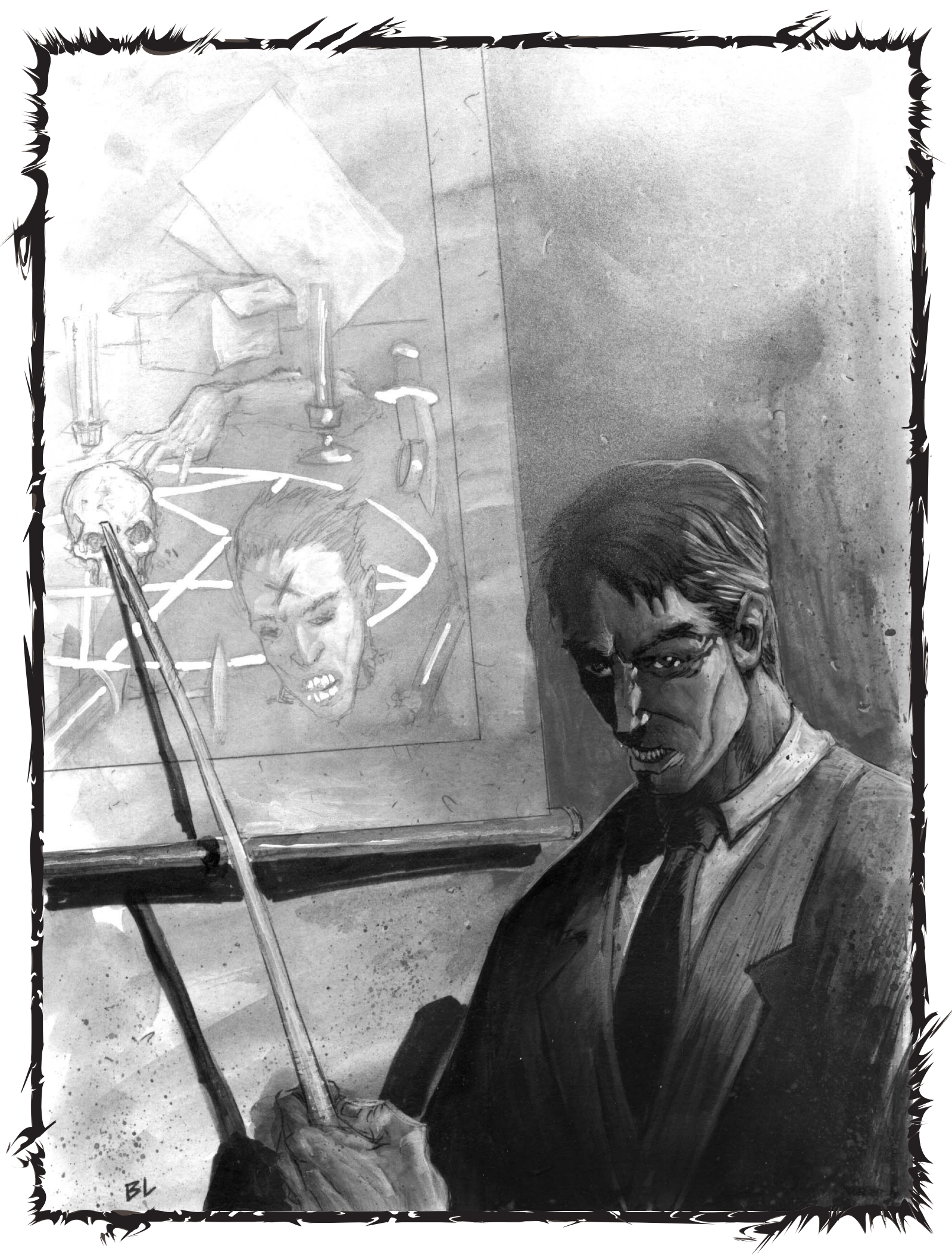
Mood

The Government Hunters game is a race against time. The objective of the government agent is discovery. Windows of opportunity to gain knowledge of the supernatural are rare; the agent must move decisively to take advantage of them before they close forever. Whether the characters are hunting the supernatural, or are stalked by it, they should feel like they are racing against an unseen clock. Players will feel somewhat manic, alternating between great highs (the triumph of discovery), and devastating defeats. They should never feel completely safe, even when they are at their home base.

Over time, the supernatural should begin to infiltrate into every facet of the agents' lives. It may touch their partners, friends, commanders and even their families. The more the characters learn, the more their paranoia should grow. Even innocuous-seeming objects (a telephone receiver put down the “wrong way”, an open window that the character swore was closed before) may begin to take on ominous undertones. This paranoia should weave a nearly inescapable web around those involved with the supernatural. Everywhere they turn they will see it. Those who remain submerged in this twilight realm too long may begin to lose their ability to distinguish between reality and fantasy. Ultimately, the mood of a Government Hunters game should sit somewhere between the inwardly directed horror of **Vampire** and the outward struggle of **Werewolf**. The agents face the alien, the other. They must also face the alien aspects within themselves.

How to Use This Book

This book is designed for both players and Storytellers, and gives information on running a Government Hunters game: character creation, details on the agencies (the FBI, NSA, CIA, etc.) and a mission for new agents. The book is divided into two parts, one for players and one for Storytellers. The first four chapters contain character creation charts and data about the government and its involvement in the supernatural. The information contained in these chapters is what a very well-informed agent might reasonably know about the workings of the government. The rest of the book is strictly Storyteller information, detailing deep secrets known only to a select few. The Storyteller section should not be read by players.



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BOOK ONE: AT MIDNIGHT, ALL THE AGENTS...

Chapter One: Whoever Hunts Monsters

Character Creation

This chapter provides valuable information about creating agent player characters as well as antagonists to throw against the characters in non-hunter games. Detailed here are some new Abilities, Backgrounds, Numina, Merits, Flaws and a collection of government-issue equipment.

Many of the rules for creating hunter characters are covered in the **Vampire** supplement, **The Hunters Hunted**. These rules are reviewed and expanded here as concerns hunter characters within the U.S. government.

Choices

There are many questions a player must ask about her character: Who is she? What does she look like? Why is she in such a dangerous and dirty profession? A general mental picture should suffice at this point. Most people find that the character grows more real as the creation process progresses. As with the other Storyteller games, the character creation process for hunters is about applying points to define a character's basic

capabilities. Is the character strong or weak? Is she intelligent? Beautiful? What can she do? Is she a good fighter, or perhaps a scientist? All of the details needed to create a fully fleshed-out character are listed on the Character Creation Chart.

Storyteller Rules

Government hunter characters are mortal. They are not vampires, werewolves or wraiths, and they are not Awakened mages. This book assumes that the Storyteller possesses at least one of the basic Storyteller system rulesbooks needed to run a Storyteller game, preferably one with rules for mortals (**Vampire**, **Werewolf** or **Mage**).

However, the Character Creation Chart includes some Traits that do not appear in **Werewolf: Nature and Demeanor**. The details for these Traits can be found in either the **Vampire** or the **Mage** rulesbooks. Neither of these two Traits are required for play.

Please note that the beginning point total for mortal characters is less than that for the other supernatural beings. However, they do receive more "... Freebie Points" (they're going to need them!).

Character Creation Chart

Step One: Character Concept

Choose concept, agency, Nature and Demeanor

Step Two: Select Attributes

Prioritize your three categories: Physical, Social, Mental (6/4/3)

Choose Physical Traits: Strength, Dexterity, Stamina

Choose Social Traits: Charisma, Manipulation,

Appearance

Choose Mental Traits: Perception, Intelligence, Wits

Step Three: Select Abilities

Prioritize the three categories: Talents, Skills, Knowledges

Choose Talents, Skills, Knowledges (11/7/4)

Note: All paraintelligence agents are required to take at least one dot in each of the following Abilities: Firearms, Investigation and Occult

Step Four: Select Advantages

Choose Backgrounds (3; in addition, all paraintelligence agents receive Allies 3, Influence 2 and Resources 2)

Step Five: Finishing Touches

Record Willpower (3)

Spend "Freebie Points" (21) (Characters may purchase Numina, Merits and Flaws with "Freebie Points.")

Concept

Who were you before you took up the hunt? Usually, a character's concept is a two- or three-word summation, such as "Absent-Minded Professor."

Agency

Is the character an agent of the FBI, the NSA, the CIA or some other government agency? A character's affiliation is most often determined by the Storyteller's chronicle, but a player can choose his faction within the agency. Or perhaps she's a double agent? Details on the FBI can be found in Chapter Two, the NSA in Chapter Three, and other agencies in Chapter Four.

Nature and Demeanor

These Traits represent the foundations of a character's behavior, from her inner Nature to her outward Demeanor. More details can be found in the **Vampire** or **Mage** rulebooks.

Backgrounds

Fame and Influence are detailed in **Vampire**; the rest of the Backgrounds are common to all Storyteller games or are new for this book. See also *Backgrounds*, in this chapter.

- **Allies:** Your friends, most often fellow agents from your agency or division.
- **Backers:** Describes a secret, powerful and well-connected person or group outside of the agency you work for who pulls your strings.

- **Contacts:** Describes the contacts you possess in various levels of society, from "Deep Throat" to the Speaker of the House.

- **Equipment:** Describes the character's initial access to high-tech government-issue items.

- **Fame:** Describes how famous you are, the chance of your being recognized by others in your society or abroad.

- **Favors:** Describes the number of favors you can call in, from getting yourself sprung from jail to covering up a murder.

- **Influence:** Describes the kind of strings you can pull, from getting friends out of jail to halting an industrial development contract.

- **Mentor:** A more experienced agent who advises and looks out for you.

- **Rank:** Your security clearance and status in your agency.

- **Resources:** Describes how wealthy you are; your belongings.

Freebie Points

"Freebie Points" may be used to purchase Numina (Psychic Phenomena, Hedge Magic and True Faith) or Merits. Flaws may be chosen to add "Freebie Points" (maximum 7).

Trait	Cost
Attributes	5 per dot
Abilities	2 per dot
Backgrounds	1 per dot
First Numina Type	7 per dot
Second Numina Type	14 per dot
Extra rituals	3 points
Willpower	2 per dot

Willpower

The reserve of discipline, control and raw force of will that a character can muster. Characters begin with Willpower 3.

Numina

See also *Numina*, in this chapter.

Optional. There are three types of Numina: Psychic Phenomena (such as Telepathy or Clairvoyance), Hedge Magic (folk magic rituals) and True Faith (the power of spiritual belief). Numina must be bought with "Freebie Points" (although they can be added to later with experience points).

Merits and Flaws

Optional. Merits are advantages with which a character begins the game, while Flaws are disadvantageous to the character but give the player more points to spend. A player may purchase Merits with "Freebie Points." Flaws may be taken to add to the character's "Freebie Point" total (maximum of 7 extra points).

New Knowledge Ability

Covert Culture

You have immersed yourself in the shadow world of espionage and possess a general knowledge of the intelligence community worldwide. This makes you aware of these organization's principles, and allows you to predict how they will behave in certain situation. At higher levels, you are privy to some of their secrets.

- Student: You know the names of all the major countries' secret service organizations.
- Journeyman: You keep up-to-date on every secret service organization in the world. You know the names of all the major countries' paraintelligence divisions.
- Scholar: You know a little about the commanders of every secret service organization.
- Spy: You know both intelligence secrets and some personal secrets of the world's intelligence commanders, but at this level, rest assured they know about you, too.
- Spy Master: You prefer your martinis shaken, not stirred.

New Backgrounds

There are several new Backgrounds particular to government agent characters, though they may be used in other games at the Storyteller's discretion. The supernatural Backgrounds from other Storyteller games (such as Past Life from *Werewolf*) are not allowed. The Storyteller is the final authority on which Backgrounds are available to a character in her chronicle.

Backers

This is similar to the Allies Background, but the agent does not know who his Backers are. The Backers are secret forces within (or outside of) the agency who support the agent for reasons of their own. Backers are a good source of drama and intrigue for the Storyteller, since she can attribute all sorts of motivations and characteristics to them.

- One Backer, of moderate influence and power.
- Two Backers, both of them of moderate power.
- Three Backers, one of them quite influential.
- Four Backers, one of them very influential.
- Five Backers, one of them extremely influential.

Equipment

Your character has jumped all the hurdles and cut all the red-tape necessary to gain access to high-tech field equipment, such as silver bullets or IR goggles. You begin the game with one or more government-issue items, determined by the amount of dots you have in this Background. This is a one-time requisition, however; once that piece of equipment has been used up (in the case of bullets) or lost, you have to roleplay your way into getting more (Rank helps in this

task). See *Equipment*, later in this chapter, for a list of some items and the Ranks required to requisition them.

- One Rank one piece of equipment.
- One Rank two piece of equipment, or two Rank one items.
- One Rank three piece of equipment, or a combination of other Rank items.
- One Rank four piece of equipment, or a combination of other Rank items.
- One Rank five piece of equipment, or a combination of other Rank items.

Favors

Through your actions, you have disposed certain individuals high up in the chain of command to favor you. They are willing, and able, to intercede on your behalf. This is a powerful Background. A Favor can be used to get you out of a lot of trouble (hide a body, eliminate a witness, destroy paperwork, etc.). Favors are easy solutions to many problems and can be used to accomplish things that Allies can't, or won't. Each favor may be used only once, however, and then it is gone. The Storyteller is the final judge of what a Favor can accomplish.

- 1 favor
- 2 favors
- 3 favors
- 4 favors
- 5 favors

Rank

Unless this Background is purchased, the agent is assumed to be of the lowest grade/rank allowed in the agency concerned (i.e. a junior agent in SAD or the CIA, a private in the Army, or a lieutenant 2nd class in the NSA). Government policy is strict in enforcing rank privilege; the player character with the highest rank will be in command of other player characters. Player characters who abuse this privilege may find their authority undercut, resulting in poor performance on the field. This may ultimately cause the agent to be transferred or demoted. The Storyteller has the final say on how high this Background may be bought; no character should begin play higher than fifth in command of an agency. If three or more dots of Rank are purchased, the agent receives a Resource of 3, instead of the usual 2 (higher salary).

- Novice: A sergeant in the Army, a standard agent in SAD, a lieutenant 2nd class in the NSA.
- Low Rank: A junior officer in the Army, a veteran agent in SAD, a captain in the NSA.
- Medium Rank: A captain in the Army, a field supervisor in SAD, a Major in the NSA.
- High Rank: A major or colonel in the Army, a regional director in SAD, a colonel in the NSA.
- Command Staff: A general in the Army or the NSA. Some influence on agency policy is possible at this level.

Numina

Mortals cannot learn the Disciplines of the Kindred, the Gifts of the Garou or the magicks of the mage. Instead, there are Numina. Numina is a catch-all category for the wide range of abilities that are available to mortal characters. Numina tend to be less powerful than the afore-mentioned abilities of the supernaturals, but if employed properly they can still be very effective.

Immunity to the Delirium

Any character with three or more dots in a single Phenomenon, Path or True Faith is considered to be partially Awakened, enough so that she is immune to the effects of the Delirium caused by witnessing Garou in their Crinos form.

Numina Chart

Psychic Phenomena

Phenomena	Effect	Roll	Difficulty	Cost
Animal Psi	Telepathy with animals	Per + Animal Ken	8	None
Anti-Psi	Cancels other Phenomena	None	N/A	None
Psychometry	Visions of an object's past	Per + Empathy	8	1 Willpower
Pyrokinesis	Creates fire by force of will	Willpower	8	1 Willpower

Hedge Magic

Path	Effect	Roll	Difficulty	Cost
Divination	Glimpses of the future	Per + Occult	Level + 4	1 Willpower

Numina come in three types: Psychic Phenomena, Hedge Magic and True Faith. Numina must be bought with "Freebie Points" during character creation, but can be added to later with experience points. New Numina can be learned by a character during play only at the Storyteller's discretion.

Psychic Phenomena (singular: Phenomenon) consist of various powers, such as Telepathy, Psychokinesis and Clairvoyance (all detailed in **The Hunter Hunted**). Each Phenomenon has five levels; the higher the level, the more powerful the Effect available. It is rare for one character to possess more than one Phenomena or even more than one Numina type (reflected in the Initial Cost; see below).

Hedge Magic consists of various Paths, such as Healing, Cursing or Ephemera (all detailed in **Ascension's Right Hand for Mage**). Each Path has five levels and a host of rituals for each level. The character begins with one free ritual for each level he possesses.

True Faith is a rating ranging from 1 to 10 which represent a character's deep spiritual belief. True Faith can cause vampires to turn away or bring about miracles. True Faith is detailed in the **Vampire** rulesbook and **The Hunters Hunted**.

Initial Cost: 7 "Freebie Points" per dot. It costs twice as much (14 pts.) to purchase a second type of Numina or Phenomenon, although different Hedge Magic Paths can be purchased at the normal cost. Extra rituals (those bought in addition to the free ritual per level) cost 3 "Freebie Points" each.

Experience Point Cost: Current rating x7 to raise a Phenomenon or Path. To learn new rituals costs current Path level x3. True Faith cannot be raised with experience, only awarded by the Storyteller.

Rolls: Each Phenomenon and Path has its own roll requirement, usually an Attribute + Ability; see the particular power in question. The Dice Pool for True Faith is equal to the character's rating.

Difficulties: The difficulty for Psychic Phenomena is almost always 8, although this can vary at the Storyteller's behest. The difficulty for Hedge Magic is the Path's level + 4 (a character casting a third level Path ritual would have a difficulty of 7).

Psychic Phenomena

While the reality of Psychic Phenomena is debatable in this world, they are a definite (although uncommon) reality in the World of Darkness. Certain factions within the government are aware of the existence of "ESPer." They are almost indecently eager to meet anyone with these abilities.

There are a wide range of Phenomena. Given below are some of the more obscure branches of psychic powers. Their required rolls are given in parentheses after the title.

Animal Psi (Perception + Animal Ken)

The ability to communicate with animals. Although this talent is related to Telepathy, it is not direct mind-to-mind contact. The psychic must communicate via animal sounds, body language, etc. This ability does not allow the psychic to control animals, only to communicate; the animal may or may not choose to reciprocate. Communication with this ability is imperfect due to the different thought processes of humans and animals. This power only works within line of sight and takes at least a turn to use.

- Higher mammals. The psychic may communicate with mammals that are believed to possess nearly human level intelligence, such as chimpanzees and dolphins. In addition, the psychic can communicate with tame or trained lower mammals, such as dogs. At this level, only the mammal's intent can be read, such as whether it will attack or flee.
- Lower mammals. The psychic may communicate with mammals that are believed to be unintelligent, such as wolves and horses. In addition, the psychic can communicate with tame or trained birds, such as parakeets or hunting falcons. At this level, a higher mammal's current emotions can be read, such as a hatred or love for the psychic, or a lower mammal's or trained bird's intent can be understood.
- Birds. The psychic may communicate with wild birds, such as owls and cardinals, and read their intents. At this level, a higher or lower mammal's or trained bird's wants and desires can be communicated, such as a Collie who wants the psychic to come get Timmy out of the well he fell into.
- Reptiles. The psychic may communicate with reptiles, such as snakes and gila monsters, although the clarity of communication is extremely limited and only their intents can be read. At this level, a higher or lower mammal's or a trained bird's complex instincts can be anticipated; the psychic can determine what the animal's reaction to an event will be before it occurs. A wild bird's emotions may be read.
- The psychic may communicate with any animal, although communication with killer bee swarms and salmon is likely to be vastly misunderstood, and only their intents can be read at best. At this level, a higher or lower mammal or a trained bird can be completely understood; all it's instincts, thoughts and emotions are laid bare. A wild bird's wants and desires may be read, and a reptile's emotion can be sensed.

Anti-Psi

Anti-Psi is a psychic talent which cancels out the Psychic Phenomena of others. Anti-Psi reduces the Dice Pool of the opposing psychic. It is even efficacious against the Mind Sphere of the mages, but not, for some reason, against the Kindred Disciplines of Dominate and Presence or the Gifts of the Garou. Psychics with Anti-Psi may not possess any other Psychic Phenomena.

Psychics with this ability can broadcast a loud, psychic static which interferes with other psychic activity in the area. No roll is required; simply subtract dice from any psychic Dice Pool. This ability can protect all of the psychic's friends, but it is indiscriminate, blocking any beneficial psychic abilities as well. This Phenomena can never be completely turned off, but always broadcasts at Level One, even when the psychic is asleep. The range is a circle around the psychic of 5 yards per level in every direction. Anti-Psi costs nothing to use, as it is operating constantly.

- Subtract one die from all Psychic Phenomena Dice Pools within 5 yards.
- Subtract two dice from all Psychic Phenomena Dice Pools within 10 yards.

- Subtract four dice from all Psychic Phenomena Dice Pools within 15 yards.
- Subtract six dice from all Psychic Phenomena Dice Pools within 20 yards.
- Subtract eight dice from all Psychic Phenomena Dice Pools within 25 yards.

Psychometry (Perception + Empathy)

This power allows the psychic to pick up a mental impression of past incidents surrounding an object when he touches it. For instance, a knife used in a murder may produce visions of the actual crime as it was committed. The number of successes determines the clarity of the vision. The vision lasts for only a few seconds, although the psychic can often see minutes of the past within this short space of time. The psychic must concentrate for at least one turn and spend a Willpower point.

- The psychic can see visions of events that took place a few hours ago. However, only impressions are received, such as names and faces.
- The psychic can see visions of events that took place a few days ago. Visuals are received, short "videos" of the event.
- The psychic can see visions of events that took place a few weeks ago. The psychic can see the event clearly, and one other sense (Storyteller's choice) is perceived.
- The psychic can see visions of events that took place a few months ago. All senses pertinent to the event are perceived: sight, sound, smell, touch and taste.
- The psychic can see visions of events that took place a few years ago. It is as if the psychic were present at the event, perhaps seeing through the eyes of a participant. In addition, the psychic may have spontaneous visions after touching certain objects, at the Storyteller's discretion (no Willpower cost).

Pyrokinesis (Willpower)

The ability to psychically agitate molecules to such a degree that fire results. This ability cannot be used to put fires out, only to start them. "Firestarters" are a renowned part of parapsychological lore. The maximum range at which a fire can be started is equal to 10 yards per success. Fires started with this Phenomenon act just like regular flames; they last until they burn out or are put out by normal means. It costs one Willpower point to use this Phenomenon.

- Candle flame (no damage)
- Small fire (1 die of aggravated damage)
- Camp fire (3 dice of aggravated damage)
- Bonfire (4 dice of aggravated damage)
- Conflagration (6 dice of aggravated damage)

Hedge Magic

Hedge Magic is low, ritualized magic, as opposed to the High Magick of the mages. Nevertheless, it has certain advantages over Sphere magic (see **Mage**). It is easier to employ than Sphere magic, is available even to those with un-Awakened Avatars and attracts no Paradox (most of the time!).

Each level within a Path has a host of rituals available; examples are mentioned with each level. Storytellers are encouraged to create new rituals. Rituals generally require some sort of material focus and take more than one turn to cast. Whenever a character purchases Hedge Magic during character creation, she learns one ritual with each level purchased at no cost.

Note: Hedge Magic is referred to in **The Hunter's Hunted** as Thaumaturgy, but that term now only applies to a vampire Thaumaturgy Discipline.

Divination (Perception + Occult)

The power to gain insight into future events. Only one ritual may be cast per scene, and requires one Willpower point per casting. Future events are not set in stone; they can change. A character can, with Divination, get enough of an idea of future events to alter them in some way. However, this process is not quite so straightforward as it at first appears. Few magicians understand enough about time to make a controlled change of the future; an action a magician takes to save a friend from a bad prophecy could very well doom the magician.

The Storyteller has the final say about the true extent of this power. Divinations should be used to enhance the plot of a story, never to destroy the suspense. (A more detailed form of divination can be found in **World of Darkness: Gypsies**.)

- Fortune-telling: The most basic Divination. This level gives the user a general sense of a person's future fortunes, good or bad. Results are extremely cryptic and widely open to interpretation. Possible rituals include Ouija board readings, simple Tarot readings (yes/no questions, Celtic cross spreads), flipping a coin, etc.
- Dowsing: This allows the caster to locate a lost object or person. The dowser should be familiar with the object he seeks, or have a personal effect of the person he is hunting. Long-range Dowsing may be accomplished by holding the focus over a map, while short-range Dowsing is achieved simply by holding the focus in the air and following its "pull." Accuracy is determined by the number of successes. Possible rituals would allow the Dowser to scout treasure (such as gold deposits), find water (the most famous form of dowsing) and even to locate lost people, such as kidnapped children. Typical Dowsing foci include pendulums or dowsing rods.
- Augury: The user can determine the outcome of a possible future event, such as how well a business meeting will go, or which army will win a particular battle. Possible rituals include I Ching consultation, Chi (internal life-force) readings, the reading of an animal's entrails, bone-throwing, or complex Tarot readings (Golden Dawn spreads).
- Premonitions: The character receives flashes of insight concerning possible future events; for example, he may sense that the plane he is about to get on is going to crash. There are no rituals for this level, as this acts almost like a Psychic Phenomenon, activating at important points in the character's life (Storyteller's discretion). The character must still succeed in her roll, however.
- Vision-Quest: The character receives a vision of a future event, either concerning himself or someone he thinks

about during the casting. The vision is not necessarily linear, however, and the character may misinterpret how the events will play themselves out. The number of successes determines the length and clarity of the vision. Possible rituals include many ascetic or ecstatic practices which cause changes in consciousness, such as Native American sweat lodge ceremonies or Sun Dance rituals, shamanic journeys, fasting, etc. Typical foci include incense, sage-burning, psychoactive drugs, etc.

Merits and Flaws

Merits and Flaws are optional traits which allow you to further flesh out characters. Merits are advantages which cost "Freebie Points," while Flaws give the player additional "Freebie Points" to add wherever they wish. There are numerous Merits and Flaws listed in the **Vampire, Werewolf and Mage** Players Guides, as well as **The Hunters Hunted**. Some of these apply only to supernatural characters. The Storyteller has the final word on which ones are permissible.

Psychological

• Manchurian Candidate (5 pt. Flaw)

You are working for some secret person or organization and you don't even know about it. You have been completely brainwashed by this mysterious master. Your "owner" might be a vampire, a mage or even another paraintelligence organization. This manipulator has implanted a certain word or visual signal in your unconscious; whenever you hear this word (it might be given to you over the phone) or see the signal (perhaps on television), you will perform whatever duty this master has asked of you. Afterwards, you will not remember anything from the moment you got your cue until after your duty has been accomplished.

Some common duties might be simply to spy on your employers and report back (by secret mail-drop or phone number), to kill a certain person "who knows too much," or to steal valuable equipment. The task was implanted in the original brainwashing session, but your master may force new duties on you at any time, although this usually requires a personal one-on-one session with the master.

Strange things may go on in your agency, and you might doggedly track down the perpetrator only to discover it is you! The Storyteller is in complete control of these situations. It is up to her to decide when to bring this Flaw into play.

• Paranoia (2 pt. Flaw)

You are suspicious of everything and everybody. You'd call the department for back-up on this case, but what if they're behind it too? Characters with this Flaw add one to the difficulty of all social interaction rolls.

• Siege Mentality (3 pt. Flaw)

You are a "company man" through and through. You view your agency as an extended family of sorts. This can have its advantages, but it leads you to regard everyone else with an unfriendly eye. You suspect that most of the "civvies" out there hate your agency. You think they want to interfere with it, or even shut it down. Your contempt for the "little people" makes you far more likely

to use your privileged position to dispense a little “justice” of your own. This contempt extends also to the civilian legislators, who tie your agency’s hands without really knowing what is going on. You especially hate the traitors within your agency who are trying to “reform” it. Characters with this Flaw think they are above the law, and so often break it. The worst excesses committed by intelligence agencies over the years were the acts of those victim to this narrow scope of thinking. Agents with this Flaw tend to see everything through “agency colored glasses,” and thus lack the flexibility to understand foreign mindsets. Subtract one from the Dice Pool for all Empathy or Investigation rolls involving alien ways of thinking.

Supernatural

- **Garou Kinfolk (4 pt. Merit)**

You are both related to and accepted by a pack of werewolves. You know their customs and are privy to secret signs which will identify you as a friend. Subtract two from the difficulty for any Occult rolls involving Garou. You have probably joined the agency at least partly at their request and are funneling information back to them. In return they may occasionally get you out of a tough scrape. Any Garou Kin agent who is exposed will be questioned vigorously (and perhaps forcefully) by his superiors. You are completely immune to the Delirium.

- **Unknowing Garou Kinfolk (2 pt. Merit)**

This is similar to the Garou Kinfolk Merit, except that you are unaware of your heritage. As far as you know, you are a regular agent investigating bizarre and supernatural phenomena. As you broaden the scope of your inquiry, however, you may notice a sense of familiarity about the Garou, and even a feeling of belonging. Ultimately, you may reclaim your heritage. This Merit may save your life when you stumble into the middle of a Black Furies’ moot — or they may choose to label you a traitor and tear you apart. In spite of your ignorance of your true nature, there is something that marks you and sets you apart. Garou can sometimes sense this, and may treat you more kindly as a result. But servants of the Wyrms can detect it also. You are partially immune to the Delirium (+2 Willpower on the Delirium Chart), and will become completely immune when you have recognized and accepted the truth of who you are.

- **Wyrms Tainted (4 pt. Flaw)**

For some reason you have the stink of the Wyrms about you. This may be because you willingly serve It, or it may just be hereditary and beyond your control (or maybe you play Black Dog games.). In any case, Garou can often sense this about you. Most of them will kill first and ask questions later. Players who take this Flaw are asking for trouble.

Society

- **Agency Insider (3 pt. Merit)**

You are both respected and liked by the agents you work with, and this has served you well. You are one of the first to pick up on agency news, gossip and policy shifts. The information obtained through this Merit is not always accurate, but you are also well situated to pick up any clarifying or contradictory information. Furthermore, your fellow agents feel a sense of camaraderie with you and are more likely to come to your aid. This Merit

adds one to your Dice Pool for any rolls involving Leadership, Bureaucracy, Covert Culture or Investigation, as long as these rolls are made in direct relationship to your agency.

- **Agency Outsider (3 pt. Flaw)**

You are disliked by your agency and are always the last to get the latest news. Why you are unpopular is up to you and the Storyteller to decide. Perhaps you are a whistle blower, courageous enough to oppose illicit departmental practices, or maybe you’re just a jerk. You are either the target of low-level hostility or are completely ignored. In either case, you will not be well supported in the field by your fellow agents. Subtract one from your Dice Pool for any Leadership, Bureaucracy, Covert Culture or Investigation rolls directly involving your agency. From the free agency Backgrounds, you receive Allies 1 instead of 3.

- **Bureaucratic Vendetta (2 pt. Flaw)**

Someone in your organization dislikes you and is actively out to get you. You don’t know who it is, or even if the person really exists. All you know is that you’ve run into a patch of unexplained bad luck. Memos don’t make it to your desk, you are assigned the worst duties, your gun is loaded with blanks. Your hidden foe is not necessarily superior to you in Rank, he’s just in a good position to burn you. A secretary with a secret grudge can cause more problems than just about anyone else. Whoever it is, she has covered her tracks well and will be hard to find. An invisible enemy hidden on the periphery of a character’s vision is a great tool for building a sense of paranoia in a game.

- **Blackmailed (1 ñ 2 pt. Flaw)**

There is something in your past that you don’t want to come to light. Unfortunately, someone knows about it. This person (or organization) is demanding either outrageous sums of money, or more likely, services. He wants sensitive agency information in return for his silence. This is a 1 pt. Flaw if the secret is a relatively minor one which would merely cause great embarrassment or personal inconvenience if revealed. A 2 pt. Flaw indicates a much more dangerous piece of information. Killing the blackmailer will only make the problem worse, but if the character is sufficiently clever about turning the tables on the blackmailer (i.e. finding out one of his dark secrets) the Storyteller may decrease or eliminate this Flaw — at least temporarily.

- **Dangerous Secret (2 Pt. Flaw)**

You are privy to some top secret information that places your life in danger. What it is and how you got it is up to the Storyteller to decide. Unlike the Top Secret Access Merit, this secret does you little good and will put you in extreme danger if anyone finds out you possess it. Furthermore the source of your information is unstable or unreliable (an alcoholic coworker, a Malkavian vampire, or someone who has recently disappeared), thus increasing the odds that you will soon be running for your life. The secret preys on your mind, giving you many sleepless nights. You will be guarded and suspicious of all but your closest family and friends — and maybe even them.

- **Debts (3 pt. Flaw)**

You are chronically and deeply in debt. Maybe you are an alcoholic, or a gambler, or just a bad money manager. You just

can't seem to stretch your paycheck to meet your financial needs. You have to borrow heavily just to cover old debts, and your creditors (banks, collection agencies, repo-men, guys with bats) are knocking down your doors. This indebtedness makes you a prime candidate for recruitment by enemy agencies (supernatural or human). This may alleviate your debt problems (Storyteller's option), or it may just make you spend more. If recruited, you may trade this Flaw for the Pawn Flaw. Your agency keeps an eye out for financial irregularities in its employees (especially since the Ames case), and you may already be under scrutiny. You may not buy the Background Resources, and you do not receive the free Resources that most paraintelligence agent characters are given, since you spend everything as quickly as it comes and are left with little to show for it.

- **Double Identity (3 pt. Merit)**

You have been involved in the shadow world of espionage long enough to have established a double identity. You have prepared a separate life for yourself, complete with documentation (social security card, passport, etc.). This identity is unknown, even to your employers, and may be used as an out if things ever get too hairy.

- **Female (1 pt. Flaw)**

In the macho world of the intelligence community, being female can be a decided disadvantage. Despite recent improvements, most intelligence organizations are still men's clubs; women are not openly welcome. The glass ceiling is more prevalent here than in most other professions, and incidents of sexual discrimination and harassment are all too common. A female character does not have to take this Flaw. A female agent without this Flaw has managed to gain general acceptance within the organization, although this will not protect her completely.

- **Inter-Agency Permit (2 pt. Merit)**

You work for two agencies at the same time. This may mean that you have been officially licensed to do so by both agencies, or it may mean that you were sent by one agency (your "home agency") to spy on another (your secondary agency). The advantage of this is that you have access to the benefits (resources, privileges, etc.) of both agencies. You are also more likely to have a better view of the big picture. The disadvantage is that people never completely trust those with split loyalties and will feel betrayed if you are among them covertly and get caught. Rank or other Merits must be bought separately for each agency. Note that it is possible to be an insider at one agency and an outsider at another. Rank at the home agency will always be higher than, or equal to, the Rank at the secondary agency. If the Storyteller wants a player to play a double agent for plot purposes, the player should get this Merit and the Rank Background at the secondary agency for free. Flaws can still not exceed 7 points.

- **License to Kill (2 pt. Merit)**

You have been given special dispensation to "sanction" those whose interests are counter to your government's. Sometimes, you are assigned to a prechosen target, but more often you are given a good deal of discretion in choosing your hits. Most government agencies do not issue this authority (it is exceptionally rare in the FBI). Those that do are careful to monitor abuse. This is not so much due to a strong moral objection as to a fear of being caught (assassination is technically

illegal in the U.S. at this time). As a rule, assassinations carried out in other countries are more acceptable than ones committed within the agent's own nation, although both do occur. The agency responsible will do whatever is necessary to cover your tracks, although there are penalties for jobs done sloppily. Despite the name, this is not an actual "license" to kill. You can, in theory, be held accountable by the legal system, though this is an exceedingly rare occurrence.

- **Minority (1 pt. Flaw)**

In many of the nation's intelligence institutions, minorities are still considered second-class citizens by the existing power structure. While this situation has improved in recent years, being a minority may still affect an agent's chances for advancement. Certain organizations (such as the CDC) are not as prejudiced as others. The Storyteller is the final judge on whether this Flaw is worth any points.

- **Top Secret Access (2 pt. Merit)**

Anyone in a clandestine intelligence agency is allowed access to information not available to the general public, but you are privy to secrets known only to a select few. The Storyteller should decide what the nature of this information is, as well as its source. Perhaps a mysterious "Deep Throat"-type character contacts you occasionally, or maybe your Aunt Gertrude works at the Pentagon. The information is useful, and usually accurate, but not necessarily complete or always available. The information you receive is no doubt dangerous to possess, but your source is confidential, and leaks are unlikely. For the flip side of this coin, see the Dangerous Secret Flaw.

Equipment

One advantage that the government has over most supernatural organizations is its access to high-tech equipment. This technology is serving to level the playing field. Most hunters find that technology gives them an edge unimagined by hunters of the past — although this is not guaranteed: some supernatural groups — the Technocracy, the Virtual Adepts, the Sons of Ether and the Glass Walkers — can match or beat the government at its own game, and often do. The Storyteller should consider the agent's Rank and general standing in the agency before allowing the character to requisition certain equipment. Characters with the Equipment Background may begin the game with some items.

Standard Issue — the "G-Man Kit"

All paraintelligence agents are issued some basic field equipment. These items are free, and thus do not require the Equipment Background to acquire.

Note: Civilian agencies, such as the CDC, only receive the stipend and case-by-case security clearance.

- A personal badge, which serves as a security clearance to enter agency buildings and gain access to police crime sites. Badges represent the home agency, never the secret paraintelligence division (FBI Special Affairs Division operatives carry plain FBI badges), although agents also carry paraintelligence credentials (don't show them to just anybody).

- A salary and a stipend for expenses, represented by the Resources Background (all agents begin with 2).

- A handgun and holster. FBI, NSA and CIA agents receive a Sig Sauer P226 .9mm automatic (difficulty 7, damage

4, rate 4, clip 15, can be hidden in a jacket, range 20). One case of rounds is also issued.

- Handcuffs.
- Police-band radio.
- FBI SAD agents only: a wooden stake and mallet.

Silver Bullets

Rank: 3

Silver bullets are neither difficult nor expensive to make, but few agents carry them on a regular basis. To the minds of many of the nation's paraintelligence divisions, the notion that silver is effective against werewolves is still just a theory. It is for security reasons that the department heads are reluctant to allow their agents carry silver bullets. If local police or the press should uncover such an unusual fact, they would inevitably raise some embarrassing questions. Therefore, it has been decided that agents may requisition them only if the facts of an individual case warrant it. Agents who try to end run this policy may draw a strong reprimand for a first offense and expulsion for a second. If an agent is able to give a good reason for needing them, the would arrive via private courier in no more than 24 hours. If the character receives silver bullets with the Equipment Background, then she has one full load of bullets with the initial two dots, and six more per extra dot spent.

Kirlian Photography

Kirlian photography is the production of auralike corona patterns by high-frequency electronic discharge. The technique was originally developed in the 1800s, but Soviet electrician Semyon Kirlian perfected it in the 1940s. While the method is not fully accepted by academic parapsychologists, many field researchers in paraintelligence agencies use Kirlian cameras in an attempt to gain evidence of the supernatural.

Kirlian technology has not advanced very far since the '40s. However, paraintelligence organizations are now testing high-tech experimental cameras in the hopes of uncovering some leads to the supernatural. This technology is top secret and unknown to most academic parapsychologists; the government does not want the public to know it takes this hooney seriously.

Kirlian photography has been used successfully to photograph ghosts. In "spirit photography," the process keys in on both the wraith's Corpus and Pathos; it is also effected by the strength of the local Shroud (see **Wraith**). If the wraith has high ratings in these Traits and the Shroud is very thin (such as if the shot was taken in a haunted house on Halloween), the image may be fairly distinct (facial features dimly discernible, etc.). If any of these factors are less than perfect, the image will be blurry, or not visible at all. Of course, you usually need to be able to see a ghost before you can attempt to photograph it.

Kirlian photography may also be used to read the auras of more corporeal beings (humans, Garou, vampires). This use of Kirlian photography can expose a person's emotional state but not whether that person is a vampire (an Intelligence + Occult roll is necessary to interpret the photograph properly).

Kirlian photography will not capture the images of people or objects hidden with such invisibility powers as Obfuscate or Blur of the Milky Eye.

Kirlian Camera

Rank: 2

This is a large view camera, and must be used with a tripod to keep it steady for the longer-than-usual exposure times required. Any shaking of the camera might result in a blurred image, and thus destroy the picture's value as evidence or as an artifact to prove supernatural events. About 10 shots can be taken per roll of very expensive film. If the character receives this camera with the Equipment Background, one roll of film comes with it, and additional rolls can be purchased, two per dot.

Kirlian Video Camera

Rank: 3

A somewhat bulky video apparatus, which weighs about 25 lbs. A tripod is necessary for all the reasons mentioned with the Kirlian Camera (see above). One tape will fit about half an hour of recording time.

Infrared or Night Vision

Rank: 1

Various types of apparatus exist that will allow the human eye to see in near darkness. These include infrared, which picks up radiation from that part invisible of the spectrum, and starlight scopes, which just make very good use of available light. These devices come in several forms, ranging from camera lenses to gun scopes to goggles. A good pair of night-vision goggles is relatively inexpensive and available on the open market. These are sometimes part of the standard SAD field agent kit. Less bulky models are available to Rank One agents.

Infrared can be used to tell if someone is Kindred or not, but using it at night to spot a vampire is a bad idea. A vampire's body is usually room temperature (unless they've just fed), thus rendering her virtually invisible in the infrared spectrum.

Laser Sight

Rank: 2

Laser sights make it very difficult to miss with a gun (subtract two from all gun difficulty rolls at close or medium range), but it also telegraphs the attacker's shot, allowing targets a better chance to dodge if they are looking in the attacker's direction. Subtract two from the target's Dodge roll difficulty. Laser sights must be well maintained and periodically adjusted to remain effective.

Bulletproof Vehicle

Rank: 4

Most paraintelligence agencies have access to at least one of these. The vehicles have an armor rating of anywhere from 4 toughness/ 5 thickness (a reinforced car with bullet proof glass), to 8/18 (an M-1 Abrams tank). Most vehicles issued to agents in the field have an armor of 5/6. Use of a bulletproof vehicle is on a per-mission basis only. A character who purchases this with their Equipment Background will have a one-use voucher, usable anytime (Storyteller discretion; bulletproof cars will not be delivered to agents in the wilderness); the car will have to be returned to the garage after the mission.

Common Items

Below are some common government items, the Rank required to requisition them and the reason for their restricted access.

Rank	Item	Restriction
<i>Ammunition:</i>		
Usually issued in cases (approx. 24 rounds per case)		
0	Normal rounds	All agents get these with their guns.
1	Hollowpoint rounds	More damaging; no accidental targets.
2	Rubber bullets	Riot rounds (see <i>Raids</i> , below)
2	Armor-piercing rounds	Military round; raises questions.
3	Silver bullets	Raises eyebrows; not to be shown to the public.
3	Dragonsbreath rounds	These incendiary shotgun rounds will destroy the gun, but ignite their target; draws attention, especially in forensics reports.
4	Exploding rounds	Military rounds; draws attention.

Armor:

1	Kevlar vest	Slightly expensive; not standard issue.
2	Flak vest	Bulky; draws attention.
3	Police shield	Draws attention; says 'Riot squad' to any citizen who sees it.

Communication:

0	Police band radio	Standard issue.
0	Cellular phone	Almost standard issue.
1	Computer modem	Make sure it's company business.
5	Satellite link-up	Requires interagency cooperation.

Computers:

0	Desktop, old model	Standard issue.
1	Desktop, new model	Requires some perks.
1	Agency mainframe access	Requires log-on time.
1	Laptop	Requires some perks.
2	Cipher-box	Decodes programs, finds passwords; legal tangles.

Drugs:

Street drugs are sometimes available to agents involved in undercover cases, if they are posing as drug dealer. Agents are to avoid taking the drugs themselves.

1	Chloroform	Knockout agent; could cause side effects.
1	Animal Tranquilizers	Uncommon request.
2	Painkillers	Side-effects.
3	Street drugs	Marijuana, LSD, etc.; only for undercover work.
3	Human Tranquilizers	Side-effects; legal tangles.

Forensics:

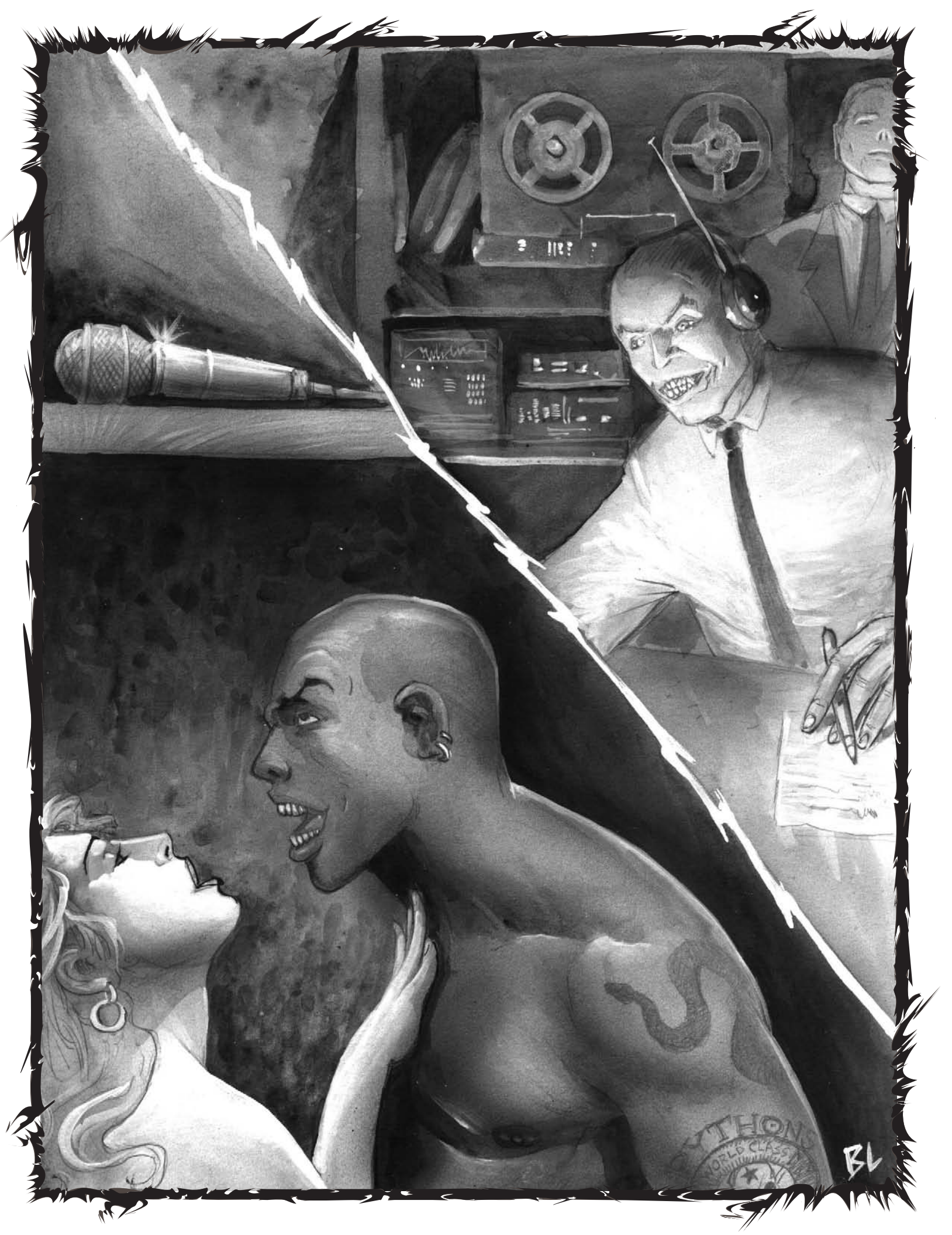
When turning work over to a lab, a long turnaround time is to be expected. But, if you can do it yourself, you will get results much faster.

1	Lab	Autopsies, ballistics, drug and DNA analysis, etc.; follow procedures.
1	Parapsych lab	Psi meters, etc.; hush-hush

Interrogation:

2	Polygraph device	Lie detector; not completely reliable.
3	Sodium Pentathol	Truth serum; risky legal tangles.

Rank	Item	Restriction
<i>Night vision:</i>		
1	IR goggles	Impedes peripheral vision; draws attention.
1	Starlight scope	Only for rifles.
<i>Photography:</i>		
0	35mm camera	Standard issue.
1	16mm spy camera	Non-standard.
1	Video camera	Can draw attention.
2	Kirlian camera	An odd request.
3	Kirlian video camera	Only one in the department; bring it back in one piece.
<i>Raids:</i>		
Most raids require the cooperation of local law-enforcement agencies. All raids risk drawing attention.		
1	Gas masks	
2	Drug-sniffing dog	
3	Tear/Pepper gas	Side-effects.
4	Police tank	Destroys personal property.
<i>Records:</i>		
1	General files	Basic info (SS#s) on most citizens; anyone with a record; declassified agency files.
2	Restricted files	Agency mission files
3	Top Secret files	Classified agency information
4	Other agency files	Highly dependent on access; risk of false information.
5	Military files	Top secret Pentagon information.
<i>Surveillance:</i>		
2	Phone tap	Can backfire if target is innocent of charges.
2	Infrared tracker	Place device in car to trace it; uncommon.
3	Laser audio	Expensive
<i>Transportation:</i>		
1	Midsize sedan	Example: Crown Victoria, etc. Standard government pool.
3	Luxury car	Don't get a scratch on this baby.
4	Bulletproof car	Expensive; only one or two in the department.
3	Helicopter	Draws attention.
3	Coast guard cutter	Requires interagency cooperation.
4	Military helicopter	There better be a very good reason for this...
4	Lear jet	Expensive; only for timely missions.
5	Military jet	Extreme attention grabber; fill forms out in triplicate.
<i>Weaponry:</i>		
0	Pistol	All agents are given a handgun.
1	Non-issue pistols	Since most requests are for a higher caliber gun, be careful.
1	Shotgun	Only for dangerous missions.
1	Taser	Side-effects (victim falls and breaks leg).
2	Rifle	Only for missions requiring sniper activity.
2	Laser sight	Draws attention; considered to be a sniper's tool.
3	Semi-automatic gun	Submachine gun, assault rifle, etc.; only for combat/raid/riot-oriented missions; avoid carrying in public.
5	Heavy weaponry	Tripod-mounted machine gun, rocket launcher, etc.; only for covert combat missions; strictly prohibited in public.



Chapter Two: FBI Special Affairs Department (SAD)

*Gee, but I'd like to be a G-Man
And go Bang! Bang! Bang! Bang!
Just like Dick Tracy, what a "he-man"
And go Bang! Bang! Bang! Bang!
I'd do as I please, act high-handed and regal
'Cause when you're a G-Man there's nothing illegal.*
— Harold Rome, 'The G-Man Song' (1937)

*Try it again, pal! Our organization dates back to the Truman
administration — at the very least!*
— Agent Frank, *Stark Fist of the Men in Black 2* (Pain Ink Prod.)

History

The history of the FBI's Special Affairs Department (SAD) is generally believed to date back to the close of the Truman years. In truth, however, its roots stretch back somewhat further, to the 1930's. Charles Horner, an ambitious young federal agent, was assisting Elliot Ness in his investigations of Chicago gangland activities — particularly those of the infamous Al Capone and the ruthless Lone Wolf Lupo (see *Top Ten Most Wanted* list). During his investigations Horner was viciously attacked by a vampire (see *Top Ten Most Wanted* List), and left for dead. He survived, but the ill-fated incident changed his world view forever. From that point on he assiduously investigated any case he came across that hinted of

supernatural (and particularly vampiric) involvement. It was not until World War II, however, that he had his first chance to confront the undead.

In 1943, he was helping an OSS (Office of Strategic Services) team that was investigating a Nazi spy ring in New York. Months of preparation finally lead to a major sting operation. Horner tried to arrest the ring leader, Wulf Steiger (see *Top Ten Most Wanted* list), and discovered that the crime boss was a vampire. Two agents were killed, and Steiger escaped after being shot multiple times. To the astounded Horner this was the final, clinching proof that supernatural beings did indeed move through the world, and posed a threat to the mortals who shared it.

Years passed and Horner continued to climb the ranks. He was frustrated by his lack of evidence, however, as well as by what he perceived to be the agency's blindness to a very real menace. Finally, in 1952, he found a sympathetic listener in Dr. Emil Zotos, a member of the Army's Psychological Strategy Board and J. Edgar Hoover's personal psychiatrist. Together they convinced Hoover of the existence of the supernatural, and of the necessity for creating a semi-autonomous branch of the FBI to deal with it. With some cloak-room arm twisting, and the stroke of a pen, SAD was created in the winter of 1952.

As the 1950's progressed, funding quickly grew. Only a small handful of men knew of the agency's existence, and most of them supported its professed mission to halt "subversive activities from groups on the radical fringes of society." Horner, a big game hunter, was excited about the prospects for the future. He was a bold and energetic leader in the department's hey day in the early- to mid-fifties.

In 1955, SAD agents encountered and decapitated a Brujah union boss. His head is one of the few conclusive pieces of evidence the agency has of the reality of supernatural beings. Successive directors, however, have deemed that this is not enough; currently it sits largely ignored in a jar in a high-security vault.

The department reached its apex of 25 agents in 1957, but as the ardor of the Cold War dissipated somewhat, the level of funding for the department began to decrease as well. This slow decline culminated in the "big blow-out of '69" and the so called "Clarke Case" (see *Top Ten Most Wanted* list). The department was investigating alleged connections between Louisiana voodoo practitioners led by Denise Gerard, and the Neo-Cerenaic movement (a free speech, free mind, free love cult) led by the charismatic counter-culture icon, Dr. Timothy Archer Clarke. Members jumped at the chance for what they thought might be their biggest success ever, and six field agents went down to investigate. None of them returned and the principal suspects dropped out of sight.

After this incident, it seemed that the department couldn't sink any lower, but it did. The rapidly-aging Horner had long suspected the existence of creatures other than vampires. In 1973, he sought to test his theories with the investigations of two new cases. Responding to evidence of Garou involvement in AIM (American Indian Movement) and the crisis at Wounded Knee in South Dakota, Horner lent several of his agents to the FBI's COINTELPROs (COunter INTElligence PROgrams). His aim was to destroy the movement from within, as well as to expose any Garou activity. At the same time, he dispatched several agents to investigate the Maenads, a revolutionary feminist group, which he suspected (rightly) of being backed by Garou. Both cases turned into fiascoes for the agency, ending in the loss of several of the department's most experienced agents. Charles Horner took his theory of the existence

of Garou with him to the grave when he was killed a year later in a suspicious hunting accident.

Horner was replaced by Andrew Crowe, who was steady but unaggressive in his directorship of the department. There were no major breaks during his tenure, but he is credited with at least partially cleaning up the corruption that had begun to infiltrate SAD over the years. He also steered the department away from any further investigations concerning the existence of the Garou. Crowe was forced to retire in 1980 by incoming Reagan administration appointees in the Bureau, but he left the department a legacy: his daughter, Marsha Crowe. She is the department's current East Coast regional commander.

Crowe's replacement was a former homicide agent and Horner protégé named George Thommason. He had been with the department since his encounter with a vampire serial killer in the late '60's. Initially pragmatic in his approach, Thommason became more and more uncontrolled and reckless in his attacks against the Kindred as his fear of vampires grew. Although the agency's body count mounted Thommason was able to gather little solid proof of the existence of his foes. The department continued to dwindle until it became a mere shell of its former self, reaching an all-time low of five agents in the early '90's. Several cases were under investigation at this time, each with varying degrees of success. The department managed to solve a bizarre series of blood bank robberies, and gather some photographic evidence in the process. At the same time, however, Thommason initiated an ill-conceived plot to infiltrate the Kindred, which ended in dismal failure. After this his behavior became increasingly erratic. He also came under investigation for multiple financial improprieties.

In early 1993, he suffered a complete mental collapse and was forcefully admitted to the Bethesda Institute of Mental Health, where he remains to this day. The dark rumor still circulates around the office that the vampires drove Thommason insane because he had learned their secret.

The current head is Thommason's previous second-in-command, Gerald Osbourne. Those supernatural organizations who are aware of the department find Osbourne to be a more acceptable director: his style is less ideological and more pragmatic. They do not realize that this makes him more of a threat to them than Thommason had ever been. Numerous cases have come to the fore during Osbourne's directorship, including several which prove conclusively (at least to him) the existence of Garou. The "Grubbold Case" in late '93 (see below) provided him with telling evidence, as well as a powerful ally, Senate Appropriations Committee Chairman Senator Grubbold. It is thanks to this alliance that SAD's funding has recently taken a dramatic increase, despite the current regime of fiscal austerity.

Since then, the department has on several different occasions encountered Garou. While investigating eco-terrorist actions against Endron Oil in Alaska, agents encountered Endron employees using flamethrowers against a pack of wolves. An altercation ensued, during which an Endron employee turned his weapon on the agents, forcing them to return fire. The wolf pack and the remaining employees fled, leaving behind a charred wolf corpse which exhibited a number of physical anomalies still not understood by department scientists. An investigation into Endron is still pending. The head count of the department has increased impressively in order to handle the growing case load (the department now boasts twenty-three full time agents and twelve various support staff).

The Grubbholb Case

The Grubbholb Case was a defining moment in the history of the Special Affairs Department. The powerful southern Senator, Jesse T. Grubbholb, was throwing a coming-out party for his granddaughter, Tandi Grubbholb. During the nighttime festivities held at Grubbholb's country estate, a pack of wolves descended, creating all kinds of havoc and destroying the property. Miraculously, no lives were lost; but after things settled down, the Senator discovered that his granddaughter had vanished. An intensive state-wide search still left the police empty handed, and Grubbholb called in the FBI. While the federal agents were reexamining the grounds of the estate, a large, silver-haired wolf emerged from the underbrush. It strode purposefully toward the Senator, but was driven away by agents' gunfire.

The Senator used all of his resources to research SAD; he then made use of his connections to arrange a meeting with Osbourne. Osbourne was surprised when Grubbholb revealed to him how much he knew about the department; he was stunned when Grubbholb offered to patronize the department in return for its help in finding his granddaughter. Osbourne gladly accepted the deal.

All SAD agents have been shown a picture of Tandi, and have been ordered to keep an eye out for her. Even though SAD has so far been unsuccessful, Grubbholb has kept his side of the bargain and keeps the department well funded.

Current Status

Under the leadership of Gerald Osbourne, SAD officially continues its mission of over forty years: to investigate "bizarre occult-style crimes." The new funding has rejuvenated the agency, helping it in some ways but hurting it in others. Agents from the FBI proper look askance at SAD agents, viewing them as the somewhat sinister "Men in Black" (not to be confused with the Technocracy convention of the same name). Rumors about their true motivations run rampant through the other agencies. As a result, Osbourne has worked hard to build bridges to the parent agency without giving away SAD's true purposes. He has even lent agents to the regular FBI. They have worked together on a series of two-pronged

investigations of the Mafia and the Cali cocaine cartels, believed by SAD to be run by supernatural forces.

Structure

The rank and file of Special Affairs are ultimately answerable only to Director Gerald Osbourne. He is answerable only to the FBI's Bureau Chief, who is under pressure not to ask too many questions. No Bureau Chief since Hoover has known the true purpose of the department, and since SAD has proven itself to be a reliable asset to the Bureau in the past, it retains almost total autonomy. The department's chain of command begins and ends with Osbourne, who is a very hands-on type of leader.

Second in command is Cynthia Forrest, who is equally involved with day to day operations in the department. In public she backs all of Osbourne's decisions to the hilt.

Next in rank are the Regional Directors, who have authority over and responsibility for all field agents working in their geographical region. They all report directly to Osbourne. Regional Directors live in the area they are responsible for, thus they are a little out of the Washington loop.

Attached to each Regional Director is a Field Supervisor. These are veteran agents who have already proven themselves through their work for the department; they act as liaisons between the command staff and the average agents in the field. Beneath them are the regular field agents, and finally the junior agents who have yet to be tested on a case.

Overlooking, and somewhat beyond, the chain of command is the Internal Security Director, Martin Fiske. This official structure is complicated greatly by the various secret societies in the department, each of which has its own hidden agenda.

Internal Discipline

Because SAD doesn't answer to outside authority it has developed its own system of disciplinary measures. This covers a wide range of violations, which includes anything from the minor (i.e. violating agency protocols with good reason, minor violations of a citizen's civil liberties), to the serious (i.e. disobeying direct orders, severe violations of a citizen's civil liberties), to the unforgivable (i.e. giving away agency secrets). These violations may be prosecuted at the discretion of a tribunal formed by Osbourne, Forrest, Fiske and the Regional Director from the area where the infraction took place.

The defendant is granted council; punishments are meted in proportion to the severity of the infraction. They include formal reprimands, fines, removal of rank or field status, or expulsion from the department. Osbourne is further authorized to "sanction" (CIA speak for murder) the most extreme or incorrigible cases, though he has yet to make use of this power. Discipline is vigorously enforced in the department, as any sign of disorder may lead to outside legal inquiry.

Factions

There are several factions in SAD which threaten to tear the department apart. All together these factions comprise only a minority of the whole department, but they are active in making covert attempts to alter the department's structure. Two of these groups (the Underground and the Minutemen) are seeking for recruits. They will thoroughly research the backgrounds of any newcomers (i.e. player characters) to see where their loyalties lie. Osbourne realizes that these factions exist, but has underestimated their potential to do the department damage. He has so far done nothing to stop them.

The Minutemen

If these guys are the good guys, I don't want to know the bad.

— Bruce Hornsby, "Defenders of the Flag"

The Minutemen are an all-white, all-male, ultra-conservative, reactionary cabal somewhat in the mold of the Ku Klux Klan. Most of them entered law enforcement in the hopes that it would give them power to rid the country of "undesirables" (i.e. foreigners, loud-mouthed feminists, "weirdoes," etc.). They are disposed to hold the same opinion of all supernatural beings. Members of this faction are more prone to use excessive force than most other SAD agents (although it must be admitted that there are few other ways to bring down an uncooperative werewolf). They receive covert outside funding and tactical support from the super-patriot group known as the Star Chamber (see *The Puppet Masters*, Chapter Five), but know nothing of its true motivations. The Minutemen are aware of the existence of the Underground and hate them with a passion. They recently fraged one in the field, but they don't know who the rest of its members are. The Minutemen will be very suspicious of any new agents who do not tow their ideological line.

There are currently seven Minutemen, including Internal Security Director Martin Fiske (their leader), and Mid-west Director Lyle Wallace. Ideologically, they are quite close to Cynthia Forrest, but they have not approached her because of her sex. They do not publicly pronounce most of their views, but will try to subtly feel out any potential recruits over a period of time before asking them to join.

The Minutemen view themselves merely as patriots sometimes forced to extreme measures by a corrupt and misguided system. To their credit, they are generally motivated by truly patriotic concerns, although this has not stopped some of them from lining their own pockets. Several of the Minutemen (especially Fiske) are holdovers from the Thommason regime, and they are still quite loyal to him. The Minutemen's long-term plans include a coup ("preferably non-violent") against Osbourne, whom they consider to be a bleeding heart.

The Underground

Despite its radical-sounding name the members of the Underground would in fact be a centrist-to-mildly-liberal group, if compared with the population at large. They are loyal agents, more interested in what is going on "out there" than in killing every supernatural entity they come across.

There are only four members of the Underground. Despite their small size and generally academic bent they can act with surprising dispatch and efficiency. They are on a high state of alert, as one of their members was killed recently (they suspect the Minutemen), and are very careful about inducting new members. They have powerful but unreliable patrons in the interagency freelancers called Delphi (see Chapter Three). Like the Minutemen, they are unsure of their ally's true nature. The main challenge of the Underground has been to keep the Minutemen from shifting SAD wildly to the right, and they have managed to accomplish this so far under the guidance of their leader, East Coast Director Marsha Crowe.

Wire Heads

Two SAD agents have been kidnapped and secretly altered by forces unknown. These agents are completely unaware of what has occurred, and so continue on, unsuspecting, with their normal lives. Their secret masters are able to see anything they do through their eyes and can control their actions at will. The Wire Heads are "Manchurian Candidates" who will do their masters' bidding, and then forget everything afterwards, thus making them very hard to catch. Their mission at this time is to report the department's progress and to "disappear" any evidence that brings SAD too close to "the truth." One of the Wire Heads is a member of the Minutemen.

The FBI (COINTELPRO's)

The FBI proper (as opposed to SAD) has a long and often honorable history. It has served as a federal law enforcement agency, helping to combat crimes such as murder, kidnapping, and counterfeiting. In this venue it has proven itself time and again to be a powerful, positive force. Unfortunately, it has also seen fit to enter the political arena over the years, investigating many prominent political figures, as well as ordinary citizens who hold political opinions considered subversive by the Bureau's leadership. Not satisfied by mere investigation, the Bureau branched out into a well-orchestrated campaign of infiltration and harassment through its COINTELPROs. The targets of these illegal programs are predominantly (but not exclusively) left leaning (Black Liberation, the American Indian Movement, labor unions, environmentalists, etc.). The COINTELPROs program has drawn some interest from the supernatural community. See Chapter Five for more information.

Paranormal COINTELPROs

For years the FBI's COINTELPROs program has been infiltrating organizations deemed dangerous by the organization. SAD sought to emulate the parent organization by creating its own "Para-COINTELPROs" in the 1980's, but met with dismal failure. Attempted infiltrations were aimed at the Nosferatu, the Brujah, and (unknowingly) the Children of Gaia. Agents from these operations were never seen again, and the program was scrapped. Lately Fiske has been making noises about reopening it. Osbourne has resisted this because he considers it too dangerous, with only dubious chance for success. Pressure for inside information is growing, however, and he may be forced into initiating the program eventually. In this event, only the most experienced agents will be asked to volunteer. (Player characters always volunteer, just tell them how dangerous it is).

Indoctrination

After undergoing a thorough background check, the candidate will be approached by the agency. How this is done depends greatly on the nature of the person being approached. Following a successful field interview, the candidate will be further questioned by both Osbourne and Fiske. Osbourne will then make a final decision. The interview process is often a somewhat circumspect affair. It is unlikely that the candidate will be questioned directly about the supernatural, unless the department has strong evidence to suggest that he has already had direct contact with it, in which case the interview will be more frank. Of course, hints may be dropped and the candidate (player character) may decide to volunteer information. The interview process can make for some interesting roleplaying.

In any case, the prospective employee will be asked to sign several secrecy agreements. One is an agreement never to divulge departmental secrets, even after leaving the agency. During the interview process, the candidate will also be subject to a battery of tests. These include a highly complex and subtle psychiatric test, finger, retinal, and DNA printing, a blood test (to screen out ghouls), a complete physical and a lie detector test. All new field agents should be 25-35 years old and in reasonably good health. These requirements are waived in certain circumstances.

Once hired, the new agent will be assigned to an experienced field commander, who will introduce the neonate to the true nature and purpose of the department. The agent will be shown selected evidence of the supernatural's existence, and given a brief accounting of the department's history (a slightly sanitized version). Basic firearm training will also be supplied to those who need it (all SAD agents are required to have at least some skill in firearms). Those who have not been recruited from within the FBI's internal structure may also be required to undergo basic training at the FBI's training facility in Quantico, Virginia.

This breaking-in period lasts about 10 days, during which the agent will be sequestered from the outside world in the department's isolated southwestern Virginia mountain retreat. If applicable, the agent will be encouraged to mingle with other entry-level agents (i.e. other player characters), in order to build a sense of camaraderie and belonging. Throughout this period the new agents will be directly under the watchful eye of a trained supervisor.

All agents are still provisional during this time and are not allowed to carry firearms. It is traditional for them to be tested near the end of the ten days. This test consists of a false supernatural emergency into which the inductees suddenly find themselves cast. They are forced to use their ingenuity to get out of it. The Storyteller is encouraged to use her imagination (and deviousness) in devising this test, but no one should get seriously hurt. Upon graduating this probationary period, the agent will be issued a basic security clearance and considered to be a full-fledged junior agent.

First Mission

Upon graduating, the new agents will be given their first field assignment. This will almost always ostensibly be purely of a research nature, as the department does not wish to expose the agents to too much danger their first time at bat. Furthermore, an experienced agent, or a field supervisor, will always accompany a field agent on her first mission.

The Storyteller should attach as much mystery and drama to the mission as possible. After all, the characters are facing a complete unknown here. Players who are long time gaming mavins (you know who you are) should be encouraged by the Storyteller to try to forget what they know about the World of Darkness from playing other games. A werewolf stalking down a dark alley should be an alien monster to a novice agent, no matter how much that player may know about tribes, breeds or auspices.

Agents are told to request back up before stepping into obviously dangerous situations, but despite the department's increased size, it is still spread very thinly; back-up will often not be forthcoming. Small groups of agents who show that they work well together will usually be assigned to work together in the future, thus giving the Storyteller a rationale to keep the player characters together. All first-time agents will be issued the basic G-Man Kit (see Chapter One, *Equipment*.)

What SAD Knows

Despite recent advances SAD is still hamstrung by its past methods and thus remains in the dark about many things. Although there is a fair amount of raw data available to them, they have drawn erroneous conclusions from much of it, insisting upon casting the supernatural into a preconceived mold. Much of this comes from the department's earlier incarnation as an antisubversive group. The motivations of any supernatural entities that it ran across were assumed to fit into the human zeitgeist of the time (i.e. Brujah = Marxist

Communist). Furthermore, individual entities who could be labeled as a member of an organization (i.e. a vampire clan) were considered automatically to be typical of the group as a whole, thus giving SAD a very two-dimensional view of the groups it investigated.

Vampires

Every dead body that is not exterminated becomes one of them. It gets up and kills. The people it kills get up and kill!

— Nameless government official, *Dawn of the Dead*

Special Affairs was created specifically to investigate the Kindred. It is little surprise, then, that they have learned much about the undead. The meager physical samples available have revealed something of Kindred physiology and physical weaknesses. Studies suggest that Kindred blood platelets are similar in structure to those of earth worm blood. Thus the department has, by and large, been able to separate fact from fiction and determine what methods of attack would be efficacious against the Kindred.

The department knows about the Camarilla and most of its clans. It has known about the Ventrue, Tremere, Brujah and Nosferatu for some time, and has recently become aware of the existence of the Gangrel; it now believes that it has uncovered all of the sects of the Kindred population. SAD views the Nosferatu as without doubt the most dangerous and vicious of the clans.

SAD has an ideological dislike for the Brujah. They also know of the Sabbat, which appears to be the Camarilla's "opposite numbers," mirroring the Camarilla's five clans in the form of "anti-clans" (i.e. the "Anti-Ventrue"). The agency has determined that the Sabbat is even more dangerous than the Camarilla, and has stepped up its investigations into Sabbat activity, especially in the New York area. Of even greater interest than the Sabbat is the recent discovery that there are vampires involved in organized crime. This as-yet-unnamed clan is obviously from overseas; it seems to work outside of both the Camarilla and the Sabbat.

Werewolves

I thought it might be one of them werewolves we've been having...

— The Firesign Theatre, *Everything You Know is Wrong*

Very little is known of the Garou. The department has misconstrued almost every piece of data it has found so far. While this is partly due to the agency's myopic analytical procedures and the fact that the discovery is so recent, it is

also largely a result of deliberate sabotage. SAD only knows of three Garou tribes: the Wendigo, the Uktena and the Black Spiral Dancers. The department has theorized that the Wendigo are all from Native American tribes in the northern United States and Canada (i.e. Sioux, Mohawks, Chippewa, Blackfoot, and various Inuit tribes), while the Uktena are representative of the southern tribes (i.e. Navajo, Seminole, Apache). No one in the department has yet observed any Black Spirals, but they have heard rumors of them. The department is currently working under the hypothesis that lycanthropy may be a genetic trait specific only to those of Native American heritage, although this theory is slowly on its way out. The misconception was furthered by Martin Fiske, who is trying to create bad relations between the government and the Garou: he feels that the department will be more likely to use force against Native Americans than other Americans. Fiske has tried to put as negative a spin on any encounters with the Garou as possible, without making it obvious that he has an agenda.

All agents working on cases that may potentially involve werewolves (the department doesn't know the word "Garou," and instead uses the nomenclature "Lycanthropes") are usually armed with silver bullets. The agency doesn't know for sure that silver will be effective, but since Kindred are damaged by the traditionally prescribed "remedies" (sun, wooden stakes), they are hoping that the same is true for werewolves.

Mages

SAD knows less about mages than it does of Garou. It has heard of the Cult of Ecstasy; the frankly amoral reputation of this organization has instigated some investigation of its doings. On several occasions the department has come close to divining the Cult's true nature, but has always in the end been frustrated by last-minute changes of fortune. Mages from the Order of Hermes and the Verbena have, on occasion, lent aid to various crime-solving organizations, in the guise of psychic consultants. They have, however, been very careful not to divulge their true nature. Of all the Tradition mages, the Virtual Adepts have had the most contact with SAD, which is one of the reasons why the department has learned so little about mages.

Wraiths

Surprisingly SAD does have evidence of the existence of wraiths. The agency has been developing various instruments that will help to detect their presence. Research Director Alan Kenchlow is a particularly avid devotee of the subject, and pursues his hobby enthusiastically. He himself has photographed ghosts, and he and other agents have investigated several Haunts.

UNITED STATES DEPARTMENT OF JUSTICE

FEDERAL BUREAU OF INVESTIGATION SPECIAL AFFAIRS DEPARTMENT



FOR INTERNAL CIRCULATION ONLY

SAD

G. Osbourne

To: Department Director Gerald Osbourne

From: Security Director Martin Fiske

Mr. Osbourne:

Pursuant to our conversation of the 8th, I have broken our case load down into a "Top Ten Most Wanted List," as determined by the current work of the Bureau at large. I believe this format will allow us to better systematize our investigations, and will be of help in the process of allocating our resources and manpower more efficiently. I have classified the list in order of ascending priority. This reflects my opinion on the current importance of each case. As always, I look forward to your input.

Sincerely,

Martin Fiske

#10. WANTED: NAME UNKNOWN

A video of this lycanthrope was taken by a department store security camera during a recent disturbance in Chicago's financial district. It is of dubious authenticity. If, as Kenchlow insists, the tape is genuine, the evidence implies a hostility between the vampire and lycanthrope camps. This is a theory which we should investigate further. The lycanthrope pictured here clearly fits the Type-A physiological model that we have constructed, so until the validity of the tape can be ascertained for certain the entity should be regarded as a viable target for investigation.



#9. WANTED: "CHARLOTTE" (?) HOLMES

I don't know what to make of this self-styled, female Sherlock Holmes. She is clearly a supernatural entity of some sort; she has been of incalculable help to numerous law enforcement agencies across America and Western Europe over the last sixty (or more) years. She seems to be laboring under the delusion that she is either related to, or actually is, the fictional detective, Sherlock Holmes, and has adopted his mannerisms (pipe, magnifying glass, great coat, etc.). This distortion of reality, however, has evidently not affected her superlative detective skills, or her apparently good intentions toward the law and its enforcers. Over the years she has been credited with saving several police and civilian lives. Eye witnesses who have reported her appearances have given her name as either "Sherlock," or "Charlotte." I suggest her inclusion on the list, but for questioning purposes only.

#8. WANTED: MICHAEL STANDINGTALL

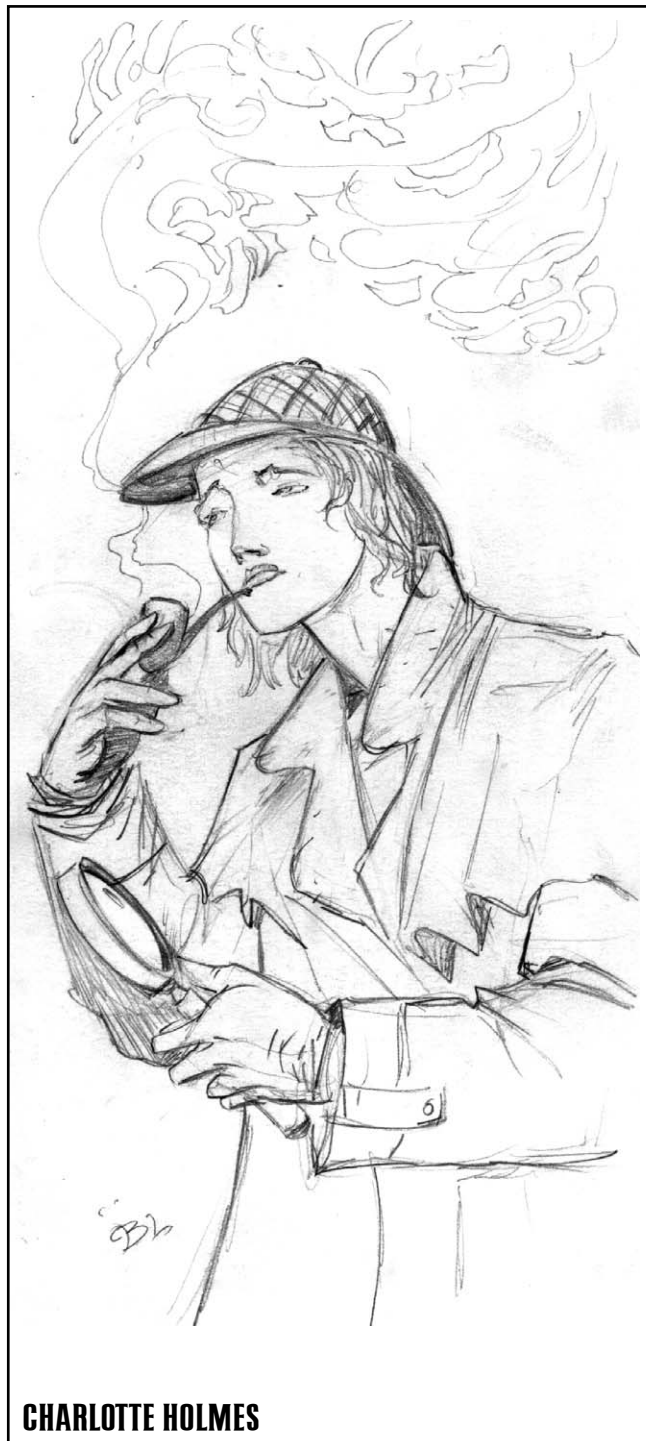
Standingtall is a fugitive, wanted by several agencies, including SAD, for his involvement in the deaths of two federal agents in South Dakota in 1973. He is considered to be very dangerous by all agencies involved. I am almost certain that Standingtall is a Type-A lycanthrope of the Wendigo tribe. There have been various reported sightings of him since he went underground, but nothing confirmed. Presumably he has numerous allies both in the American Indian Movement and in various others of these militant left-wing political groups which we've seen so much of lately. Use of deadly force is fully appropriate in dealing with this cop-killer.

#7. WANTED: "THE HOOK"

I remember hearing stories of "The Hook" when I was a boy in summer camp, and that was in the early 1960s. There are unconfirmed reports of him from as far back as 1916, though the latest reported appearance occurred just two months ago. The Hook's modus operandi seems to be a conglomeration of every camp horror story ever told and all of the bad slasher films ever made. In light of our department's recent, tragic encounter with him, we can no longer write him off as a series of multigenerational copy-cat killers. I am not, however, prepared to endorse Kenclow's theory that he is a physical expression of our collective racial consciousness. His ability to shed bullets like water clearly marks him as a paranormal entity of some sort. He does not fit either our vampire or lycanthrope templates, however, and I agree with Forrest's assessment that he is something new. I would strongly urge use of extreme caution in the event of an encounter with him.

#6. WANTED: "LULU" HAGEN

I am completely at sea when attempting to decipher the motivations behind this mad woman's bizarre and eclectic behavior. We first became aware of her in 1971 when she sent a vial of vampire blood directly to Charles Horner's office. Other samples followed, often accompanied by taunting letters, photographs of a woman (presumably her) in



CHARLOTTE HOLMES

various vampiric poses, and newspaper clips involving alleged “vampire attacks” which have occurred more or less randomly throughout the United States. The letters have all claimed that the writer was a vampire and that she would “strike again.” Each bit of correspondence has invariably contained clues (usually in the form of child like rhymes, or simple riddles) detailing when and where she planned to make her move.

I would like to write her off as a hoax, but have been unable to do so because of the wealth of credible evidence she has supplied us with, as well as her obvious knowledge of our department’s inner workings. So far no one has died in her blatant attacks, but many have been left with two puncture marks on their necks. She tends to affect the dress and demeanor of a 1920’s flapper or gun moll.

#5. WANTED: DENISE GERARD

Denise Gerard is wanted in connection with the biggest mass murder of SAD agents in our department’s history, or indeed of the FBI as a whole. Despite a huge expenditure of time and effort we have yet to uncover any trace of her since she disappeared in 1969. Although we originally assumed that she was a vampire it now seems that she may in fact be a werewolf. Her Haitian roots suggest that she is one of these Black Spiral Dancers we’ve heard about. I strongly suggest that maximum force be employed if she is encountered.

#4. WANTED: DR. TIMOTHY ARCHER CLARKE

I consider Clarke even more dangerous than Gerard. He is a left-wing gad fly with probable former relations with the Kremlin Brujah. A sixties holdover, Clarke still espouses the dead ideals of the counter-culture of that time. He has proven connections with the drug culture and the liberal intelligentsia. For years he has been trying to destroy the moral fiber of this country by means of his “freedom” cult. He recently resurfaced in Seattle. Several agents were dispatched immediately; although Clarke escaped, I feel that the trail is still hot. I would like to see the Clarke case reclassified to a priority status. Please advise me on what manpower you can provide to bring this dangerous cult leader to justice.

#3. WANTED: WULF STEIGER (Alias: William Ellis)

Wulf Steiger has been wanted by the department since World War II, but was deemed low priority because he has not been seen since. All that changed several months ago when he was allegedly caught on video tape in Chicago (please refer to #10). Steiger’s appearance in the video is the main reason why our research department feels that the video may be genuine. We have dispatched several agents to Chicago, but so far they have come up with nothing. We should consider him to be very dangerous in light of the nature of Horner’s recent encounter with him. His capture or elimination should be made a high priority.



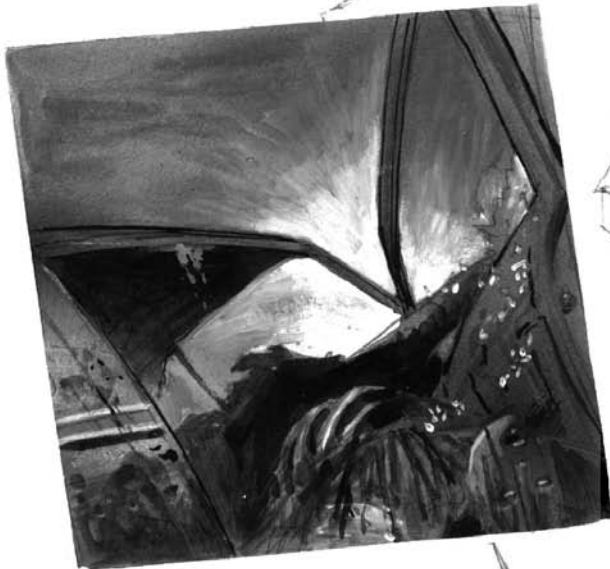
MICHAEL STANDINGTALL



Lulu Hagen



HOOK # MOST WANTED



**NOT FOR
DISTRIBUTION**

The Hook



Dr. Timothy Archer Clarke

**ATTENTION:
CONFIDENTIAL**



Denise Gerard



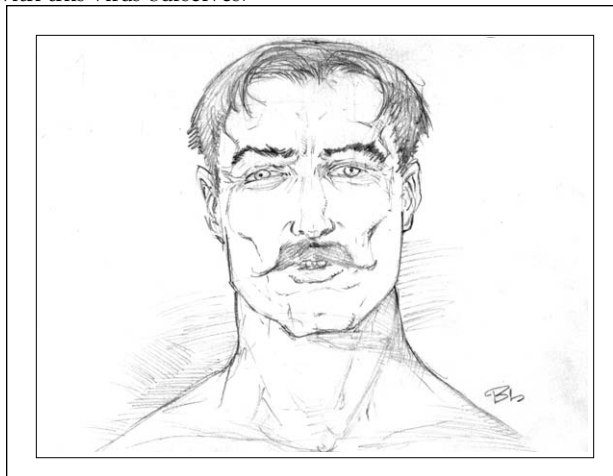
Wulf Stieger

**OR
TION**



#2. WANTED: UNKNOWN FORCES BEHIND THE EVANSTOWN MASSACRE

The entire department is aware of the slaughter in Evanstown. I would like to take this opportunity to once again advance my condolences to you for the loss of your son in the investigation of this case. Rest assured the perpetrators will be brought to justice. At this time details are still sketchy. We know only that on June 13th, the rural town of Evanstown, Connecticut (population 543) suddenly became a battle zone. Neighbors turned against neighbors, killing one another indiscriminately. All survivors of the violent outbreak died of some hideous disease within three days of the melee. Roads in and out of the town were blocked, telephone lines cut, and every car in town destroyed (evidently by the town's inhabitants). The only known survivor of the incident reported seeing men in Racal space suits — the kind used in Biosafety containment areas. A CDC decon team that examined the area has confirmed the existence of a highly virulent, hitherto unknown, pathogen. The virus seems to be an airborne variant of the Ebola Zaire virus (see case #2112-A). I agree with Forrest's recommendation that we initiate phase one of the Reston Protocols. I suggest continued, guarded cooperation with Dr. Fletcher in the CDC on this case, as we do not have the Biohazard facilities to deal with this virus ourselves.



#1. WANTED: NAME UNKNOWN

We have nothing to go on in this case but a crude police artist's sketch, dictated by Charles Horner shortly after he was attacked in a Chicago warehouse over sixty years ago. Although it was reportedly a swift and violent confrontation in a dark place, I have little doubt that the picture is accurate: Horner is known to have possessed a photographic memory. We have not uncovered any clues to this vampire's whereabouts in all this time, but I feel he should remain number one on the list as a debt of honor to our founder. I also believe that he can serve as a symbolic focus for the department.

END DOCUMENT



Headquarters

The Special Affairs Division takes up roughly one third of the top floor of the J. Edgar Hoover building in Washington, D.C. The headquarters contains the following facilities:

Offices: All agents are given their own office and are allowed to customize it to their tastes — within reason. Senior personnel have larger, more opulent work spaces.

Firing Range: SAD is equipped with a small but state-of-the-art firing range which simulates real life combat situations through special effects trickery. Moving targets fire back at the agent, projecting laser beams which target a receiver worn by the agent. This room can also act as a more traditional target range.

Screening Room: The department has a medium-sized screening room (capacity 30) which it uses for department meetings and for the review of multimedia presentations.

Armory: The armory contains enough various and sundry heavy weapons to fight a small war. It also contains some of the specialty tools listed under *Equipment* in Chapter One. The armory requires a Rank 3 or higher security clearance to open.

Library: The department has a small research library which includes a computer data base of national crime records, books on criminology and forensics, law books and a small occult selection. The occult section contains nothing revolutionary, but does have some legitimate information in it. It has several rare tomes, which would be of some interest to the Arcanum.

Research Facilities: SAD is now equipped with superlative, state-of-the-art forensics and general research facilities. Its research staff has the expertise to use them to great effect. The research facilities also contain a small but advanced medical lab.

Evidence Vault: Adjacent to the research lab is a large, two-foot-thick titanium steel vault which contains all the department's evidence to date. Despite the fact that the vault is the best money can buy, several pieces of evidence have disappeared over the years. The vault requires a Rank 4 or higher security clearance to access.

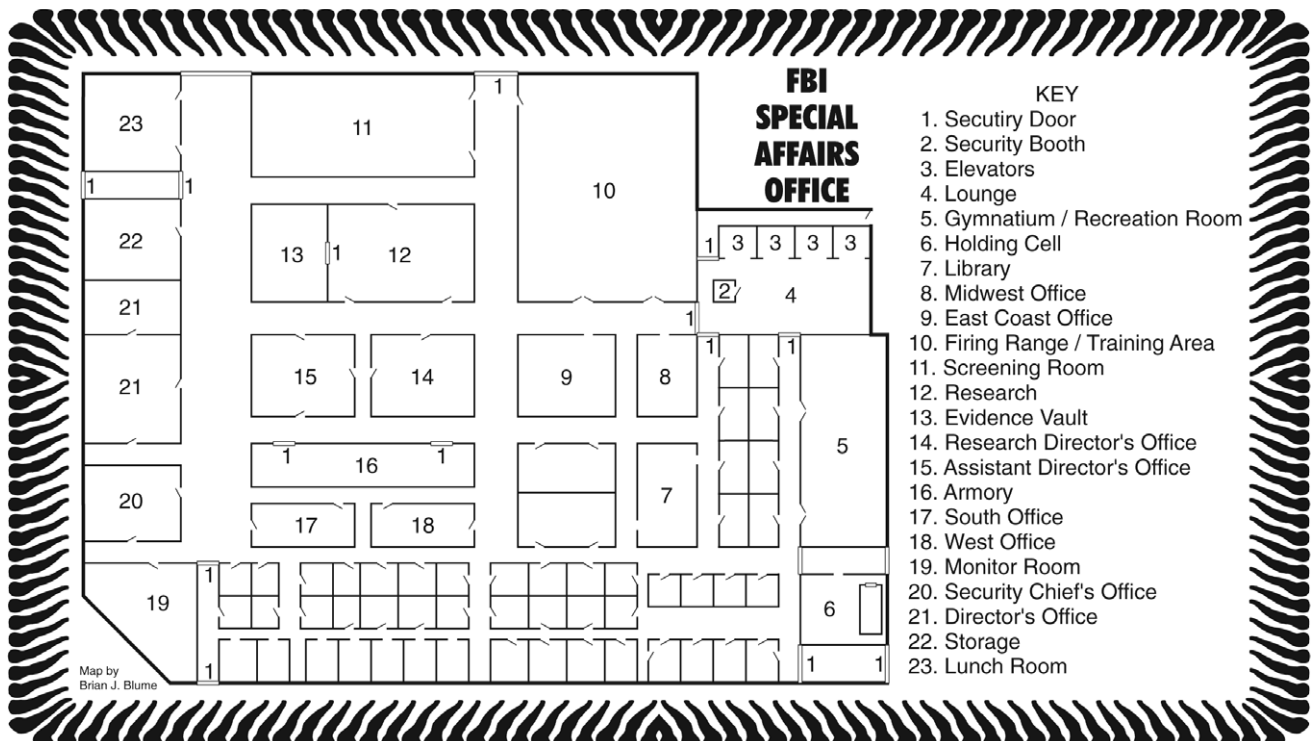
Monitor Room: All security systems in the department are monitored from this room.

Security Clearances

Every employee of the department has a security clearance rating, dependent upon their Rank (see Chapter One). This determines their access to sensitive materials and information.

Rank Employee

1	Standard agents, researchers and support staff
2	Veteran agents and senior research staff
3	Field Supervisors
4	Regional Directors and the Research Director (Kenchlow)
5	Assistant Director (Forrest) and the Internal Security Director (Fiske)
6	Director (Osbourne)



Holding Cell: Down the end of a hall in one of the far corners of the facility SAD has devised a cell which (it hopes) can imprison creatures of a supernatural nature. The cell is concrete bracketed with steel; it can withstand a massive amount of physical damage. The cell can be made air tight (SAD does know that some Kindred can turn into mist), and is equipped with well hidden/protected listening devices and cameras. Any Kindred who Obfuscates will seem to have vanished to the SAD observers, but security protocols require that the doors not be opened for at least two weeks after such an occurrence. The department has yet to capture a supernatural alive.

Others: The department also has a small recreation room, gym, rest area and lunch room (vending machines only). There are four elevators and three emergency stairwells that provide entrance and exit to the departmental offices.

Security

Security is a major consideration when dealing with the supernatural. A lot of money and ingenuity went into making the department as secure as possible. SAD is well protected by highly advanced alarm systems, hidden cameras and motion detectors. Multiple redundancies are built into the system (to protect against tampering, freak accidents, etc.). All department power needs are met by secondary and tertiary power supplies. All department computer files are backed up regularly and moved to a deep house whose location is known only by Osbourne, Forrest, Fiske and the director of the FBI. All doors and elevators which service the department can only be opened by a combination of a magnetic security card and a retinal print. Both numerical codes and verbal passwords are changed routinely.

The top echelon of SAD (Osbourne, Forrest, and Fiske) have equipped their offices with additional security devices. Access to various areas of the building, as well as certain information, is determined by the agent's Rank (see *Security Clearances*, below). Areas with the highest security profile can be closed off with steel shutters and flooded with either a non-lethal incapacitating gas, or with GB-2 (a deadly binary nerve agent). Neither of these work on vampires. A Rank 5 or higher security clearance is required to activate this defense.



Department Personalities

Below are brief descriptions of the department's main personalities and command staff. Additional descriptions can be found in Chapter Five (Storyteller's only).



Gerald Osbourne (Director)

Gerald Osbourne has been the department's director since Thomasson's ouster. He is physically a far less dynamic figure than Thomasson, and many in the department whisper that he isn't tough enough for the job. Even his most ardent detractors, however, admit that he is intelligent and efficient. At first glance, Osbourne appears to be a typical Washington bureaucrat.



Cynthia Forrest (Assistant Director)

Forrest is a recent transplant from the NSA, where she reportedly headed up the agency's Project Indigo. At SAD she has garnered the nickname "the Ice Queen," because of her seemingly emotionless efficiency. She affects the appearance of a stern corporate CEO. She is easily the most formidable presence in the department.



Martin Fiske (Internal Security Chief)

Fiske is large, loud and abrasive. He is considered by most to be good at his job, but can also be heavy handed. He is not above using his position to go on political witch hunts to weed out elements within the department that he considers politically suspect. He is an avid outdoorsman and big game hunter.



Alan Kenchlow (Research Director)

Having suffered from Lou Gehrig's disease since his childhood, Kenchlow is a paraplegic and is wheelchair bound. His handicap, however, has not prevented him from carrying out his duties in a sterling manner: he is easily the most brilliant member in the department. He is considered "spacey" by some in the department, while others insist that he is attuned to the supernatural in strange and mystifying ways.



Marsha Crowe (East Coast Director)

Marsha Crowe is the daughter of the department's former director, Andrew Crowe (see *History*). She is both a New England aristocrat and a former New York street cop. Tall and attractive, she is a very commanding presence within the department. She seems to have more of a penchant for doing her own field work than most of the command staff.



Marcus Questor (Southern Director)

Questor, at 25, is the youngest director in the department. He is quiet and dependable, if a bit overly serious. Lately, he has become the protégé of Cynthia Forrest; it is rumored that she is grooming him for bigger things.



Thomas Little (West Coast Director)

Little is a veteran FBI agent with almost twenty years of experience. He is probably the steadiest and most common-sense oriented of the department's command staff, and is justly renowned for his powers of deductive reasoning. He is the most socially gregarious of the department's directors.



Lyle Wallace (Midwest Director)

Wallace is considered by many in SAD to be little more than a bureaucratic hack with the right political connections. He is currently on probationary status for recklessly endangering the lives of two of his field agents. He is also rumored to have a drinking and a gambling problem, which makes him a security risk. Martin Fiske has been oddly reluctant to discipline him so far. Wallace is petty and ill tempered.



George Thomasson (Former Director)

Most of SAD's newer agents know little more of Thomasson than what he looks like (from seeing his photo on the wall). Most of the older agents don't talk about him much. When they do, they mutter that he got a raw deal, or even worse, that his removal was arranged by unknown supernatural powers. Thomasson is currently under observation at the Bethesda Institute of Mental Health. Visitors are not permitted.





BL

Chapter Three: National Security Agency (NSA)

*At midnight, all the agents and the superhuman crew come out
and round up everyone who knows more than they do.*

— Bob Dylan, “Desolation Row”

*Nothing in this act or any other law . . . shall be construed to require
the disclosure of the organization or any function of the National Security
Agency, of any information with respect to the activities thereof, or
of the names, titles, salaries, or number of the persons employed by
such agency.*

— Section 6 of Public Law 86-36 (1959). The only law ever
to be passed pertaining to the NSA.

History

The National Security Agency was created secretly in the winter of 1952 in a seven-page document signed by President Truman. To this day, the contents of this document have not been revealed to the public. A descendent of the Armed Forces Security Agency (AFSA), the NSA was consolidated from all existing U.S. intelligence agencies, both military and civilian. In its forty-odd years of existence the NSA has become the most powerful, secretive, and technologically advanced intelligence agency in the world, enjoying unprecedented freedom from congressional oversight. The story of how its Domestic Intelligence Bureau (DIB) was compromised by supernatural powers is told in **The Hunter’s Hunted**. It will be explored further in these pages. Recently, the agency has been rocked by the murder of several of its key personnel.

The Agency

The NSA is ostensibly a giant information-sifting agency, responsible for the collection and analysis of intelligence. While technically a branch of the Department of Defense, the agency is also civilian run, highly autonomous and free of the legal strictures dictated to the military at large. It is an extremely invasive organization, many times the size of the CIA. Despite its official designation as an intelligence agency, the NSA has been granted vast powers and discretion in “ensuring National Security by any means necessary.” If the government were ever to fall, the NSA would be a major factor in determining the form and content of its replacement. In brief, the NSA is long on power and woefully short on accountability.

From a technological standpoint, the NSA is the premier government organization in the world; indeed,

the agency is more dependent on its technological edge than it is on its human agents. Although NSA field agents are better equipped, they are often inferior in caliber to the FBI's field agents. The NSA's cryptography staff and analysis teams, however, are second to none. Those in the NSA who know about the supernatural are aware of the technology gap between the government and groups such as the Virtual Adepts. They consider the need to advance their technology a national security priority.

The NSA is truly a global organization, with an information net that stretches world wide. The agency's listening posts include spy stations on land and sea, as well as spy satellites that orbit the earth. It gathers electronic information from telecommunications, microwave transmitters and telemetry. For data analysis it has the most powerful array of computers in the world (excluding those employed by some mages), capable of picking out specific conversations from the constant babble of international telecommunications traffic. The agency employs approximately 60,000 people. Its budget is in the tens of billions, most of which is "black book" funded.

The NSA is rocked by constant friction between its military and civilian contingents, and control of the agency has seesawed between the two throughout its history. But this military/civilian conflict is only the least of many which plague the agency. Divisions run through to its very foundations. Despite its appearance of stability and invulnerability, the NSA is an organization divided against itself. Many in the know at the NSA are preparing for the first strong breeze to bring the entire house of cards tumbling down.

The Domestic Intelligence Bureau

The Domestic Intelligence Bureau (DIB) is a large subsector of the NSA and concerns itself with purely domestic matters. It is run by a director (DIRDIB) who, at least at this time, has seemingly abdicated his responsibilities. This has left the department open for an all-out, covert war among Higgins, Price and Edwards.

Missions

Unlike SAD and other paraintelligence agencies, most NSA missions are inwardly directed. NSA culture is both insular and incestuous. An agent may travel across the globe on an assignment, but his mission will almost inevitably be tied to the internal agenda of one faction or another. Often an NSA agent may be unknowingly following orders from more than one faction at the same time. Agents will be ordered to investigate fellow agents or their associates. There have even been reports about agents asked to investigate a seemingly unrelated case, only to find out later they were investigating themselves. Occasionally there will be assignments that do not have anything to do with NSA internal posturing. Some may even have legitimate national security purposes.

The Prime Directive

One stumbling block encountered by NSA agents is that they work for an agency that does not officially exist. Agents from other paraintelligence agencies may still identify themselves as agents of their parent organization (i.e. SAD agents are still FBI agents). This inability on the part of the NSA means that their agents have more difficulty securing the cooperation of local authorities, or even of patriotic-minded citizens. Secrecy is the Prime Directive of the NSA. Breaking this accord entails the harshest disciplinary penalties within the agency.

Discipline

Officially, the disciplinary process within the NSA is akin to that of SAD's. Unofficially, the NSA has a record of discipline and attrition torn right from the pages of Murder Incorporated. There are numerous factional heads who feel justified (either on the grounds of National Security or to further their faction's goals) in acting as judge, jury and executioner. Consequently, a number of agents have to all accounts just walked off the face of the earth. This type of occurrence is considered business as usual in the NSA and is not widely questioned, unless the person was important. In that case, all hell may break loose.

Levels Within Levels

If there is one word that best describes life in the NSA it is enigma. The department has been called the Puzzle Palace, and with good reason. In its dealings with the supernatural, the NSA does not operate as a single entity, but works through a thousand separate individual camps. Thus it is unlikely that any agent will ever see more than a very small piece of the whole puzzle. The NSA is in a state of internal warfare as numerous shadow cabinet-type factions vie with each other for power. So confusing is this situation that even the better-informed factions may often find themselves working against their own interests.

Factions

Two types of factional groups divide the NSA. The first are supernatural puppet masters from outside the agency, who manipulate its machinery to their own ends. Their influence is considerable and rapidly growing. The workings of these puppet masters are detailed in Chapter Five and should be read by Storytellers only.

The second type of faction includes the internal cliques of NSA agents. Each of these camps is aware to varying degrees of the threat posed by the controlling supernatural forces, but they are for the most part more interested in battling each other. No one who is in-the-know trusts anyone else in the NSA; suspicion and paranoia are epidemic. Some of these groups are engaged in desperate and failing rear-guard actions against the unseen puppet masters.

Internal Factions

Most NSA agents are completely oblivious to the existence of the supernatural. Some, however, have realized that the agency has been infiltrated and are doing their best to resist outside influences. These are isolated individuals, and each operates under the assumption that they (or their small clique) are the only ones aware of the threat. The NSA is a vast and faceless bureaucracy, which does not even admit to the possibility of the supernatural. Even to mentioning such a thing would be to commit professional suicide, or worse. Because of this climate, there is no cooperation between these groups of resisters. In fact, when they do meet they are more intent on turning against each other than in joining to face the true threats from without.

The Gordian Knot

The Gordian Knot is a small group, consisting of some of the NSA's best scientific and analytical minds. Ostensibly they are much like the Technocracy mages in their outlook. Like the Technocracy, they believe that all technology should be under the control of an elite priesthood, who would dole out new developments to the people as they deem appropriate. The difference is in who they think that priesthood should be (them).

Only the most promising and dedicated scientists are asked to join the Gordian Knot. The organization's power has recently extended beyond the confines of the NSA; the group now boasts adherents in government, academe and industry (they even have a spy in Pentex). They are essentially Technocracy wannabes, but are completely unaware of the real Technocracy and its role in the government. They do know of the other supernatural groups in the NSA and consider them to be threats. They are also aware of the Goddam' Magpeyes, and plan to shut them down. Although puny in comparison to the Technocracy, the Gordian Knot is methodical, incisive and growing in power and influence.

The Neo-Luddites

The Neo-Luddites are the smallest of the factions that recognize the presence of the supernatural in the NSA. Like their 19th-century namesakes, they believe that technology is inherently damaging to society. The clique intends to use the NSA (the epitome of technology itself) to put an end to humanity's adoration of science, although they must grudgingly concede to using the "tools of the oppressors" in order to achieve their ends. Members of this faction are primarily armchair theoreticians who have done little thus far to put their beliefs into practice. The only supernatural group that they have knowledge of is the Technocracy; they hate it with a passion. It is, of course, far too vast and powerful for them to understand, let alone challenge.

The Goddam' Magpeyes

Burning the midnight oil in the bowels of the NSA information construct are the Goddam' Magpeyes. Each member of this loose-knit fraternity is a dedicated hacker

of the highest caliber. Their mission is the acquisition and dissemination of information. They got their name when one of their detractors (not realizing their true nature) referred to the arcana collectors as "those Goddam' magpies." The name stuck with just a slight change of spelling, to represent their search for knowledge.

Some of the Magpeyes are engaging personalities, while others are social misfits. Most of the members practically live at the NSA; they know more about its computer system than just about anybody. Philosophically, they feel that information shouldn't be bottled up; they believe it is a commodity to be traded for other information. They have leaked some NSA information to outside groups (highly illegal) and have come up with some ingenious ways to circumvent the agency's security measures. Magpeyes are always looking for new contacts and can be an excellent source of information, if approached properly.

Delphi

Very few people in the NSA, beyond its command staff, have even heard of Delphi. To those who are aware of it, Delphi seems a small, autonomous interagency information-gathering service. Who they are gathering information for is a much-debated mystery in the top echelons of the NSA. Despite Delphi's nebulous nature they are not challenged very frequently, as they always seem to have the appropriate security clearances.

Regulators

The Regulators are a shadowy, interagency enforcement branch of the NSA. As with Delphi, the agents wonder where the Regulators' authority comes from. Regulator agents almost invariably dress in black and are always heavily armed. The NSA rumor mill has attributed several agent deaths and disappearances to this faction. The scope of their authority evidently exceeds the borders of the NSA, as they have been linked to enforcement activities in other government agencies as well. The Regulators have an uncanny ability to disappear in the aftermath of a shooting.

The Crow's Nest

The Crow's Nest is rumored to be some sort of training ground for spies, but little else is known about it. Few in the NSA have even heard of it, but occasionally a particularly gifted (or troublesome) agent is summoned for "advanced training" there.

Facilities

The NSA's primary facility is its 1,000-acre complex at Fort George Mead in the Washington suburbs of Maryland. This sprawling glass-and-concrete structure is the largest and most advanced "information factory" in the world. The facility is a city unto itself and contains such unexpected services as barbershops, doctors' offices, a library and a travel agency. It has its own police force (in salmon-colored cars), college, television station, movie production studio and several

theatres. Its post office handles over 18,000 pieces of mail every day. All of this is kept running by energy from its own power station, which could supply a city of 50,000!

The NSA has a secondary complex at Elkridge Landing Road, about 12 miles north of Fort Mead, near the Baltimore-Washington "Friendship" International Airport. It shares this equally well-protected, twin-towered facility with NASA (National Aeronautics and Space Administration). This complex is formally known as FANX (Friendship Annex), but is half-jokingly referred to as the Friendship "leper colony" by the NSA agents stationed there, a reflection of their sense of having 2nd-class status in comparison to their Fort Mead colleagues. The NSA also has a number of tertiary facilities with varied security profiles. Several of these are wholly under the control of outside supernatural forces.

Security

The NSA security system is ingeniously designed and carefully executed. By necessity, both of the NSA's major facilities are protected by numerous lines of defense. The complexes are surrounded by a 10-foot-high cyclone fence topped with multiple rows of barbed wire, inside of which is a second barrier charged with enough voltage to harm the most hardy of Garou. A third cyclone fence follows, this one regularly patrolled by guards with dogs. The area is also protected by a highly advanced grid of sensors, cameras and motion detectors. Cameras with infrared capabilities and telephoto lenses are planted on the roofs of the buildings to monitor the grounds. (Due to the technological nature of the facilities, the Weaver is very stronger here; the Gauntlet in the area is 10.)

Any visitors to the facility are carefully screened and escorted at all times. Cameras are ubiquitous inside the buildings as well, and every door requires the use of an electronic pass key. There are numerous procedural, as well as technological, safeguards to trip up impostors (passwords, security protocols, etc.). Because the NSA is so highly compartmentalized, no one outside of the very top echelon is conversant with all of the security procedures.

Perhaps the NSA's greatest defense, however, is unintentional. The very nature of the department is so obscure and byzantine that even if the department were to be infiltrated, it is highly unlikely that the spy would be able to find what he was looking for. Virtually all of the NSA's most important information is kept in encrypted code, decipherable by only a handful of people across the country. Ironically, the NSA's final line of defense springs from its greatest weakness. The department has been infiltrated by several powerful supernatural agencies. Each of these has staked out its own turf, which it jealously protects from other supernatural groups or individuals.

Tempest Ratings

Most of the NSA's equipment has been Tempest Rated, or hardened to external influences. This is done to guard

against EMP (Electro-Magnetic Pulse) in the event of a nuclear war and to protect it from electronic eavesdropping. Tempest Rated devices suppress excess radiation through a number of means: electrical screening, shielding, fiber optics instead of conventional wiring, etc. Such devices serve a practical use in that they put out and receive less electrical noise, making them much harder to listen in on, control or jam.

Computers

While not up to the standards set by the Technocracy or the Virtual Adepts, the NSA's computer network beats almost everyone else's. At the center of this gigantic information network are two discreet systems which act as the right and left hemispheres of the agency's brain. Handling the day-to-day chores of the NSA's analytical needs is the left-brained Carillon-7 system. Carillon-7 is a series of highly advanced smaller systems, which are used for all number crunching and general information purposes. Carillon-7 is accessible in varying degrees to every agency employee, and is connected via modem to all NSA facilities. It is, of course, Tempest Rated.

More advanced is the agency's right hemisphere Lodestone-4 computer. It is located under heavy guard in the bowels of Fort Meade and available only to a select few. Lodestone-4 is capable of processing trillions of functions per second, and is used by the agency to chart and predict societal macro-trends. This computer system also allows in-the-know agents to chart the actions of the supernatural community. Several agents, using Lodestone predictions, have come upon something very big, data which points to a coming Armageddon, according to recent trends which appear to be fulfilling ancient prophecies. Most of these agents do not believe in the original prophecies, and thus view the computer's prediction as a mere "war game," a play end-times scenario. But others, such as Edwards, are not so sure...

Over the past decade, the NSA has weaned itself from Sunburst Enterprises technology in favor of companies like IBM, Motorola and Cray. Pentex is extremely upset about this and has asked its allies in the NSA to find out why.

Personalities

Dr. Emil Zotos (AKA The Magic Czar)

To those in the NSA who have knowledge of the supernatural, Dr. Zotos presents more than a minor mystery. Zotos continues a family tradition in the paraintelligence arena, originating with his grandfather at the beginning of the century. No one is really sure just what Zotos' position is, but he has the highest of security clearances and the obvious favor of the upper echelon. It is said by some that Zotos has deep connections with the supernatural community, but these rumors are unsubstantiated.

General Clifford

General Clifford is a graduate of the Citadel, and is a veteran of both the Korean and Vietnam wars. Now in his late sixties, Clifford was preparing to retire two years ago, but in the course of his investigation of agent Bruce Higgins, he stumbled upon evidence of the existence of the Sabbat. Any notion of retirement was put on hold. Though at this point he would prefer to be at home enjoying life with his wife and grandchildren, he deems this information too important to be ignored.

Surprisingly, he has been somewhat rejuvenated by his experience in the NSA, and finds his work both exciting and challenging. Several trusted subordinates do all of his leg work for him while he coordinates their efforts. Still in the information-gathering stage, he has only a general idea of the threat posed by the Sabbat, and he seeks to learn more. Clifford is a competent cryptographer, but his primary strength is in leadership. He has sent agents undercover to other intelligence organizations (FBI, CIA) to learn the extent of supernatural control in those agencies. He is also desperately seeking allies to help him stem the tide at the NSA. Felicity Price would be a natural choice, but the two do not yet know about each other.

Felicity Price

Felicity Price, a subdirector of DIB, has recently come to suspect that her fellow subdirectors, Higgins and Edwards, are compromised by supernatural forces, and she is now investigating. She has three subordinates who also know of her suspicions. Together they work as a self-appointed police force to rid the NSA of all supernatural influence. Price is easily the most intelligent and subtle of the DIB subdirectors. She keeps her eyes open for potential allies and enemies. (See **The Hunters Hunted**† for more information on her.)

Maurice Edwards

Edwards is a long time agent of DIB. He is also a compulsive gambler, which has made him a prime target for manipulation by outside groups. He is investigating Price and Higgins, whom he suspects to have been compromised by vampires. (See **The Hunters Hunted**† for more information on him.)

Bruce Higgins

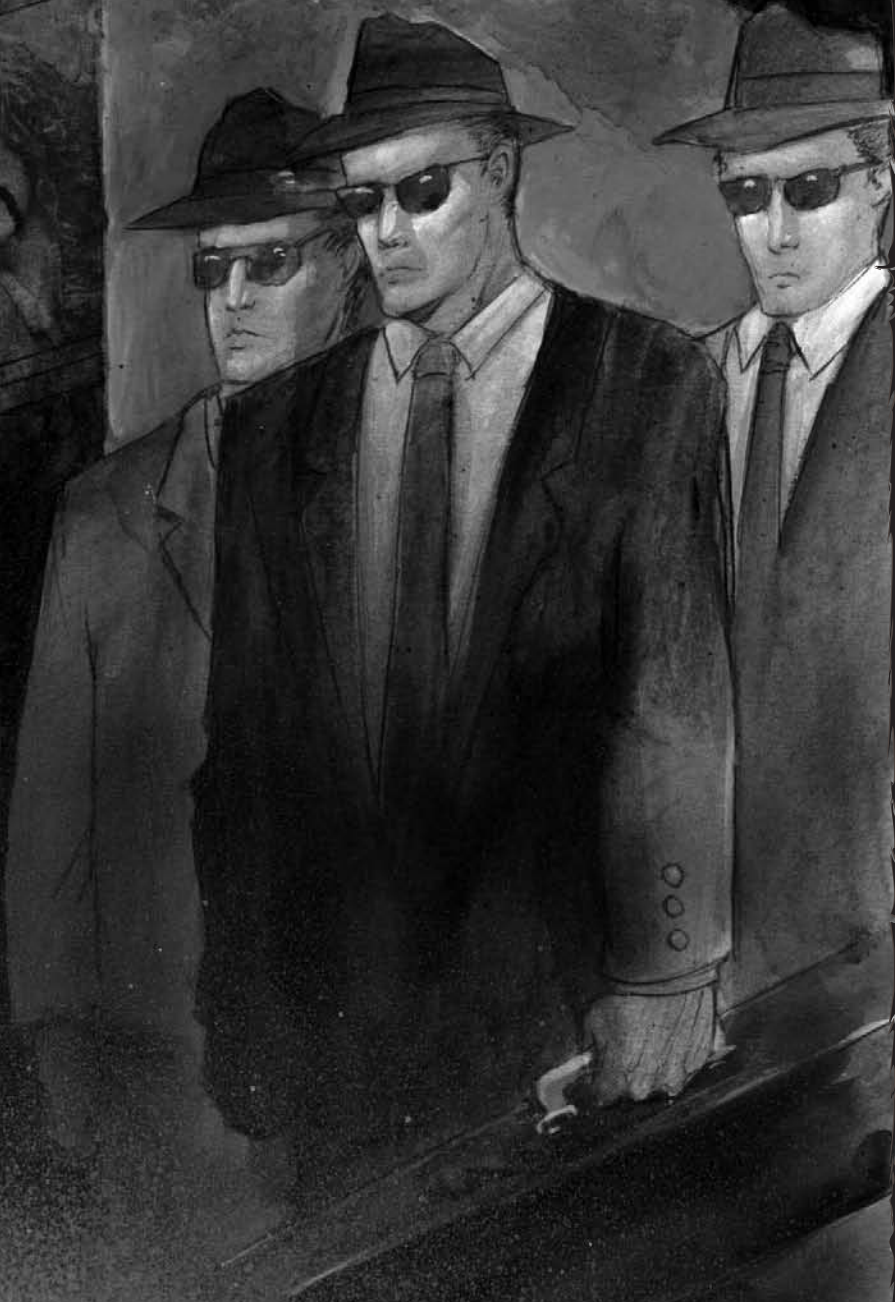
Higgins is a long-time agent of DIB. He suspects that Price is somehow secretly working with vampires. Both men are investigating each other as covertly as possible, all the while acting as if nothing is going on. (See **The Hunters Hunted**† for more information on him.)



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Chapter Four: Other Agencies

*And ye shall know the truth
And the truth shall set you free.*

— John, VIII:32, inscription in the main lobby at CIA headquarters,
Langley, VA

*For some time, I have been disturbed by the way the CIA has been diverted
from its original assignment. It has become an operational arm and at times a
policy making arm of the government.*

— President Harry S. Truman, December 1963

Central Intelligence Agency (CIA): The Company

The CIA has been blithely unaware of the supernatural throughout its history (founded 1947), although it has inadvertently crossed swords with supernatural beings on a number of occasions. In particular, the agency had some nasty clashes with the Brujah-run KGB at the height of the Cold War. It has even had a series of altercations with other supernaturally based “subversive” groups, such as the Children of Gaia, the Wendigo and the Uktena, the Black Furies and even the Dreamspeakers. The CIA has also unintentionally allied itself with the Giovanni while trying to bust union activity in Europe, following the end of World War II. In

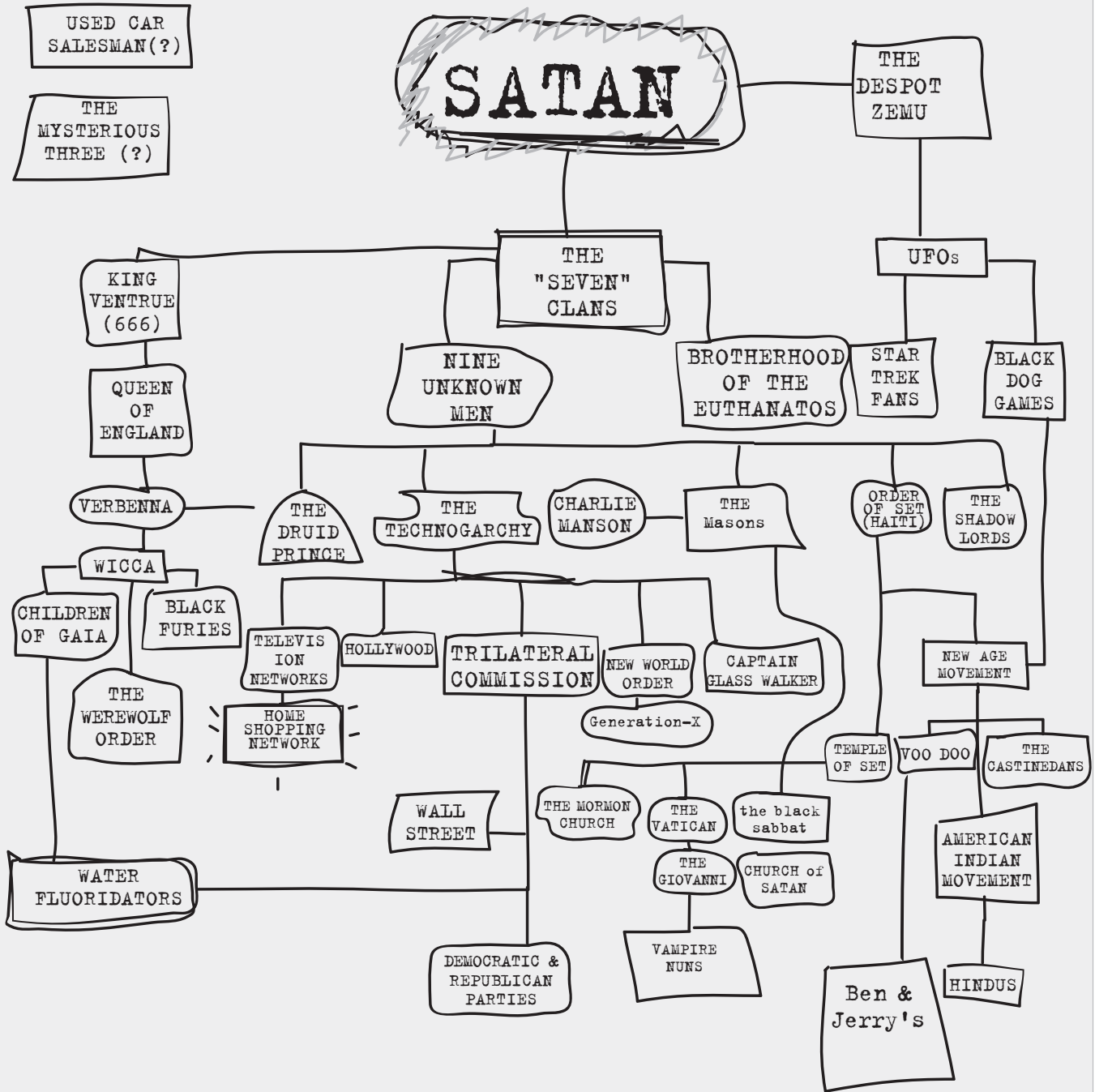
none of these instances, however, did the CIA guess what they were really dealing with. In fact, only one agent in lower management has learned much about the supernatural: Bob Schnoblin. He has tried to alert his superiors to the situation and has thus been labeled something of a crank.

In addition to its legitimate mission of intelligence gathering, the CIA has a history of subverting elections in foreign countries, engaging in sabotage, spying on its own citizens, performing illicit medical and pharmaceutical experiments on both its own agents and American citizens, and committing murder both at home and abroad.

Security and Facilities

The CIA is housed in a large, high-security building in Langley, Virginia. Its security measures are roughly analogous to those of SAD, although their ignorance of the supernatural proves to be a distinct disadvantage, as they cannot defend against it very well.

BOB SCHNOBLIN'S PYRAMID OF SATANIC POWER™



Bob Schnoblin

Bob Schnoblin is the only agent in the CIA who knows the real truth about the supernatural. To new agents, he comes off as a latter-day Van Helsing. Chapter Five has more information about this real American hero (Storyteller's only).

The Center for Disease Control (CDC)

Based in Atlanta, Georgia, the CDC is charged with the task of monitoring outbreaks of disease throughout the nation. It has in recent years charted a number of troubling and unexplainable trends in both the demographics of existing diseases, and the appearance of several hitherto unknown pathogens. A recent upsurge in the incidence of AIDS in groups commonly considered "low risk" has received attention in the news media over the last few months; the CDC, however, has already spent several years monitoring this puzzling trend. The disease is actually spread by vampires who, while themselves immune to the virus, are more and more frequently becoming carriers of HIV.

The CDC research team investigating this matter, led by Dr. Marisa Fletcher (see also **The Hunter's Hunted**) is close to uncovering the truth.

The Drug Enforcement Administration (DEA)

The DEA is a law-enforcement administration designed to maintain narcotics regulations. As such, the administration has come into direct conflict with the supernatural organizations that are involved in the drug trade, although it does not recognize the true nature of these organizations. The DEA has concentrated its efforts on a few larger cartels, which have recently shown a level of sophistication far beyond anything the administration has seen before.

State and Local Police

When considered *en masse* the police forces of the nation have more information about the supernatural than any other group. This knowledge is fragmented, however, as individual police around the country almost never report their findings and there are few networks between police departments. Supernatural organizations have found it to be an easy matter to bribe, threaten, coopt, or kill individual officers to ensure their silence. Thus most of the officers in-the-know are solitary, troubled and often paranoid individuals.

The Department of Defense

The United States military industrial complex is the most advanced and expensive in the world. Even with the downsizing that followed the end of the Cold War, the military still consumes a major portion of the nation's budget and brain trust. Research and development remains a high priority at the Pentagon. There are some high-ranking officials who are aware of the supernatural.

The Three Branches

Ironic isn't it, Smithers? This anonymous clan of slack-jawed troglodytes have cost me the election. Yet if I was to have them killed, I would be the one to go to jail! That's democracy for you.

— Montgomery Burns, *The Simpsons*

Congress

Congress is the legislative branch of the government, responsible for passing the laws that govern the nation. Many members of both the House and Senate are dedicated public servants with the best interests of the people at heart. Unfortunately, in the World of Darkness, if not also in the real world, the Congress has a long history of serving the will of special interests, whose only credentials are the funds to buy a congressional ear. This trend has increased precipitously of late. The voice of the people has become increasingly inaudible against a background cacophony of high-priced lobbyists, astro-turf campaigns, minute-to-minute polls, and the jingle of change as money is handed over in exchange for favors and influence. Big corporations are not the only power brokers lining up in the so-called Gucci Gulf.

The Supreme Court

The Supreme Court has had very little contact with the supernatural world. Although various paranormal beings have supported or scuttled nominations to the Court over the years, they have been unable to infiltrate this branch of the government. The Court's involvement may be a crucial matter in the future, however; if the existence of the supernatural is ever made public there will be major legal and constitutional ramifications to address. The proven existence of such creatures as wraiths and vampires (who are dead, after all) will confuse the basic principle of "life, liberty, and the pursuit of happiness." If a Garou kills a vampire because he is "of the Wyrms," is it a crime of hate? Is it even murder? Is making someone Blood Bound a form of slavery? Do Garou violate the leash laws? Should all supernaturals be herded into camps and exterminated?

The President

The President knows little or nothing about the supernatural. This is by intentional design. The various intelligence czars who possess such covert knowledge have done everything in their power to keep the information hidden from the President, else he may be tempted to use it to further his own political agenda. Presidents Carter and Reagan reportedly both asked for government information on UFO's, but it never seemed to make it to their desk. What this fact may portend about little green men in the World of Darkness is a mystery to all but the Storyteller.



BOOK TWO: SECRETS

Chapter Five: Storytelling

This chapter lays out the elements necessary for running a government agency-based hunters game. Detailed here are thoughts on theme and mood, as well as some chronicle ideas the Storyteller may wish to use. The chapter also contains notes on the nature of the Masquerade and the Veil and on Garou involvement in the government, along with in-depth profiles (the real story) of many of the personalities and organizations mentioned in earlier chapters. In addition there is a brief discussion of the nature and organization of paraintelligence agencies in other countries. The final section reveals the truth (or at least as much of it as we're allowed to print) about the secret puppet masters.

Theme

In a government hunters game there are many possible motifs from which the Storyteller may choose. Three basic themes, however, should be considered above all:

Mystery: From the rich tribal traditions of the Garou to the byzantine and highly ritualistic power games of the Kindred, the world of the supernatural is intricate almost beyond description. To the government agent who observes only small, isolated pieces of this tapestry, it will appear

murky and confusing. The Storyteller should encourage the characters to create their own theories about what is really happening. If the players are not incorrect in their conclusions at least 75% of the time, then something is going wrong in your game. Ultimately the player's perceptions in the game should be quite different from what they read in the rulesbooks.

Horror: Another element is horror. Even when compared with the least-powerful supernatural creature, a normal human is relatively weak and defenseless. The Delirium (a side effect) is enough to reduce most humans to gibbering wrecks, leaving them at the mercy of the Garou. Most Kindred view humans as mere foodstuff. The Storyteller should constantly reinforce just how vulnerable most humans are, and how tenuous their hold on reality and sanity in the face of this essential weakness.

Paranoia: You're not paranoid if they're really out to get you. They are. Rampant paranoia is a time-honored tradition in any government conspiracy theory and should be a central theme in a government agency-based hunters game. The sources of this paranoia must be subtle. Something that is only one degree off kilter can be a lot more disturbing

than something that is obviously wrong (and hence can be addressed). If the Storyteller does her job right, the characters should be turning in ever-smaller circles in an attempt to watch their backs. “Trust no one.”

Mood

Hunting the supernatural is a dark business, fraught with much possible danger. These creatures are not only more powerful than the hunters who track them, but are also fundamentally different in their outlook. Many supernatural beings are capable of atrocities that would make the most vicious serial killers wince.

This is not entirely fair; humans have, after all, killed far more of their own kind than all the supernatural killers put together. Nevertheless, the task the hunter faces is perilous indeed. The game should be one of constant obstacles, pitfalls, and near-misses, although the Storyteller should also allow the characters a few moments of lightness and even humor, so that the mood is not constantly oppressive.

Another approach is to have the agents discover that not all supernatural entities are the blood-thirsty monsters they expect them to be. Indeed, some embody the best ideals of the human condition. The most important aspect of mood in a government hunters game, however, is mystery. The Storyteller should know what is going on but the players should have to fight for every meager scrap of information. All of the actions taken by the hunter’s adversaries should suggest several contradictory possibilities.

Chronicle Ideas

Below are several conflicts in which the characters may find themselves embroiled.

Agents vs. Vampires

The government is under the delusion that it knows a lot about the Kindred. In reality, it has seen only its surface elements. The Kindred control the most byzantine and treacherous multigenerational political scene in the world (Machiavelli was an amateur in comparison). Any real harm inflicted upon the Kindred’s body politic will be answered in kind, not only against the individual agent, but also against the agency itself. This riposte will usually be so subtle that the victim will not only be unable to track its source but will even be unaware that anything has happened to him — at least for a few years. Agents who become involved in the Kindred’s schemes will find themselves frequently looking over their shoulders, never knowing whom to trust.

Agents vs. Werewolves

The Garou are a total mystery to the government. Little at all is known about them. Field agents who investigate the Garou will be in the bold forefront of government intelligence, sometimes having even more information than their commanders. They may find the Garou to be vicious

monsters, or they may become converts to the Garou’s cause, and thus be forced to question their own loyalties.

Agents vs. Mages

Even more than the Camarilla, the Technocracy requires that the secrets of the supernatural never be exposed to light. The Chantry views itself as a benign, ordered entity that holds the forces of chaos at bay. Some agents may find themselves in sympathy with this position. The Technocracy has a strong influence over the government, and thus very little information about mages of any sort has managed to get out. The Tradition mages are virtually unknown to most government agencies, and the American government has yet to come into conflict with the Nephandi or the Marauders (luckily for the government). Agents investigating any group of mages will find themselves in unknown territory.

Agents vs. Wraiths

Wraiths do not share humanity’s physical world and thus are even more obscure and mysterious than the aforementioned groups. The relationship between wraiths and the government has not (at least as far as the government knows) been an adversarial one. Most of the wraith-hunting that the government has been involved in so far has been with cameras, although this may soon change.

Agents vs. the Government

The characters may be forced to confront the reality that the government has its own agenda. This agenda includes not letting its field agents know too much. From day one, the Storyteller should hint that the government is keeping dark secrets from the agents. The characters should be made to realize that they are working for a huge, faceless and almost impenetrable bureaucracy. Ultimately, any agent who endangers National Security (or the Regulators’ definition of it) is “regrettably” expendable. How evil the Storyteller wants to make the government in her own chronicle is, of course, up to her. Libertarians: Knock yourselves out.

Agents vs. Other Horrors

Vampires, werewolves, and mages (oh, my!) are not the only horrors in the World of Darkness. There are other creatures lurking in the shadows. Many of these are malignant and unspeakable beyond belief. Such monsters are disorganized, solitary creatures and are often less adept at hiding their existence than the Kindred or Garou. They may include Banes, possessed serial killers, or even UFO’s. For a good selection of these creatures, see **The Book of the Wurm** (for Werewolf), **The Book of Madness** (for Mage) and the **Werewolf Storyteller’s Handbook**.

The Masquerade versus the Veil

One would assume that the Kindred, with all their guile and subtlety, would be more adept at masking their presence from humanity than the unsubtle Garou. In theory,

this is not a bad assumption. As creatures of civilization the Kindred have insinuated themselves into many aspects of society and wield considerable control over its institutions. This gives them the power to cover any but the most blatant transgressions committed by their less discreet members. Over the centuries, the Kindred have come to understand what humans expect and have shaped their behavior accordingly. Some younger Kindred entertain the belief that they could survive the destruction of the Masquerade, either by making themselves the overlords of humanity (many Sabbat feel this way), or by living in peaceful coexistence with humans. Older Kindred, however, have learned a hard lesson from the Inquisition; they understand the ramifications of a breach in the Masquerade all too well, and enforce its provisions under penalty of Final Death. This applies not only to any Kindred who break the Masquerade's strictures, but also to any mortals who have stumbled across the secret.

Ultimately, however, the Masquerade is merely an artificial societal construct, and as such is prone to fault lines and fractures. The Camarilla has its hands full just in trying to plug the hundreds of leaks which have sprung from its precarious structure.

Most Garou, on the other hand, are anything but subtle. A Wurm-enraged werewolf will often attack any moving object in sight with little thought of the consequences. Fortunately for the Garou (and for the humans), the Delirium serves to guard against this occurring too frequently. The Delirium is an inherent and primordial response, as old as the human race itself. Most humans who observe a Garou in its form of Rage (Crinos) will either flee in abject terror or become paralyzed with fear, after which the human will construct an adaptive rationale (the Veil), to protect his fragile ego from the frightening reality of such creatures. The Delirium is a survival mechanism for humans. An enraged Garou involved in mortal combat will typically consider a fleeing or unmoving human to be harmless and ignore him. Additionally, Garou tribal structure is insular and its secret customs are well protected by its human Kinfolk.

A Kindred body is a good piece of evidence that vampires exist (especially if it is just in torpor, and can be revived for questioning), but once a werewolf dies it reverts to its breed form and is indistinguishable from an ordinary dead human or wolf. The only exception to this rule is a dead metis, for a metis will revert back to its Crinos form. This makes the metis valuable prizes for Garou hunters and all the more despised by their fellow Garou (as if they needed another reason) because of the problems it causes. Garou will make a special effort to recover the body of any metis, lest it fall into the hands of the authorities. Finally, despite their idiosyncrasies, most Garou just fit into human society better than Kindred (they can go out in the day, breath, eat, look more human, etc.). All together, these factors have allowed Garou to mingle with humanity with an ease that the Kindred can only envy.

The Storyteller should realize that unAwakened human characters are just as susceptible to the Delirium as any

other spectator. Unless the agent is somehow immune to the Delirium (if he has very high Willpower, Numina of three or more, or is a Garou Kinfolk), a first-time confrontation with Garou is going to be a terrifying experience, in which the agents will almost certainly be rendered impotent. (See the Delirium Chart, in the **Werewolf** rulesbook).

The Storyteller should use bizarre and surreal imagery to describe the encounter. Relate how time seems to slow to a crawl, how icy skeleton fingers grab at the character's spine and how sweat feels like cold jelly rolling down the character's face. Afterwards, encourage the players to write the meeting off as an encounter with wild dogs, or as a bad dream. Characters who are immune to the Delirium (they should be rare) will have a hard time convincing the others of the truth, since those affected will resist believing in the reality of the encounter.

Since the game is no fun if the characters pass out every time the antagonists show up, players should become somewhat more resistant to the Delirium with subsequent encounters. Each additional encounter allows the character an extra Willpower point for the purpose of resisting the Delirium, up to a total of three.

Very few people will ever be blasÉ about their encounters with the Garou. There are certain drugs available, however, which will block the receptor sites for adrenaline. This lowers the fear response and helps a character to think carefully in stressful situations. Just remember that there is an evolutionary reason for the Delirium; fear of werewolves is not necessarily a bad thing.

The Garou Dilemma

Of the three supernatural groups who interact regularly with humankind (vampires, werewolves, mages), the Garou have the least control over its governing institutions. This has created a unique dilemma for them. Powerful as they are individually, the Garou are virtually powerless as a force in society. They ruminate bitterly about the encroachments of the Wurm and the Weaver which accompany (cause?) human progress, yet most of them show a distinct lack of ability for, or interest in, taking control of the most effective instruments of change, namely institutions such as government, industry, religion, and the media. Instead, they initiate a violent and increasingly desperate rear-guard action against the juggernaut of societal reformation. The werewolves now find themselves in a position similar to that of many indigenous peoples: faced with a mass culture that is nearly overwhelming and which they cannot control.

This fault can be attributed to the basic nature of the Garou. They are direct creatures, not well versed in the subtle intricacies of persuasion and lacking in the patience for long-term planning (they are prone to frenzy). Additionally, many Garou hold human institutions in contempt, viewing them as corrupt creations of the Wurm and Weaver. Garou seek to maintain their "purity" by removing themselves from the tainted body politic.

Of the thirteen Garou tribes, only four have proven themselves to be a real factor in American political life. Of these the Glass Walkers and the Children of Gaia are easily the most active. The Glass Walkers are for the most part involved on the local city level, and have financed and controlled much of the old-style, party machine politics of past decades. They work primarily in the rust belt states and the industrial northeast, and just recently have become active on the west coast as well. The Children of Gaia have always had a strong power base in left-of-center, grass-roots political organizing. Although they have had problems in utilizing this base in recent years, there are signs that they are now on the upswing.

The Silver Fangs and the Shadow Lords are usually too busy battling each other for control of the Garou tribal structure to pay much attention to outside matters, but there are occasional exceptions. Ironically, the patrician, blue-blooded Silver Fangs were a strong force behind the political left's greatest success this century, the New Deal. It is even rumored by some that the Kennedy clan are Silver Fang Kinfolk. The Silver Fang are still a factor in the northeast.

Many Shadow Lord Kinfolk — and the Shadow Lords with them — are recent arrivals to the United States, having fled from their communist governments in Central Europe. Their anticommunist sentiments have translated into near-unanimous support for the political right. While not yet highly influential, their power is growing. At least one member of the House of Representatives is a Shadow Lord Kinfolk; recent Republican gains have the Shadow Lords flying high.

Perhaps the most dynamic Garou involved in politics today are the multitribal group called the Monkeywrenchers. As a result of their war with Pentex, many of them have become politically involved and are working to increase the political clout of all Garou. Other, less influential tribes involved in the American political scene include the Wendigo and the Uktena (through their affiliation with AIM), the Black Furies in the feminist movement and the Bone Gnawers' advocacy of homeless issues.

The FBI

Supernatural Conflicts with the COINTELPROs

Although the FBI is by-and-large ignorant of the supernatural, its COINTELPROs have inadvertently aroused an astonishing degree of acrimony from various supernatural groups. The FBI's investigations into AIM have angered both the Wendigo and the Uktena. The Bureau has also become the brunt of hostility from the Brujah, Black Furies, Children of Gaia and the Cult of Ecstasy, with consequences that range from the deadly to the comical. The FBI's most consistent opposition, however, has come from an unexpected source.

Because of its Hollywood investigations and the blacklisting of the forties and fifties, the FBI has raised the ire of the vampire Toreador clan. Over the years, the Toreadors have not missed a single chance to make the FBI look bad, and the result has been a steady decrease in the Bureau's popularity and funding. The FBI is a more beleaguered organization in the World of Darkness than it is in our own.

SAD Discipline (Sanctioning)

The greatest danger to department rule-breakers comes not from departmental disciplinary action, but from forces outside of SAD itself. The NSA subgroup the Regulators acts as a secret police for all paraintelligence groups in the U.S. government. They have little compunction about killing wayward agents if they decide that national security interests are at risk. Cynthia Forrest has the secret authority to “flag” any individual whom she feels has not been dealt with appropriately by SAD's disciplinary process (she has done so at least once). Osbourne doesn't know about this, and would be greatly opposed if he found out, though he would have no real power to put an end to the process.

The Virtual Adepts and SAD

In light of their ability to use computers, the Adepts have had little trouble breaking into the department's computer system to remove or rearrange information. Several enterprising Adepts have even gone so far as to install a “trip switch” (see **Virtual Adepts Tradition Book**), which calls out a SAD investigation team whenever the Adepts are cornered by the Technocracy (who will usually abort a mission when there are Sleeper witnesses around). The department has begun to grow suspicious of these “prank phone calls,” and although SAD has not been able to root out the computer mole, procedural safeguards have been put in place to lessen the impact of the intrusions.

The Grubbholb Case

In the brief moments that he saw the wolf with Tandi's choker around its neck, Senator Grubbholb's suspicions were confirmed. The senator is a Garou Kinfolk, but he believes his heritage to be a curse. Although the scourge had skipped several generations, it has now returned with a vengeance. Grubbholb has not told Osbourne that he knows his granddaughter is Garou, or that he knows her tribal affiliation. A pack of mendicant Fianna has claimed Tandi and she is now wandering the country with a heavy-metal band. SAD agents have been given photos of her and are instructed to bring her in unharmed. Tandi has made drastic changes to her appearance, however, and she will be difficult to track down.

SAD Personalities

Here are detailed Traits and personality profiles for most of SAD's command staff.

Gerald Osbourne

Position: Director

Rank: 6

Nature: Architect

Demeanor: Confidant

Physical: Strength 2, Dexterity 3, Stamina 3

Social: Charisma 4, Manipulation 4, Appearance 2

Mental: Perception 4, Intelligence 4, Wits 5

Talents: Alertness 3, Athletics 2, Brawl 2, Intimidation 3, Streetwise 2, Subterfuge 4

Skills: Drive 2, Firearms 3, Leadership 4, Stealth 2

Knowledges: Bureaucracy 5, Computer 3, Covert Culture 3, Investigation 4, Law 4, Occult 3, Politics 4

Backgrounds: Allies 5 (Fellow FBI agents), Contacts 5, Influence 4 (Federal police powers of investigation), Resources 4

Numina: None

Merits/Flaws: Top Secret Access, Agency Insider, Common Sense, Political Ties/ Bad Sight

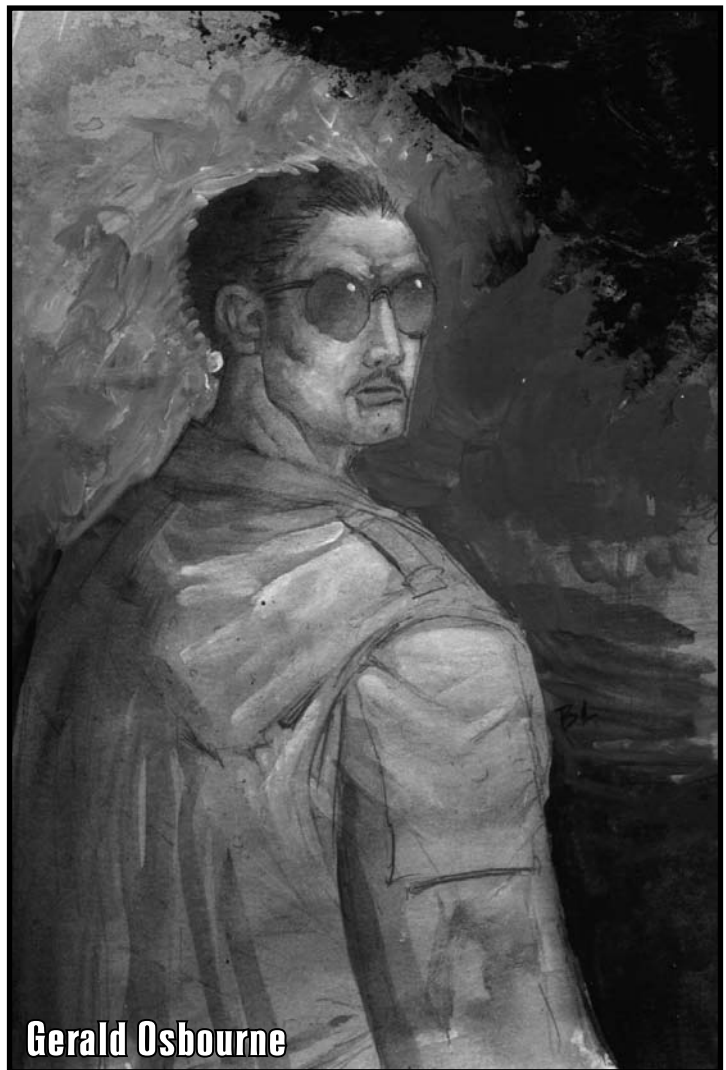
Willpower: 6

Image: Osbourne is a small, unassuming man in his late forties. He wears thick glasses, sports a black mustache and has thinning hair with a noticeable bald spot (he is Mr. Whipple in a suit). His appearance gives the deceptive impression to those who first meet him that he is just another Washington bureaucrat.

Roleplaying Hints: Despite your roly-poly appearance, you are a tough, tenacious and cool-headed leader. You are intelligent and savvy when it comes to leading the department, and know how to look out for its interests in a larger political context. Well-versed in working the system, you have a wide net of political connections, as well as a clear idea of where you want the department to go. Although your management style appears at first to be somewhat detached, you are very perceptive; few things that go on in the department escape your notice. You suspect treachery from both Forrest and Fiske, but are currently following the old axiom about "...keeping your enemies closer." Your most trusted associate here is Alan Kenchlow, whom you have known for many years. To your way of thinking, the supernatural is not inherently evil, but it is an unknown; as a pragmatist you realize that steps must be taken to guard against it. You have made a great effort to learn everything you possibly can about the occult.

Background: Osbourne comes from a conservative, midwestern political background. He has handled all of the posts to which he has been appointed in an honest and competent manner, and thus has gained a number of powerful friends in politics, including former President George Bush. He was appointed to the Assistant Directorship of SAD by the head of the FBI, who did not trust the former Director. In spite of this, however, Osbourne had nothing to do with Thomasson's ouster and defended him up to the time that Thomasson was dragged violent and ranting from the department's offices. Recently Osbourne's son, Michael, who was also a SAD agent, died while investigating the Evanstown massacre (see *Top Ten Most Wanted* list in Chapter Two). Gerald Osbourne has become a fanatic about finding his son's killers.

Quote: *Good work. I'll expect a full report and all supporting documentation on my desk by 08:00.*



Gerald Osbourne

Cynthia Forrest (a.k.a. the “Ice Queen”)

Position: Assistant Director

Rank: SAD 5/NSA 5 (Red Stripe Clearance; Colonel)

Nature: Autist/Manipulator

Demeanor: Critic

Physical: Strength 2, Dexterity 4, Stamina 3

Social: Charisma 3, Manipulation 5, Appearance 2

Mental: Perception 5, Intelligence 4, Wits 3

Talents: Acting 3, Alertness 2, Brawl 4, Intimidation 4, Leadership 3, Streetwise 2, Subterfuge 5

Skills: Firearms 3, Security 4

Knowledges: Bureaucracy 3, Computer 3, Covert Culture 4, Cryptology 3, Investigation 4, Linguistics 2 (French, Russian), Occult 3

Backgrounds: Allies 5 (FBI and NSA), Contacts 5 (Dr. Zotos), Influence 4, Resources 4

Numina: None

Merits/Flaws: License to Kill, Top Secret Access, Agency Insider, Inter-Agency Permit, Eidetic Memory/ Vengeance (Kindred), Dark Secret

Willpower: 9

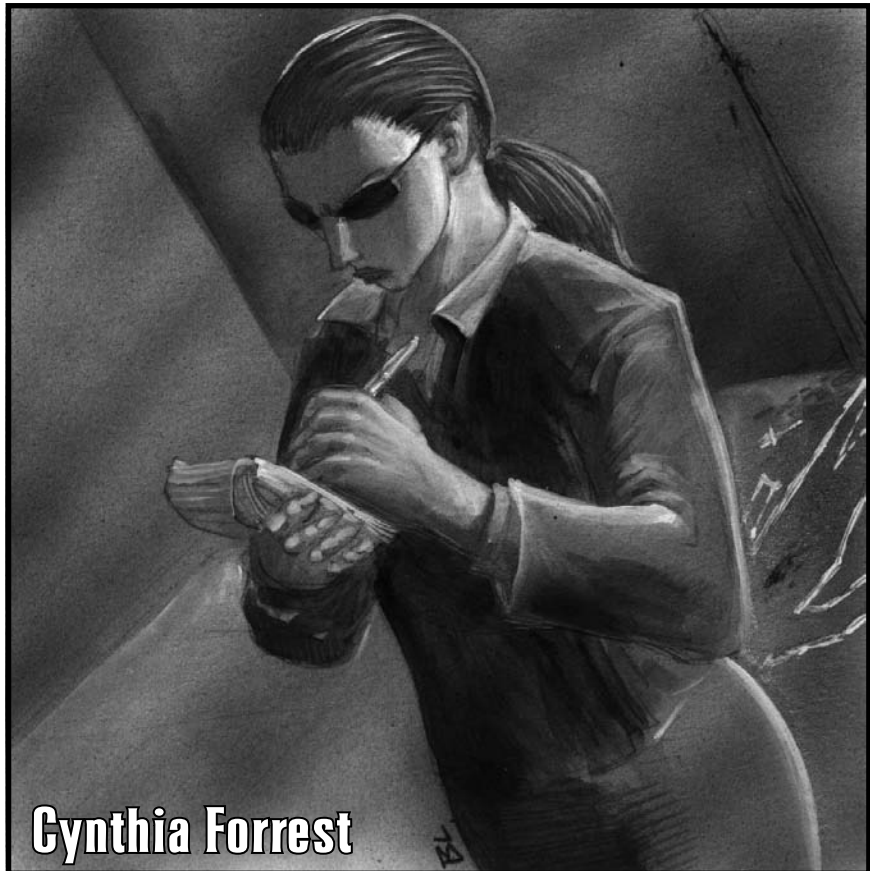
Image: A slender, almost gaunt woman in her late thirties, Cynthia looks the part of a stern corporate CEO. She has long black hair flecked with white, which she wears in a severe, pulled-back style. She dresses conservatively, primarily in black or charcoal gray, with glasses that are tapered almost to the point of being cat-eyed. Cynthia is a formidable presence and is not frequently challenged.

Roleplaying Hints: You don’t feel the least bit guilty about the fact that you are an NSA agent sent to spy on and manipulate SAD. The department is clearly an important player and will serve as an excellent lightning rod to divert attention away from the NSA’s much deeper involvement with the supernatural. You are a born spy, adept at spinning multiple layers of fiction around you so that no one can guess your true motivations. You make an excellent Assistant Director and will continue to back Osbourne until such a time (if it ever occurs) that he becomes expendable. Some would call you ruthless, but you prefer the term efficient.

Background: Cynthia’s mother died in childbirth, and Cynthia’s father raised her alone. She lived in France, where her father, a CIA agent whom she idolized, was stationed until he was killed by the Soviets (or more specifically the Brujah). When Cynthia discovered who was responsible for her father’s death, she followed him into the CIA, and was attached for a time to the CIA’s nascent and pathetic version of SAD. Frustrated by the agency’s ineptitude, Cynthia sought contacts elsewhere. Eventually she met with the NSA’s Dr. Zotos, who promised her an opportunity for revenge against the Kindred and an outlet for her patriotism. Cynthia received extensive training from the NSA/Technocracy espionage group called the Crow’s Nest and is a protégé of Dr. Zotos. She was planted in SAD, where a combination of excellent performance and subtle manipulation rocketed her to her current position. Because of her great degree of animosity toward the Kindred, Cynthia is somewhat disposed to leave the Garou alone. She doesn’t much care for Fiske and will not hesitate to eliminate him if he gets in her way. Cynthia favors a high-tech approach against SAD; she was a former participant in the NSA’s satellite spy program, Project Indigo.

Despite, or perhaps because of, her propensity for spying on others Cynthia is an intensely private individual. She doesn’t socialize.

Quote: *Your efficiency rating is down 2.5%, but I have a way you can improve it. Listen...*



Cynthia Forrest

Martin Fiske

Position: Internal Security Chief

Rank: 5

Nature: Bravo

Demeanor: Honest Abe/ Bravo/ Confidant

Physical: Strength 4, Dexterity 4, Stamina 5

Social: Charisma 3, Manipulation 2, Appearance 3

Mental: Perception 3, Intelligence 2, Wits 3

Talents: Alertness 2, Athletics 4, Brawl 4, Dodge 2, Intimidation 5, Leadership 3, Streetwise 2, Subterfuge 2

Skills: Drive 3, Firearms 5, Melee 4, Security 4, Stealth 2, Survival 3

Knowledges: Computer 2, Covert Culture 1, Investigation 2, Occult 2

Backgrounds: Allies 5 (FBI and Pentex), Contacts 3, Influence 4, Resources 4

Numina: None

Merits/Flaws: Corporate Ties/ Dark Secret, Intolerance (anyone perceived to be unpatriotic), Overconfident, One Eye, Siege Mentality, Wyrn Tainted

Willpower: 6

Image: Imagine G. Gordon Liddy's idealized version of himself, but add an eye patch. Fiske is a large, barrel-chested man in his late thirties. He has a fierce upturned mustache and a rich, though slightly thinning, head of black hair. Fiske wears a patch over his left eye and dresses to show off his athletic build. In the field, he likes to wear the uniform of a rugged paramilitary-military sportsman (leather jacket, combat boots, hunting cap, etc.).

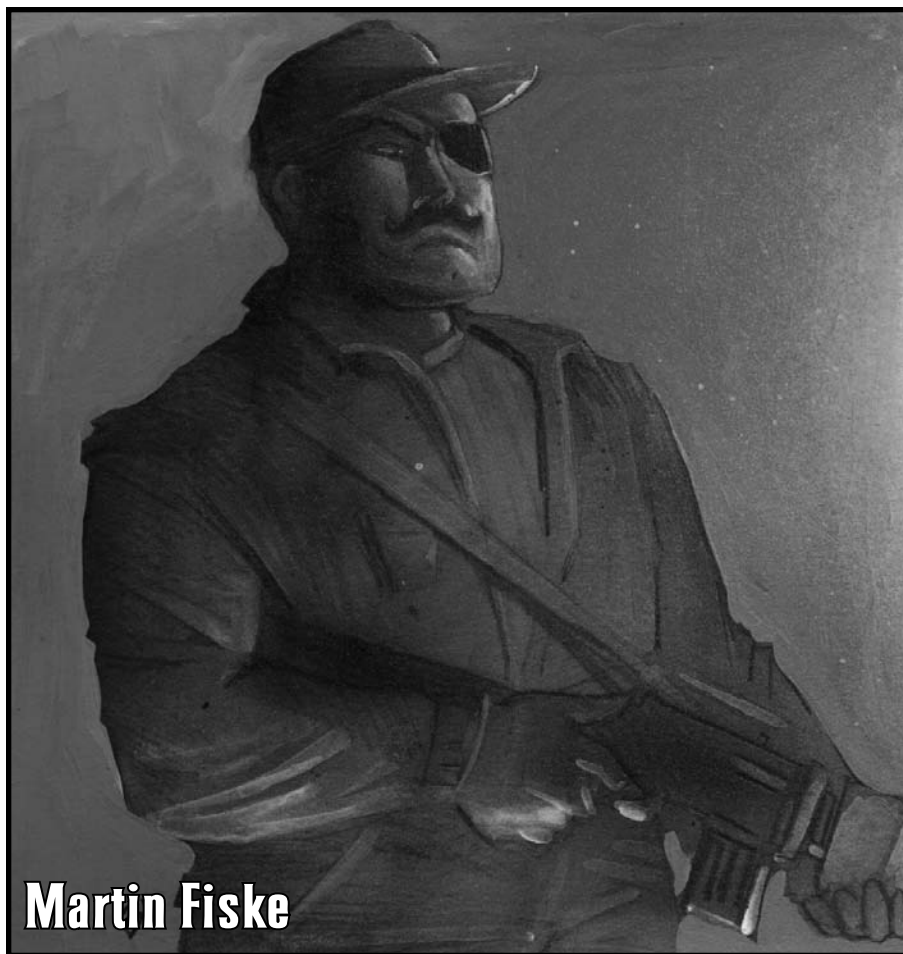
Roleplaying Hints: No one but you knows what the hell they're doing! You are one of the last of the rugged individualists who made this country great. You are a dead shot with any kind of gun, a crack driver, and God's gift to espionage and women alike. You can't understand why your last three wives left you. In your eyes, the government's filled with commie-coddlin', dope-smoking fairies. The whole country's going down the tubes, but you have powerful friends now and they're going to help you set things right.

Background: Fiske sought to live the Rambo fantasy, but failed. Using forged documents, he joined the army at age 17, but was never able to rise above the rank of corporal; he was constantly questioning his superiors' orders and lacked resolution in his decisions. By age thirty, he was discharged for assaulting an officer and hit rock-bottom when he lost an eye in a barroom brawl. Through a string of circumstances, he found himself in a Pentex First Team, where he impressed his superiors with his brutality and military demeanor. After instilling in him a sense of manifest destiny (an easy task) and changing his military records, Pentex set him on the course that lead to his present position. Fiske now so thoroughly believes Pentex's pseudo-version of events (according to which he lost his eye in a hostage rescue mission), that he has straightened out and has actually become an effective leader. He is more loyal to Pentex than he is to SAD.

Fiske considers himself a major player, but it is mostly his ruthlessness and bravado, along with some help from Pentex, that has gotten him as far as he is. While by no means stupid, he is not nearly as subtle as he believes; compared to Forrest, he's a minnow. He is careful to avoid contact with Kenclow, who seems to have guessed too much about him.

Quote: *Extremist? Hell, I'm just telling it like it is!*

Special: Fiske has been conditioned against the Delirium. He also carries a Bane fetish which allows him to see Garou when they are in the nearby Penumbra.



Martin Fiske

Alan Kenchlow

Position: Research Director

Rank: 4

Nature: Perfectionist

Demeanor: Pedagogue

Physical: Strength 1, Dexterity 1, Stamina 1

Social: Charisma 3, Manipulation 3, Appearance 1

Mental: Perception 5, Intelligence 5, Wits 5

Talents: Alertness 2, Empathy 2, Subterfuge 3

Skills: Music 2, Repair 4, Security 2

Knowledges: Alchemy 3, Bureaucracy 3, Computer 4, Covert Culture 1, Finance 3, Investigation 4, Linguistics 5 (Welsh, Irish, French, Latin, Greek), Medicine 4, Occult 4 (wraiths), Science 5 (Molecular Biology)

Backgrounds: Allies 5 (FBI, Arcanum), Influence 3, Contacts 4, Resources 5 (Inherited), Staff 5 (Butler, Chauffeur, Maid, Nurse, Physical Therapist)

Numina: Telepathy 2 (see **The Hunter's Hunted**)

Merits/Flaws: Lightning Calculator, Mansion, Time Sense, Eidetic Memory, Computer Aptitude, Medium/ Speech Impediment, Deformity, Paraplegic

Willpower: 8

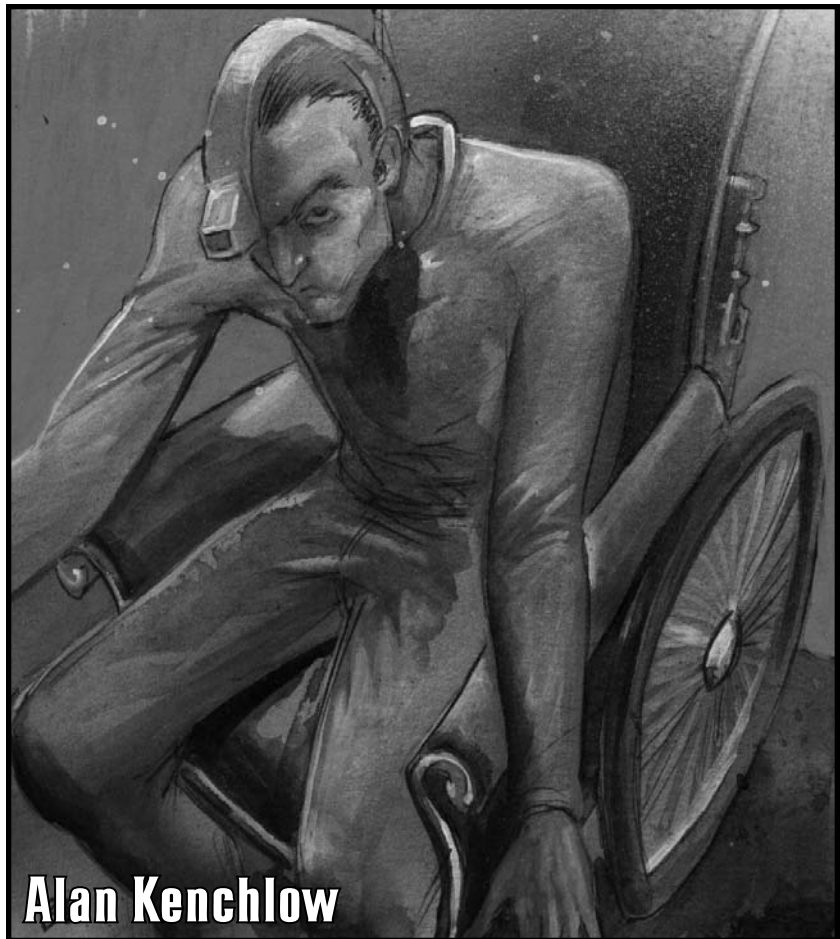
Image: A victim of Lou Gehrig's disease, Kenchlow has been wheelchair bound since his childhood. He is an emaciated, frail man with thin gray hair. Despite his near immobility, his eyes dance with intelligence and energy. Kenchlow is never seen without his customized wheelchair, and often wears a virtual reality helmet which controls the chair's functions and helps him in his research. Although mute, Kenchlow is able to communicate via a voice box built into his chair. Unlike most such devices, this one speaks in a pleasant, well-modulated tone.

Roleplaying Hints: Your body has been a prison for you most of your life, but you do not complain. You have discovered vistas in your own mind that most people have never even dreamed of. It's been 10 years since your doctor told you you had a year to live: you wake up again every morning just to confound him. Since you were a child, you have been able to touch the spirit world, and have seen many things that are hidden from the eyes of other humans. You hope, perhaps somewhat naively, to guide the department (and thus government policy) in the direction of peaceful coexistence with the supernatural. After all, you've achieved it.

Background: Born to a family with a long tradition of occult interest, Kenchlow learned to take the supernatural for granted as he was growing up. His father was a member of the Golden Dawn, an occult society founded in Victorian England. Alan has numerous contacts with other occultists, hedge magicians and members of the Arcanum, as well as secret connections with the spirit world and even a handful of Garou. He has divulged none of this for fear of what the department (Fiske in particular) might do.

Thomasson brought Kenchlow into the department in the early eighties. He has done his duties well, but is selective about the information he discloses. His mansion has been in the family since the 1700's and is a nexus for benign spirit activity (it is a 3rd level Haunt). Kenchlow himself has discovered that he is both a minor telepath and a medium of great skill.

Special: Kenchlow has numerous sensory devices built into his wheelchair which effectively sharpen all his senses, as well as give him the ability to see the infrared and ultraviolet ends of the visual spectrum. The helmet piece also acts as a video recorder.



Alan Kenchlow

Marsha Crowe

Position: East Coast Regional Director

Rank: 4

Nature: Confidant

Demeanor: Director

Physical: Strength 4, Dexterity 3, Stamina 4

Social: Charisma 3, Manipulation 3, Appearance 4

Mental: Perception 4, Intelligence 3, Wits 4

Talents: Alertness 3, Athletics 3, Brawl 4, Dodge 2, Leadership 4, Streetwise 4, Subterfuge 3

Skills: Animal Ken 3, Drive 2, Firearms 4, Melee 3, Security 3, Stealth 2, Survival 1

Knowledges: Bureaucracy 2, Computer 3, Investigation 4, Law 2, Linguistics 1 (Spanish), Occult 3, Politics 3

Backgrounds: Allies 5 (FBI), Contacts 4, Influence 4, Kinfolk 5 (Silver Fang), Resources 4

Numina: None

Merits/Flaws: Police Ties, Garou Kinfolk, Agency Insider/ Dark Secret (Garou Kinfolk)

Willpower: 6

Image: Marsha Crowe is a tall, attractive woman in her early thirties. She has an athletic build and long, wavy reddish-blond hair. Instead of the standard SAD uniform of black and gray, Marsha usually wears softer, more feminine clothes, usually in pastel or natural hues. Her bearing is a mix of New England aristocrat and New York street cop.

Roleplaying Hints: You are a woman with a mission. Your father helped to keep the Veil intact when he controlled the department and you must do the same. You realize, however, that no matter what you do the government will continue to learn about Garou. When this happens, it will be up to you to plead your people's case in order to prevent an all-out war between humanity and the Garou. Marsha knows that Fiske is Wyrmtainted, but will not act against him until she learns who he is working for. Crowe has worked consistently to steer the department away from any encounters with the Garou, or else failing that, to encourage peaceful research over violent confrontation. To this end she has suppressed field reports, destroyed evidence, diverted investigations, and warned away potential subjects of SAD investigations. She has been more than marginally successful in slowing down the government's research into the Garou.

Background: Marsha, like her father, is kin to the New York area Silver Fang. She has had to battle the Silver Fang notion that law enforcement is too common for one of her high birth, but has finally proven that her calling is of service to the Garou cause. At her father's insistence Marsha began on the police force before she joined the FBI and ultimately SAD, thus affording her a good deal of "street" experience.



Marsha Crowe

George Thomasson

Position: Former Director

Rank: 0

Nature: Fanatic

Demeanor: Fanatic/Director

Physical: Strength 4, Dexterity 3, Stamina 2

Social: Charisma 3, Manipulation 5, Appearance 2

Mental: Perception 3, Intelligence 4, Wits 4

Talents: Alertness 2, Athletics 2, Brawl 3, Intimidation 4, Leadership 3, Subterfuge 4

Skills: Firearms 4, Melee 2, Security 4

Knowledges: Bureaucracy 4, Computer 1, Investigation 4, Law 2, Occult 4, Politics 3

Backgrounds: Allies 5 (Minutemen)

Numina: None

Merits/Flaws: Political Ties/ Nightmares, Vengeance (vampires), Severe Phobia (vampires), Confused, Siege Mentality

Willpower: 7

Image: George Thomasson is a large, gray-haired man in his mid-fifties. He looks as though he had been very fit until just recently. Now he wears a straight jacket at all times so that he cannot endanger himself or others. His voice is steely and determined, but if you listen long enough, you can hear the insanity creeping in. In spite of his words, the look in his eyes is always completely rational.

Roleplaying Hints: You have been betrayed and locked up in this place, where they torture your body and soul — but they're not going to break you! You'll get out of here and take your revenge! Now, if only you could get your mind to work right.

Background: Thomasson comes from a military background. Trained at the Citadel, he advanced to the rank of Colonel in Vietnam, where he was thrice decorated for valor. Back in the States, he turned his abilities to law enforcement and served in the FBI's homicide division, where he distinguished himself further. It was here that he was confronted with the a case that would change his life forever. Assigned to investigate a serial killer who had eluded the police in six states, Thomasson showed a zeal that impressed his superiors, at least until he filed his final report. He claimed that he had been forced to burn the vicious criminal to death because bullets did not seem to harm her. The FBI finally concluded that the culprit must have been on PCP and thus was immune to pain. But Thomasson knew the truth.

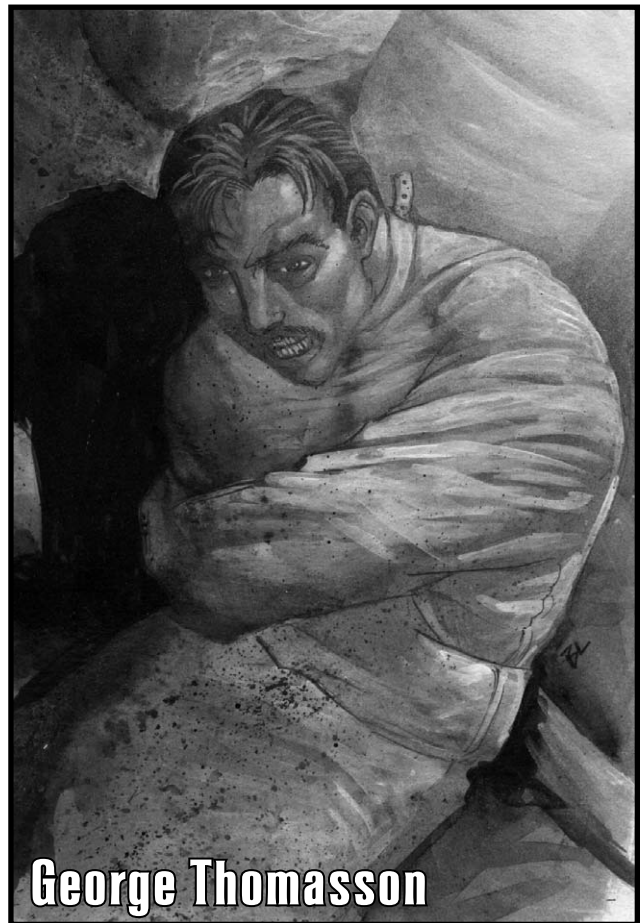
The report came to the attention of Charles Horner, who requested that Thomasson be transferred to SAD. After Horner's death, Thomasson ran the department aggressively until the Camarilla ousted him.

In the asylum, he has been tormented and driven even more insane, but he still resists in the hope that he might escape. He is only allowed visitors by special permission of the asylum's director, Jeffrey Granger. SAD agents require Osbourne's approval to visit him and must have a compelling reason to do so (i.e. as part of an ongoing investigation). Thomasson committed some highly questionable acts while director of SAD, but there is no validity to the charges of financial impropriety leveled against him.

Although Thomasson can appear lucid for short periods of time and is quite charismatic, he is violently insane. He may turn on even his allies if he is freed.

Quote: *You know what they're doing, don't you? Phase it in, just a little at a time. One day they're just something you see in the movies, Dracula... you know. Bleah! Bleah! Next thing they're moving in next door and sucking the life's blood out of your daughter. Meanwhile all the bleeding hearts are telling you that dead people are just like everyone else and need special protection because they're an oppressed minority. You don't know what they're capable of, but we can stop them. Just get me out of this straight jacket. Come on... hurry!*

Special: Thomasson's cell is monitored by Jeffrey Granger. Granger (Thomasson's former psychiatrist) drove him insane at the Camarilla's request because he was deemed a threat to the Masquerade. Granger realizes that anyone who visits Thomasson is almost certainly a Special Affairs agent. He will intervene (in a manner consistent with the Masquerade) if anyone tries to free Thomasson.



George Thomasson

The NSA

The Neo-Luddites

The Neo-Luddites are an unwitting tool of the Technocracy. The group is infiltrated by the Technocracy, which uses it as a Judas goat to detect any threats to its hegemony.

The Goddam Magpeyes

In the course of their information-brokering activities, the Magpeyes have come into contact with the Garou Glass Walkers, and are aware that they are supernatural creatures (though not necessarily Garou). They have established a tentative alliance which has, on occasion, gone beyond mere information-trading; the two groups have pulled each other out of trouble more than once. See the Glass Walkers entry below.

Delphi

The Tradition mages are the smallest and most recent addition to the NSA's supernatural contingent. They number only three, but the individual members are fairly powerful. They have carved out their own miniature department, code named Delphi (as in the "Oracle of..."). They purport to be an NSA-based but autonomous interagency information-gathering service. Many in the NSA's hierarchy chafe at the group's freedom and seeming disregard for protocol, but they have been unable to do anything since Delphi has obviously been sanctioned at the highest levels.

In truth, Delphi shouldn't be there at all. It has planted its bona fides so deeply into the NSA's computers that no one has been able to root them out. Each of the Delphians has the prerequisite security clearances and forged histories necessary to allow them a high level of access. The Technocracy has tried to block them, but the Delphians have proven tenacious.

The Delphians know more about all the other government agencies involved with the supernatural than any other group, except for the Crow's Nest. They have struck an alliance with the SAD group the Underground, and will lend aid if necessary, but they have not revealed their true nature to them. Delphi has mainly concerned itself with trying to loosen the Technocracy's grip on the NSA, but so far they have been unsuccessful.

The Technocracy believes it has identified one of Delphi's members, a General Marlowe Thomas. Thomas is a member of the command staff and is believed to belong to the Order of Hermes. The Technocracy keeps its eye on him in hopes that it will soon be able to crush Delphi once and for all. It is likely that there is at least one Virtual Adept in the group.

The Regulators

The Regulators are the enforcement/assassination arm of the Technocracy in the NSA, a joint venture between the New

World Order and Iteration X. They are the Men in Black (sleek black cars, hats, trenchcoats, body armor, helicopters, etc.) whom the other Men in Black in the government fear. They watch over all other government intelligence organizations, keeping an eye open for agents who, intentionally or not, are working against Technocracy interests.

Usually, the Technocracy will try other methods to dissuade those agents off the case (through bribes, threats, etc.), but if these should fail, it will dispatch as many of its agents as necessary — or, in the case of supernatural threats, its HyperIntTech Mark V's.

The Regulators are not subtle about their work, and thus are used only as a last resort. For all their supposed power, the Men in Black are only a tool. They serve as a distraction, drawing away their opponents' energies and resources. Meanwhile the New World Order's silent machinery of control continues to tighten its grip, unnoticed.

The Crow's Nest

Subtlety is the hallmark of this branch of the New World Order. The Crow's Nest is the Technocracy's eyes and ears in the NSA. It maintains a college for spies south of Washington, in the forests of northern Virginia. Any Technocracy agent involved with the government (though the school is not limited to these) is required to train here and is rigorously schooled in the arts of espionage and assassination. The college, run by an enigmatic French woman known only as the Baroness, trains both mages and Sleepers; it is the Technocracy's main information-gathering branch in the government. Graduates become spies in the truest sense of the word, and are almost impossible to detect. Some have even infiltrated other supernatural organizations.

In order to graduate, the student is expected to pass a real-world test, perhaps assassinating a target chosen by the board of directors.

Dr. Zotos (a.k.a. The Magic Czar)

Dr. Emil Zotos is a mage of considerable age and power. Born in 1910, Zotos had become an important agent for both the Technocracy (New World Order) and the United States government by the time he had reached his early twenties. Zotos has made the U.S. government his home, and now pretends to be his own son in order to account for his youthful appearance. This gift of eternal youth was given to him by a powerful Progenitor mage, who owed Zotos major favors after Zotos allowed him access to the CDC. His failure to age has raised the ire of his comrades in the Technocracy, who believe he risks blowing his cover.

But Zotos is more knowledgeable about the workings of the government than practically anyone else in the world. He even did a stint as J. Edgar Hoover's personal psychiatrist when he served on the Army's Psychological Strategy Board. He was in large measure responsible for the creation of SAD and has been instrumental in shaping current U.S. intelligence and law-enforcement policies. As he now serves as a U.S.

advisor on the World Advisory Council (WAC), he is one of the Technocracy's most valuable agents, and is thus largely immune to their censure.

Zotos' official mission in the NSA is to crack down on the supernatural elements within the agency. In certain circles, he has gained the nickname "the Magic Czar." He has recently become aware of the presence of both the Tradition mages and the Sabbat in the NSA, and is taking steps to root them out.

Felicity Price

Felicity Price was waylaid by members of the Camarilla who sought to gain a foothold in the NSA (see **The Hunters Hunted** and the Camarilla section below). She is their proxy in the agency. She uses her position as a subdirector of DIB to chart vampire activity throughout the country for her "superiors," and to keep an eye on Higgins.

Maurice Edwards

Edwards, due to his weakness for drinking and gambling, has found himself indebted to some mysterious "lenders," whom Edwards believes to be paraintelligence agents from another organization, such as the NSA. They are in fact the Star Chamber (see below).

Bruce Higgins

Just as Price has been compromised by the Camarilla, Higgins is in the hands of the Sabbat. Higgins has proven himself to be a talented pupil of Henri Moreau (see *The Sabbat*, below) and emulates his antisocial behavior. Moreau has placed him in the most malignant of the ghoulish families (the Bratovitches) in order to hone his sadism. To prove his loyalty to the Sabbat, Higgins has betrayed two fellow NSA agents, resulting in their deaths. Higgins is a strong man and very adept in combat.

The CIA

CIA Security Breach

The CIA's computer network has been infiltrated by the Technocracy, the Virtual Adepts, and the Glass Walkers (including several Monkeywrenchers). Certain Camarilla clans (especially the Ventrue and the Malkavians) have exercised a good deal of control over the agency, although through political avenues rather than by more direct means. As with the NSA, these groups will protect their turf and will try to keep additional groups out.

Bob Schnoblin (Project Black Book)

Position: Senior Comptroller Missions and Programs

Rank: 2 (Senior Agent)

Nature: Fanatic

Demeanor: Visionary/ Fanatic

Physical: Strength 2, Dexterity 2, Stamina 2

Social: Charisma 3, Manipulation 3, Appearance 1

Mental: Perception 3, Intelligence 3, Wits 2

Talents: Alertness 2, Brawl 2, Intimidation 2, Leadership 2, Subterfuge 4

Skills: Firearms 2, Melee 2, Security 3, Stealth 2

Knowledges: Bureaucracy 5, Computer 3, Covert Culture 2, Finance 3, Investigation 3, Law 2, Occult 4 (Pop Satanism), Politics 2

Backgrounds: Allies 5, Contacts 5, Influence 4, Resource 3 (Personal), Resource 4 (Embezzled)

Numina: None

Flaws: Driving Goal (Defeat Satan), Agency Outsider, Siege Mentality

Willpower: 6

Image: Bob is a small, overweight, balding man in his mid-fifties. He still imagines himself to be a living weapon. His voice is high pitched and whiny.

Roleplaying Hints: Schnoblin is a zealot. He sleeps about four hours a night, and devotes all of his free time to researching the supernatural. Though he has managed to uncover a fair amount of information, his fanaticism leads him to misconstrue most of it. He is consistently interpreting the results of his research in a manner that supports his suspicions, rather than looking at the facts objectively. Schnoblin also has a burning hatred for organized religions; he places the Pope side-by-side with the Sabbat on his "Pyramid of Satanic Power."

Background: Bob Schnoblin learned of the supernatural when his wife left him for a mysterious, dark-eyed salesman back in '65. It was clear that his rival had a strange hold over her that could only be explained by sinister mystical powers. He spent weeks spying on his wife, trying to uncover what sort of creature had her in its power. After a restraining order was placed against him, Bob was forced to give her up for lost, but his determination to stop what he saw as a growing Satanic menace had become an obsession. After trying unsuccessfully to alert his superiors to the danger, Schnoblin was transferred to an obscure wing of the Missions and Programs staff, where he remains to this day.

Throughout the years, Schnoblin has amassed a wide array of occult paraphernalia (evidence) which he keeps in his home. He used his position as a senior comptroller to carve a niche for himself, his own little subdepartment, which he darkly refers to as "Project Black Book." He has diverted some CIA funds to this end and will go to jail if this is ever discovered.

Over the years, Bob has managed to convince some other (mostly junior) agents to his cause. Slightly higher in rank and more advanced in years, Bob presents the image of a sage and thoughtful senior agent (at least for the first few weeks). Most of his protégés, however, leave Black Book after they are promoted past him in Rank. The NSA's Cynthia Forrest joined for about a week before she moved on to bigger and better things.

In the course of compiling his Pyramid of Power, Schnoblin has actually stumbled across a few real names

(though some are badly garbled), but only his own convoluted logic informs him how they relate to each other. His three current subordinates have investigated a few of these at his behest, but they did not get far before they found themselves compromised by supernatural powers. The creatures he has stumbled upon are curious to know the extent of the CIA's information about them and may try to use Black Book as a means to further infiltrate the CIA.

Despite his somewhat skewed view of the supernatural, Bob has uncovered enough information to be considered dangerous and he may be killed for it. Delphi has found out about him and has tried to convince him to drop his investigations, for his own good, but Schnoblin, of course, merely sees these overtures as the machinations of Satan.

Bob is not very popular in the agency. His toadying minions are referred to as "Schnoblin's Goblins." Any character who starts out working for Schnoblin should transfer quickly, as working under him for long is guaranteed to destroy their career. Schnoblin's one reliable ally outside the agency is the vampire hunter Edith Rose Keller (see **The Hunter's Hunted**), with whom he trades information.

Quote: *I am not a nut! You're the nut!*

The Center for Disease Control

As several new diseases have surfaced in the late eighties and early nineties, and the center has its hands full with its investigations. The so-called "Super Strep," a disease which actually eats away muscle and flesh at the rate of an inch an hour, has been a subject of intense news coverage. While easily treated with penicillin, this is but the first of a new breed of super diseases released by Panacea Pharmaceuticals, Inc. (a subsidiary of Magadon, which is a subsidiary of Pentex).

Pentex has invented a number of new diseases and is discreetly releasing them into the general populace. This is in part to make money through selling the cures, but primarily serves the purpose of raising the tension level throughout the world and creating an end-times mentality that will be perfect for the implementation of Pentex's Omega Plan. Magadon has several agents placed in the CDC.

Ironically, Pentex has encountered a stumbling block from an unexpected source: the Progenitors. This Technocracy convention is also in the business of creating new diseases (and the drugs to cure them); it is a rival of Magadon's. The Progenitors have planted several of their Pharmacopeists in the CDC and use them as a means to disseminate cures for Pentex-generated diseases. The Progenitors hold a good deal of clout in the CDC and would have a great deal more, but they have recently been badly out-manuevered by their arch-enemies, the Verbena. This convention, too, has gained a small toe-hold in the CDC and is now slowly but inexorably gaining ground.

Evanstown (see *Top Ten Most Wanted* list in Chapter Two) is the most frightening case the Center has come across.

In this incident, unknown forces used an entire Connecticut town as a guinea pig to test out the most virulent "thread virus" the center has ever seen. The virus is airborne. Early symptoms include fever, disorientation and an insatiable blood lust; once contracted, the disease has a 100% mortality rate. Victims undergo "extreme amplification" of the virus which replicates itself so thoroughly in the host that the host is partially transformed into a virus. After three or four days, all victims of the disease "crash and bleed out" (die of shock, with profuse hemorrhages from every orifice of the body). The center is now afraid of an explosive chain of lethal transmission throughout the region. They have had tentative dealings with SAD on this case. So far, they have had no luck in finding a cure for this new "hot virus."

The Drug Enforcement Agency

The DEA has increasingly come into conflict with the Cali cocaine cartel, which is backed by Pentex. Confiscated samples of the drug have been found to be of a level of purity and potency rarely seen. Further studies have also uncovered an unknown additive which increases the addictive properties of the drug by 250%. Other supernatural groups heavily involved in the drug trade include the Cult of Ecstasy, the Progenitors, the Setites, the Syndicate and the Giovanni. Each of these has contacts within the DEA to monitor the agency's movements, but they don't exercise much control.

State and Local Police

Vampires have found it very useful to have pawns among the police; indeed, there is bound to be at least one ghoul in almost every metropolitan police force. The Camarilla in particular has made good use of the local constabulary. Its preferred method of control is to manipulate some of the higher-ranking officers, including a few police commissioners. This way, it can extend its influence down through the ranks to the average beat cop. In more rural settings, one will occasionally find local sheriffs who are Garou, or their Kinfolk. Paraintelligence agents have standing orders to report any local police officers who know about the supernatural, for the purpose of possible interrogation, recruitment or assassination.

The Environmental Protection Agency

Pentex board members routinely complain that both the EPA and the Department of the Interior are "more infested by werewolves than Bone Gnawers are by fleas." In reality both of these agencies are in a state of dynamic equilibrium, influenced by both sides. Pentex (and other polluting companies) has spent millions of dollars to lobby Congress to reduce environmental standards, enforcement and funding. The Garou, on the other hand — particularly the Glass Walkers and the Children of Gaia — have embarked upon a combination grass-roots (the Children of Gaia)/ high

tech (Glass Walkers) campaign to influence environmental policy through both legislation and infiltration. Garou and their Kinfolk hold positions in the EPA and Interior Department, though their numbers tend to dwindle during less environmentally friendly administrations.

The environmentalists have won some victories over the past few years and have managed to bring environmentalism into the public mainstream, but of late, antienvironmentalist forces have launched a major counter-offensive, through such groups as the Wise Use movement. Pentex subsidiaries have even managed to adopt a “green” image and have branded other environmental groups (including the EPA) tree-hugging extremists. See the **Monkeywrench: Pentex** for a detailed analysis of Pentex political/environmental strategies and other dirty schemes.

The Department of Defense

Much of the military’s R&D is done through independent conglomerates, including Pentex subsidiaries such as Nastrum and Mars Electronics. All three main branches of the military have some covert program underway involving the supernatural. The Army has initiated Project Cagliostro. Set in a top secret facility in the Rocky Mountains, this program strives (so far with limited success) to unlock the secrets of the mages. The Air Force has had little luck in uncovering the mysteries of the mind with their Project PSI. The Navy has been researching lycanthropy, based on its capture of a Rokea, or wereshark, in the Sea of Japan in 1976. These programs are black-book funded and secret to all but a select few.

Congress

A number of supernatural agencies have made their desires known — albeit covertly — in the corridors of power that run through the government system. The leading money-spender is Pentex. With an army of lobbyists representing each of its subsidiaries as separate companies, the megaconglomerate is able to exert a degree of influence unmatched by any other corporation. Most recently, it was instrumental in stalling the health care reform movement.

Like Pentex, the Technocracy has exercised a good deal of control over American legislation, primarily through parceling lobby funds to front companies. The two main Technocracy conventions involved in congressional manipulation are the New World Order and the Syndicate.

Of the Garou, the Children of Gaia have easily been the most influential and have organized grass-roots efforts among the general populace. The Children were highly effective throughout the sixties and the seventies, though their power has waned somewhat in recent years. The

Children of Gaia are politically progressive and have been a force in environmental, civil rights and other social justice movements.

Groups such as the Sabbat, the Tradition mages and most of the Garou tribes are generally too factious or disinterested in the mundane world to effect any kind of sustained effort through the political process, instead preferring direct action. Of all the supernatural organizations that have their hands in congressional affairs, the Camarilla is easily the most experienced. Its involvement with the institution is primarily through retainers and the provision of lobby funding. There is very little that goes on that the Camarilla doesn’t know about.

The President

Some past Presidents, notably Thomas Jefferson and the intelligence-obsessed Harry Truman, had a glimmer of knowledge of the supernatural’s existence. The ill-fated William Harrison was involved in the slaughter of a tribe of Wendigo Kinfolk while fighting in the Indian Wars of the Northwest Territory. Consequently, he died of pneumonia a month after obtaining the Presidency.

Despite the President’s ignorance of the supernatural, he is not necessarily an easy target. Simply by virtue of his office, he is protected from mage interference. The President is so central a figure and watched so closely by the public that even a slight hint of magick used near him would draw the fullest possible measure of Paradox upon the user.

Several supernatural forces indirectly protect the President, including the totem the American Dream (see **Bone Gnawers Tribebook**). It is rumored that the White House is a major Haunt frequented by the wraiths of several past Presidents.

Other Countries

The United States is not the only nation with an intelligence community investigating (and in turn being investigated by) the supernatural.

Russia

Long before the forces of Christianity swept through Russia, the country had a shared history with the Garou. Many of the early Russian princes were either Silver Fang or their Kin. This pattern continued with the rise of the Czars. For centuries, Russia was one of the few nations that could boast a more proactive Garou presence in its governing bodies than a Kindred presence. All this changed, however, with the Brujah coup of 1917, which coincided with the Russian revolution. For over seventy years, the Soviet Brujah ran the KGB like their own private army. This came to an end with the reawakening of Baba Yaga, who hunted the Brujah down one by one before installing

her own puppets to take charge. A cabal of her hand-picked lieutenants, including members of both the Sabbat and the Black Spiral Dancers, manipulates the current intelligence community. Baba Yaga has almost complete control of the Russian military structure.

Great Britain

England is a prize sought by both the Ventrue and the Tremere. This internal war within the Camarilla has spilled over into the nation's intelligence and law enforcement agencies. Scotland Yard is loyal to Queen, country and the Ventrue traditionalists. British military intelligence, on the other hand, is heavily influenced by the Tremere. Other influences in the British Isles include the Fianna involvement on both sides of the troubles in Ireland. This has placed the secessionist Fianna in direct conflict with the English Kindred, while casting the Fianna on the Republican side as de facto allies of the vampires. There is also a strong Verbena presence in politics throughout the Isles, especially in Wales.

Europe

Europe is a stronghold of tradition. Consequently, the Camarilla is more powerful here than anywhere else in the world. Much of the continent's history has been influenced by its motives and a good bit of the blood spilled in the great wars has been a mortal expression of the Jyhad. Various clans have their hands in the nations' intelligence organizations. France's S.D.E.C.E. (Service of External Documentation and Counterespionage) is a hapless tool of Toreador manipulators. The Tremere control Austria, and many clans vie with the Sabbat, Anarchs and human mages in Spain.

The police forces have at times become pawns in these skirmishes, but they have a stable inner core that is resistant to supernatural manipulation. Garou involvement in human politics in Europe has in the past been minimal, but now is undergoing something of a revitalization. In a show of solidarity, the Black Furies and the Children of Gaia (and even some Gangrel) have joined forces. They are the major motivators behind several "new left" movements such as the Greens. Only time will tell if they have the staying power to make changes against Europe's well-entrenched, supernatural power elites.

Canada

Despite Canada's colonial roots, the power of the Camarilla has never held as much sway here as it has in Europe. Much of this is due to the strength of the Wendigo who, while not power-players themselves in the government, have created a power vacuum of sorts. Various supernatural forces — Kindred, Garou, and mage alike — vie for ascendancy in the Canadian Parliament, but none have yet managed to obtain it. The Wendigo presence



serves to keep everyone honest. Pentex has spent a lot of money trying to exploit Canada's natural resources, but have recently been countered by a strange Kindred/Garou alliance in Vancouver.

Central and South America

Both Central and South America have served as a battleground for the proxies of the United States and the Soviet Union for many decades, and the supernatural elements of these governments also reflect this. Currently, Pentex and the Sabbat both hold a great deal of power in this area. Supernatural agencies, as well as pure greed, are behind the political machinations that have led to the immanent devastation of the Amazon. The Garou are waging an all-out war against them, and as the conflict escalates, local governments are also being drawn into the fray.

Japan

Japan is a jewel coveted by many supernatural organizations in the West, but this country is not simply free for the taking. Strange creatures such as the Gaki (oriental vampires), the Kitsune (werefoxes), Japan's home-grown Shadow Lords, and Glass Walkers, as well as the Yakuza (the Japanese Mafia), control much of the government. Although various western groups have made some inroads in Japan, they hold little sway.

Middle and Near East

This region, the cradle of civilization, carries a long and complex history of supernatural involvement. Many groups have managed to gain some control in its tumultuous political scene: the Assamites have a strong influence over the more conservative Arabic powers (i.e. Saudi Arabia); while Jordan is the unquestioned possession of the enigmatic vampire Talaq, who essentially decides all of its policies. Religious fervor sparks much of the region, leading to inevitable conflicts, and various supernatural groups (the Assamites, the Setites, the Silent Striders, the Nephandi and the Ahl-i-Batin, to name a few) choose sides and use this backdrop to battle one another.

Israel's secret service, Mossad, is arguably the most efficient intelligence agency in the world and has learned much about the supernatural. Both civilian and military commanders have tried to make Mossad a bulwark against supernatural powers, oblivious to the fact that the agency has already become a tool of the powerful Setite/Nephandi coalition. This alliance uses Mossad's resources to eliminate their regional rivals.

The Puppet Masters

... the submission of all forms of cultural life to the sovereignty of technique and technology...

— Neil Postman, *Technopoly*

The Technocracy

The manipulation of information technology is a trait common to both the NSA and the Technocracy (especially the New World Order), and these groups are alike in many ways. It comes as small surprise, therefore, that the Technocracy has infiltrated the NSA more thoroughly than has any other organization. It was the first supernatural organization to gain a foothold in the agency (late '50s) and it is now the most firmly ensconced. In spite of this, the Technocracy's history in the NSA is less than auspicious. It was totally blind-sided by the supernatural organizations that later worked their way into the agency. Though horrified by the presence of the Sabbat and the Tradition mages, they cannot strike out against them until they have more information. The Technocracy has used the NSA as a cash cow and considers it an indispensable intelligence resource.

Although its technology far outstrips that of the NSA, the NSA's data-crunching ability is far superior to the Technocracy's. Access to this database gives the Technocracy the ability to monitor coming trends in the Consensus. Currently, the Technocracy has two top-secret cabals within the NSA who will do its bidding. Both are overseen by the same man: Dr. Emil Zotos.

The Star Chamber

The Star Chamber is a two-hundred-year-old businessmen's club, which maintains its headquarters (a swanky private lounge) in the old section of Boston. The club is made up of multimillionaires and the occasional billionaire, a number of whom are ghouls. The organization's goals are quite simply to accrue money and power. They have been known to cause the collapse of small countries' economies for their own personal profit. The government is just one of the avenues through which they work to get what they want.

The Star Chamber's primary method of gleaning information and services from the government is bribery. Their chief informant in the NSA is Maurice Edwards. The Technocracy knows about this, but has not seen any harm in letting it continue, since the Syndicate has infiltrated the Star Chamber and is privy to its plans. Although not puissant in a supernatural sense, the Star Chamber wields an almost unlimited amount of economic power. Its members control many of the world's multinationals, one of whom even ran for President recently. The organization has knowledge of the occult and of the Kindred in particular. They have been careful not to cross the powerful vampire groups, such as the Camarilla or the Sabbat, preying on Caitiffs and anarchs as much as possible to provide them with their blood supply. But, mistakes have been made....

The Glass Walkers

Among the Garou, the Glass Walkers have the greatest degree of involvement in the government's intelligence community. In addition to their computer moles in the CIA, they have several personal contacts within the NSA. The Glass Walkers' contact point is the insider faction the Goddam Magpeyes. A number of the Garou involved are Monkeywrenchers and hope to gain information they can use against Pentex (it does exist). As their electronic foothold in the organization extends ever further, they are gradually learning of the existence of the Technocracy.

The Sabbat

The Sabbat has little grasp of how important a commodity the NSA can be and thus does not use it to its fullest advantage. This has not stopped them from viciously protecting their interests there, however; they have murdered more people to keep their involvement in the NSA secret than any other group. These murders have, of course, made people suspicious, which has led to more killings, and so on.

Of all the supernatural groups, the Sabbat is the most likely to be uncovered by mortals sooner or later, much to the chagrin of the Technocracy. Yet, the Sabbat proves to be the perfect foil for the Technocracy, serving, despite their comparatively minor roll in the agency, to draw much of the attention away from this Convention's doings. For all its efforts, the Sabbat's influence in the NSA is very limited, and they have made practically no use of the agency's informational capabilities, although they have excelled in milking the NSA's technology and the funds necessary to utilize it. They have diverted over \$400 million dollars to build a super science complex, an institution which they have christened the Menagerie.

The Menagerie is a bio-tech laboratory equipped with the most advanced technology to which the Sabbat has access in the United States. Staffed by Sabbat-controlled

scientists, the complex is entirely free of NSA control. Its purpose is to study genetic manipulations of supernatural creatures. The diversion of funds for the Menagerie has been a simple task, merely requiring the domination of several key budgetary officers and the manipulation of the Sabbat's main pawn in the NSA, Bruce Higgins (see NSA chapter). Henri Moreau, a Tremere Anti-Tribu of the eighth generation, is the Sabbat's point man at the NSA. Moreau is a devoted scientist, sadistic even by Sabbat standards. He has used NSA funds to further his own alchemical/bio-technological studies, and the Menagerie is largely his own pet project (the Sabbat in general has no interest in bio-tech). He has an ally in the Progenitors, who see that the Technocracy will not step in and shut the Menagerie down, in exchange for credit for some of Moreau's discoveries. Moreau has little appreciation for the value of information technology, thus he (and the Sabbat) are in danger of falling behind and missing the boat.

The Camarilla

One would expect such a huge and labyrinthine organization as the U.S. intelligence community to be well suited to the purposes of the Camarilla, but in reality the Camarilla has not been able to make much use of it. The world of modern espionage is far too fast moving for the elders to fathom. Some younger vampires in its ranks have argued that it could serve as a useful tool, but the elders declare it to be too dangerous. The younger Kindred murmur that the real reason the elders have declared the intelligence community off limits is that they don't wish to see their childer in control of powers they do not comprehend themselves.

A small cabal of technologically minded vampires, however, has disobeyed their elders' restrictions and gained a foothold in the NSA by dominating one of the DIB's subdirectors, Felicity Price.

Nonetheless, the Camarilla's main influence in the government comes through covert manipulation of the political process. Their success here has been both subtle and spectacular.



MISS ME?
BL

BL

Chapter Six: The St. Claire Contract

The St. Claire Contract is a story for beginning government agent characters from the FBI's Special Affairs Division. It is designed to be both complex and challenging, without exposing the agents to too much knowledge (this comes as the chronicle proceeds). This story may be altered to accommodate characters from other White Wolf games, although the Storyteller may wish to increase the power level of the story's antagonists.

This is a dark piece and deals with some real and difficult social issues, namely spousal and child abuse. The Storyteller is encouraged to give these matters the weight and seriousness they deserve.

Prologue

Unlike most SAD cases this one is in the public eye prior to departmental involvement; the agents may well have heard of the case on the national news a week before it is assigned to them. The press accounts describe how the small, upstate New York town of St. Claire has been rocked by a series of kidnappings. The abductees are all children between the ages of one and six. Each new abduction has

been covered assiduously by the press, which has approached the story from the perspective of big-city crime coming to small town America. News stories may start with, "This is the sleepy town of St. Claire, a place where all of the faces are familiar and nothing bad ever happens..." The press has named the kidnapper the "Nappy Napper", for reasons which remain obscure. The local police claim to have matters in hand, but are obviously hard-pressed by the news media for more information. The first abduction occurred about three weeks ago. The national news picked up the story about one week later. Seven children have disappeared.

Kidnapping is a federal offense and the FBI has several agents investigating the case. They have had little luck. The case is definitely strange. Children have been abducted from locked homes with no signs of forcible entry. The FBI's big brass has reluctantly requested SAD's aid, because of its record of past success in similar cases. SAD will be taking complete control over the operation, except for one regular FBI agent (Robert Danforth), who will remain as a liaison.

The case will be assigned to the characters by East Coast Director Marsha Crowe. Information on St. Claire is sketchy.

She will inform the agents that it is a “company town,” run by Pangloss Cosmetics, a nationally known beauty aids corporation. Despite her familiarity with Pentex, Marsha does not know that Pangloss is a Pentex subsidiary. SAD is unaccustomed to working in the media spotlight and is leery about taking such a high-profile case. The agents are drilled repeatedly that they are to avoid the press as much as possible. Martin Fiske knows about the case and knows that Pangloss is a Pentex company. If any of the characters are Minutemen, he will take them aside and suggest darkly that there might be werewolves involved. He will press a clip of silver bullets into the agent’s hand and tell him to keep quiet about it. Both Fiske and Crowe secretly suspect that the kidnapper may be Garou (entering homes via the Penumbra), but they are only guessing.

Preparations

The characters will be given one day to prepare. Silver bullets will not be issued since the facts of the case do not warrant it. The agents will take a commercial flight to Rochester, New York. A four-door sedan from the local FBI field office is parked at Rochester airport for them (if there are more than four agents, a mini-van rental will be there instead). The characters may use the car for the duration of the case.

St. Claire Location

St. Claire lies midway between the cities of Rochester and Oswego in upstate New York, on the shores of Lake Ontario. It is about 30 miles north of the nearest highway (Rt. 90) and only accessible by winding country roads. Thus the town is somewhat secluded. The terrain is hilly and the town is surrounded by lush, verdant forest on all sides. It is autumn and the trees are magnificently colorful. The Storyteller is encouraged to contrast the sylvan beauty of the township with the rot and corruption that lies beneath.

History

St. Claire was founded in 1692 by Dutch settlers, in the area now known as Norge Valley. Led by the town’s founder, Willhelm Norge, the hardy settlers set up homesteads and began to farm the valley’s rich soil. Though forced to repel continuous Indian attacks, the community flourished for a while. The town’s hopes were dashed in the winter of 1694, however, when a series of blizzards struck that lasted for six months. Facing starvation and disease, the settlers were forced to abandon their homes. The town’s original location has not been rebuilt since.

The surrounding land has been farmed since that time, but the St. Claire area remained underpopulated until the

early 1960s, when Pangloss Cosmetics chose the area to be the site for its largest production facility. The town became the subsidiary’s headquarters. With bold vision, manner, Pangloss designed to build an entire town from scratch, and the community became a boom town throughout the sixties and early seventies. Pangloss proved itself to be a good corporate citizen, funding most of the town’s construction.

The people of the town both hold on to the traditions of the past, as epitomized by the statue of Willhelm Norge in the town’s square, and look forward optimistically to the challenges of the twenty-first century.

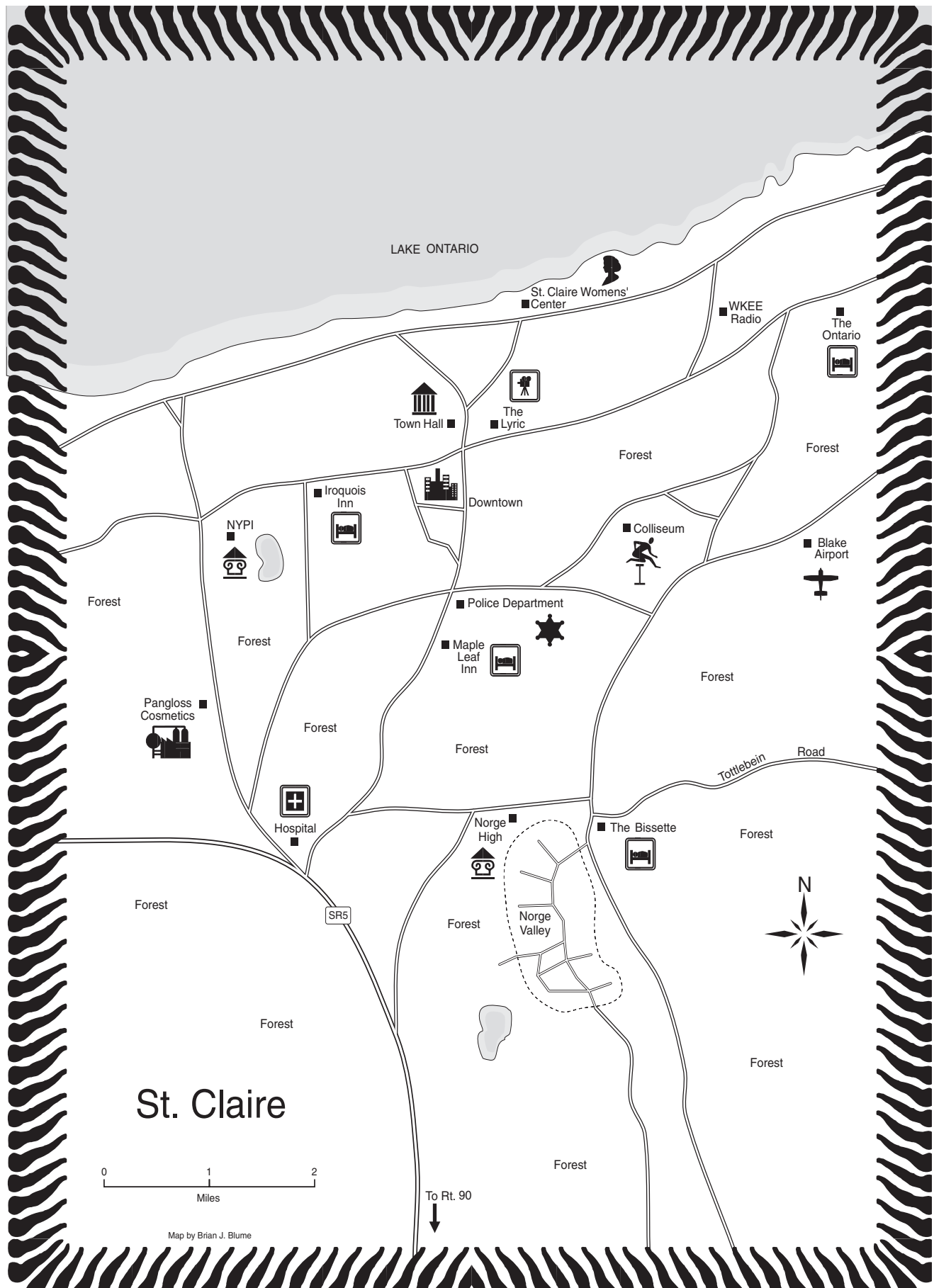
Secret History

Actually, the town was founded on what had been Seneca Indian lands for centuries. There were Wendigo Garou living in the area. The servants of the Wyrms saw the village as a fulcrum to expand their influence into the heart of the Iroquois League of Five Nations. Norge Valley was home to a small but potent Wendigo caern, which the servants of the Wyrms especially coveted. Their most willing servant in this undertaking, Willhelm Norge, was a corrupt Get of Fenris chieftain who was consecrated to the Beast-of-War. Aided by other Wyrms spawn, he instigated strife between the settlers and the native population. Using “Indian aggression” as an excuse, he called in a regiment of fomori disguised as Redcoats and drove the Wendigo from their home. In a final gesture of cruelty towards the fleeing Wendigo, he whipped the townspeople into a frenzy and had the Wendigo’s healer burned as a witch in the town’s square.

With the expulsion of the Wendigo, their caern became twisted and corrupt, and was taken over by Black Spiral Dancers. The Wendigo did not take this outrage lying down, however. Their revenge came in the form of a deadly blizzard which trapped settler and Black Spiral alike in the narrow valley. Starvation quickly turned the Wyrms pawns against each other in a spree of murder and cannibalism. Ultimately, they attempted a forced march from the valley in the dead of winter. Of the entire town, only 10 survived. The Black Spirals were dealt such a blow that they did not try to reclaim the caern, and its very existence quickly fell into the realm of myth. Norge Valley retained a bad reputation in local folklore and has become a font for many ghost stories. The few people who did settle in the area were looked upon with suspicion by the surrounding communities. This not-unreasonable prejudice has remained through the present.

In the 1950s, Madame Paris noticed the area and thought it would suit her uses well. Paris, the CEO and founder of Siren Cosmetics (a Pentex subsidiary), had recently bought out her competitor, Pangloss. Paris also served Karnala, the Urge Wyrms of Desire.

The caern was steered toward the Wyrms’ service through a series of dark rituals. The center of the caern became a place



LAKE ONTARIO

St. Claire Women's
Center

WKEE
Radio

The Ontario

Town Hall

The Lyric

Forest

Forest

Iroquois
Inn

Downtown

Colliseum

Blake
Airport

Forest

NYPI

Forest

Police Department

Maple
Leaf
Inn

Forest

Pangloss
Cosmetics

Forest

Forest

Tottlebein
Road

Hospital

Norge
High

The Bissette

Forest

Forest

SR5

Forest

Norge
Valley



Forest

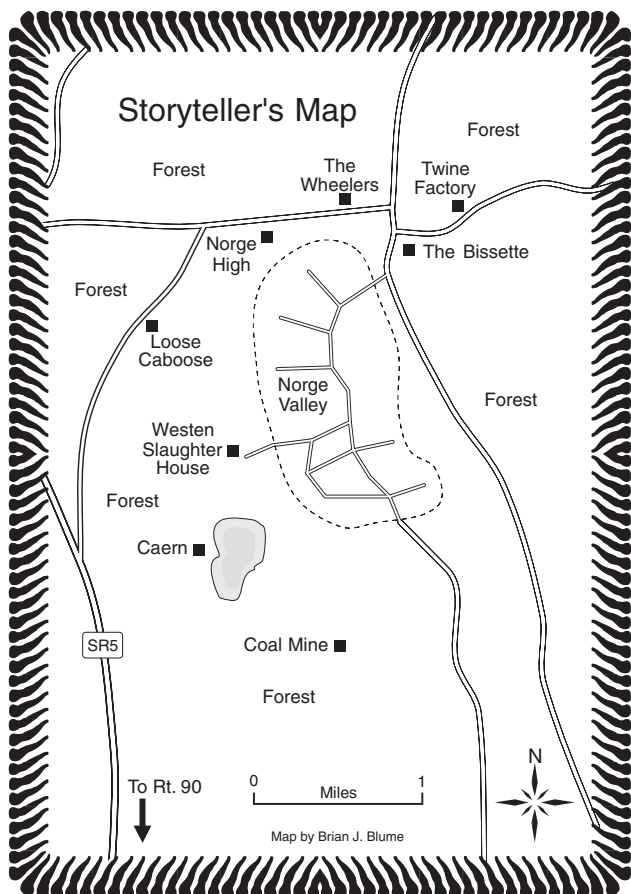
St. Claire



To Rt. 90

Forest

Map by Brian J. Blume



of lusts turned sour. The surrounding town is now affected by the dark energies of this place, although the influence is subtle and many are able to resist. There is still a much higher instance of deviancy in the local populace than is found in society as a whole. Siren soon named the town the site of its largest and most state-of-the-art production facility. Pentex sociologists became involved and it was decided that St. Claire would serve as a laboratory of sorts. The company planned and built the town as a microcosm of the type of social engineering that it hopes to accomplish in the second stage of its Omega Plan.

Over sixty percent of the town's population is employed by Pangloss, and the company influences most facets of the town's life. The Pentex-owned police force is draconian in enforcing the law on the streets (as a result, there is almost no street crime). In contrast to this appearance of strong law enforcement, the police turn a blind eye to such crimes as domestic dispute, rape and sexual abuse. This is by direct order of Pangloss's CEO, who wishes to observe the effects of the town's psychic energy upon its residents. Pangloss is little known as a Pentex subsidiary, even among those in the know (such as the Monkeywrenchers). Thus, the need for security from Garou has been minimal.

The Town's Psychic Nature

St. Claire is a prime example of social duality. Its people are almost frighteningly normal in public but perverse in

private. This is because of the twin effects of the caern and the Pangloss cosmetics given freely to all of Pangloss employees—most of the town's population. These elements have served to create a bizarre psychic resonance in the area, a dark emotional undertow that is both subtle and all-pervasive. Many in the town suffer nightmares, which are usually of violent sexual experiences, or disjointed images from the town's violent past.

The town is overrun with low-order Banes. These spirits are distant progeny of Karnala, and they both induce and subsist off human lust, yet they are not strong enough to Materialize.

At a distance, the caern's negative effects come solely through dreams, although the aftereffects of these visions intrude into the daylight hours. At short range, the caern can create waking dreams of frightening reality. Most adults who have lived in town for a long time have nightmares every night, but remember them only sporadically. Nevertheless, they are affected. Children are usually less affected by the caern, since it is based on adult predilections, but recently they have been having nightmares about the Nappy Napper.

Strangers to the town will have vivid nightmares almost every night for the first month. These dreams may affect them during the day. The characters must roll Willpower (difficulty 6) every night. A failure means the character is tired and shaken, and the difficulties for all Perception and Wits rolls that day are one higher. A botch, or two accumulated failures, means that the dreams are beginning to color the character's grip on reality. The character will see disturbing things out of the corner of her eye. Furthermore, she must make an additional Willpower roll: a failure here means the character will have the urge to act out her dreams; a botch makes this even more likely. How this plays out depends on the character's Nature and should be roleplayed. This impulse will grow even stronger if the character is exposed to any Pangloss products. Certain Nature archetypes will be attracted to the town (Bon Vivant, Bravo, Child, Deviant, Fanatic, Gallant) and will want to stay. Others will be repelled (Caregiver, Child, Traditionalist) and will wish to leave as soon as possible.

Dream Imagery

Several common themes run through the dream imagery the characters encounter. They will see images from the town's past, such as the Indian massacres and the blizzard. They will also have dreams involving their own suppressed desires. It is possible that they may glimpse the Nappy Napper, who has become quite a fixture in the town's nocturnal psyche. The Storyteller should mix these images in with elements from the characters' own lives.

Downtown

St. Claire has a population of 25,000, plus an additional 10,000 local university students. The downtown area is a perfect model of a planned community, with an idyllic array

of small-town trappings. The shopping district is charming. Many of the store fronts appear to have been built into renovated 19th century houses, although this is an intentional deception. Most of the downtown was built by Pangloss in the 1960's but was designed to appear more historic.

At the town's center is a statue erected to honor Wilhelm Norge. There is a police station, a firehouse, and a post office here as well. On the eastern edge of town is a 20,000-seat coliseum, which plays host to both college and high school sporting events. The college (New York Polytechnic Institute, or "NYPI") is a self-contained community to the west of St. Claire. NYPI's biology and chemistry departments do some research for Pangloss, and have become well-known. To the south is a deep, wooded cleft known as Norge Valley. Often shrouded in mist, this valley is populated by the town's poorest residents.

Directly overlooking Norge Valley is the town's high school, Norge High. Norge's football team, the Stallions, are having a record season and are charted to play Syracuse for the state championship.

The town hall is an old-fashioned, Cape Cod-style house at the north end of town. Most of the town's business is done here; there is currently a brisk trade in hunting licenses. Other town buildings include: a modern community center, a twin movie theatre (the Lyric), four churches, six downtown restaurants and four hotels. On the fringes of town is a hospital, a radio station, a defunct twine factory and an almost-forgotten slaughterhouse. To the extreme north, close to Lake Ontario, is situated the St. Claire Women's Shelter. The center, a rather austere white building set on a bluff overlooking the lake, is a combined effort of the local churches, and in spite of its stated purpose, tends to send most of its charges directly back to their abusers.

St. Claire has far more "adult entertainment," in the form of X-rated book stores and strip bars, than one would expect in a town of this size. All of these establishments are by zoning ordinance neatly hidden in the outskirts of town. The most notable is the motorcycle/strip bar the Loose Caboose, which lies on the periphery of Norge Valley.

Hotels

There are four hotels in St. Claire.

The Ontario: The Ontario is a hunting/fishing lodge about two miles east of town. It is equipped with every amenity, though there are cabins for those who prefer roughing it. With hunting season just getting underway, the hotel is already doing good business.

The Iroquois Inn: The Iroquois is by far the most conventional of the town's hotels and is run by a national chain. It is comfortable and relatively inexpensive. The hotel handles much of the hunting overflow from the Ontario.

The Bisette: This is a creepy, run down hotel on Tottlebein street on the north edge of Norge Valley. It has a Bates Motel feel to it and seems to draw misfits.

The Maple Leaf Inn: A respectable bed-and-breakfast establishment, which just happens to double as the town bordello.

Scene One (Friday night/Saturday)

(Refer to the timeline chart on pg. 108)

The agents arrive in town Friday evening and are met at the Ontario (where they have reservations) by the FBI's liaison to the case, agent Robert Danforth. The Ontario is full of both hunters and reporters, here to cover the Nappy Napper story. Agent Danforth will brief the characters, and casually try to question them about SAD. He will tell the characters that the FBI has determined that the kidnapper may be using the sewers, though not exclusively. He will note that the local police have been helpful and that the sewers have already been thoroughly searched. They have found a bloody pair of pajamas down there, which have been identified as belonging to one of the abductees. This evidence will be made available to the characters, but will not render any definitive clues.

Agent Danforth

Robert Danforth is a fifteen-year veteran of the FBI and has a distinguished record as a field agent. He is in his early forties, thin and balding. As he has two children of his own, he is particularly hot to solve this case, and is actually a competent agent who will back the characters up, if they don't try to cut him out of the loop altogether. He also knows who the reporters are in town and can be useful in helping the agents steer clear of them. The characters, of course, have orders to keep him in the dark about any supernatural activities. Danforth is discreet enough not to pry too deeply into SAD affairs, but he is quite observant and may pick up on things anyway. It will not be wise for the characters to underestimate him. Danforth will remain on the case for its duration, but will respect that SAD is the one in charge.

Police Department

On Saturday, Danforth will take the agents to meet the local police. They will generally be cooperative and will make any clues they have (including transcripts of interviews with the abductee's parents) available to the agents. The police will resist any requests by the characters to carry out their own interviews, but will relent if the agents insist. The same applies to showing them any of the crime scenes, all of which are private residences. The police will also tell the agents — confidentially — that they suspect that none of the children are alive.

There are 12 full-time police officers in the SCPD and several part-time volunteer deputies. The players' initial impression of the town constabulary may be that it is something out of Andy Griffith, but this is a misperception. The town police are all bought out by Pangloss Cosmetics,

though only the chief knows anything of these behind-the-scenes machinations. All members of the force have standing orders to downplay, or totally ignore, domestic disputes. The SCPD is remarkably well-equipped for a police force of its size.

Chief Olson

The town's police chief, Robert Olson, is a big, friendly man in his late forties. His management style is open and cheerful, and this has earned him the love and respect of the community, who is oblivious to his true history. Olson's real name is Frederick Bellows and he is wanted for murder in South Carolina. He reports directly to the Pangloss plant's General Manager, Michael Norge, who knows his secret and uses it to control him. Olson's fingerprints are on file at the FBI. He will do everything he can to avoid raising the characters' suspicions.

Interviews

If the characters decide not to push the police into allowing them to interview the victims or examine the crime scenes, they will merely learn that over the last month there have been a number of abductions from locked houses. If, however, they decide to take matters into their own hands, they may learn a good bit more.

All of the parents are highly distraught, and some will be hostile toward the agents, especially if they feel the agents are not doing enough to solve the crimes. One couple in particular, the Wheelers, may be of interest to the players.

The Wheelers' four-year-old daughter, Tracy, was stolen from their bedroom just two nights ago. Both parents are upset about the disappearance, but the Storyteller should give the characters the impression that the couple is hiding something (successful Perception + Empathy roll, difficulty 7).

The Wheelers live in a small mobile home just outside of Norge Valley. If the characters search the grounds around the Wheeler's home, they may find a two-day old combat boot print in the backyard. The print was made by the Nappy Napper.

Anna Wheeler

Anna Wheeler is a slightly overweight woman with brown, frizzy hair. In her mid-thirties, she is an assembly line worker at Pangloss and the family's only bread winner, as her husband is chronically unemployed. She will appear both nervous and sad during the interview. Her husband beats her on a regular basis; he has almost killed her on more than one occasion. She has no obvious physical scars or bruises because she uses the Pangloss product Rejuviderm, which is very effective at covering up such "unsightly blemishes." Anna has been to the women's shelter, but they have turned her away. On top of this, she thinks that there is something fishy about Pangloss. She will not share this hunch, or the truth about her husband, with the agents. If pressed she will deny that anything is wrong. Despite her passivity toward

her husband, she has reserves of strength and will that she has not yet tapped.

Frank Wheeler

Frank Wheeler is a mean, unemployed drunk. He has abused both his wife and daughter, and is afraid he will be blamed (wrongly) for his daughter's disappearance. He will be sullen and hostile toward the characters in a low key, non-violent manner during the interview. He has some friends at the local bar whom he might convince to ambush the agents, if he believes they suspect him. Any gang that he rounds up for this purpose will consist of three to five men. They will be wearing ski masks to protect their identities, and they will be armed with shotguns, baseball bats and hunting knives. They will also be pretty drunk. He will only do this if he is convinced that the agents are out to get him. If he goes this far, the intent will be to kill.

In more lucid moments, Frank realizes the immorality of his actions and blames them on "the fumes." Like many of those living near Norge Valley, he is psychically malformed by both the caern and Pangloss products.

Scene Two (Sunday)

Sunday is the first day of hunting season. Both the Ontario and the Iroquois will empty out during the day, as close to 200 hunters flood the surrounding woods. That morning (possibly at breakfast), the characters are likely to be approached by Cindy Crawley.

Cindy Crawley

Cindy is a young reporter for a local network affiliate. She has learned that the characters are FBI (by bribing the police dispatcher) and will try to get them to comment on the case. She is tireless and persistent. She has already made something of a name for herself with this case and is the one who popularized the term "Nappy Napper," although she did not invent it. She heard the phrase when she interviewed several of the children in town who have been plagued by nightmares. Each of them came up with the same name for the kidnapper, seemingly independently of each other. Cindy, a skeptic at heart, has nevertheless toyed with the idea that the children may somehow be psychically linked with the kidnapper. She has not mentioned this, however, for fear that it would damage her credibility. From these interviews, Cindy has created a startlingly accurate composite description of the Nappy Napper. She has also uncovered, but not yet reported on, the town's hidden record of domestic violence. She might be willing to trade this information with the characters for any information they may have. Accompanied by her camera man, Cindy is in the habit of showing up at the most unexpected (and inopportune) moments. She has a contact at the FBI, and if she finds out that the characters are from a covert branch of the agency, she will also try to investigate them. She is very competent (though impulsive). Like Danforth, she should not be underestimated.

The characters may continue their interviews during this day. The agents will notice that the town is preparing for a Homecoming game. Decorations are going up all over town; and, next to the kidnappings, this is the most widely discussed topic among the residents. It is during this day that Samuel Norge and his pack (the Steppin' Wolves) ride into town.

At 8:30 that night there is an incident in the Loose Caboose. If the characters are listening to their police-band radio they will hear that there was a murder at the bar and that a police car has been dispatched. If the agents are otherwise occupied, Danforth will hear about it and notify them. If the characters decide to involve themselves and hurry to the crime scene, they will arrive before all but the first police car.

The Loose Caboose

The Loose Caboose is a seedy motorcycle/trucker strip bar on the northern edge of Norge Valley. The building is a windowless, wooden, barn-like structure, decorated with blinking yellow lights and crude paintings of semi-clad women. There are a number of motorcycles lined up outside, one of which has been trashed. The inside is a gaudy ensemble of mirrors and neon. There is a mirrored runway along one side of the room and a bar covering another.

Also within is a glass-walled D.J.'s booth. There are two bullet holes in the glass and some blood is spattered across the outside, as though someone standing in front of the booth had been shot. When the bullets are retrieved, both are found to have blood on them, indicating that the shots hit their target.

Usually, the bar is alive with loud country-rock music, but when the agents arrive, they find an air of tragedy about the place. Most of the patrons are in shock. Some are nearly catatonic, while others ramble on incoherently. Two men have been hurt, though not seriously. A third has been torn to shreds as though by wild animals. There is a gun in his severed hand, which can be found on the pool table. The bullets in the D.J.'s booth match his gun. Paramedics, additional policemen, and Cindy Crawley (with her camera man) will arrive on the scene within five minutes of the characters' arrival. The bar's proprietor, Tom Bland, after he has calmed down, can identify the victim as a Pangloss security guard named Edgar Chase.

The customers will give varying accounts of what happened. Most of the patrons are drunk and all seem addled. Some of them are Norge Valley residents and are more likely than usual to become violent if they think they are being "pushed around." By interviewing several of the witnesses, the agents should be able to put together that a biker gang showed up with a pet wolf. They attacked Edgar Chase, who returned fire with his pistol before the wolf killed him. One of the strippers will add that she saw the bikers drinking Chase's blood, "just like that vampire movie." The blood spattered on the D.J.'s booth is human and of a different

blood type than Chase's. The local coroner will confirm that Chase died of multiple bites from a very large wolf. No one at the bar can give a coherent description of the bikers, and as the town's outskirts see a great deal of transient bike traffic, it is unlikely that they will be found. The police will try to discourage the agents from investigating this case, claiming that it is a local affair.

But it was no mere wolf that killed Edgar; he ran into the Steppin' Wolves.

The Steppin' Wolves

The Steppin' Wolves are a mendicant, three-member werewolf pack, they are the remnant of a large Get of Fenris pack that was destroyed by a Sabbat/Pentex ambush in New York City. The pack wandered aimlessly for a time, but now has found a new purpose, and this is what drew them to St. Claire. They stopped at the Loose Caboose for a drink and to gather information about the town. The pack's Stargazer, Caprice, sensed a strong Wyrms-taint from Chase, who was a hired killer for Pentex. A fight ensued, in which the pack's most impulsive member, Andrew Lee was shot (with regular bullets) and shifted to Crinos form. This invoked the Delirium amongst the bar's patrons. Chase was torn to pieces by the pack, and the members left the bar unchallenged. Following the incident, the pack checked into the Iroquois. They will keep a low profile for a couple of days while they plan their next move.

The pack had intended to come into town quietly and have a discreet look around, but two of the three pack members are Get of Fenris, and subtlety and strategy are not their strong points. Their actions at the bar will quickly arouse Pangloss's suspicions. The pack's leader is Samuel Norge, a direct descendent of the town's founder, Willhelm Norge. He has learned of Willhelm's Wyrms-corruption and the history of the town from a spirit ancestor, and is determined to clear the stain on his family's honor. Samuel's knowledge of the town is spotty and he has no concrete plan of action. His intention is to search the town looking for Wyrms-taint and to trust in providence that something will come up.

Once the pack has reconnoitered, they will realize that Norge Valley and Pangloss Cosmetics are the two epicenters of Wyrms activity in the area. The pack doesn't yet realize that Pangloss is a Pentex subsidiary, or that the plant's General Manager (Michael Norge) is Samuel's half brother. None of them have a police record and one of the group is a lawyer; they will be hard to arrest without good cause. Marsha Crowe of SAD has heard of them. If she finds out they are in town, she will try to warn them away from the characters (for both sides' sake).

Note: The Steppin' Wolves are the good guys and will try to avoid any conflict with the characters (this would violate the Veil). They are only another element in the story, however. The Storyteller should resist the impulse to let them steal the show from the players.

Samuel Norge

Position: Pack Leader

Breed: Homid

Auspice: Philodox

Tribe: Get of Fenris (Fangs of Garm)

Nature/Demeanor: Director/Alpha

Physical: Strength 4 (6/8/7/5), Dexterity 3 (3/4/5/5), Stamina 4 (6/7/7/7)

Social: Charisma 3, Manipulation 2 (1/0/0/0), Appearance 3 (2/0/3/3)

Mental: Perception 3, Intelligence 2, Wits 3

Talents: Alertness 2, Athletics 3, Brawl 4, Dodge 2, Primal-Urge 3, Streetwise 2

Skills: Animal Ken 2, Drive 4 (motorcycle), Firearms 3, Leadership 3, Stealth 2, Survival 2

Knowledges: Occult 3, Rituals 2

Backgrounds: Kinfolk 2, Pack Totem 4 (the Bear), Past Life 2, Pure Breed 2, Resources 2, Rites 1

Gifts: (1) Mother's Touch (through totem), Persuasion, Resist Pain, Scent of the True Form; (2) Call to Duty, Jam Technology
Rage 5, Gnosis 6, Willpower 6

Rank: 2

Rites: Talisman Dedication

Fetishes: Spirit Tracer

Merits/Flaws: Ancestor Ally/ Vengeance (Pentex/Sabbat)

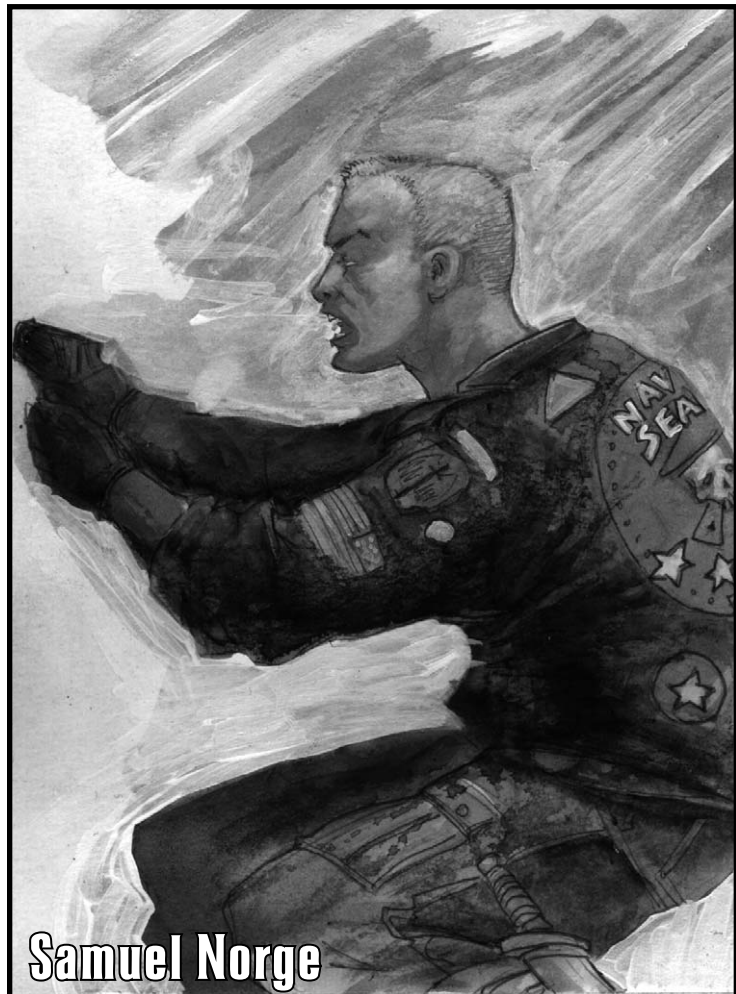
Image: Samuel is a tall, lean, muscular man in his mid-twenties. He has red crew-cut hair. He affects a paramilitary demeanor, wearing fatigues and a leather jacket with military patches on it.

Roleplaying Hints: You are unsure of your ability to lead the remnants of the great pack. The Steppin' Wolves were one of the strongest Get packs in America before the massacre and your father was one of the greatest leaders the Get had seen in a generation. Everyone said so. Your father and the rest of the pack died as heroes; it is up to you to reform the pack and keep their memories alive. Now, if only you knew how.

Background: Samuel learned of his Garou heritage relatively late in life (age 19), while he served as a sergeant in the Marines. His father was there for him when he went through the shock of his firsting. After he left the army his father (Robert Norge) made a place for him in his pack. Samuel doesn't know that it was his father who arranged the ambush by Pentex. His father betrayed the pack in return for cash, with the stipulation that his son was not to be harmed. Pentex double crossed him and killed him, along with the rest of his pack. His other son, Michael, knows about his treachery; he will throw this fact in Samuel's face if the two meet. The Norge family has been cursed since Willhelm's crimes and in every generation, a Norge male will serve the Wyrn.

Samuel is not a deep or a fast thinker, but he has a good deal of common sense. Though he is young and untested, he has won the trust of his pack members. He is a member of the Fangs of Garm camp and thus is somewhat more open-minded than many Get. Samuel tends to take things very seriously. The pack-leader is honest and will always keep his word.

Equipment: .44 Magnum, motorcycle, maps, bible



Samuel Norge

Andrew Lee

Breed: Homid

Auspice: Ahroun

Tribe: Get of Fenris (Mjolnir's Thunder)

Nature/Demeanor: Fanatic/Gallant

Physical: Strength 5 (7/9/8/6), Dexterity 3 (3/4/5/5), Stamina 5 (7/8/8/8)

Social: Charisma 2, Manipulation 2 (1/0/0/0), Appearance 3 (2/0/3/3)

Mental: Perception 2, Intelligence 2, Wits 3

Talents: Alertness 3, Athletics 4, Brawl 4, Intimidation 4, Primal-Urge 2, Streetwise 2

Skills: Drive 3 (motorcycle), Firearms 3, Melee 2, Repair 3, Survival 2

Knowledges: Enigmas 2, Occult 3, Rituals 2

Backgrounds: Allies 1, Contacts 2, Pack Totem 4 (the Bear), Resources 1, Rites 1

Gifts: (1) Mother's Touch (through totem), Razor Claws, Resist Pain, The Falling Touch; (2) Jam Technology, Sense Silver Rage 7, Gnosis 6, Willpower 6

Rank: 2

Rites: Talisman Dedication

Fetishes: Elk Tooth Necklace

Flaws: Vengeance (Sabbat/Pentex)

Image: Andrew Lee is an impressively large and muscular man in his early thirties. He has long, blonde hair and a beard. He prides himself on looking (at least superficially) like the comic book version of the god Thor. Andrew wears black boots, faded jeans, muscle tees and a leather jacket, and carries a big hammer.

Roleplaying Hints: You are Odin's right hand against the Wyrms. No, you're not crazy. You don't really believe you're a Norse godling, but you've found the persona of a carousing Viking warrior to be a lot of fun and it scares the hell out of the Wyrms. The bastards killed your pack leader. Robert Norge was one of the finest men you've ever known, and you follow his son out of respect for his father's memory.

Background: Andrew Lee was a jock and a surfing fanatic living in southern California when he learned of his Garou heritage. For him, the Change was a doorway to a brave new world. He spent a year as a werewolf without any guidance, using his new-found abilities to become king of the beach. The Steppin' Wolves eventually found him and convinced him that he had a more noble purpose in life than winning surfing trophies. Andrew rode with them for over 10 years. He became a respected member of the pack, known for his bravery and fighting skills. Since the Sabbat/Pentex ambush, he has not missed a chance to kill any servant of the Wyrms he comes across.

Andrew Lee is a total anti-Wyrm fanatic. He sometimes carries his war against the Wyrms to near ridiculous lengths.

Equipment: Motorcycle, leather jacket, .45 pistol, war hammer (nicknamed Mjolnir—see entry on Cracker Dan for a potential rivalry).



Andrew Lee

Caprice

Breed: Homid

Auspice: Ragabash

Tribe: Stargazer (Zephyr)

Nature/Demeanor: Reveler/Reveler

Physical: Strength 3 (5/7/6/4), Dexterity 5 (5/6/7/7), Stamina 3 (5/6/6/6)

Social: Charisma 4, Manipulation 3 (2/0/0/0), Appearance 4 (3/0/4/4)

Mental: Perception 3, Intelligence 3, Wits 4

Talents: Acting 2, Alertness 3, Athletics 3, Dodge 3, Expression 2, Kailindo 4 (No Moon fighting), Streetwise 4, Subterfuge 3

Skills: Drive 3 (motorcycle), Melee 5 (throwing knives), Stealth 3, Survival 1

Knowledges: Computer 2, Enigmas 3, Investigation 3, Law 3, Linguistics 1 (Spanish), Occult 3, Politics 1

Backgrounds: Allies 2, Contacts 5, Fetish 2, Resources 3, Rites 1

Gifts: (1) Balance, Blur of the Milky Eye, Open Seal, Persuasion, Sense Wyrm; (2) Jam Technology, Surface Attunement, Taking the Forgotten

Rage 5, Gnosis 8, Willpower 7

Rank: 2

Rites: Talisman dedication

Fetishes: Surge of False Energy (credit card)

Merits: Eidetic Memory, Vampire Ally

Image: Caprice is a slender, attractive Hispanic woman in her mid-twenties. She has longish black hair with a shock of white running through it. She wears shiny, black motorcycle leathers and dresses achromatically (black and white only). She has numerous pockets sewn into her clothes to carry her many throwing knives.

Roleplaying Hints: You live up to your name. You are the quintessential capricious Ragabash and proud of it. Being a Stargazer has taught you the virtue of discipline and logic (you're a lawyer for God's sake); your Ragabash nature has taught you the value of chaos and subversion. You dance this razor's edge with glee. Blessed with a photographic memory, you devour every piece of knowledge you come across. You've been with the Get boys for about six months now and it's been a blast. Sure, Sammy's a bit serious, but no more so than your Stargazer buddies.

Besides, their Get mentality makes them easy as hell to prank. Get this—three people traveling together; two are the constant victims of practical jokes and they can't figure out who the joker is! You'll stick with them until the fun ends. The boys have told you about the demise of their pack; the whole thing smells pretty fishy to you.

Background: Caprice is a streetwise Mexican-American from Los Angeles. Born into poverty, she excelled academically and worked her way through law school. She was a lawyer by the age of twenty-one. Caprice was also an early bloomer as a Garou. Her transformation occurred when she was eight. Her uncle (also a Ragabash) guided her through the rituals of the Stargazers. As a city werewolf, Caprice has made contacts that most Garou would find offensive. She has a Malkavian vampire friend whom she uses as a source of information. Through this contact, she has heard rumor of a government agency that deals with the supernatural (SAD).

Caprice has picked up some bad habits from her friends, which her Get allies would surely disapprove of, if they found out about them.

Equipment: Motorcycle, throwing knives



Happenings

The same night that the Steppin' Wolves arrive, two hunters encounter the Nappy Napper at the abandoned twine factory outside of town. It will be two days before their bodies are found, unless the agents show up there before then.

The local police won't understand the real significance of the bar killing, but Pangloss manager Michael Norge does. Michael realizes that there are anti-Wyrm Garou in town, though he is unaware that Samuel is one of them. The Pangloss plant doesn't have a high-security profile (at least by Pentex standards) and Michael is afraid of an imminent attack. He is also concerned about the Nappy Napper and the government agents who are in town. He will call Pentex to request a crack First Team to bolster plant security. What he gets instead is Dmitri.

The characters may notice that the local media doesn't cover the murder at the Loose Caboose. It is covered by Cindy Crawley's network, however. Unless the characters took special pains to avoid being filmed by Crawley, they will see themselves on television. Osbourne will not be amused

Scene Three (Monday)

Note: This scene is "off stage" unless one of the agents is tailing Anna for some reason. The effects of this scene will soon become apparent to the players, however.

It is a regular work day and Anna Wheeler is working on the Pangloss assembly line as usual. By lunch time, however, the combined stress of her abusive husband and missing child is too much for her. She leaves the plant sobbing and ends up at a bar near the university. This is a regular student hang-out, and it isn't long before Anna comes to the attention of Robert Hill. Hill notices her Pangloss employee badge, and, for reasons of his own, decides to question her. She is clearly distraught. He asks her what's wrong, and it all comes flooding out. Two hours (and many beers) later the two have compared notes thoroughly.

Anna has long had a number of suspicions about Pangloss, which she bases both on the odd things (and feelings) she's noticed around the plant, and her own misgivings about their products' effects on her family life. Anna is an avid reader of trashy mystery novels and has up until now written off her suspicions as products of her overactive imagination. Now she is not so sure. Anna tells Robert about her husband and her missing daughter. Robert agrees to help her. She also mentions the agents (if they interviewed her). She will tell Robert where he can get in contact with them (if she knows). If not he will scour the hotels until he finds them. Neither Anna or Robert notice that their conversation is observed by a Pangloss security operative. The two part ways, but agree to keep in touch.

Robert Hill

Robert Hill's suspicions of Pangloss stem from an interesting source. Robert is a chemistry student at NYPI. He and his roommate were doing some experiments with one of Pangloss's products (Kyrysma), and gradually began to suspect that it had mind-altering qualities. Some behavioral experiments with animals followed, during which the two became convinced that Pangloss was deliberately selling addictive drugs in the guise of cosmetics. The two spoke to several people (including the police) to seek advice. A week later, Robert's roommate was killed in a suspicious car wreck. The police ruled the wreck an accident and have refused to investigate further.

Robert knows his friend was murdered; he fears he might be next. Robert is a young idealist and has an interest in law enforcement (forensics). He will be very interested in helping the agents if they meet and may be quite useful. In addition to his skills as a chemist he has also studied criminology and has some modest investigative skills.

Research on Pangloss

The incident at the Loose Caboose may prompt the agents to investigate Pangloss. Information on the company is not easy to come by and the agents may find most of their research methods to be unsatisfactory. Everything seems to be above-board. Pangloss is to all appearances a legitimate and wildly successful international beauty-care company. Its connections to Siren are obscure, but traceable with a good deal of effort. Siren's connections to Pentex are, of course, almost impossible to find. The agents will have to visit the plant if they want to find out more.

Pangloss Cosmetics

Siren is the second largest cosmetics firm in the world and is poised to take the number one slot. Its combination of superior products and slick advertising have made it a household name. The St. Claire Pangloss plant is relatively unimportant in the scheme of things at Pentex, but Michael Norge is trying to change this. He has created a new product (Kyrysmað) and is using St. Claire as a "test market." If he succeeds in his endeavors here he will be richly rewarded, probably by a promotion to Siren's board of directors.

The plant has a low security profile. There are security cameras, an above-average alarm system and fifteen armed guards. The guards are Pentex-trained and quite competent (though not elites like Pentex's First Teams). They are armed with high-power assault rifles with silver bullets and have been issued night-vision goggles. If the characters decide to investigate the plant by stealth, it is very likely they will be caught. In this case, they will be escorted to a holding room to await the police. Pangloss will then press legal charges



against the FBI. By far the best approach for the characters is to arrange for a guided tour.

If the agents opt for the direct approach (requesting an interview to discuss the Chase case), Pangloss will be all too happy to accommodate them. The characters will be given a partial tour by the plant's PR woman, Brenda Thompson. The plant is primarily a production facility, but does research as well. It should become obvious to the characters (Perception + Alertness roll, difficulty 7, one success required) that they are purposefully being steered away from certain portions of the plant. If challenged on this, Miss Thompson will explain that there are some corporate secrets they want to protect. They are within their legal rights here. The agents may also notice that there is an elevated air of sexuality in the plant. Many of the employees are wearing masks. When the agents question Miss Thompson about the murdered employee, she will profess to be mystified as to why anyone would want to kill such a nice, gentle man ("he was a family man," etc.).

Brenda Thompson

Miss Thompson is a woman in her late thirties. Although not attractive she is very neat and dresses well. Her demeanor is peppy and cheerful (almost too much so). The characters' general impression is that she is a corporate cheerleader. She is eloquent when talking about the plant, but will prevaricate if pressed on certain points. Brenda is a company woman through and through, and is particularly loyal to Michael Norge, upon whom she has a crush.

Despite her friendly persona, Thompson is ruthless in the extreme and is capable of committing heinous atrocities on behalf of the company. She is currently addicting a cheerleader at the local high school (Sharon Miller) to one of Pangloss's products, in order to make her into a Pentex operative. They have already given her a two-week supply of Entice (see below) and will soon be demanding a service of her, in return for additional doses. Brenda may casually mention to the agents that Pangloss is sponsoring the high school's Homecoming pageant. She will also tell them that the plant's manager is available for questioning.

Brenda has no supernatural abilities of any kind, but carries a .38 pistol loaded with silver bullets.

Michael Norge

Position: Pangloss General Manager

Nature/Demeanor: Predator/Director

Physical: Strength 4, Dexterity 4, Stamina 4

Social: Charisma 3, Manipulation 4, Appearance 3

Mental: Perception 4, Intelligence 3, Wits 5

Talents: Acting 2, Alertness 4, Athletics 4, Brawl 5 (Karate), Dodge 3, Intimidation 3, Leadership 3, Streetwise 2, Subterfuge 4

Skills: Drive 2, Etiquette 2, Firearms 4, Melee 3, Security 2, Stealth 4, Survival 3

Knowledges: Bureaucracy 3, Computer 3, Finance 3, Investigation 3, Law 2, Medicine 2, Occult 3 (Garou), Politics 3, Science 2

Backgrounds: Allies 4, Contacts 4, Resource 5

Powers: Michael is immune to the Delirium.

Willpower 7

Fetishes: Michael has one Bane fetish which gives him the level one Homid Gift, Persuasion. He has another which gives him the equivalent of the fomori power, Hide of the Wyrms (+3 soak).

Merits/Flaws: Garou Kin/Intolerance (Garou)

Image: Michael is an athletic man in his late thirties. He dresses tastefully, if somewhat austere, in custom-made suits. He has short, wavy black hair which is going gray at the temples. The overall impression is one of dignity. Aside from his hair and his age he is a dead ringer for his half brother, Samuel.

Roleplaying Hints: You have not been treated fairly by Pentex. You were the fastest up-and-coming young executive at Magadon before that unfortunate incident with the fomor. The creature had gone mad and was violating Pentex security protocols, so you had him destroyed. End of story, right? Wrong. It turns out that particular fomor was a favorite of the sociopath, Harold Hines. After that your career did a nose dive and you began to fear for your life.

Here at Pangloss, you are relatively safe, but your career is still going nowhere. You are too big a fish for this small pond, but, come hell or high water, Pentex will give you your due. With the creation of Kyrisma you are on the fast track again. You believe in the virtue of long-term planning. Despite the fact that you were cheated out of your Garou heritage, you know that you have a great destiny ahead in the service of the Wyrms, and you have prepared yourself accordingly.

Background: Michael is the half-brother of Samuel Norge, but, unlike Samuel, he did not breed true. It is for this reason that he has developed an aversion to the Garou. His distaste extends to his associates in the Black Spiral Dancers, though he hides it well. His father had some pull in Pentex and got him his job at Magadon. After his falling-out with Magadon's President, Harold Hines (see **Monkeywrench Pentex**) Michael was demoted and transferred to his current position at Pangloss. Here he plots his comeback and eventual revenge.

Michael Norge is a very serious and intense individual, just like his brother. He is also ruthless, but prudent in the exercise of his power. In any altercation with the agents, he will exhaust all legal remedies before resorting to violence.

Special: In an effort to compensate for the fact that he is not Garou, Michael has trained himself rigorously in the martial arts. He is also well-versed in the use of various weapons and is far more formidable than his restrained demeanor may indicate. An agent who thinks she is dealing with a corporate cream puff may be in for a surprise. Despite his fighting abilities, Michael will avoid any physical altercations with the characters.

Equipment: Black Mercedes, 9mm automatic with a silencer, hollow point silver bullets, silver stiletto, expensive suits



Michael Norge

Siren Products

Siren has a large line of Bane-tainted products. Four of these are at work in St. Claire. As the majority of the town's population works for Pangloss in some capacity, most residents receive Siren products for free. The incidence of use here is thus far higher than it is in the general population. The agents may well notice that the people of St. Claire seem to be healthier and more attractive than they are anywhere else this side of a California beach. This is not just because of good country air and clean living. All of the more harmful effects caused by Siren products are Bane-related and thus difficult to detect from a scientific standpoint. Pangloss produces a line of generic imitation Siren products for sale at cheaper prices. Their motto is that they give you "the best of all possible faces."

- **Rejuviderm:** Called a "facelift in a tube," Rejuviderm is a facial beauty mask which hides all physical imperfections in human skin. In addition, it gives the skin a healthy, natural glow while the user appears not to be wearing makeup at all. Rejuviderm adds one dot to a person's Appearance when worn (maximum 5). The downside of Rejuviderm is twofold. The first is relatively minor: a slight blotchiness and unevenness to the skin which persists for a month after the person stops using the product. The second effect is far more insidious. The Bane in the product affects the users' minds, making them extremely paranoid about their physical appearance. The slightest blemish or imperfection will become an all-consuming obsession. Only continued use of the product can allay this dementia. The preoccupation will take up much of the user's energy and self-esteem, ultimately resulting in a permanent drop of Charisma by two dots. After many years of use, the product will stop working for about 10% of its users, leaving them in a hell of self-hatred and revulsion.

- **Entice:** This is the makeup developed by Siren to create its servitors, the Enticers (see **Book of the Wyrms**). The cost of the makeup is prohibitive, therefore Pentex only uses it on carefully screened subjects. A local girl, Sharon Miller, is one such candidate. The Enticer drug is highly addictive and most users are fully in its clutches within two weeks. Enticers will do anything to obtain continued doses of the makeup and are thus some of Pentex's most loyal agents. The user goes through four distinct phases before becoming a full-fledged Enticer. Each phase but the final one lasts about a week.

Phase One: Larval Stage — The first week of use is one of heady euphoria. The user gains one dot of Appearance and is more sexually attractive to those around her. The act of love-making is greatly enhanced and the user feels a general sense of well-being. She will be swept off her feet. Very few people are able to break free of the near instant addiction that arises during this stage.

Phase Two: Demi-Enticer — During this phase the Demi-Enticer may recover some of her rationality and be able to break free of the addiction if she wishes (Willpower

roll, difficulty 6, three successes required). It is in this phase that the user begins to change physically. The skin develops glands that excrete a super-powerful pheromone. The user is also surrounded by the Wyrms-derived Veil which makes the Enticer so alluring. This Veil confers an immunity to the Delirium.

Phase Three: Pupal Stage — This is the most dangerous stage of the Enticer's development. During this period the user has all of the powers of a full-blown Enticer, but none of the control. The Enticer Pupa will experience wild mood changes, swinging between sexual highs and devastating depression. The Enticer is not thinking properly at this stage, which is somewhat like an extended LSD trip. Some Enticers also have wild hallucinations which can affect those around them.

Obviously, this phase is very dangerous and Pentex usually keeps its Enticers sequestered during this time. It is also the final stage in which the Enticer may try to throw off the Bane that is trying to possess her. If she is on the verge of success, the Bane may reverse its usual powers of attraction, making the Enticer an object of hatred and revulsion to those around her. The Bane will only do this as a measure of last resort, since a Bane can not survive the death of its host. During this stage the Enticer also undergoes her final physical metamorphosis; her teeth become sharp and barbed. At some point during this phase, the user will no longer need the make-up to complete her transformation, although she is still addicted.

Phase Four: Enticer — The final and permanent stage. The user is now a full-fledged Enticer with all of the powers of her kind. Enticers can take on any form they desire, shaping their appearance to please and ensnare their victims. They are able to pull images of perfection directly from their quarry's mind, and can even fool more than one person at a time in this manner (appearing differently to two different people). Pentex uses Enticers to lure its enemies into traps, or to seduce them into the service of the Wyrms. Enticers may be of either sex. They are generally well-paid and well-treated within the organization.

- **Kyrysma:** Kyrysma is the invention of Pangloss's St. Claire facility; it is currently being used only in the St. Claire test market. Kyrysma is a sexual/violence attractor disguised as a woman's perfume. Kyrysma makes the user more sexually desirable to the opposite sex, but the nature of the attraction is violent; those who are attracted to the user will also wish to harm her. With this product, Michael Norge hopes to increase the incidence of rape and domestic violence nationwide.

- **Satyr-day Night:** The advertising personality for this line of men's colognes is a leering satyr, who is always surrounded by fawning lingerie models. The commercials promise the user increased self-confidence, and the cologne keeps this promise, after a fashion. The user becomes a sexual predator who desires to use, degrade and discard women. If

the user is not able to get them by means of seduction he may do so through other means.

The effects of this product are subtle, but cumulative over long periods of time. The product is not a huge seller because most men don't like it (it makes them "feel weird"), but Pangloss will keep it on the market as long as it continues to corrupt a small portion of the male population. If taken internally its effects are multiplied 10-fold. Those who use the cologne long enough will subconsciously desire to ingest it. Pangloss covers itself legally by printing "not intended for internal use" on every bottle. Kyrisma and Satyr-day Night have a synergistic effect on each other.

Other Events

That day, at the local high school, two members of the football team get into a violent brawl in the hallway. Later that night, Brenda Thompson gives the cheerleader, Sharon Miller, another dose of Entice. In return, she is expected to "entertain" one of Michael Norge's business contacts.

The agents will notice that their nightmares are getting worse.

Scene Four (Tuesday)

The bodies of the two hunters killed by the Nappy Napper are found outside the abandoned twine factory. The police are called in. Since the crime is obviously connected with the kidnappings, they call in the agents.

The Twine Factory

The twine factory is a large, boxlike affair surrounded by forest on every side. It has been abandoned since the early seventies. It is covered with rusted metal siding and its grounds are rapidly being reclaimed by the forest. Outside, a careful investigation may uncover some boot prints which match those found at the Wheeler residence.

The two hunters have been gutted in a manner similar to the murdered Pangloss guard. It looks as if some other animals have gotten to the bodies since then. The real horror, however, is inside the factory. Behind a padlocked door (the lock is brand new, while the door is rusted and old) one of the rooms has been transformed into a twisted parody of a children's nursery. There is a crib, some toys and

some children's art on the wall. There is also a bloody pair of children's pajamas balled up and shoved in the corner. In another corner, there is a small, floor-level ventilation shaft with the screen pried off.

Behind the plant lies a shallow grave containing the bodies of two of the missing children. Anna Wheeler's daughter is not one of them.

Despite appearances, the Nappy Napper does not live here; this is his "family place." There is a chilling air to the place and the agents will feel decidedly uneasy. The police will bring hunting dogs with the hope of tracking the Nappy Napper, but the dogs are skittish and refuse to follow. The police believe the kidnapper may return and will offer three men to stake out the location. The characters may wish to join them.

High School Disturbance

Later that day, the high school football captain walks into the locker room, pulls his father's gun from his pocket, and shoots his best friend between the eyes. News of the horrendous act spreads like wildfire through the town. The police will try to keep the agents far away from this case, claiming (rightly) that it is purely a local matter. If the characters decide to involve themselves they will need a very compelling reason to do so. They will have to pull some strings in order to get permission to interview the two principals in the case. The police have the team captain in custody. They also call in Sharon Miller, and Police Chief Olson questions her personally. This is strictly a formality, however, and she is released. Her parents and their lawyer are also present. They will resist any involvement on the part of the agents.

Jack Stevenson: Jack Stevenson is the captain of the football team and has always had a crush on Sharon Miller. This crush turned into a full-blown obsession last month (since she started using Entice). Jack became jealous of his best friend, who seemed to have won Sharon's favor. During the course of the interview, it will become obvious that he is genuinely remorseful for the act. He will insist that Sharon had nothing to do with the death. He will further confide that most of the boys (and some teachers) are totally smitten by her.

If the agents manage (by hook or crook) to interview Sharon Miller, they will find her to be distracted, upset about the shooting and nearly impossible to resist.

Sharon Miller

Nature: Caregiver

Demeanor: Reveler/Child

Physical: Strength 2, Dexterity 3, Stamina 3

Social: Charisma 5, Manipulation 4, Appearance 5,

Mental: Perception 3, Intelligence 2, Wits 3

Talents: Acting 2, Alertness 2, Athletics 3, Empathy 3, Subterfuge 2

Skills: Animal Ken 3, Music 2, Stealth 2

Knowledges: Computer 2, Investigation 1, Linguistics 1 (French), Occult 2, Science 1

Backgrounds: Contacts 5, Resources 1 (parents have Resources 4)

Powers: At the time of the murder, Sharon is in the final days of the second stage of the Enticer metamorphosis. Those around her must make a Willpower roll (difficulty 6) or be enamored by her. In another day or so, she will be in the third stage. She will have the full powers of the Enticer, but little control.

Enhancement: The Enticer can become any living creature's ideal mate by scanning the target's mind. The Enticer must make a Charisma + Empathy roll against a difficulty equal to the opponent's Willpower. This power can also disguise the Enticer in less-appealing forms for the purpose of hiding or escaping.

Succubus Veil: This power requires a Manipulation + Subterfuge roll against the target's Wits + Primal-Urge (or Willpower for normals). If the Enticer is successful, the target is enthralled, and wants nothing but to serve the Enticer's whims.

Rage 3, Gnosis 5, Willpower 7

Merits: Iron Will

Image: Visually, Sharon Miller is the archetype of the homecoming queen. She is a blonde, tan, buxom and athletic young woman of eighteen. She dresses well and usually modestly. The past month, however, she has started dressing more provocatively, much to her parents' chagrin.

Roleplaying Hints: God, your life's gotten weird the past month. A few weeks ago, you were making plans for homecoming. After that, you were going to go to NYPI to study veterinary medicine (you've always liked animals). Now Miss Thompson and that creepy Mr. Norge are talking \$200,000-a-year modeling contracts, Hollywood, and, let's not be naive... prostitution. The weird thing is, you're really tempted. If nothing else it would show your folks a thing or two.

The last few weeks have been the strangest, wildest, and, in many ways, the best of your life. You're on a permanent high; you know it has something to do with the makeup they've given you.

On one level, you realize that what is going on here is wrong. It's like you're not in control anymore, like there's two people inside your head. On the other hand, you're enjoying the hell out of yourself. The parties, the sex, the attention. It scares you, but you realize there isn't anything you wouldn't do for more of the makeup. Now, if only Mr. Norge didn't give you the absolute heebie-jeebies. And that Miss Thompson? Marilyn Quayle on speed, man.

Background: Sharon Miller was born to one of the wealthier families in town. Her parents both have high positions with Pangloss and are completely loyal to the company. Both are aware of the Wyrms and follow it, though in a very tepid sort of way. They know that their daughter has been chosen for some sort of advanced position at Pangloss, but they don't know the specifics. They are prepared to allow her to be manipulated by Norge in order to advance their own careers.

Sharon's parents place great value on respectability and are a little disappointed in their daughter, who has always been somewhat unconventional. Sharon has compensated for the fact that her parents are rather distant toward her by having a gregarious social life at school. She has been sexually active for several years. She is well-liked by everyone at her school and has not restricted herself to one clique. It is generally conceded that she will be chosen to be the homecoming queen.

Sharon Miller is a very strong-willed girl and is equipped with a good (though confused) moral compass. Pitted against these qualities is an addiction to a very potent drug. The outcome is by no means certain. Despite her homecoming-queen image, she is actually something of a tom-boy. Her parents are quite insistent that she tow the line and conform to the respected norms.

Equipment: Credit card, mace, fashionable clothes, red sports car

Note: Sharon has already used her abilities for Pentex (to facilitate a business deal), but she has not yet been asked to do anything that goes against her personal morals. Ultimately, if she serves Pentex, she will be told to help them kill someone. If she is completely addicted to the makeup, she will comply. If they try to push it on her too soon, however, she will rebel.



Sharon Miller

Dmitri

Breed: Homid

Auspice: Theurge

Tribe: Black Spiral Dancers (former Silver Fang)

Nature/Demeanor: Deviant/Gallant

Physical: Strength 3 (5/7/6/4), Dexterity 4 (4/5/6/6), Stamina 3 (5/6/6/6)

Social: Charisma 3, Manipulation 4 (3/0/0/0), Appearance 4 (3/0/3/3)

Mental: Perception 3, Intelligence 3, Wits 3

Talents: Alertness 3, Athletics 2, Brawl 2, Dodge 4, Empathy 2, Expression 4, Intimidation 2, Primal-Urge 2, Subterfuge 4

Skills: Drive 2, Etiquette 3, Firearms 2, Melee 3 (whip), Leadership 3, Performance 3, Stealth 2

Knowledges: Enigmas 2, Investigation 4, Law 1, Linguistics 3 (Russian, French), Occult 4 (Wyrms), Politics 2, Rituals 1

Backgrounds: Allies 3, Contacts 5, Pure Breed 3, Resources 5, Rites 1

Gifts: (1) Mother's Touch, Persuasion, Spirit Speech; (2) Awe, Command Spirit, Jam Technology, Name the Spirit
Rage 4, Gnosis 7, Willpower 6

Rank: 2

Rites: Talisman Dedication

Fetishes: Devil Whip

Image: Dmitri is a handsome devil. He is tall with short blonde hair, and dresses like a 1940s movie star (fedora, double breasted suit, etc.). He has very straight white teeth with prominent canines. There is something rather predatory about him. In wolf form, he is snow white with a perfect black diamond patch between his eyes.

Roleplaying Hints: Life was meant to be enjoyed. If the strong must derive pleasure at the expense of the weak, so much the better. If you see something you want, you take it. Norge is just a provincial bureaucrat who doesn't see the big picture. He thinks he runs the show? You've not gotten to where you are by letting the local boys tell you what to do. You'll handle things your own way and have a good time doing it.

Background: Dmitri is a former Silver Fang of Russian birth. Although a high-born who was groomed for a position of power, his sympathies lay with the Wyrms. After delivering his pack leader's head to the Spirals as a token of his esteem, he became a full-fledged member. His pack did occasional work for Pentex; before long he became a freelance trouble-shooter for the company. He is now much in demand. He is the owner of a respectable import/export company. Despite his unorthodox manner, he has maintained an unblemished police record.

Dmitri is a deviant and a sadist. His Black Spiral derangement is Habromania (morbid gaiety) which manifests itself as a twisted sense of humor. Unlike many Black Spirals, he can pass as sane in human society, but his henchmen (especially Janet Booth) have to rein him in from time to time. Falling into Dmitri's hands is about the worst thing that could happen to Sharon Miller.

Equipment: Bullet-proof limo (on loan from Pangloss), two .45 pistols, double breasted suit, dark sun glasses, radio



Dmitri

Janet Booth (Human)

Nature/Demeanor: Predator/Loner

Attributes: Strength 3, Dexterity 4, Stamina 3, Charisma 2, Manipulation 3, Appearance 2, Perception 4, Intelligence 3, Wits 4

Talents: Alertness 4, Athletics 2, Brawl 4 (Gojo Ryu), Intimidation 3, Streetwise 4, Subterfuge 2

Skills: Drive 2, Firearms 4 (rifle), Melee 3, Repair 2, Security 2, Stealth 3, Survival 2

Knowledges: Covert Culture 2, Investigation 3, Military Science 2, Occult 2

Backgrounds: Allies 3, Contacts 5, Resources 4
Willpower 6

Merits/Flaws: Underworld Ties/One Eye

Image: An athletic woman with a medium build and short cropped black hair. She dresses for the outdoors (blue jeans, brown leather jacket, etc.). She is missing her left eye and wears a mismatched glass in its place (her real eye is black, the fake one is blue). She usually wears yellow blue-blocker hunting glasses.

Roleplaying Hints: Dmitri is a good leader and one hell of an assassin, but he needs a steady hand at the rudder. You're the facilitator, the one that makes sure that things get done and that the others don't get too out of hand.

Background: A former agent for the CIA, Janet shattered the glass ceiling. She was assigned to many covert operations (including assassinations) in Central and South America. One of her missions brought her into contact with Pentex, and the corporation offered her a better deal. She is the only one of Dmitri's followers who isn't a total misfit and can blend easily with society. She has no police record and the CIA still tends to pick up after her.

Janet is an ice-cold assassin and the only rational person in the troupe. She receives extra money from Pentex to make sure that Dmitri doesn't go too far over the line. She tries to avoid combat, preferring to pick her targets off at long range with her sniper rifle.

Equipment: High-powered sniper rifle with telescopic night scope, .45 pistol (with silver bullets), silver-plated dagger, night-vision goggles, Kevlar vest, radio



Janet Booth

Cracker Dan (Kinfolk)

Nature/Demeanor: Bravo/Bravo

Physical: Strength 5, Dexterity 2, Stamina 4

Social: Charisma 1, Manipulation 2, Appearance 1

Mental: Perception 2, Intelligence 2, Wits 2

Talents: Alertness 2, Athletics 3, Brawl 3, Intimidation 3

Skills: Firearms 2, Melee 4 (baseball bat), Stealth 2, Survival 2

Knowledges: Investigation 1, Occult 2

Backgrounds: Contacts 3, Resources 3

Willpower 5

Merits: Garou Kinfolk, Huge, Underworld Ties

Image: Cracker Dan is a bald, bull-necked man in his late thirties. He is impressively large and extremely ugly, with a rather piggish quality about him. His head is tattooed around with a red, Nordic-looking dragon, and a stylized swastika on top.

Roleplaying Hints: You work for Dmitri, 'cause that's where the action is. Gettin' paid to smash people? Man, it doesn't get any better than this.

Background: Cracker was born into the Black Spiral tribe and has always been loyal to its cause. He is also a member of WAR (White Aryan Resistance), a racist group of thugs spread throughout the nation. He is bitter that he wasn't born Garou, and is even more violent in order to compensate for it. He has a criminal record (assault, hate crimes, attempted murder), but has served his time; he is not currently wanted. He carries a gun illegally, which may give the agents an excuse to arrest him, if they find out about his criminal record.

Equipment: .50 AE Desert Eagle (with silver bullets), baseball bat studded with silver-plated steel studs (Strength +2 damage; his bat is nicknamed Mjolnir, which will cause much angst when he meets Andrew Lee), case of beer, rented motorcycle



Cracker Dan

Hard-Core (Human)

Nature/Demeanor: Deviant/Deviant

Physical: Strength 3, Dexterity 5, Stamina 2

Social: Charisma 2, Manipulation 3, Appearance 2

Mental: Perception 3, Intelligence 2, Wits 3

Talents: Alertness 3, Athletics 4 (climbing), Brawl 2, Dodge 3, Streetwise 4 (drugs), Subterfuge 2

Skills: Drive 4 (get away), Firearms 2, Melee 4 (garrote), Music 3 (electric guitar), Repair 2, Stealth 4

Knowledges: Computer 1, Investigation 2, Law 1, Occult 3

Backgrounds: Allies 2, Contacts 4, Resources 3

Willpower 4

Flaws: Addiction (speed), Masochist

Image: Hard-Core is a human pincushion. He has pierced almost every part of his body (ears, nose, nipples, genitals, tongue). His hair is long on one side, shaved on the other, and dyed multiple colors. He wears leather pants, a dirty T-shirt and a leather jacket (all fashionably torn). His body is also adorned with multiple tattoos, most of which are obscene.

Roleplaying Hints: F*****-A! Its An-ar-chy in the U-S-A!

Background: When he was younger Hard-Core used to travel around the country in a van nicknamed the Mystery-mobile, with his clean-cut teenage friends and their dog. The others were whiz-kids and fancied themselves detectives. One was a chemist, and got him strung out on speed. When he began to freak out they dumped him and the dog on the side of the road. Since then, he's been everywhere and done everything (or so he thinks). He is a competent punk/metal fusion guitarist. He has been convicted for a string of crimes (most drug-related), but his record has recently been cleaned up for him by Pentex.

Hard-Core doesn't know if he's a punk anarchist, or a metal head. He just knows that he likes getting a good rush on, making a lot of noise and bashing people over the head. He is a total speed freak and Dmitri uses his addiction to keep him in line. Hard-Core is the most likely to lose it in a fire-fight. He is very stealthy and is under the impression that he can walk in the Umbra and turn invisible. His only real friend is his dog, Spewey-Doo.

Equipment: Silver-plated switch-blade, .38 pistol (silver bullets), electric guitar, garrote with silver plated wire and handles, various drugs





Scene Five (Wednesday)

Dmitri and company arrive in town. They are picked up at the local airport by Pangloss security and driven to Pangloss to meet Michael Norge. Dmitri and Norge immediately dislike each other. Dmitri will view Norge as too cautious and overly concerned about appearances. Furthermore, Norge won't give Dmitri much in the way of support personnel; he needs all his men to protect the plant. Dmitri is a loose cannon and Norge is concerned that he might draw too much attention to the plant. Norge will give Dmitri several assignments. Dmitri is to hunt down and kill the Nappy Napper (who is disrupting Norge's social experiments), eliminate the outsider Garou and keep tabs on the agents.

Dmitri has brought his own team (Janet Booth, Cracker Dan and Hard-Core). They are a loyal and well-organized company. All have radio head-gear through which they keep in contact with one another, and all have been treated by Pentex to make them immune to the Delirium. They are a pretty degenerate bunch, and because of their odd appearance will stand out around town; but they have enough money and Pentex-supplied lawyers to keep out of trouble with the law. The police have orders not to interfere with them.

The stage is set. Dmitri decides to go after the Steppin' Wolves first. If he actually meets the Nappy Napper, he will be

intrigued by him and the two may even establish an alliance. He also expresses an interest in meeting Sharon Miller. Sharon's parents are called to arrange a meeting, but the girl has disappeared. After the shooting she needed to get away to think things over, and she is now distractedly wandering around the outskirts of town. It is possible that she may blunder into one of the upcoming situations (Storyteller's discretion).

Pangloss Break-In

Over the last few days, the Steppin' Wolves have been keeping a low profile and doing some research about the town. Caprice has investigated the Pangloss plant and found out that its manager is Michael Norge. She tells the rest of her pack.

On Wednesday night, the Steppin' Wolves break into Pangloss. Dmitri and his gang are not at the plant and arrive too late to catch the Steppin' Wolves. Two guards are killed. The break-in is captured on security video and Michael Norge notices the family resemblance between he and Samuel. He will not show the film to the agents. If the agents find out about the break-in, the police will insist that it is a local matter (they won't back down this time).

The Steppin' Wolves find no direct clues to Wyrms presence at the plant, and decide that Norge Valley will be their destination for tomorrow.



Stu Powell

Stu Powell (a.k.a. the Nappy Napper)

*I know something about opening windows and doors
 I know how to move quietly, to creep across creaky wooden floors
 I know where to find precious things in all your cupboards and drawers
 ... Intruder's happy in the dark*
 — Peter Gabriel, "Intruder"

Breed: Homid

Auspice: Ragabash

Tribe: Ronin (former Bone Gnawer)

Nature: Masochist/Martyr

Demeanor: Sycophant/Penitent

Physical: Strength 4 (6/8/7/5), Dexterity 5 (5/6/7/7), Stamina 3 (5/6/6/6)

Social: Charisma 1, Manipulation 3 (2/0/0/0), Appearance 1 (0/0/1/1)

Mental: Perception 5, Intelligence 2, Wits 2

Talents: Alertness 4, Athletics 4 (swim), Brawl 3, Dodge 3, Primal-Urge 2, Streetwise 2, Subterfuge 2

Skills: Melee 3, Performance 1, Stealth 5 (slinking), Survival 3

Knowledges: Enigmas 3 (riddles), Investigation 3 (spying), Occult 3, Rituals 1

Backgrounds: Rites 1

Gifts: (1) Blur of the Milky Eye, Open Seal, Nose of the Hungry Hound, Scent of Running Water, Scent of Sweet Honey;
 (2) Burrow

Rage 6, Gnosis 7, Willpower 5

Rank: 0 (formerly 2)

Rites: Talisman Dedication

Fetishes: The Lost Keyring

Merits/Flaws: Pitiabile, Double Jointed, Acute Hearing, Acute Smell/ Haunted, Nightmares, Severe Phobia (Bone Gnawers/Nosferatu), Low Self-Image, Sensitive to Light, Amnesia, Compulsion (murder)

Image: Stu Powell is a bedraggled, Gollum-like figure. He has deathly white skin, matted hair and bulging eyes. He doesn't walk, but slinks, and perpetually looks like he's afraid of being hit. He dresses in torn jeans, a dirty leather jacket, a baseball cap (worn backwards) and combat boots. He also wears sunglasses because he is light sensitive. He has an eight-ball wrapped around his neck. Of course, you are not likely to see him before he wraps his fingers around your throat. There is something amphibian about him. In wolf form, he is manged, almost to the point of being bald. His fangs are crooked and yellow. He has the eight-ball around his neck in any form.

Roleplaying Hints: Cute, cute little baby. Why not pick him up? They hits, and hits, and hits and hits you. Tried to kill you. But you got away. Bad, bad Boney Gnawers. Bad, ugly necky biters. Good, good Nappy Napper. Never wants to hurt anyone. Just wants to play. Baby. Baby. He's just a play thing. Remember them all, every one. Follow you, they do. Follow. Follow. Follow. Try to be nice. Play good, but nasty babies cry and cry. Bad, bad noise. Make them stop! Hush. Hush. Hush.

Background: Stu Powell is both contemptible and unredeemable. He is a masochist who has turned his self-loathing into the most vile of crimes, the abuse and murder of children. He deceives himself into stealing them so he can "take care of them," perhaps earning redemption for his past crimes. Inevitably, they prove "too fragile" and die, after which he punishes himself in a paroxysm of flagellation and self-abuse.

Powell's past is shrouded in mystery. Even he doesn't remember his early life, though it was obviously full of abuse. His earliest memories are of Miami and the early '70's. He was responsible for the death of six children. His actions became a threat to both the Veil and the vampire Masquerade. An alliance of Bone Gnawers and Nosferatu hunted him down and trapped him in the sewers. An impromptu field court was convened and the Bone Gnawers performed the Black Ball rite (see **Bone Gnawer Tribebook**) on him, but this was merely a formality, since the penalty was death. A severe beating followed, but Powell managed to escape. Since that time, he has been a pariah, even among the outcast Bone Gnawers. He has stuck mostly to the countryside, since he is well known among the Bone Gnawers and would be killed on sight in the city. He has traveled extensively, spreading misery through a number of towns since then.

If the agents do some research on similar cases, they will discover parallels to Powell's St. Claire killings in many towns over the past two decades (Cindy Crawley has also figured this out).

Powell is a coward and will flee when confronted, though if trapped, he will fight like a cornered rat. He likes the sewers and the abandoned coal mine where he's taken

up residence. He is a superlative swimmer and will attack pursuers where the water is deepest. If beaten, he will whine and plead for mercy.

Special: Powell believes he is haunted by the ghosts of the children he has murdered. He is right. They torment him and will try to distract him when he is in danger. This gives the agents an unseen ally in combat. He mutters about the "ghosties" to himself. The characters may over hear this and use it against him.

Equipment: Skinning knife, teddy bear, rattle, locket with a woman's picture in it (possibly his mother — this is his only valued possession.)

Scene Six (Thursday)

Very early Thursday morning, before dawn, the Nappy Napper strikes again. He abducts a young girl named Carol Anne from between her sleeping parents and brings her to the twine factory. He is outraged that people have invaded his "special place." He is as silent as death and is likely to surprise the three police on stake-out around the plant. If only police are there he will attack them, killing two (the third flees). If the agents are there, the odds will be different. He may or may not attack in this case, but Carol Anne will see them and cry for help. If confronted in force, the Napper will retreat back toward his hiding place. His flight will carry him through the heart of Norge Valley.

The characters (or the surviving policeman if they're not there) may notice that the Nappy Napper is covered with mud and coal dust. If the agents ask the police what the significance of this might be the police will remember that "Oh, yeah. There's an abandoned coal mine just south of Norge Valley."

The Nappy Napper is addle-brained and will not think to change to Crinos form (thus invoking the Delirium and insuring his escape) during this initial encounter. He will carry the screaming girl off with him as he retreats. The Nappy Napper runs, howling curses behind him into the woods. The agents may be in hot pursuit.

Encounter in Norge Valley

The Steppin' Wolves are investigating Norge Valley at the same time that the Nappy Napper is fleeing through it. If he is unpursued, he will pass them by unnoticed. If he is being pursued by the agents there will probably be a fair amount of noise (screaming, gun shots), which will attract their attention.

When the Steppin' Wolves arrive on the scene, they will notice that Powell smells strongly of the Wyrms and they will attack him, after shifting to Crinos. This will invoke the Delirium, which may take the agents out of the action then and there. They are likely to remember this encounter as a fight between vicious dogs.

The Storyteller should play up this first encounter with the Garou for all its worth, especially if the characters have never seen a Garou before. Their fingers should freeze on

their gun triggers. The moon is full — or is it? The trees dance around them as if in a mad ball. The Delirium may be made even worse because of the nature of the valley (plus one difficulty to Willpower rolls). Instead of four wolves they may see hundreds — or maybe they just hear some barking and see a stray run by. Other Norge Valley residents who come out to see what's going on will see things too, but be no better equipped to deal with them than the agents (though they are accustomed to seeing weird things).

Powell will flee rather than fight. Using his Gifts, Blur of the Milky Eye and Scent of Running Water, he can become nearly invisible and untraceable. He has a good chance of escaping. If he still has the girl, the Steppin' Wolves will try to rescue her, but he will not let her go without a struggle. If they manage to rescue her they will leave her with the agents. The girl will be slightly stunned, but otherwise unharmed. None of the Steppin' Wolves will attack the agents, unless they are attacked first. Caprice may try to lift one of the Delirium-stunned agents' pockets (Gift: Taking the Forgotten) to find out who they are. She may also prank them (tie their shoe laces together, etc.). If the Steppin' Wolves manage to kill the Nappy Napper, the agents will find his badly mangled body nearby.

If the Nappy Napper escapes this encounter (likely), the Steppin' Wolves won't be able to trace him and will leave the scene. The agents, on the other hand, may now know about the coal mine (or can find out about it in town).

Storyteller's Note: For proper dramatic effect the Steppin' Wolves should probably not be able to rescue the girl, thus leaving it up to the agents. The agents should realize that time is of the essence in rescuing her. Her peril should force the agents to plunge directly into the dangers of the coal mine in the next scene without debate.

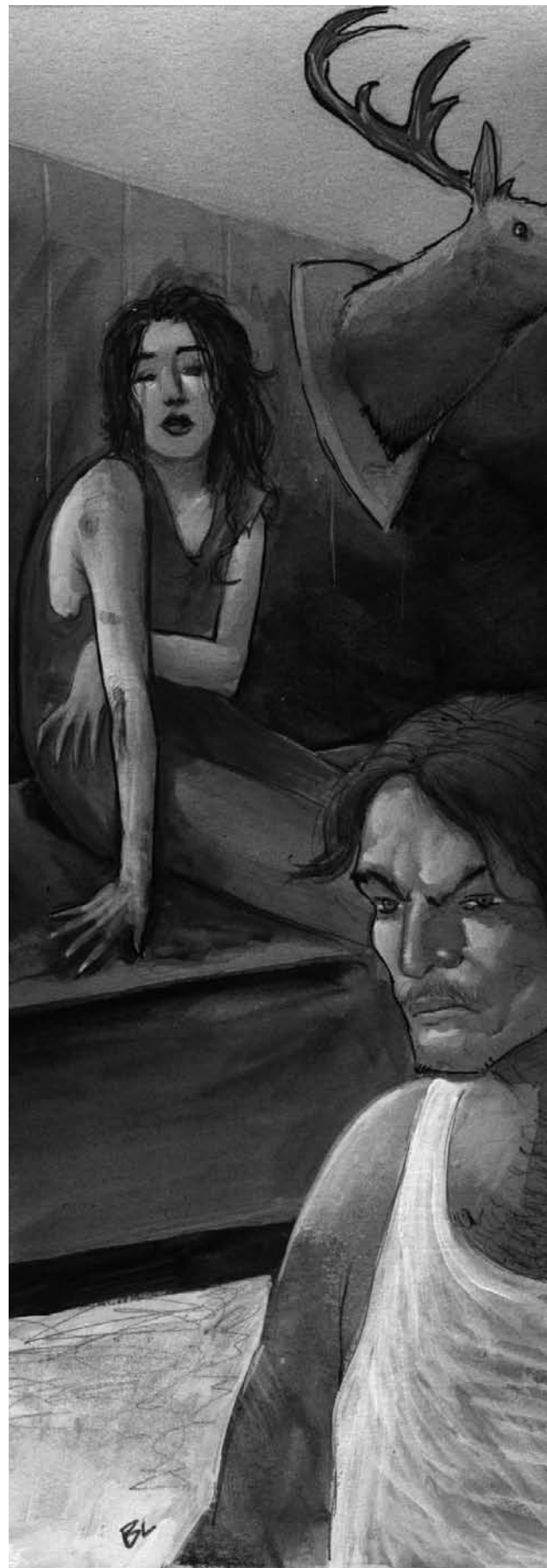
The Coal Mine

... very few mongooses, however wise and old they may be, care to follow a cobra into its hole.

— Rudyard Kipling, *Rikki-Tikki-Tavi*

About a mile to the south of Norge Valley is the Harold and Harold coal mine. The mine has been abandoned for over 30 years, but even after all this time the devastation to the surrounding environment is impressive. If any of the agents know something about mining they will notice that the company could not have done more damage to the environment if they tried. The area is both extensively strip and contour mined; it has one main shaft sunk into the side of the hill. A rusted sign reads: "Harold and Harold # 217."

The entrance is partially collapsed (as are a number of the tunnels). Loud sounds within the mine shaft are likely to cause even more collapses. Several tunnels are neck deep in water and others are completely submerged. More than once, a pair of boot prints lead to a seeming dead end, where there is a water-filled hole in the floor. The agents will be expected to swim through these tunnels if they wish to continue pursuit. There are also rats. Hundreds of them.



The Nappy Napper knows the caves well and will use them to his best advantage, retreating and counter-attacking. If the Nappy Napper has managed to escape with Carol Anne, he will bring her directly here. If she is not rescued quickly, she will not survive the experience. Following him in is near suicide (but you know characters!).

The agents cannot call on the police for fear of violating SAD security (if they've figured out Powell is a werewolf). If the agents do call the police they will volunteer up to five men (good cannon fodder). A call for back-up to SAD at this point will not render assistance for two days, so the agents may as well take the plunge. If so, this should be a climax of sorts for the characters. The Storyteller should play up the fact that the agents are doing the equivalent of following a snake into its hole. Everything should be difficult. The floors are slick and lined with mud and coal slag. There are treacherous, unexpected sink holes and small side passages. There are also shafts leading up; the Nappy Napper may be waiting in one of these.

The agents may go into town to buy some supplies (rope, waterproof flashlights, matches). Flashlights can get lost, or broken, however. The Storyteller should have some fun whittling down the number of light sources one by one as the agents get further into the tunnels. There is also a great opportunity to get lost if they do not mark their trail. (Don't remind them, unless one of them has the Common Sense Merit.)

The mine is extensive and has a number of smaller exits throughout the area. These may provide an avenue of escape for the agents (if they are lost or trapped), but they also provide an exit for the Nappy Napper. Near one end of the mine, the Nappy Napper has uncovered the remains of 12 miners who were killed in the collapse of '55. The bones have been gnawed, but whether by rats or by Powell is uncertain. Later research may reveal that Harold and Harold gave up the search for the miners because it wasn't "cost effective."

When the Nappy Napper realizes that his home has been invaded, he will go berserk. He will not attack directly, however. Instead he will harry the intruders, using the Umbra, his knowledge of the mine and his superlative stealth and swimming skills to full advantage. At least one agent may be pulled into the dark, muddy water by him.

At the extreme end of the mine is a small subterranean pond fed by rainfall and underground springs (riddles, anyone?). It is unlikely that Powell will be captured alive, so either he or the agents may not walk out of Harold and Harold # 217. If Powell escapes, he may meet with Dmitri, who is looking for him. The two may come to an understanding.

Scene Seven (Thursday night/Friday)

If the agents manage to capture or kill the Nappy Napper, their mission is officially at an end — or is it?

The agents have probably already divined that there is more going on in town than the kidnappings. Osbourne will listen to the agents' recommendations and allow them to stay if they request it. If the Nappy Napper has somehow been captured, the agents will be ordered to return with him to headquarters immediately. Keep in mind, however, that holding a creature who can escape into the Umbra is very difficult. If the Nappy Napper has been killed, the agents will be ordered to notify the police (but not the press). The agents are given the authority to block the local coroner from performing an autopsy; a SAD scientist will be there the next day (unless one of the characters can perform this duty, which requires Investigation 2, Medicine 3 and Science 2).

Pangloss is glad to be rid of the whole affair and will not protest the agents' methods. The autopsy will reveal no supernatural qualities to the body. The local coroner may then make out his death certificate and the body will be sent to SAD for further testing. In the wake of the case's closing, the press will be notified. The agents may brief Danforth (excluding any supernatural elements); he will handle the media. In the end (barring any major gaffes) the reporters will be satisfied and will move on to their next assignments (except Cindy Crawley). The police will thank the agents profusely and then hint that it is time they leave.

The Note

Thursday evening, when the agents return to their hotel, they will find an envelope stuffed under the door. The note inside is an urgent request for the agents to meet at the Loose Caboose at eight o'clock. The note is unsigned and claims to have valuable information.

The Loose Caboose

The letter is from Robert Hill. If the agents heed the letter they will arrive to find the club in full swing. The place is noisy and smoke-filled. Robert is sitting alone in a corner booth; he "casually" tries to signal the agents over. He is thoroughly out of his element here. His dress is pseudo biker and he is trying to fit in. He is wearing dark sunglasses and chain smoking (he doesn't smoke). It should quickly become apparent to the agents that Robert has seen one too many spy movies.

Hill will relate his suspicions about Kyrysma. He admits that he has little chemical proof, but he will tell them about his behavioral experiments and the death of his roommate. He isn't sure what to do and is clearly scared. He will tell them that he suspects the police are in on it and that Anna Wheeler can back him up on his accusations.

Anna Wheeler

Brenda Thompson has been informed of the conversation between Anna Wheeler and Robert Hill, as well as of Hill's visit to the agents' hotel. She determines that this situation is dangerous to Pangloss and decides to take matters into her



own hands. Brenda contacts one of the Pangloss enforcers (the same one who killed Hill's friend) to murder Anna Miller. Her plan is subtle and not easily traceable to Pangloss. As Personal Relations Director, she knows about Anna's domestic situation. She dispatches her agent to the local watering hole that Frank Wheeler frequents. The agent starts buying Frank drinks, while verbally egging him on against his wife. He also surreptitiously doses him with a small amount of Satyr-day Night. A drunk and angry Wheeler goes home to give his wife "an extra-good ass kicking."

At about the same time that the agents are meeting Hill, Frank is at home beating and raping his wife. The beating escalates until he strangles her. She will die tonight unless the characters intercede. If the agents call her (to verify Hill's story) they will get an out-of-order recording (the phone's been ripped from the wall). If they decide to go there, they might walk right into the middle of the altercation. Frank Wheeler is strong and maddened with drink. He may attack the agents if they try to interfere with him "doing his duty," or he may roll up into a ball and cry. If she survives this encounter, Anna will finally have the strength to leave her husband for good.

A Piece of Good News

Friday morning, Anna Wheeler's daughter is found alive by two hunters. She is brought to the local hospital for treatment for exposure, but she is otherwise unharmed. If Anna is still alive, there will be a tearful reunion. The police will not stop the agents from questioning her, since it may have bearing on the Nappy Napper case. She describes to the agents how the kidnapper could "turn into a doggy." She will also mention that he kept muttering about the caves. She was not harmed, but she was scared. She escaped through a ventilation shaft while he was out.

Other Encounters

In the two days leading to the town's homecoming celebration the Storyteller may give the characters a chance to catch their breaths, or she may choose to ratchet the pressure up another notch. If the agents return to Pangloss for another talk with Michael Norge, they will meet Dmitri and company. This meeting is very tense and filled with a veiled sense of menace. It is possible Sharon has been brought in, too, though Norge will hide her from the agents. If they snoop around (watch the plant from a distance, etc.) they may spot her being brought in and out.

Dmitri will shadow the agents from the Penumbra and try to find out what they know. The agents will sense that they are being watched during this time, and Dmitri may figure prominently in their nightmares.

Dmitri meets Sharon Miller and finds her "toothsome." He decides that she might fit into his own plans and starts scheming how he can get her away from Norge.

Norge has become irrational after the break-in the night before, and begins to strike out in an uncharacteristically blatant manner. He may decide to kill everyone he considers

a threat and worry about the ramifications later. Below are several of the options he might pursue:

a) If the Nappy Napper is still alive, Norge will direct Dmitri to kill the agents and make it look like the Nappy Napper did it.

b) He may try to use Sharon to lure the agents (or at least one of them) into a trap. She will probably rebel at this. She is under the impression that if she can get through homecoming, things will be all right. She will try to put him off until then.

c) Robert Hill will be killed in a lab fire.

d) Anna Wheeler will be pushed into some machines at work (if she's still alive and returns to work).

The above plans may go into effect at the Storyteller's discretion.

Scene Eight (Saturday —Homecoming)

The day of the homecoming game has arrived. The weather is beautiful and the town seems to have thrown off the pall that has enshrouded it for the past month. Some of the residents wanted to cancel the game in light of the recent tragedies; the mayor, however, declared “damn the torpedoes” in a stirring radio address, and so the festivities will go on as planned. It is Saturday and the town is out in force.

That morning, the mayor, the football team, the police force and fire department, some local clubs and the cheerleading squad march in the Homecoming parade. Sharon Miller is on the “teen angels” float with the other cheerleaders. Now entering the third stage of the Enticer metamorphosis, she is at peak sexuality. A number of people in the crowd notice this; some decide there is definitely something wrong about her.

The Game

With one of their best players dead and another in jail, the town is somewhat pessimistic about their chances of beating Syracuse. The team is obviously psyched, however. The cheerleaders, with Sharon Miller in the lead, are in rare form. The stadium atmosphere is high with excitement; the town is caught up in a celebratory mood; although it seems there is something hollow and brittle beneath the festivities. As evening falls, the weather turns blustery and cold.

Pangloss sends a “chaperone” to pick Sharon up after the game, to make sure that she doesn't cause anymore trouble. Sharon gives him the slip and disappears. If the agents are tracking her they may be able to catch her if they're fast enough. If they interfere with the chaperone (the same guy who killed Hill's friend), he will pull a gun and start shooting. This will give Sharon a chance to escape in the rush. She may be able to control her shape-shifting abilities enough to aid her escape (blending into the crowd). If she is caught by the agents she may comply with their demands temporarily, but will take advantage of any opportunity to escape. She is not above using her abilities to this end, though she will not hurt anyone.

The Bonfire

Note: The scene below doesn't happen if Sharon Miller is in the custody of either Pentex or the agents.

The night is cold and clear. A frigid wind keens through the high school grounds, as a medium size crowd (300 people) gathers for the homecoming bonfire. The agents may find something vaguely familiar and disconcerting about the bonfire, a remnant from their dreams. The high school is on a hill directly overlooking Norge Valley. There is often a negative charge to the area, but tonight the charge is even stronger than usual. The crowd is restless and edgy. The coach, principal, and mayor give longer speeches than necessary in this cold. The crowd becomes more agitated, though they still maintain the appearance of team spirit. The coach takes the podium to announce the names of the homecoming king and queen. The king is the team's new quarterback, Martin Schwab. The queen (to no one's surprise) is Sharon Miller.

Sharon ascends the platform to accept her crown, but she is obviously disintegrating. She staggers to the podium and delivers a rambling and incoherent speech. Earlier in the day she made a consolidated and heroic effort to throw off the effects of the Enticer drug. She had some success, but the outcome is uncertain. The Bane possessing her is exercising its powers of revulsion to upset the crowd, thus hoping to scare her into submission. It is not able to overcome her powers of attraction (as well as her natural charisma) completely, however. The result is a crowd which suddenly becomes violently polarized. Some in the crowd are still strongly attracted to Sharon. Others do not understand what she is saying on the podium; they only know they don't like it. A low murmur sweeps through the audience.

If the characters are there, they must make Willpower rolls (difficulty 6, two successes needed) to avoid getting caught up in the frenzy of emotion. If they fail, their Nature (and general opinion of Sharon) will decide which side of the fracas they fall on. The crowd is split roughly 60/20 against her. Those who are unaffected may still take sides, or may just try to get out of the way.

Despite her power, Sharon is just the spark that lights the fuse. The area is a psychic powder keg and the spirit of the original town is strong here tonight. The energies of the caern are acting as a catalyst, extending Sharon's uncontrolled abilities far beyond their normal limits. The nature of the caern (visions) is causing many of the townspeople to tap into their ancestral memories. Their Puritan roots are boiling to the surface. More and more, the scene is taking on the look of a witch burning. A number of people may be flashing directly on visions of burning the Wendigo healer.

To further complicate matters, both Dmitri and the Steppin' Wolves have zeroed in on the event. Dmitri and company were watching from the back of the crowd. If he's alive, the Nappy Napper may be with them. The Steppin' Wolves were even further back, hiding among some nearby trees. In something of a reversal of their usual roles, Dmitri will try to “rescue” Sharon (for his own purposes). The Steppin' Wolves may try to kill her because she smells slightly of the Wym.

The anti-Sharon crowd gets the upper hand; Sharon is pulled off the platform and dragged toward the bonfire. Some

in the crowd are chanting “burn the witch!” Others are speaking in tongues and shaking uncontrollably. Even as she is dragged from the platform the characters may notice that she is not screaming for help, but seems to be struggling fiercely with some internal conflict. If the characters present a consolidated front to protect her (firing guns in the air, etc.) they may slow the process down, but the crowd is in no mood to listen to reason. They may turn on the agents as well.

If Dmitri and the Steppin’ Wolves involve themselves, they will go to Crinos form, thus changing the equation significantly. Most of the crowd will be affected by the Delirium. The townspeople must add two difficulty to their Willpower rolls for purposes of confronting the Delirium (because of the town’s history). The agents may be a bit more resistant by this time. The Steppin’ Wolves won’t go out of their way to hurt the crowd and are diverted from attacking Sharon by Dmitri’s presence. Dmitri doesn’t care about hurting innocent bystanders, but he has better things to do, thus any fatalities in the crowd are liable to be unintentional.

An exchange of gunfire and hand-to-hand combat ensues. Cracker Dan and Andrew Lee clash over who has the real Mjolnir. If they are still mentally cognizant enough to do so, the agents may play a pivotal role here, when they figure out whose side they’re on. Because of the Veil, the crowd will remember little of what occurs. Any Garou who die here will revert to human form, thus leaving no real evidence.

Dmitri will try to get Sharon to his car for a quick getaway. If he has too much trouble doing this (he is willing to sacrifice Cracker Dan and Hard-Core, but not Janet Booth to procure Sharon), he will decide that it isn’t worth the effort and beat a hasty retreat. If he feels he has suffered too much during the proceedings he may stop briefly on the way out of town to kill Michael Norge. He may have to rush to beat the Steppin’ Wolves to it.

Epilogue

The bonfire is probably the culminating event in the agents’ mission to St. Claire. If the Nappy Napper is dead, things should quiet down considerably after this. The agents may still stay in the town if they feel there are loose ends to tie up, but more likely they will be recalled. The following things may happen.

If Sharon Miller survives, she may be cut off from her supply of Entice. Developmentally, she was on the cusp of whether or not she needed it to complete her transformation. She may recover completely after a few weeks and go on to live a normal life. She may finish her metamorphosis, in which case Pentex (or the agents) may try to reacquire her. If Michael Norge and Brenda Thompson are dead Pentex won’t have any record of her (she was a private project). She might even strike out on her own.

The St. Claire police and Pangloss security will manage to keep the agents from investigating the Pangloss plant. Pentex lawyers can fend off any legal inquiries indefinitely. SAD won’t want to get caught up in any legal (and potentially high-profile) entanglements, anyway.

Extensive chemical analysis of Pangloss’s products will turn up nothing conclusive (the active ingredients are Bane related). Behavioral studies will show that they have a strong

affect on people. These tests will take several years. If made public, this knowledge may harm Pangloss (or boost its sales through the roof).

If Michael Norge survives, he may find his career at Pentex even further stunted.

If Robert Danforth learns too much about the supernatural from this case he will be recruited by SAD.

If the Steppin’ Wolves survive, they will bring in other Garou (including some Wendigo) to perform Rites of Cleansing on the caern. In time, it is possible that the caern may revert to its original state, thus saving the soul of the town.

If the characters found some real evidence, or information of use to SAD, they will be commended. Extraordinary results may be rewarded by promotion.

Movable Scenes

The following three scenes are outside of the story’s main chronology. They may be activated at the Storyteller’s discretion, or be initiated by the players.

Scene A

If the agents save Anna Wheeler (or are seen with Hill, or questioning Sharon Miller) they will now be viewed by Brenda Thompson as a threat, and she will convince Norge of this. He still prefers to do things non-violently at this point. He will contact the mayor (Edmund Richards), who in turn makes a call to the FBI. He complains that the agents are overstaying their welcome (he embellishes somewhat) and demands action. He is friends with the governor and can raise enough of a stink that the FBI may pressure SAD to withdraw the agents. If the agents can defend their actions to the department both Marsha Crowe and Osbourne will go to bat for them. Fiske will protest, but be overruled.

In the end, the characters should be allowed to stay, but the outcome should be in doubt for a while. This bureaucratic in-fighting is typical of the intelligence community. The Storyteller should roleplay it to the hilt, forcing the characters to fight to stay on the case.

This process will take one or two days, during which time other things will be happening. If the agents stay, Norge may be forced to consider the possibilities of “an unfortunate accident.”

If the Nappy Napper is still alive, skip this scene.

Scene B

Norge Valley Caern

Level: 2

Gauntlet: 4

Type: Visions (Nightmares)

Tribal Structure: Abandoned (Former Wendigo/Black Spiral Dancers)

Note: This scene will occur when and if the characters decide to investigate Norge Valley.

Throughout the adventure the Storyteller should hint that Norge Valley is the center of something very bad. It may figure strongly in their dreams, or they may feel uneasy

whenever they approach its perimeter (at the Loose Caboose, Wheeler residence or high school). Eventually, they might decide an investigation is in order.

Bawn: The agents will find Norge Valley disquieting from the start. The Storyteller should start the excursion off subtly (with small omens and portents), then build to a crescendo of horror if the agents follow the trail to its conclusion. The first thing the agents may see is a deer carcass blocking the road. It has been hit by a truck and crows are scavenging it. One plucks an eye out and flies directly over the agents with it. The valley has a timeless quality about it. Even if the agents arrive in the full brightness of morning, they will inevitably be startled to see the shadows lengthening as the sun sets. The valley is often shrouded by fog that lies in some dells even at noon.

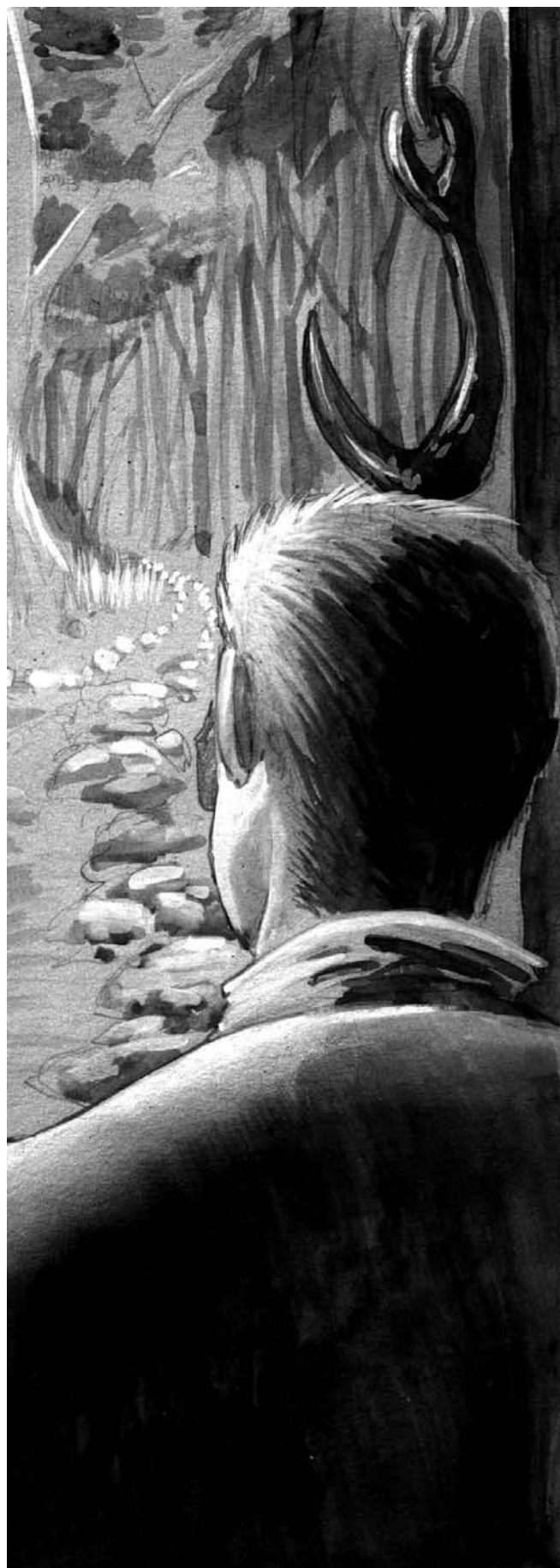
There are approximately 400 people distributed throughout the valley. Most of the homes are either dilapidated wooden structures or trailers. The people here are, without exception, sullen and hostile. They will either directly refuse to answer the agent's questions or will be deliberately evasive. If the agents become too intrusive it is possible they may face a mob, in which case they will be chased in the direction of the slaughterhouse. The slaughterhouse is down an old tertiary road which is obviously no longer used. A rusted sign (Weston Meats) indicates what lies in that direction.

Center: The Slaughterhouse. The Weston slaughterhouse was a prime supplier of beef and pork products for the O'Tolley's chain (a Pentex company). O'Tolley's liked the unsanitary conditions and wanton cruelty inflicted on the animals here. Weston went out of business when O'Tolley's moved most of its meat harvesting operation to the Amazon. The plant has been abandoned for over 10 years. The horror of the valley is concentrated here, although the slaughterhouse is a symptom, not the cause. The area is rife with malignant spirit activity (it is in fact a Hellhole), but the agents will not detect this. They will only be aware that something is not right.

The Storyteller should be subtle at first in evoking the mood of the area. The characters should make several Perception + Empathy rolls. At first, the only sounds will be those of the surrounding forest. Soon, however, the forest noises will segue into what sounds like pigs being slaughtered. These are just on the edge of perception and the agents shouldn't be sure if they're really hearing them or not. There is a definite chill to the place and fog covers the ground. The snatches of pig sounds begin to sound like human screams, wolf howls, and inhuman laughter. The characters should make several Willpower rolls (of increasing difficulty), or else go into hypnotic trances. They may suffer hot flashes, cold sweats, momentary hallucinations and violent impulses.

The slaughterhouse retains much of its original equipment, and there are spatters of old blood on the floor. Forensic analysis will prove this to be cow and pig blood. The sounds of animals dying and of machines running (bone saws, electric cattle prods, etc.) become more perceptible here. Some of the floors are structurally unsound.

If the agents search the grounds around the building, they will find a trail which leads down to a narrow, rocky ravine. This



is the site of the original town (see History). There are signs of the early settlement here (stone foundations). In the center of these structures is a large, flat capstone with a faded inscription chiseled into it. The inscription reads:

And I looked, and beheld a pale horse: and his name that sat on him was Death, and Hell followed with him.

May God have mercy on our souls.

Captain John Arneith — January (?) 1695

The capstone is partially sunk into the ground, held firmly in place by grass roots and its own weight. The cap is almost impossible to remove without tools. If the characters went into the slaughterhouse, they will have seen several shovels in the plant's maintenance room. This could be classified as a fortunate coincidence, if lifting the stone was a good idea. With the tools it should take the agents less than an hour to remove the cap. The strange noises and visions will abate while the characters dig. There is a rush of stale escaping air as soon as the cap is removed. This is the last thing the agents may hear for a while.

Each character must make a Willpower roll (difficulty 8, 2 successes needed) to resist the sudden psychic onslaught. Any character who succeeds will stagger backwards, stunned and blinded with pain. She will notice that her compatriots (those who failed) are in a deep, unbreakable trance. The visions assaulting the stuporous agents are somewhat familiar to them from their recent dreams, but much more real. They are images of the original settlement, mixed with elements of the agent's life. Each agent will have a separate nightmare to contend with and the Storyteller should take each player aside and describe it privately. These visions are part of the caern's original function. The Wendigo used it for enlightenment, but the Wurm infection has twisted it into a dark and evil mockery of its former self.

Visions

a) The agent is back at the J. Edgar Hoover building. Hoover himself shows up. He is wearing a stunning black cocktail dress and says he has a job for the agent to do. The character and his fellow agents are flown to Norge Valley. There, they fall in with a mob of Puritan settlers and proceed to massacre a village of unarmed Indians. The agent is the ringleader. The bodies are thrown into a deep burial pit; some of them are still alive and try to crawl out. The agent orders them buried alive. He is covered from head to toe with a mantle of breathing blood.

b) The agent is leading a good, old-fashioned witch burning in Washington, D.C. The accused witch is a Native American woman (the Wendigo healer). A crowd of politicians screams for her death. There are souvenir vendors scattered about. The character proceeds to the stake with a torch in her hand. The bonfire is lit. As the woman screams, the agent finds herself tied to the stake in the witch's place. The flames sear the agent's flesh. She is aware of the sound of crackling skin and burning fat.

c) The agent is trapped in a snow-bound cabin with his family. There is a keening, bitter wind which comes through the cracks in the walls, and there is only one piece of wood left for the stove. There is no food. The family is crying with hunger. The character turns to look at them and their cries become the clucking of chickens. Hunger overwhelms him, and he reaches for an ax.

d) The character is in the same cabin, but there is the howling of wolves outside. The howls come steadily closer. The character is shaking uncontrollably with a mixture of fear and cold. The door flies inward in a slow explosion of wooden shards and snow. There are huge, gibbering shadows in the doorway. The shadows emerge into the light of the fire. They are Garou in Crinos form, but they are twisted and alien (Black Spiral Dancers). The character is denied the usual madness provided by the Delirium. He is forced to watch as the monsters slowly flay him alive. The last thing he hears is the screaming of his family and a hideous gibbering laughter.

The Storyteller is encouraged to add some visions of her own, customizing them further to the individual characters. The visions only last a few minutes (though it seems a lot longer) and are probably the most intense experience of the agents' lives. The potential for permanent psychic damage is great. Each character must make a Willpower roll (difficulty 8). A failure means that the character has gained a temporary mental disorder (Storyteller's discretion) which lasts about a week. A botch means that the disorder is permanent and can only be cured by extensive psychotherapy.

The Well

During the blizzard of 1695, the ground was frozen solid and the inhabitants of the town could not bury their dead. Instead they lowered the remains into the town well and covered it with a capstone. The well is a cylinder of stone and mortar, about 25 feet deep. At the bottom is a jumble of human bones. The remains are moderately well-preserved for their age and a forensic scientist may be able to put together a fair amount from them. Some of the skulls have holes in them, indicating a violent death. The bones have been gnawed by both human and animal teeth. There are also several personal effects laid carefully at the bottom of the well, the most valuable of which is a set of perfectly preserved china, worth over \$15,000 to a collector.

The prize find also lies near the bottom in a rotted wooden box. Inside, wrapped in a black cloth, is the skull of a wolf. The skull is far larger than that of a normal wolf's and it also has some human characteristics (most notably its increased cranial capacity). It has a bullet hole in it. There is also a flattened out silver bullet wrapped up with it. This is an important find; if the agents get it back, Osbourne will be very pleased.

CASE CLOSED

Appendix: Junior G-Men



I personally don't buy it (psychic powers), but I've run across a couple of things I can't explain.

— Kenneth Lanning, FBI Behavioral Science Unit, Quantico, VA



Paraintelligence agents are of many stripes. They come in all ages, colors, and shapes, and each with their own attitude. Although every agent has to go through some form of indoctrination and training (“brainwashing”), paraintelligence agents tend to exert more free will than other

government agents. Proximity to the supernatural wakes them up and gets them moving, although their agencies nonetheless maintain a frustratingly conservative pace.

Who knows, maybe that guy next to you on the bus is one of them...



Seeker of Truth (FBI Special Affairs)

Quote: *The answers are out there.*

Prelude: You have always been fascinated by enigmas. When you were ten years old, your family went on a camping trip. One night, you wandered off alone into the woods and got lost. Before long, you heard the howling of wolves nearby, and, unafraid, you followed the sounds until you came upon a clearing. Hiding in the underbrush, you witnessed something that would change your life forever: a werewolf moot.

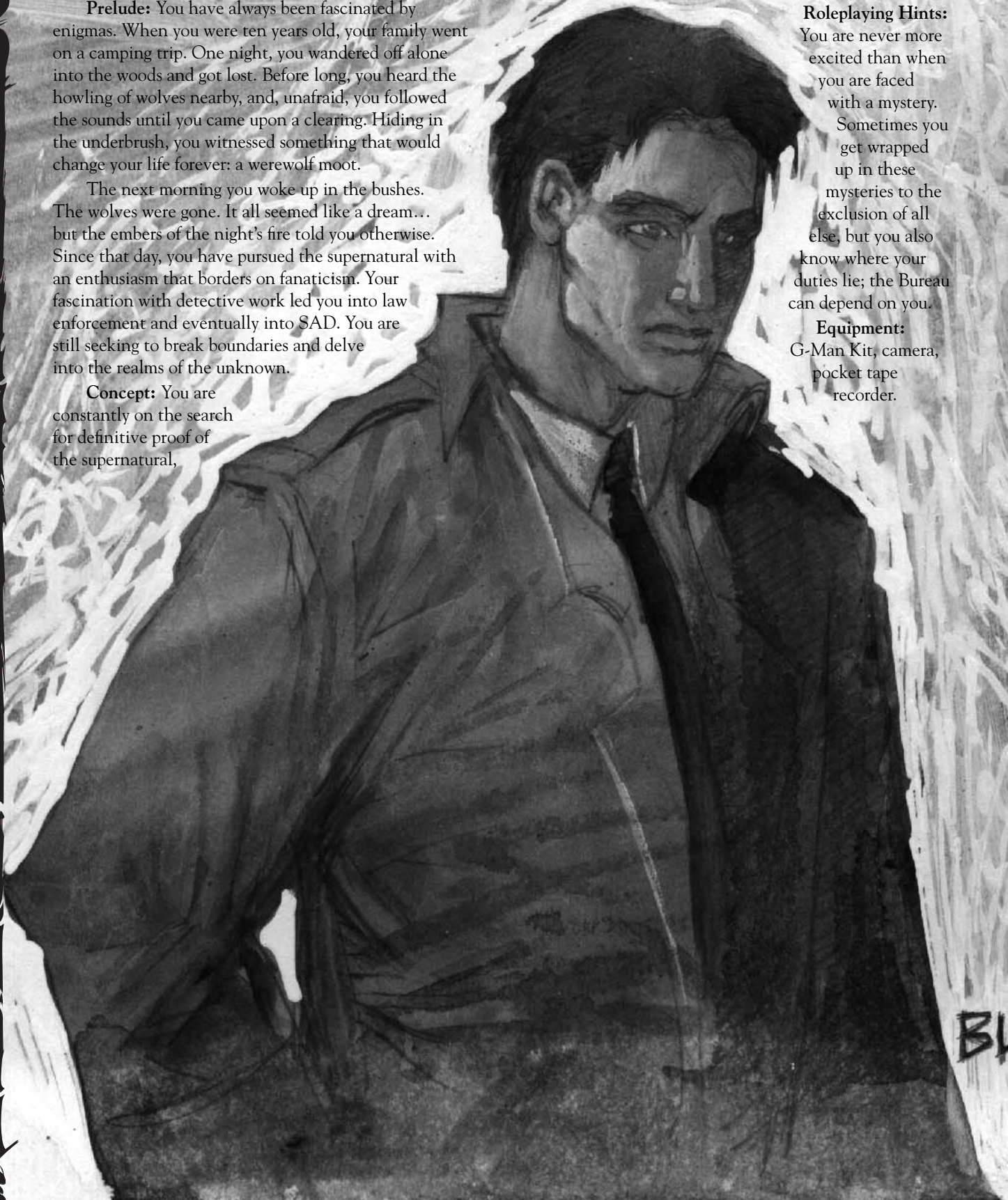
The next morning you woke up in the bushes. The wolves were gone. It all seemed like a dream... but the embers of the night's fire told you otherwise. Since that day, you have pursued the supernatural with an enthusiasm that borders on fanaticism. Your fascination with detective work led you into law enforcement and eventually into SAD. You are still seeking to break boundaries and delve into the realms of the unknown.

Concept: You are constantly on the search for definitive proof of the supernatural,

not because you doubt its existence — you know it exists — but because you want — *need* — others to share your knowledge.

Roleplaying Hints: You are never more excited than when you are faced with a mystery. Sometimes you get wrapped up in these mysteries to the exclusion of all else, but you also know where your duties lie; the Bureau can depend on you.

Equipment: G-Man Kit, camera, pocket tape recorder.



BL

PROJECT TWILIGHT

Name:
Player:
Chronicle:

Nature: Visionary
Demeanor: Loner
Agency: SAD

Rank: 2
Codename:
Concept: Seeker of Truth

Attributes

Physical
Strength _____ ●●●●●
Dexterity _____ ●●●●●
Stamina _____ ●●●●●

Social
Charisma _____ ●●●●●
Manipulation _____ ●●●●●
Appearance _____ ●●●●●

Mental
Perception _____ ●●●●●
Intelligence _____ ●●●●●
Wits _____ ●●●●●

Abilities

Talents
Alertness _____ ●●●●●
Athletics _____ ●●●●●
Brawl _____ ●●●●●
Dodge _____ ●●●●●
Empathy _____ ●●●●●
Expression _____ ●●●●●
Intimidation _____ ●●●●●
Leadership _____ ●●●●●
Streetwise _____ ●●●●●
Subterfuge _____ ●●●●●

Skills
Animal Ken _____ ●●●●●
Drive _____ ●●●●●
Etiquette _____ ●●●●●
Firearms _____ ●●●●●
Melee _____ ●●●●●
Performance _____ ●●●●●
Repair _____ ●●●●●
Security _____ ●●●●●
Stealth _____ ●●●●●
Survival _____ ●●●●●

Knowledge
Bureaucracy _____ ●●●●●
Computer _____ ●●●●●
Covert Culture _____ ●●●●●
Investigation _____ ●●●●●
Law _____ ●●●●●
Linguistics _____ ●●●●●
Medicine _____ ●●●●●
Occult _____ ●●●●●
Politics _____ ●●●●●
Science _____ ●●●●●

Advantages

Numina

Background
Allies _____ ●●●●●
Influence _____ ●●●●●
Resources _____ ●●●●●
Contacts _____ ●●●●●
Rank _____ ●●●●●

Merits & Flaws

True Faith

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Willpower

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□ □ □ □ □ □ □ □ □ □ □ □

Health

Bruised
Hurt -1
Injured -2
Wounded -3
Mauled -4
Crippled -5
Incapacitated

Maneuver/weapon	Roll	Difficulty	Damage	Range	Rate	Clip	Conceal	Rank

Experience

P-Pocket J-Jacket T-Trenchcoat N-No Concealment

Attributes: 6/4/3 Abilities: 11/7/4 Backgrounds: 5 Freebie Points: 21 (5/2/1)

Trouble Shooter (NSA Assassin)

Quote: *Sorry, pal. Just doing my job. (BLAM!)*

Prelude: You are an ex-CIA assassin and sometime Mafia hit-woman, currently an NSA trouble shooter and an all-around patriotic American. Yep, that's you. The shrink labeled you a sociopath, but what was a negative in the army became an asset in the CIA. Dad was CIA; it's only fitting that his little girl follow in his footsteps. There was Central America, Beirut, and that dangerous stint in Los Angeles. That's where you ran into trouble. Some subversive, egg-head writer was going to do an exposé on the Company. He had some real damaging information, too. You put two bullets through his heart, point blank. And he just turned around and smiled that crazy, fanged grin that's caused you to wake up screaming every night for the past year. You got out of there, but everything had changed. The CIA wouldn't listen to you, but someone in the NSA did. You were transferred a month later.

Roleplaying Hints: Your outer facade is one of military discipline, but inside you are a seething cauldron of violence. To you, killing is second nature, like breathing. You are cold and methodical. It bothers you that there are creatures out there who are more ruthless than you...

Equipment: G-Man Kit, Kevlar vest, Uzi submachinegun, double-edged dagger

PROJECT TWILIGHT

Name:
Player:
Chronicle:

Nature: *Bravo*
Demeanor: *Jobsworth*
Agency: *NSA*

Rank: 1
Codename:
Concept: *Troubleshooter*

Attributes

Physical
Strength _____ ●●●●●
Dexterity _____ ●●●●●
Stamina _____ ●●●●●

Social
Charisma _____ ●●●●●
Manipulation _____ ●●●●●
Appearance _____ ●●●●●

Mental
Perception _____ ●●●●●
Intelligence _____ ●●●●●
Wits _____ ●●●●●

Abilities

Talents
Alertness _____ ●●●●●
Athletics _____ ●●●●●
Brawl _____ ●●●●●
Dodge _____ ●●●●●
Empathy _____ ●●●●●
Expression _____ ●●●●●
Intimidation _____ ●●●●●
Leadership _____ ●●●●●
Streetwise _____ ●●●●●
Subterfuge _____ ●●●●●

Skills
Animal Ken _____ ●●●●●
Drive _____ ●●●●●
Etiquette _____ ●●●●●
Firearms _____ ●●●●●
Melee _____ ●●●●●
Performance _____ ●●●●●
Repair _____ ●●●●●
Security _____ ●●●●●
Stealth _____ ●●●●●
Survival _____ ●●●●●

Knowledge
Bureaucracy _____ ●●●●●
Computer _____ ●●●●●
Covert Culture _____ ●●●●●
Investigation _____ ●●●●●
Law _____ ●●●●●
Linguistics _____ ●●●●●
Medicine _____ ●●●●●
Occult _____ ●●●●●
Politics _____ ●●●●●
Science _____ ●●●●●

Advantages

Numina

Background
Allies _____ ●●●●●
Influence _____ ●●●●●
Resources _____ ●●●●●
Equipment _____ ●●●●●
Rank _____ ●●●●●

Merits & Flaws

True Faith

●●●●●●●●●●
□□□□□□□□

Willpower

●●●●●●●●●●
□□□□□□□□

Health

Bruised
Hurt -1
Injured -2
Wounded -3
Mauled -4
Crippled -5
Incapacitated

Maneuver/weapon	Roll	Difficulty	Damage	Range	Rate	Clip	Conceal	Rank

Experience

P-Pocket J-Jacket T-Trenchcoat N-No Concealment

Attributes: 6/4/3 Abilities: 11

reebie Points: 21 (5/2/1)

TIMELINE FOR THE ST. CLAIR CONTRACT

	Morning Afternoon												
	Night	Friday	Saturday	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday			
Cynthia Crawley				•Meet agents									
Agent Danforth				•Loose Caboose									
Dmitri & gang							•Arrival						•Homecoming
Robert Hill					•Meets Anna Wheeler			•Meet agents @ Loose Caboose					
Sharon Miller					•Dose of Enticeô	•Q & A about HS shooting	•Wanders outskirts of town						•Brought in and out of Pangloss
Nappy Napper				•Kills hunters			•Kidnaps Carol Anne	•Flees into Norge Valley and coal mine					•Homecoming
Pangloss				•Norge summons Dmitri	•Give agents tour?		•Steppin' Wolves break-in		•Preparation with Sharon Miller				
Police			•Meet agents			•Stake-out: twine factory; HS shooting		•Cops killed by Nappy Napper; manhunt?					•Homecoming

PROJECT TWILIGHT

Name:
Player:
Chronicle:

Nature:
Demeanor:
Agency:

Rank:
Codename:
Concept:

Attributes

Physical
Strength _____ ●○○○○
Dexterity _____ ●○○○○
Stamina _____ ●○○○○

Social
Charisma _____ ●○○○○
Manipulation _____ ●○○○○
Appearance _____ ●○○○○

Mental
Perception _____ ●○○○○
Intelligence _____ ●○○○○
Wits _____ ●○○○○

Abilities

Talents
Alertness _____ ○○○○○
Athletics _____ ○○○○○
Brawl _____ ○○○○○
Dodge _____ ○○○○○
Empathy _____ ○○○○○
Expression _____ ○○○○○
Intimidation _____ ○○○○○
Leadership _____ ○○○○○
Streetwise _____ ○○○○○
Subterfuge _____ ○○○○○

Skills
Animal Ken _____ ○○○○○
Drive _____ ○○○○○
Etiquette _____ ○○○○○
Firearms _____ ○○○○○
Melee _____ ○○○○○
Performance _____ ○○○○○
Repair _____ ○○○○○
Security _____ ○○○○○
Stealth _____ ○○○○○
Survival _____ ○○○○○

Knowledge
Bureaucracy _____ ○○○○○
Computer _____ ○○○○○
Covert Culture _____ ○○○○○
Investigation _____ ○○○○○
Law _____ ○○○○○
Linguistics _____ ○○○○○
Medicine _____ ○○○○○
Occult _____ ○○○○○
Politics _____ ○○○○○
Science _____ ○○○○○

Advantages

Numina
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○

Background
Allies _____ ●○○○○
Influence _____ ●○○○○
Resources _____ ●○○○○
_____ ○○○○○
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Merits & Flaws

True Faith

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Willpower

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Health

Bruised
Hurt -1
Injured -2
Wounded -3
Mauled -4
Crippled -5
Incapacitated

Maneuver/weapon	Roll	Difficulty	Damage	Range	Rate	Clip	Conceal	Rank

Experience

P-Pocket J-Jacket T-Trenchcoat N-No Concealment

Attributes: 6/4/3 Abilities: 11/7/4 Backgrounds: 5 Freebie Points: 21 (5/2/1)

Other Traits

_____ 00000
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Description

Age _____ Height _____
 Hair _____ Weight _____
 Eyes _____ Race _____
 Sex _____ Nationality _____

Equipment

	Rank	Roll	Difficulty
Gear (carried)			

Possessions (owned)			

History

Prelude

First Case

Cases Solved

Service Record

Awards received (promotions, citations, etc.):

Black marks (disciplinary demerits, rank decrease, etc.)

Distinguishing features:

Brawling Chart

Maneuver	Roll	Diff	Damage
Body Slam	Dex + Brawl	7	Special
Grapple	Dex + Brawl	6	Strength
Kick	Dex + Brawl	7	Strength + 1
Punch	Dex + Brawl	6	Strength