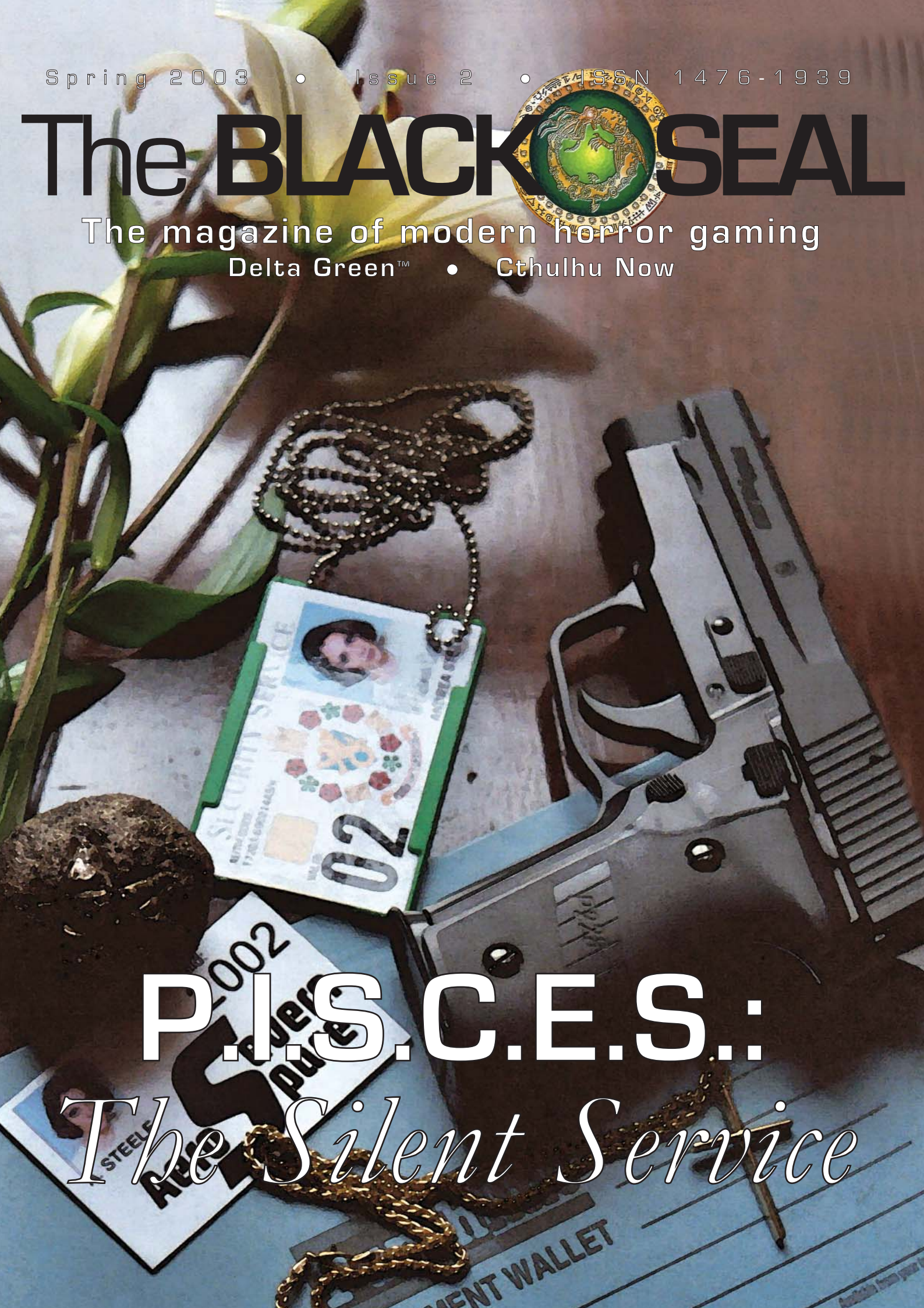


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The BLACK ROSEAL

The magazine of modern horror gaming
Delta Green™ • Cthulhu Now



P.I.S.C.E.S.:

The Silent Service



'On Her Majesty's Occult Service' by Adam Crossingham © 2003

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Welcome to the second issue of The Black Seal. It's been just over a year since the first issue – which is longer than I intended. I hope to get issue #3 of The Black Seal out a lot sooner next time.

The response to The Black Seal #1 was incredible. Thanks to all of you who let me know what you thought of the magazine. Issue #1's success proves, to me at least, that there is a market for modern-period *Call of Cthulhu* material. I hope publishers are watching and more releases may be on their way.

The release of *d20 Call of Cthulhu* has been the biggest news item in the last year, and it is interesting that Wizards of the Coast seems to have chosen to make the modern day the preferred playing period. The Black Seal has embraced the new era of *d20 Cthulhu* as well. Chaosium have requested us not to publish *d20 Cthulhu* stats for the time being, but in the meantime, *d20* stats for issues 1 and 2 can be downloaded from <http://www.theblackseal.org/d20>. We will publish *d20* stats as soon as we have approval from Chaosium.

This issue's theme is PISCES. This doomed organisation is the United Kingdom's sole defence against the Cthulhu Mythos, and is thus a very suitable topic for a British *Call of Cthulhu* fanzine. We've taken the opportunity to expand on what Pagan Publishing first presented in *Delta Green: Countdown*. Pagan did an excellent job creating opportunities for excellent role-playing with this organisation – I hope we've added extra flavour. PISCES in its original presentation is a very dark, malevolent entity if approached in the wrong way.

PISCES is a Second World War relic, armed with emergency powers that have never been rescinded. It's above the law, does not officially exist, reports

only to the Prime Minister's Office, and chooses which Prime Minister it wants to know of its existence.

When looked at like this, PISCES is a civil liberties nightmare. PISCES under its current leadership is a monster, almost out of control, and its tentacles stretch very far indeed. I hope you will find some of this issue's articles reflect this particularly David Conyers' "*Missing Persons...*" and Graeme Price's "*Perfidious Albion*", articles which detail just how far PISCES will go to get what it wants.

The Black Seal editorial team has also been meeting the readers and contributors, drinking too much alcohol and attempting to sell the fanzine over the last year. You may have seen us at CthulhuCon, Convulsion and Dragonmeet. I hope we said "Hi!"

Thanks to my wife Lorraine, Andrew Buckley, David Lamb and the mysterious Mr. X for this issue.



The Black Seal Team meets John Tynes at Convulsion. L to R: Nick, JT, John and Adam



The Vicar and the Rev exchange words and beer

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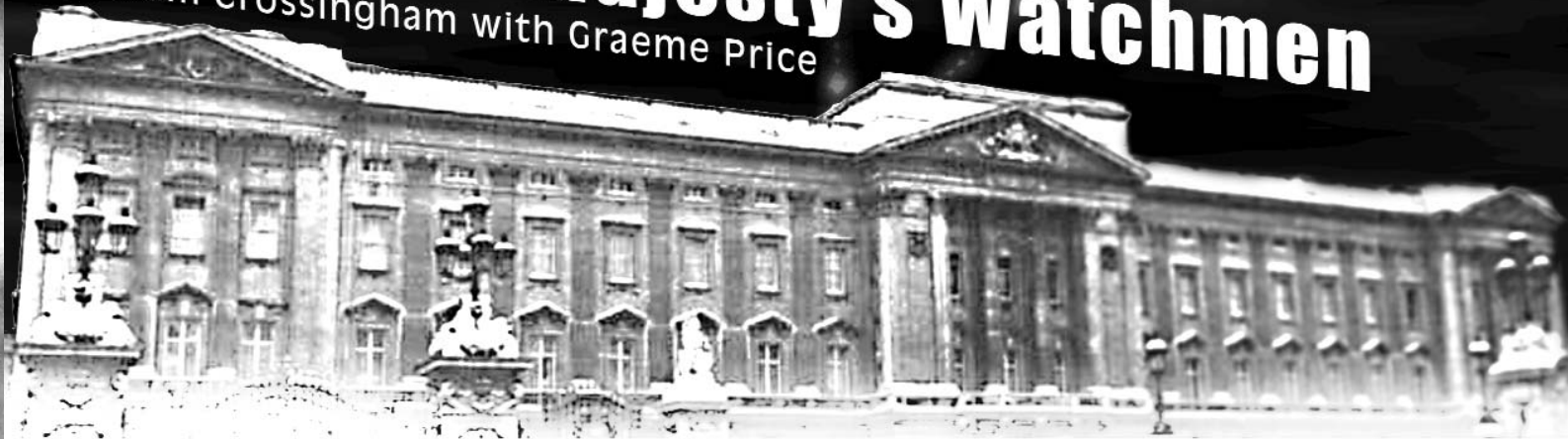
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'Alley' by Luis Corte Real © 2002



PISCES: Her Majesty's Watchmen

by Adam Crossingham with Graeme Price



Based on Scott Glancy's **PISCES** and **Army of the Third Eye** chapters of *Delta Green: Countdown*.

"We do disagreeable things so that ordinary people here and elsewhere can sleep safely in their beds at night... Of course, we occasionally do very wicked things..."
– John Le Carre, *The Spy Who Came in from the Cold*

"You only have the same sort of fear that everyone here has. That's why you are employed here. The moment we notice someone isn't frightened that this set-up and all the other set-ups like it are a threat to parliamentary systems – we fire him. The only way a department that prides can run is to admit of no elite which is immune from prying." – Len Deighton, *Funeral in Berlin*

This article should be read by keepers in conjunction with Scott Glancy's **PISCES** chapter from *Delta Green: Countdown*. Players should read this article without consulting *Delta Green: Countdown*.

INTRODUCTION

Tenebrae non sunt, sed ignorantia (There is no darkness but ignorance) – **PISCES** motto adopted in the 1950s

The Paranormal Intelligence Section for Counter-intelligence, Espionage & Sabotage is the oldest paranormal intelligence agency in the world. **PISCES** can trace its origins directly back to the First World War and indirectly into the late Nineteenth Century. In the modern world **PISCES** works to guard the security of the United Kingdom from the dangers of the Cthulhu Myths. **PISCES** reports directly to the Prime Minister, bypassing all the controlling committees that MI5, MI6 and GCHQ have to report to.

PISCES' MISSION OBJECTIVES

"Secrecy is the first essential in affairs of the State." – Armand Jean du Plessis, Cardinal de Richelieu, Chief Minister to Louis XIII

The first role of **PISCES** is unorthodox, or paranormal, intelligence gathering. New religions, charismatic cult leaders, strange police reports, UFO sightings, and other Fortean events are investigated. Agents record and analyse events and people for the potential threat to the society or the fabric of the United Kingdom.

PISCES' second role is counter-intelligence. If the threat assessment of a rapidly growing cult or a messianic leader is too dangerous then measures will be taken to eliminate the risk. **PISCES** is a totally black budget operation, and many of its

activities are completely outside the law. Full scale military operations have been authorised in the past, but today **PISCES** is more likely to resort to blackmail, reputation smearing, threats of violence, payoffs, involuntary sectioning under mental health laws, murder or disappearances. **PISCES'** actual reaction often depends on the experience of the operators in the field, and the perceived risk. **PISCES** is also tasked to deal with paranormal entities, and its personnel will deal with any manifestations using the appropriate level of risk containment. This may include the use of deadly force or magic.

Researching alien science is **PISCES'** third role. **PISCES** maintains a library at Kilmaur Manor, and 'Magonia' – a research laboratory; both facilities are located in Scotland. A small number of 'formulae' are approved for field use, and have on occasion been issued to field agents.

Kilmaur Manor's library in a high-security vault is one of the





most extensive Mythos and occult research libraries in Europe, even though it is located in the wilds of the Scottish Borders. Access is extremely limited and highly guarded, but researchers may be able to provide data unavailable to any other agency in the world. Volumes include the Latin 'Necronomicon', an almost complete set of the 'Revelations of Glaaki', the 'Cthaat Aquadingen', and the original 'Eltdown Shards'.

Magonia, the research laboratory located on St. Kilda's, is an underground research facility removed from all the major UK population centres, and purpose built for maximum security. A nuclear device will destroy Magonia in the event of the multi-layer Mythos containment fail-safes being broken. As well as the laboratories, Magonia is home to numerous Mythos specimens (some alive, some dead, some preserved) recovered during field operations. Magonia has also been used as an oubliette to 'disappear' unwanted individuals and embarrassing lunatics. See the 'Missing Persons...' article in this issue for more information on Magonia.

PISCES' fourth role is the study and development of psychical ability. PISCES watches for the appearance of 'Talents', or psychically gifted individuals who are highly advantageous assets. Often these individuals are found during field investigations. Paranormal organisations in England, Canada and

Australia, acting as front organisations, introduce potential talents to PISCES. Recruitment is not always voluntary, especially in the case of vulnerable minors. The ESP ability development programme is effectively a paranormal weapons development project. With their handlers, Talents can do 'untraceable' jobs for PISCES. For example one talent can psychically control fire, and has been used to arrange several unexplained arsons and deaths.

Finally PISCES' fifth role is espionage and counter-espionage. PISCES is charged with the role of using psychic talents against other nations, specifically the former Soviet Union, in order to gain intelligence; and with the role of using psychic talents in order to stop other nations using similar powers against the United Kingdom.

HISTORY

"Secrecy is the handmaiden of deception." – Sir Winston Churchill

PISCES was founded on 26 June 1940 on Winston Churchill's direct orders in order to utilise the paranormal against the Axis. Its remit overlapped with MI5, MI6 and the Special Operations Executive in some areas, where they became the dominant agency. PISCES was created from MI13, which was originally created in 1916 in order to develop paranormal intelligence gathering techniques. In turn MI13 built upon the work of the Delphi Project, a naval intelligence operation that operated during the 1890s. MI13 survived the First World War, and was able to predict the course of the German Blitzkrieg through Belgium and France in 1940, convincing Churchill of the efficacy and usefulness of the paranormal. Through the Second World War PISCES provided timely information on the activities of the Karotechia in Europe, and resisted the Black Dragons in South East Asia.

Experienced at surviving the end of wars, PISCES transformed itself into the coldest of Cold Warriors by re-aligning

'R' – the Director of PISCES

There have been nine R's in the history of PISCES:

1. **Commander Fredrick Ramsey**

(1916-1932). Originally assigned to the Royal Navy's Project DELPHI. Resigned his commission in 1900. Recruited to head the Special Reconnaissance Section (MI13) in 1916 becoming the first 'R'. Died of a heart attack in April 1932. (*Delta Green: Countdown* pp 13-15).

2. **Lt-General David Cornwall**

(1932-1955). As an Army Captain led expeditionary force against ghouls in France. As a Major posted as a military attaché to Istanbul, he fought the Brotherhood of the Skin (see *Horror on the Orient Express*). Resigned his commission in 1926 under FO pressure, but joined MI13 in 1927. Assigned to head MI13 in May 1932 after the death of Ramsey. Promoted to Colonel and Director of PISCES when it was formed on 26 June 1940, and promoted to Lieutenant General in 1953. His knighthood was received in 1955, and he retired from PISCES; dying in 1961, the

causes of which remain controversial. (*Delta Green: Countdown* pp 14-21).

3. **General Stewart Collier** (1956-1959). Appointed Director of PISCES in 1955. Dismissed 1959 due to possible links to the Cambridge spy ring. The 'official' reason was listed as 'ill health'. Died in 1978.

4. **Brigadier-General Sir Charles Balfour** (1959-1969). Recruited into PISCES in 1942. As Brigadier-General, he became the Director of PISCES in 1959. He was knighted and retired from PISCES in 1969. Current location: Private retirement home. (*Delta Green: Countdown* pp 21-22; 40-41).

5. **Sir Alan Hopkinson** (1969-1975). First civilian Director of PISCES. Replaced in 1975, possibly at the 'request' of the new Prime Minister Harold Wilson in exchange for a conciliatory Knighthood. Died in 1991.

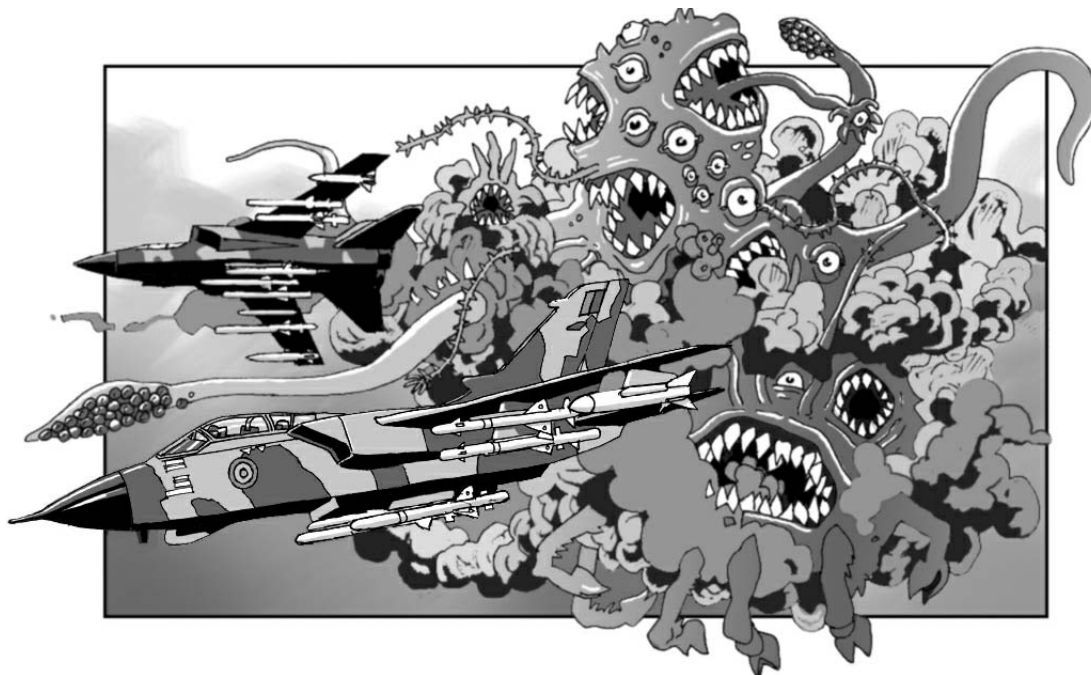
6. **Sir Michael Wellington** (1975-1982). An ineffectual political appointee, PISCES became incompetent and complacent

under his leadership. Dismissed by the Thatcher government in 1983 following the re-organization of the intelligence services after their failure to predict the Argentinean invasion of the Falkland Islands. Current location: Estate in Bahamas.

7. **Admiral John Tremayne** (1983-1987). Appointed Director in 1983, Tremayne was previously a senior officer in NID. He had little previous experience of the paranormal. Attempted to introduce reform in PISCES. His death was reported as suicide in December 1987.

8. **Sir Colin Woodall** (1988-1994). Appointed Director in 1988, Woodall was a career PISCES agent. He expanded PISCES' domestic counter-terrorism and counter-subversion roles. He was knighted in 1992, and had a mental breakdown in 1994. Current location: 'a Government care facility'.

9. **Lady Marjorie Rittingham** (1994-present). Recruited into PISCES in 1980, and became Director of PISCES in 1994. (*Delta Green: Countdown* pp 31-32).



its focus towards Soviet occult interests in 1945. Clement Atlee, Britain's first post-war Prime Minister was frightened with reports of Soviet developments (in particular Stalin and Smersh's occult interests), confirmed PISCES continued post-war existence and enlarged its remit so that it could keep up with Soviet research. In the late 1940s, the archipelago of St. Kilda was selected as the location of an ultra-secret, high-security research facility, codenamed Magonia, where alien science would be researched.

PISCES survived the Soviet spy scandals that wracked MI5 and MI6 through the post-war period, but with Stalin's demise in 1953, official Soviet interest in the paranormal subsided into more 'mainstream' ESP experimentation like remote viewing and psychic development – PISCES shifted its attention back to Britain and its shrinking empire. Discontent and revolution in Britain's colonies proved a stimulant to Mythos activity, as did the world wars, because the upheaval, confusion and chaos of war allow quicker and unfettered growth. PISCES attempted to eliminate Mythos movements and entities in Malaysia, Nigeria, Kenya, Borneo, and Hong Kong. PISCES also targeted the worst of Sixties' counter-culture, conclusively moving against targets in the Severn Valley.

'PISCES the Cold Warrior' turned into 'PISCES the Free Trader' when Thatcherism swept through the UK in the 1980s. PISCES keenly embraced the market economy, and set up Severn Aerospace as an elaborate funding and cover mechanism. Severn Aerospace provides retro-engineered technology discovered by PISCES to the British government and other bodies at a cost. In turn Severn Aerospace provides the budget, resources and cover for PISCES operations. The creation of Severn Aerospace effectively established PISCES as an autonomous entity within the

British Establishment, making it a law unto itself – no other control mechanism now exists, only the direct connection to the Prime Minister remains.

THE ORGANISATION TODAY

"Everything secret degenerates" – Lord Acton

Today PISCES operates out of Severn Aerospace's headquarters building on London's South Bank, located near LWT's TV studios and IBM UK. Severn Aerospace is a highly successful aerospace company with a manufacturing plant located at Winterdown Flats, Gloucestershire where it manufactures booster rocket components for the European Space Agency, next generation smart weapons for the Ministry of Defence, and satellite communications systems for GCHQ. Severn Aerospace provides the cover for PISCES, and the black funding through cost overruns.

PISCES today operates with extra-legal resources and reach. It uses intelligence from MI5, MI6, GCHQ, the armed services, government departments and agencies, and national & regional police sources to snoop illegally on the United Kingdom's citizens and its neighbours. Access to GCHQ's data feeds means that PISCES can access the ECHELON system's worldwide SigInt and EInt. The enhanced processing of GCHQ SigInt and EInt on the London supercomputers means that PISCES is able to filter non-significant traffic from the intelligence it is searching. GCHQ is unaware of the additional processing, as it merely supplies the data required. Being above the law PISCES has no qualms about installing an illegal telecommunications intercept,

Ian Fleming, PISCES & SPECTRE

A popular myth shared amongst PISCES personnel is that Ian Fleming's SPECTRE – the Special Executive for Counter-intelligence, Terrorism, Revenge and Extortion, which appears in the James Bond novels and films, was inspired by PISCES. The myth is true, and parallels with SPECTRE's modus operandi can be made with PISCES' deeds. Fleming met several PISCES agents during the course of the Second World War and heard rumours about the organisation. Fleming was making an oblique criticism about the excesses of PISCES' operations in the early 1950s that were beginning to get out of hand in the face of Soviet opposition. Blofeld is supposed to be a caricature of Cornwall, the second chief of PISCES, whom Fleming met shortly after the war. Cornwall died in 1961, the same year the novel Thunderball, in which SPECTRE first appears, was published. Balfour, the fourth R, is reported to have fumed about Cornwall's portrayal in Fleming's books, and the implication that PISCES = SPECTRE which was "a private enterprise for private profit". Office legend has it that Balfour is supposed to have joked about assassinating Fleming on more than one occasion.

performing an illegal B&E, or illegally accessing personal data files, and if necessary will interrogate and torture suspects for information.

In the field PISCES agents carry MI5 identification, and work closely with MI5 agents. PISCES prefers to get MI5 agents and Special Branch officers to do most of its dirty work. This maintains the fiction that PISCES is just a super-section of MI5, and keeps the publicity on MI5 and away from PISCES. The Section only operates on its own in the field when knowledge of the operation has to be contained within the Section, such as unmistakable Mythos activity.

PISCES biggest advantage is that it doesn't officially exist, and a very small number of people outside of the organisation know of its existence. This allows it considerable freedom of action. It is also a limiting factor but only a very minor one. As long as the Prime Minister and the Security Services are not directly implicated PISCES has a free hand to act as it will. Should circumstances arise that will lead to the dissolution of PISCES or its public exposure, PISCES will probably act decisively to prevent its exposure – by blackmail or murder. Given

its resources and operational scope PISCES will probably be well aware of any moves made to destroy it or to expose it.

Overseeing all operations is the PISCES Internal Affairs department, who are the watchmen of Britain's paranormal guardians. PIA stands aloof from the rest of PISCES and generally distrusted by agents and researchers. PIA cleans up if an operation goes horribly wrong or PISCES personnel are compromised in any way.

RECRUITMENT

"The greatest tribute you can pay to a secret agent is to take him for a moron. All he has to do is to make sure he doesn't act too exactly like one." – Len Deighton, Funeral in Berlin

Field Agents:

The majority of PISCES agents are recruited directly from the ranks of MI5, though a significant minority are recruited from MI6, Special Branch, or Military Intelligence. These intelligence operators are already positive vetted for high-level security clearance; have proven their worth to their nation; and are trained in espionage. Whistleblowers and traitors should have already been weeded out by their parent agencies – PISCES agents are the crème de la crème of the British intelligence community. Most operators think they are working for a super-sensitive 'Section' of MI5; and senior MI5 agents speak of PISCES in hushed tones as 'the Gods'.

Researchers:

PISCES also requires researchers to assist field agents in their decisions and to identify and create solutions to combat Mythos threats. These

researchers come from a number of sources but virtually all start their careers with PISCES as friendlies, who then become accomplices to PISCES. Some researchers are failed talents, who often later specialise in alien science. Researchers can be found working the Chronicle at the London headquarters, at Section H, at the Vault at Kilmaur Manor, at Magonia and occasionally in the field. Researchers have access to the PISCES approved formulae and compounds that can only be released by official sanction. These include Dread Curse of Azathoth, Dust of Suleiman, Create Elder Sign, Nyhargo Dirge, Powder of Ibn-Ghazi, Shrivelling, and Voorish Sign. A cadre of specially trained researchers also has access to selected Bind and Dismiss formulae. These researchers are specially selected for their aptitude for the magical arts, and mental fortitude.

PIA Agents:

Internal Affairs agents are unusual as they are usually recruited



The Chronicle

PISCES maintains 'the Chronicle': a database of all the events, entities, individuals and magic that PISCES or its predecessor have encountered or discovered since the 1930s, and which was inspired by MI6's Registry. Although patchy before the Second World War, the Chronicle develops in usefulness from the 1950s. The current Chronicle system is the direct descendent of the first Chronicle project that started in the mid-1950s to computerise and speed-up the processing and retrieval of on-going and past case information. The case histories of MI13 and PISCES were back loaded onto the system, and analysis of cases from the pre-war and wartime years started. Successive programming improvements have brought the Chronicle into the 21st century.

Over the last 60 years PISCES has thwarted most of the significant Mythos attempts to advance the End Times in the British Isles. Any significant Mythos entity or cult is likely to be under surveillance, or will be shortly. This includes non-Piscean investigators. The Chronicle is capable of analysing clues and identifying Mythos beings and spells from the data fed to it. It can supply recommended courses of action to field agents. The Chronicle allows PISCES to match and combat any resurgent threat by running field data through its London super-computers. The Chronicle also analyses data feeds from GCHO and will highlight significant intelligence for human intervention – or investigation. Most current PISCES operations start as flagged items of interest from the Chronicle.

The records detailing Mythos entities and spells are held in a restricted section of the database, accessible only by personnel with the right security clearance.



ZIRCON

Late 1986, early 1987 a media furore blew up around a top secret project code-named ZIRCON, and the British government attempted to ban what reporter Duncan Campbell had uncovered. Campbell had discovered the planned existence of a spy satellite to be deployed over the Soviet Union, costing tens of millions of pounds. ZIRCON had been planned as a response to the 1982 Falklands Conflict and Britain's dependence on the United States, when GCHO was forced to 'borrow' the NSA's South American spy satellite for short periods to gather intelligence from Argentina. ZIRCON was cancelled in February 1987 when Britain bought into the NSA spy satellite scheme.

ZIRCON was budgeted for £100 million annually; approximately a third of GCHO's budget at that time and approximately equivalent to MI6's. One of the main reasons for this enormous cost was that PISCES was attempting to conceal its funding within the project's estimates. Previously PISCES' funding had always been concealed within a number of secret projects but in this instance the existence of a single project was revealed. A review of PISCES funding was undertaken, and a new income source was selected: significant money could be derived from retro-engineering products from the intelligence that PISCES had uncovered in the course of its investigations. In 1989, two years after ZIRCON was blown, PISCES was reconstituted as 'Severn Aerospace Limited'.

from outside of MI5, and the mainstream British intelligence community. Many have Special Forces backgrounds and are often officially listed as dead. The detachment from the rest of PISCES is considered an asset, especially if called in to 'clean up' compromised PISCES personnel.

Talents:

The Talent programme is the longest running PISCES project. The Delphi Project was the first British ESP effort, and MI13 proved ESP worked. Through the Psychical Research Association in London; the Paragon Foundation in Toronto; and the ESPer Tech Corporation in Sydney, PISCES watches for individuals who display potential psychic powers. Recruits are trained to exploit their natural abilities and develop new ones. Due to the detrimental psychological effect psychic powers can have, talents are usually trained in the safety of Magonia. PISCES have been known to deny potential talents to other governments, even though their stable of viable talents is currently less than five.

Handlers:

Each talent is assigned a handler or a small team of handlers one of whom is the Principle Handler. The handler is responsible for the training and development of the talent and their eventual deployment in the field. Handlers are usually experienced in dealing with people, often as troubled as they are talented, and may not have come from an orthodox espionage background. The handler is responsible for the actions of a talent in training and the field, and is also responsible for terminating a talent should they go awry.

Vetting:

All agents, researchers and handlers are vetted by VERITAS in addition to the normal security service vetting procedures. VERITAS is Alan Barnsby, the oldest Talent on PISCES' books, now in his late eighties, having been recruited during the Second World War. Barnsby merely has to hold a candidate's hand in order to know whether the candidate is trustworthy or not. Barnsby now lives in sheltered accommodation with his wife Natalie and all new

candidates are taken to see him – he enjoys the company. Previously Barnsby was introduced to a candidate in a social setting. Barnsby reports later what he sensed to his team of handlers – motives, allegiances, deeply held secrets. PISCES dares not risk using VERITAS on potential talents given the possibility of psychic feedback. PISCES is actively looking for a replacement for Barnsby but as yet, has not found anyone suitable. Research at Magonia has also been unable to replicate VERITAS' abilities.

RELATIONSHIPS

The Prime Minister:

The Prime Minister of the United Kingdom is the only person that PISCES directly reports to, and which it has to worry about. Practically this means the Prime Minister's office. The information that the PM receives depends on how much PISCES trusts the politician. Like many conservative-minded intelligence agencies, PISCES prefers working with a right-wing Conservative government more than a left-wing Labour government, even though it was a Labour PM, Atlee, that gave PISCES its post-war lease of life. PISCES is reserving judgement on Tony Blair, the current Labour Party PM.

The Security Services:

Only the Heads of MI5 and MI6 know the true nature of PISCES, and existence between the security services is relatively peaceful, as PISCES does not tread on the toes or the turf of either agency. PISCES has better relations with MI5 than MI6 but this is only due to the esteem 'the Section' is held in by MI5 agents and their closer working relationship with PISCES. Theoretically MI5 and MI6 can utilise PISCES unorthodox intelligence techniques, but such a request hasn't happened since the Second World War.

The 'Cousins' – Delta Green and MJ-12:

There has been no official contact between the agencies since 1945. Unofficial contacts continued after the war on an individual basis between agents who had served together but these tailed off

British A-bomb testing in Australia

Britain conducted nuclear bomb tests in Australia, with the full consent of the Australian government, between 1952 and 1963, whilst developing its own hydrogen bomb. These tests took place on the Monte Bello islands off the coast of Western Australia (1952-56), and at Emu Field (1953) and Maralinga (1956-57) in Southern Australia. PISCES took no direct hand in these experiments. It did however arrange to have a number of pre-adolescent and adult test subjects exposed to the tests at Maralinga in an attempt to awaken dormant ESP powers, and also examined the service personnel exposed to the tests for potential latent talent abilities. The pre-adolescent test subjects were followed up at regular intervals. Recruitment of potential talents by ESPer Tech Corporation tripled in the years that followed the tests, but PISCES found that the exposures did not significantly affect the statistical chance of discovering ESP talents.



A week is a long time in politics: the fall of Harold Wilson, James Callaghan and the rise of Margaret Thatcher

Harold Wilson resigned on 16 March 1976 to a stunned Cabinet. Wilson had recently overseen the successful entry of the United Kingdom to the European Economic Community, and had been re-elected in 1974 after holding together a minority government for eight months. The reasons for Wilson's resignation have never been clear, but he claimed "health" reasons and that his successor needed time to develop policies for next election as the UK was facing increasing economic hardship.

There may have been other reasons as well. Wilson is reported to have become paranoid about the security services, and believed that they were spying on him and his colleagues. Several sources including Colin Wallace, Peter Wright and Chapman Pincher have reported the existence of a cabal of MI5 officers plotting to bring down Wilson's government or even staging a coup d'état if Labour was re-elected.

Some theories report that it was an American inspired operation, CLOCKWORK ORANGE, or that MI5 was involved in the surveillance and smearing of members of the Wilson government with their supposed links to the Soviets or the Communist Party of Great Britain. Ten members of the government were 'investigated', discredited or hounded out of office, on the flimsiest of evidence.

Another theory is that MI5 started to conspire against Wilson's government in February 1974, when officers in Northern Ireland started to use the Army Press Office's Information Policy unit (a late incarnation of the Information Research Department) to destabilise Wilson's government, its Northern Irish policy (to get out as quickly as possible), and Northern Ireland. This it succeeded in doing. The succeeding Prime Minister, James Callaghan, ordered an investigation into MI5 but nothing was found. Callaghan was always deeply suspicious about the Security services, and wanted to impose greater oversight on them but was unable to do so. His successor Margaret Thatcher, certainly benefited from the support of the Security Services and lavished money on them until the intelligence failure of the Falklands War.

Today MI5 publicly dismisses the conspiracy theories as fantasy, and describes Wright as a liar. There are several rumours running in intelligence circles, even today, that rightwing PISCES officers were involved in the conspiracy. These include that PISCES' involvement was unofficial and done as a favour to fellow security service officers; to revenge the dismissal of former director Sir Alan Hopkinson by Wilson; that Talents may or may not have been involved. The end to any of the rumours is that the officers involved were reprimanded but not severely, and PISCES' fortunes did greatly improve under Thatcher's Conservative government, giving a degree of veracity to any version of the rumour.

as individual agents retired or were otherwise incapacitated. PISCES learnt of Delta Green's disbandment in 1970 through its Whisper Gallery operation (see the *'Perfidious Albion'* article in this issue), but has incorrectly surmised that MJ-12 has inherited DG's occult investigation remit. PISCES has been unable to gather hard intelligence on MJ-12's activities and shapes its operations and responses to MJ-12 using a policy of 'informed threat assessment' – or 'worst case scenario'.

The Red Menace – GRU SV-8:

The Russian agency is aware that PISCES continues to operate, having become aware of its existence through leaks in MI5 and MI6, but no Russian agency has successfully placed a long-term

mole within its ranks. SV-8 is intensely curious about PISCES but does not have the resources to solve the riddle. PISCES is aware of its opposite number too, but SV-8 was shielded from scrutiny by Smersh in the 1950s, and SV-8's limited personnel and intense secrecy have saved it from renewed scrutiny ever since.

Old Enemies – The Black Dragons:

The Second World War saw the defeat of the Black Dragons at the hands of PISCES and Delta Green, but PISCES had to stamp out Black Dragon inspired insurrections in South East Asia after the war, as the Black Dragons had influenced the resurgent Thuggee in India and the Chau-Chau in Malaya. Since the 1960s PISCES has underestimated the growth of the resurrected Black Dragons, classifying its expansion into the Western World as 'organised crime'.

The White Tower – PISCES and Brichester University:

A special connection between PISCES and Brichester University exists and should be noted. Many PISCES agents and researchers recruited from the late 1940s to the 1960s were graduates of Brichester University. Many of these agents rose to high rank in 'the Section'. Some pundits put the Soviet non-penetration of PISCES down to the influence of the Brichester graduates, which Soviet spymasters ignored during the 1930s, preferring to concentrate on Oxbridge graduates. Equally effective are counter-measures against infiltration such as VERITAS and psychic interrogation. The establishment of Severn Aerospace and its facilities has curtailed the influx of Brichester graduates, and time and retirement have diminished the number of Brichester graduates who can be encountered in the corridors of PISCES' HQ offices.

Yellow Germans – PISCES and the Ghurkhas:

Today PISCES relies on the increment of British Special Forces supplied to the security services for any dirty jobs that need doing, but it hasn't always been that way. A special bond exists between PISCES and the Ghurkhas. The Ghurkhas are a unique formation in the British Army, recruited from the hillmen of Nepal after an arduous selection procedure, and have a long and honourable history of service with the British Army up to the present day. The relationship started in the First World War when Cornwall included Ghurkhas in his No-Man's Land raiding party. PISCES utilised Ghurkha personnel in several missions during the Second World War, and used them to combat the Chau-Chau during the Malaysian Emergency. Finally, Ghurkhas were used in the Goatswood operation to apprehend intelligence assets. PISCES has found the Ghurkhas to be expendable but dependable, and extremely tight-lipped but since 1969 has decided to utilise the Special Forces increment available to it instead. PISCES may still decide to use the Ghurkhas again in the near future if the mission circumstances demanded it. Survivors of the Goatswood raid may still be found in the ranks of very senior Ghurkha NCOs.

'An orange and a black bin liner' – PISCES, leaks and the media:

Newspaper stories attributed to 'a Foreign Office official' or 'a Home Office official', the traditional euphemisms for MI6 and MI5, often appear in Britain's national press. These stories are traditionally leaked by agents to friendly reporters at the Bandstand in Victoria Embankments Gardens, off Villiers Street in London. PISCES plays the media game as well, but instead plays it at the Buddhist Peace Pagoda in Battersea Park. PISCES



has a number of 'pet' reporters mainly working in the red-top market sector of the press or the strange phenomena magazine sector which it uses to feed misinformation, check out potential leads and to keep in touch with street level intelligence. PISCES finds that these relations are often profitable and will often feed its friendly reporters stories unrelated to the paranormal, but uncovered in the process of an investigation in order to keep them happy and pliable. Like all security services, PISCES takes a prurient interest in its superiors and masters, and little escapes its gaze. PISCES has often found that is easier to eliminate potential trouble by exposing individuals in the national press; the subsequent attention and ridicule often curbing further 'dubious' activity.

PISCES Timeline

1882 Psychic Research Association established.

1893 The Admiralty's intelligence department establishes the DELPHI project.

1896 Project DELPHI disbanded after lacklustre results.

1907 Frederick Ramsey founds the Ramsey Institute for Psychical Education.

1916 Commander Ramsey creates MI13, the Special Reconnaissance Section, for MI6's Captain Mansfield Cumming.

1925 Two of MI13's talents die and five go insane after experiencing nightmares over a three-month period.

1927 Major David Cornwall joins MI13 after exposing the Brotherhood of the Skin in Istanbul.

1932 Ramsey dies. Cornwall succeeds him as R.

1939-1942 Encounters with the Black Dragons in Hong Kong, Singapore, Malaya, Burma and India.

1940 Former MI13 talent, Amanda Chalmers, predicts the Fall of France and Dunkirk. Cornwall presents evidence of the successful prediction to Churchill.

 PISCES formed as an interagency taskforce.

 Lawrence Hutchins, potential talent, discovered in Darwin, Australia. PISCES discover his cache of Great Race books foretelling the future. Hutchins commits suicide, leaving PISCES unable to find the original source.

1940-1941 PISCES confirms the existence of the Karotechia.

1940-1943 PISCES searches for the Great Race's library. The search ends in failure in Australia.

1941 PISCES assists in luring Rudolf Hess to Britain.

 PISCES face off against Smersh in Spain whilst pursuing occult books. Agents from both sides betrayed to the Spanish authorities and German Abwehr.

 PISCES manages to place three agents within the Karotechia.

1942 PISCES commandos and the Long Range Desert Group destroy the entrance to a subterranean city in Libyan Desert, just ahead of the arrival of a Karotechia investigation team.

 Delta Green and PISCES agree to work together.

 First joint Delta Green/PISCES operation. PISCES informs Delta Green of the German's Project BLACK WATER at the Cap de la Hague. Delta Green raids the project with French resistance assistance.

1943 Joint Delta Green/PISCES raid on the Karotechia's Donnerschlag weapon at Fécamp.

 Last PISCES agent left in the Karotechia is shot crossing the Swiss border.

 Joint Delta Green/PISCES expedition to the Belgian Congo to locate Thule.

1943-1944 PISCES combats the Black Dragon-revived Thugee cult in East India.

1945 Brigadier-General Cornwall convinces Labour Prime Minister Clement Atlee to retain PISCES to combat the Soviet's research into the paranormal.

 Paragon Foundation established in Canada.

1946 PISCES tasked to research alien science in addition to their psychic research duties, after the Soviets' secretly reinvest Smersh.

 Magonia, the Medieval Metaphysics research laboratory is established on Hirta in the St. Kilda's archipelago off the west coast of Scotland.

1947 The Thugee cult in India is finally eliminated.

1948 PISCES encounter an IRA splinter cell, Bua Glas, worshipping the Green Man.

1953 PISCES encounter Kikuya tribesmen in Kenya worshipping Ahtu.

1954 PISCES encounter the Chau-Chaus during the Malaysian Emergency.

 ESPer Tech Corporation founded in Sydney, Australia.

1956 General Stewart Collier appointed as R.

1959 A nuclear fail-safe is installed at Magonia.

 Brigadier-General Sir Charles Balfour appointed as R.

1968 PISCES led assault on Goatswood. Prisoners captured, village razed, and moon-lens captured.

1969 Sir Alan Hopkinson appointed as R.

1974 American Books Bought & Sold raided in Brichester. An avatar of Y'gononac is captured for study.

1975 Sir Michael Wellington appointed as R.

1977 Old Varsity Theatre in Lower Brichester raided. Books and a telescope recovered.

1980 Brichester's Inland Revenue office demolished by orders of PISCES. Several arachnid specimens captured for study and dissection.

1983 Admiral John Tremayne appointed as R.

1987 Brichester Lake drained by orders of PISCES.

1988 Sir Colin Woodall appointed as R.

1989 Reorganisation of PISCES completed.

 Severn Aerospace Limited created.

1991 Severn Aerospace completes its production facility at Winterdown Flats, formerly Goatswood.

1994 Lady Marjorie Rittingham appointed as R.

1996 The hunt for the Army of the Third Eye is taken over by PISCES.

 PISCES capture Lee Coleman and other members of the Army of the Third Eye in Truro, Cornwall.

1999 Embassy Row Massacre. PISCES-directed SAS teams attack Delta Green agents outside the US embassy in London.

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BLACK ARROW

The BLACK ARROW space launcher project was Britain's last space project before being cancelled in 1971. The cancelled ballistic missile BLACK KNIGHT, British Rocket Group designs and the abortive Europa project all had their influences on the project, which had started in 1964 as a low cost means of placing a 100 kg payload into Low Earth Orbit. Only four flights of BLACK ARROW took place: the first in 1969 and the last in 1971. All the launches took place from the Woomera Rocket Ranges, in southern Australia. The last launch successfully put into orbit Britain's first satellite, Prospero.

The cheapness of the project condemned it. The Parliamentary review confirming the cancellation found that BLACK ARROW could not deliver a payload into geostationary orbit, and would cost at least £90m to rectify this. Britain also withdrew from ELDO, the European Launcher organisation in 1971. The French, and their Ariane launcher, inherited a large part of the burgeoning commercial telecommunications market after Britain's withdrawal.

PISCES wasn't involved in the cancellation of BLACK ARROW, and would subsequently find Britain's withdrawal from international ventures a hindrance for its Severn Aerospace cover company, which it would have to work hard to rectify.

How PISCES spies on you

Through the following laws, PISCES can direct the security services and government agencies to spy on people:

- Anti-Terrorism, Crime and Security Act 2001
- Social Security Fraud Act 2001 – allows government investigators to demand information from banks, credit reference agencies, service and telecommunications suppliers, and to share information overseas.
- Regulation of Investigatory Powers Act 2000 – Allows the interception of telecommunications and internet traffic and decryption of e-mail by specified government organisations but the act did introduce covert human intelligence sources, covert surveillance and covert interception codes of practices, and tribunals to hear complaints as well
- Terrorism Act 2000
- Data Protection Act 1998; Section 29 (3) – allows law enforcement agencies to request data for the prevention or detection of crime, the apprehension or prosecution of offenders, or the assessment or collection of any tax or duty.
- Drug Trafficking Act 1994; Section 55 – a court order allows investigators access to, or remove materials, including computers, if suspected of involvement in "drug trafficking".
- VAT Act 1994; Production order – a magistrate's order forcing a person suspected of tax evasion to produce required documents within a specified time period.
- Criminal Justice Act 1987; Section 2 – gives Serious Fraud Office personnel the powers to require a person to answer questions, provide information or produce documents for the purposes of an investigation upon written notice, sometimes immediately.
- Financial Services Act 1986 – requires a company's records to show and explain a company's transactions and its financial position. If computer records cannot be proved to be accurate, or can be proved to be inaccurate, the potential penalties under this Act are severe and could theoretically result in the company being closed down.

When that fails, PISCES can resort to other more illegal means of surveillance.

The Rendlesham Forest Incident

PISCES had been aware of the United States' interest in UFOs since the late 1960s through their Whispering Gallery organisation, and by 1977 was pretty sure that an organisation known as 'MJ-12' was responsible for investigating alien technology, and also possibly incorporating Delta Green's remit. In 1980 PISCES launched a classic counter-intelligence operation to observe the American response to a simulated UFO landing and probe MJ-12 if it was revealed by the American response. On 27 December, PISCES simulated classic UFO encounters over the twin USAF airbases of RAF Bentwaters and RAF Woodbridge in Suffolk, and simulated landing marks and excess radiation levels in the surrounding forest.

These manoeuvres produced up to 50 USAF witnesses, and widespread debate in the UFO community. To PISCES' satisfaction MJ-12 did respond to the sighting with an investigative operation under the guise of a failed spy satellite film cartridge recovery mission by the 67th Aerospace Rescue and Recovery Squadron (ARRS), based at RAF Woodbridge. The Rendlesham Forest incident confirmed MJ-12's existence to PISCES as they had planned, and as a result the Ministry of Defence was more than willing to co-operate with the Americans in covering up the event.



TOP SECRET:

A Brief Summary of known Great Old One-worshipping Cults and Independent Agents in the British Isles - Part 1



**Compiled by Case Officers Nick Brownlow, Adam Crossingham and Daniel Harms
With Agent Davide Mana**

Aa'es Dur, Cult of

Formed: Unknown, probably prior to 43 AD.

Status: Extinct.

Description: An orgiastic cult amongst British Celts dedicated to an unidentified worship entity. Roman observers likened it to Scylla, a Greek sea monster. Our researchers have identified Hastur as a possible candidate.

Activities: The cult is believed to have been selected for treatment by the Romans in the 1st century AD, an account of which can be found in Gaius Antoninus' *Diabolis Britannia*.

Locations/Area of Operations: London (Londinium).

Comments: There was a possible revival of the cult in the early 1600s but this is believed to have been short-lived in the environment of religious intolerance that the period enjoyed.

Army of the 3rd Eye

Formed: 1989.

Status: Active.

Description: The Army is an anti-establishment terror group founded by American college student Lee Coleman. Coleman himself was killed when SAS teams under PISCES direction attempted to apprehend him at a safe house in Cornwall. The Army's present leadership is unknown.

Activities: The Army targets government personnel linked to the security services and aerospace industry. Their bizarre MO involves kidnapping and trepanning their victims – a process that often proves fatal. Attacks have occurred only sporadically since the death of Coleman, but the Army still thought to be operational.

Locations/Area of Operations: The Army operates exclusively in the UK.

Comments: Refer all information regarding the Army's activities to Agent COTTON.

Barrington Coven

Formed: Unknown, prior to 1666 AD.

Status: Unknown, believed to be active.

Description: An orgiastic trans-spatial fertility entity-worshipping cult. The worship entity is believed to be Shub-Niggurath.

Activities: A prominent MP, Sir Charles Barrington, was exposed by independent action and forced to resign his seat in the 1920s. Barrington died in mysterious circumstances shortly afterwards.

Locations/Area of Operations: Mainland United Kingdom.

Comments: PISCES has unsuccessfully attempted to locate this cult on several occasions. Our current assessment determines the cult's centre of operations as Wanfield, Berkshire but this is still unconfirmed.

Bath Ladies Club

Formed: Known to be in existence since the 1920s.

Status: Active.

Description: A meeting place and support group for women, including many prominent individuals in these communities.

Activities: The club conducts a number of activities – bake sales, sewing circles, lectures, empowerment workshops, and book discussions. The group holds weekly meetings, with different interest groups.

Locations/Area of Operations: Bath, but with ties to other groups in France and the US.

Comments: Six years ago, the Club was investigated due to reports of strange rites in the woods and human sacrifice, none of which were ever proven. Some members are merely practitioners of the Wicca faith, but the group remains on this list due to the serious charges laid against them.

Bearers of the Mark

Formed: Unknown.

Status: Unknown, presumed active.

Description: A Masonic order.

Activities: We only know of this order through a classified Home Office memo. The memo was concerned with the security aspects of an order whose membership included international traders, diplomats and European nobility.

Locations/Area of Operations: Unknown.

Comments: Further research uncovered the case notes of one Dr. de Phyle who treated a recalcitrant initiate in the 1920s. The patient revealed that a triumvirate led the Bearers and have access to magickal power keywords and invisible means of communications. Analysis suggests that this level of sophistication



and the degree of sadism used in dealing with traitors indicates an organisation with a nefarious agenda.

Black Man Witch Cults

Formed: Possibly Twelfth Century AD.

Status: Active.

Description: Witch cults who idolise a hoven 'Black Man' who appears at their sabbats. It is thought that this form of witchcraft returned with the Crusaders from the Middle East.

Activities: The Black Man carries a book which the witch cult signs in their own blood to signify their service to the Black Man and other trans-spatial worship entities.

Locations/Area of Operations: Mainland United Kingdom.

Comments: Identification and elimination of this form of witch cult is a mainstay of sections D1, D2 and D3.

Black Pharaoh, Brotherhood of the

Formed: Unknown, believed to be 1918-19.

Status: Extinct.

Description: Worship of the legendary Black Pharaoh, Nephren-Ka.

Activities: The cult awaited the return of the Black Pharaoh, and precipitated his return with human sacrifice. The cult is originally thought to have come from Egypt, but split with the mother cult in the 1920s. The cult's ritual weapon is a spiked club. Cult victims often had broken bones and a spike driven through their hearts.

Locations/Area of Operations: Nationwide, centred on London.

Comments: The Brotherhood was finally treated and sanitised in 1964 when its last remnant was raided and captured. Significant paraphernalia was recovered from the Limehouse site. Unfortunately the sacrifices were killed before our agents could apprehend the cultists. However all were co-operative in interrogation and have since been 'treated'.

Bran Cult

Formed: 210 AD.

Status: Unknown.

Description: Bran Mak Morn was a king of the Picts who has since become confused with the Celtic hero and god of the same name. He was said to have revived a Dark Empire dating back to the Stone Age. Bran's cult is comprised of the Pict's descendants, who pass on his legends within a family. Their duty is to keep alive the memory of Bran until he awakens to govern the world again. (Note similarities with legends about King Arthur, Roland, El Cid, etc.)

Activities: Once a lifetime, each person is supposed to make a journey to a secret cave in an island where a statue of Bran waits to be reanimated.

Locations/Area of Operations: Anywhere the Picts might have gone – and that could be anywhere.

Comments: This cult is mentioned in Von Junzt's *Unausprechlichen Kulturen* (1839) as extant, but only circumstantial evidence has emerged since then.

Braylea Coven

Formed: 1920s.

Status: Extinct.

Description: A fledgling cult devoted to Shub-Niggurath.

Activities: The cult was attempting to consecrate an altar with human sacrifices when a coven member turned herself into the

Police and informed on the coven's activities. One coven member was hung for the murders, and five others imprisoned for various crimes. The coven leader however walked free from court due to a lack of evidence.

Locations/Area of Operations: Braylea, Surrey.

Comments: PISCES has been unable to apprehend the coven leader, Bentley Cornforth. Cornforth has been on our Watching List since its inception in 1940.

Brichester University Circle

Formed: 1918.

Status: Inactive.

Description: The infamous Brichester University black magick circle was formed by undergraduate student Edward Taylor shortly after he enrolled in 1918. The group was discovered in a compromising fashion, however, and following the ensuing scandal most of the group's members (including Taylor) were dismissed from the University.

Activities: The circle, which included the artist Nevil Craughan, occultist Henry Fisher and author Roland Franklyn performed rituals in the dense woods just outside town off the Severnford road.

Locations/Area of Operations: Brichester & Severnford, Gloucestershire.

Comments: Whilst the circle's activities probably came to an end when the group disbanded in 1921 (though other sources suggest late 1960s), many of its members met with unusual deaths in following years – or, in the case of Taylor, disappeared entirely.

Bryant-Hoskins Group

Formed: Unknown, estimated to be in the 1900s.

Status: Extinct.

Description: A small cult dedicated to entropy and the underground secrets of London.

Activities: The cult was interested in certain underground locations. It is also supposed to have had access to zombification knowledge.

Locations/Area of Operations: London.

Comments: The group was sanitised by independent action in the 1920s.

Bua Glas (Green Victory)

Formed: 1947/8.

Status: Extinct.

Description: An IRA splinter cell that carried out a series of bank robberies and kidnappings in Northern Ireland's border country.

Activities: Bua Glas consisted of a number of British republican converts and Irish Civil War veterans who started raiding in 1948. Bua Glas gained PISCES attention by their seemingly prescient actions whilst committing their crimes. The group were sacrificing their kidnap victims to a preternatural entity, identified as a Celtic Green Man, in return for knowledge of future events.

Locations/Area of Operations: Northern Ireland, Ireland.

Comments: Bua Glas was identified by PISCES from information from a local parish priest, concerned over the disappearance of a parishioner. A PISCES operation located the lair of the preternatural entity and used a flamethrower to destroy it. The remains were removed for further study. Bua Glas was later eliminated in an RUC ambush.

This article will conclude in **The Black Seal #4**



Missing PISCES' Magonia Facility Persons ...

By David Conyers

When PISCES wishes for someone to disappear, but there is still a requirement to keep a person alive long enough for interrogation or experimentation, then Magonia is the place such unfortunate individuals will be sent. Located on the St Kilda archipelago some 41 miles (66 kilometres) west of Scotland's Outer Hebrides, Magonia is exactly where it wants to be, in the remotest place in all of the British Isles.

Escape is almost impossible. Even if a prisoner did manage to break free of PISCES' underground complex, they would soon find themselves on an island almost entirely surrounded by the highest and steepest cliffs in Britain. To make matters worse the weather is often unpredictable and violent, with winds up to 100 miles (160 kilometres) per hour not that uncommon. There are no trees or scrub on the island behind which to hide, and the Atlantic Ocean is so cold and violent to fall in would kill quickly, either through hypothermia or by pounding such a victim against the rocky shores until they were nothing more than a messy collection of broken bones. St Kilda offers the best in natural security.

Background on Magonia is provided in Pagan Publishing's supplement *Delta Green: Countdown* and should be read in conjunction with this article, which aims to expand on that information. This article provides a more in depth overview of the island, both from a public-knowledge perspective, and what really can be found in the dungeons beneath the mothballed missile-tracking station.

The Public History of St Kilda

Despite the difficulty in approaching Hirta and its neighbouring islands, people have been visiting St Kilda since prehistoric times. Some archaeological finds include axe heads dating back 5,000 years suggesting that trees were once common on Hirta, either that or that wood was brought to the island used by visitors for construction purposes. Later ruins include underground homes built from stone some dating back 2,000 years.

In 1697 a small population of Scots from Skye rented land on Hirta from the Macleods of Dunvegan and thus established a

colony of 180 farmers at Village Bay. Produce included barley, oats, fish, milk and meat from cows, meat and wool from sheep, and eggs, feathers and oil from the hundreds of thousands of seabirds that populate the islands. Until the mid-Nineteenth Century, the islanders would have been lucky to receive one visit a year, that being the landlord coming to collect his taxes in produce. Later a minister from the Free Church of Scotland settled on Hirta and soon afterwards a church and school were built. All was not perfect on Hirta and not everyone wished to stay. In 1852 several dozen people looking for an easier life emigrated to Melbourne, Australia where a suburb is named after their island. This event was seen by some as the beginning of the end for the St Kilda way of life. By the start of the Twentieth Century the St Kildans were losing their self-sufficiency, relying more and more on the mainland for survival. In 1912 acute food shortages and an outbreak of influenza the year after made life much harder. By 1930 the island needed to be evacuated and since that time it has never been permanently settled.

Upon evacuation St Kilda was sold to the Marquess of Bute. In 1957 he bequeathed them to the National Trust for Scotland who immediately designated the islands as a reserve listed under the Scottish National Heritage. Simultaneously the Marquess of Bute leased a small area of land on Hirta to the Air Ministry (a predecessor of the Ministry of Defence) who quickly established a radar tracking station for its missiles on Benbecula in the Outer Hebrides. Many years later, in 1986, St Kilda became Scotland's first World Heritage Site listed by UNESCO.

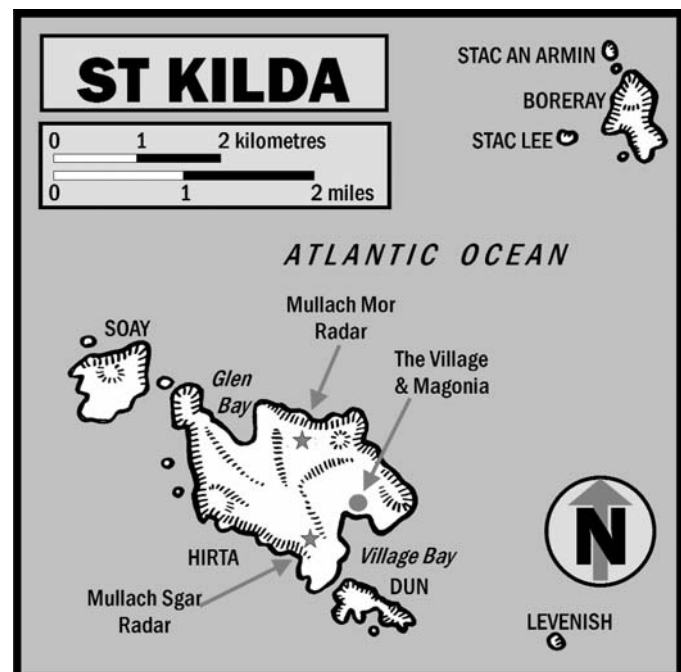
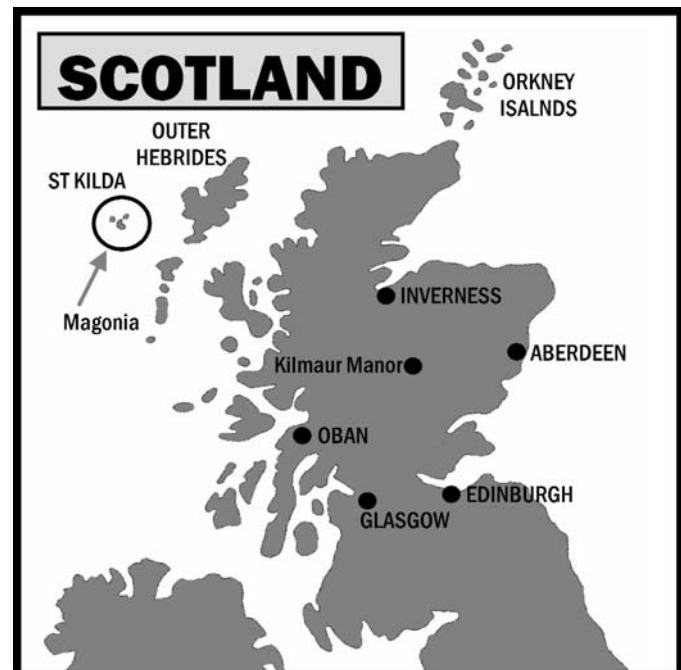
Today the island has no permanent inhabitants. The managers of the island are the National Trust for Scotland and the Scottish Natural Heritage who are responsible for the preservation of the islands. They jointly fund an archaeologist who manages work programs for archaeological research, and a warden who manages the island safeguarding against botanical, geological, archaeological and cultural threats to their preservation, as well as liaising with the civilian personnel at the MOD military base. The archaeologist is only present on the island during the summer months of April through to October. This is the time when archaeological work parties and thrill-seeking visitors such as SCUBA divers, sailors and mountain climbers are commonly found on the island, although they rarely number more than a few dozen visitors at any one time.

Apart from the warden, the only facility permanently manned is the MOD military base. It was decommissioned and mothballed in 1998, and now only a small staff of civilians remains. The base provides power and water supply, transport and medical aid to the other island visitors.

All the above information is readily available to investigators with a successful Library Use skill roll and an hour of study. Alternatively point them to the official St Kilda website at <http://www.kilda.org.uk>, from which the majority of this section was drawn. Of course in the world of Delta Green and the Cthulhu Mythos, many layers of secrecy exist beneath the public perception and the truth.

The Secret History of St Kilda

Despite its prehistoric inhabitants, St Kilda's involvement with the Mythos did not begin until 1946 after the conclusion of the Second World War. The then head of PISCES, Brigadier General David Cornwall was seeking a secure environment in which to research recovered Mythos artefacts and to perform experiments with dangerous formulae. After visiting St Kilda he decided this was the perfect location since it was isolated, depopulated and yet still close enough to the United Kingdom so it could be watched closely. The end of 1946 saw the completion of the first underground facilities



and so the first staff moved in. Work commenced at PISCES' Medieval Metaphysics Laboratory, which was quickly nicknamed 'Magonia' after the legendary Celtic home of the fairies. For almost a decade construction continued expanding the underground chambers, which included reinforced steel and concrete cells, nuclear fall-out shelters, multiple security systems and quarters for the staff. By 1948 all further construction was completed below sea level so that huge inlet pipes could be included as fail-safe devices in case security was ever breached. If any section of the underground facilities became compromised or hazardous, such as some monster appearing from nowhere, the floodgates from the ocean could be opened drowning everyone within the certain compromised cordoned areas. Later the water could be pumped out and the rooms reused. So far this failsafe has only been used once in 1962, when several captured ghouls attempted to dig their way out of their cells. Needless to say the process worked effectively, although disturbingly not all the bodies were recovered.

In 1957 PISCES 'convinced' the Marquess of Bute to bequeath the islands to the National Trust for Scotland to both protect the



island from outside investment and to simultaneously provide land for the Ministry of Defence's proposed military base, thus providing a legitimate cover for the growing number of flights and ships moving in and out of Magonia. However most flights still continued to be undertaken at night when they were less likely to be seen and questioned.

Two years later the senior staff at PISCES believed that the floodgates at Magonia insufficiently protected the facility. Many of the species they were investigating, particularly Deep Ones and their kin, were unaffected by water and even thrived in such environments. It was decided that a thermonuclear weapon would be the final fail-safe, just in case something was "called up" that couldn't be controlled. It remains to this day ready to be triggered. Thankfully no emergency has required the bomb's activation.

For a time, work at Magonia continued at what could best be described as 'stable'. Incidents did happen, staff did go mad or were killed but these costs were expected and planned for, so life went on as 'normal'. That was all about to change. In 1968 Brigadier General Charles Balfour, head of PISCES since 1959, led a raid on the Severn Valley village of Goatswood killing many of the deformed cultists that he found, and incarcerating many more. Unsure what to do with their prisoners, PISCES held the cultists at first on a temporary 'prison hulk', a World War Two freighter, and then decided to ship them to Hirta to be incarcerated in the newly improved prison facilities in the lowest depths of Magonia. Suddenly Magonia had transformed from a predominately research-based facility and became more of a prison. The years that followed did little to alleviate the situation, for the Goatswood cultists never seemed to die off, while more and more captured 'subjects' were brought to the island filling the already crowded cells. Prisoners included Wilbur Bromley, an Avatar of Y'golonac; two servants of Glaaki; and the deranged subjects of Shan mental infestation, many of whom were former PISCES agents.

The focus at Magonia was also changing because of new pressures applied from London HQ. Nosey journalists, rogue agents, foreign spies, political agitators and inquisitive MPs were amongst the new breed of incarcerated inmates, many of whom were brought in for a few days or weeks to first be interrogated, and then dropped hundreds of miles out to sea in the Atlantic Ocean. Hypothermia quickly claimed them and the raging currents ensured their bodies were never found. It didn't take long for many of the Magonia staff to talk of the return of Nazi Germany. Those that spoke too loudly also ended up disappearing. Now such thoughts remain unspoken.

In 1988 the then Director of Magonia, Ernest Rothschild died suddenly when Wilbur Bromley convinced him to cut out and eat his own kidneys before bleeding to death. Long-term Magonia staff member Nigel Crampton (see *Delta Green: Countdown*, p.35) took over the role of Directorship almost immediately. Crampton, heeding the words of his London masters, now runs the facility as a maximum security prison and holds no sympathy for the incarcerated, cultists or otherwise. A few experiments still take place that Crampton oversees but nothing compared to the heydays of the 1950s and 1960s. He doesn't trust his staff and often calls in PISCES Internal Affairs to root out potential troublemakers or JAGUAR Special Forces (see *The Black Seal # 1* p.21-24) if disturbances ever start to spiral out of control. The Shan never infested Crampton, since he already acts in their interests and has never questioned the motives of his superiors in London.

1998 saw the decommissioning of the DERA-run MOD facility which ultimately resulted in PISCES manning the entire facility with their own people, masquerading as QinetiQ contractors.

The Warden is now JAGUAR and SAS-trained, but not necessarily Shan infested, and knows the ins and outs of the Magonia facilities. His job is to rigorously patrol the island searching for unregistered intruders and to bring them in for questioning, a task made more and more difficult with the increasing numbers of adventure seekers, archaeologists and visitors arriving by sailboat. The resident archaeologist likewise is a member of PISCES' Historical Intelligence Department, 'Section H' (see *The Black Seal #1* p.10-13), but they know nothing of the true extent or activities undertaken in the depths of Magonia. If the investigators need an ally on Hirta, this archaeologist is their best bet.

Geography and Natural Hazards

The St Kilda archipelago consists of four main islands being Soay, Hirta, Dun and Boreray, with Hirta being the largest and only island with human inhabitants. After the four main islands there are several stacks, islands of volcanic rock that jut from the raging ocean like pillars of sheer rock. They are the white stoned Stac an Armin and Stac Lee, Stac Shoaigh and Levenish, plus a few smaller stacks on the edges of the larger islands. The archipelago was formed some 60 million years ago when western Scotland was undergoing a long period of volcanic activity. The rock today is a mixture of light/dark grey gabbros and light pink granite. While there have been as many millions of years of erosion, the rocky outcrops remain harsh and striking. Movement around the islands is difficult at best, especially on the coasts where drops of 300 feet (90 metres) are not uncommon. The Stacs Armin and Lee each stand over 500 feet (150 metres) high while the main islands tower over 1200 feet (360 metres) at their highest points.

On the map of the islands, areas marked with lines are sheer cliffs that require professional climbing equipment, otherwise such Climb skill are made at -50%. Falling from a cliff would result in anywhere between 4D6 and 12D6 damage depending on the height fallen and the sharpness of protruding outcrops on the way down.

The island is more often than not bitterly cold. Winters are mild and summers cool with the temperature regularly dropping below freezing point. High rainfall and strong winds predominately from the southwest make travel around the island difficult reducing Climb skill rolls by another -30% when in effect.

Vegetation is sparse. There are no trees or shrubs and what grass and flowering plants are to be found never grow more than a few inches above the ground. Because of the lack of natural cover, Hide and Sneak skills are penalised -20% when used by investigators during the day. Despite the harshness, animals thrive on all the islands including half a million seabirds such as gannets, fulmars and puffins, field mice, wren, and a unique species of sheep called Soay. If an investigator knew how to hunt wild animals and keep one step ahead of the PISCES operatives, it is possible to live off the island produce for an indefinite time.

Other features of the islands are the old stone ruins of houses formerly occupied by the Kildan inhabitants. These ruins include small round stone structures now overgrown with grass called cleitean which were used to store food, fuel and other supplies. Although concentrated mostly at Village Bay, houses and cleiteans are found across Hirta and some of these provide secret entrances into underground Magonia. Less common are underground Iron Age dwellings and the occasional rusted wreckage of World War Two aeroplanes.

The other notable addition to the islands is the Atlantic Ocean that forever pounds and erodes the craggy shores, particularly on the western face of the islands. The only sandy beach is found at Village Bay, and even then winter storms wash the sand away during

those months. The water is so cold, unprotected investigators (such as those without a heated wetsuit) who become submerged must make a CON x3% roll each round or lose 1 Hit Point from hypothermia. This continues for rescued investigators until such time that they are put in warm clothes or are otherwise reheated. However hypothermia is unlikely to kill an investigator first, for the sea is so violent a successful Swim skill roll at -40% must be made each round to keep one's head above water and a Luck roll made to avoid being smashed against the rocky shores for 4D6 damage.

The Magonia Facility

The Hirta facility can be broken into two separate areas: the above ground decommissioned DERA military base amongst the old Eighteenth Century buildings of Village Bay, and the underground facilities of Magonia proper.

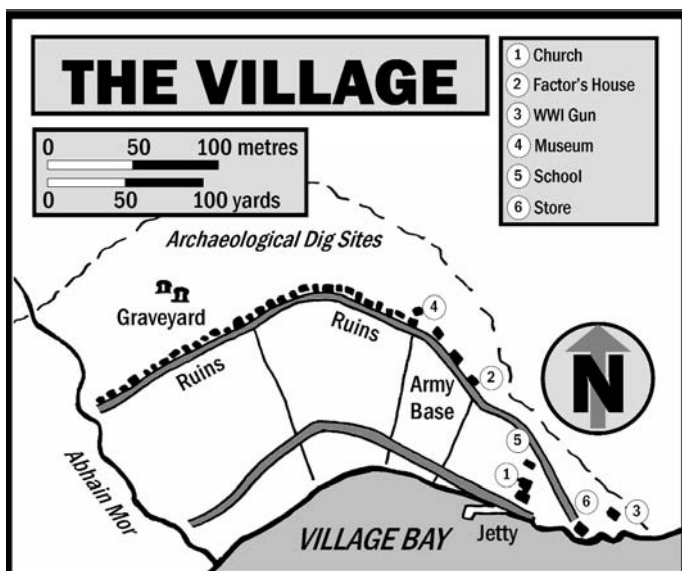
Village Bay

Located on the southern inlet of Hirta, the DERA/MOD base and surrounding stone ruins lie on the edge of St Kilda's only sandy beach. Hills rise gently to each side gradually becoming steeper closer to their peaks.

Abhain Mor: A stream which is the source of fresh water for the island inhabitants and nearby livestock. A few wells and other small fresh water streams are found across the island.

DERA/MOD Base: The only modern buildings on the island are in the base and even then many of the existing houses date back to the 1950s. Buildings include accommodation huts, a mess, kitchens, toilet and shower blocks, a power generator, office buildings, the tracking station, a radio room, a medical sick bay, a vehicle shed and a helicopter pad. The only visible vehicles on the islands are a couple of Land Rovers, a single Army truck and a bulldozer, none of which can drive very far but are used to transport heavy goods around the base and village (many more vehicles are used underground). Senior officials of Magonia including Crampton have single quarters in the base away from the horrors incarcerated below. There is nothing incriminating to be found in the base or private rooms.

There are two entrances to the underground facilities from the DERA base. One is an elevator hidden behind a false wall in the main office building noticed with a Spot Hidden made at -20%. A ten-digit pin number and a palm-print scan are required to access and operate the lift. This lift door requires two Electronics skill rolls to override, one to gain entrance and the other to disarm the alarm.



The second entrance is in the vehicle shed that is built into the side of the rock. Using the same security system as the elevator, a thick steel door opens allowing a truck to drive down into the depths of Magonia.

Church (No.1 on Village map): Built in the 1830s and restored in 1980, the Free Church of Scotland was later joined to a schoolhouse consisting of a single classroom.

Factor's House (No.2 on Village map): Another restored building once used by visiting rent collectors when the settlers inhabited Hirta. The building is now the home of the Warden.

Graveyard: Containing the graves of the former inhabitants, the graveyard is surrounded by a large stone wall.

Gun (No.3 on Village map): This permanently mounted Naval artillery gun was mounted on a rise to protect Village Bay during World War One. It is no longer functional and now only serves for decorative purposes.

Jetty: Built from stone in 1901, before then all produce brought in or taken from St Kilda was landed precariously on the rocks. The jetty still services boats today.

Museum (No.4 on Village map): Another restored house, this building displays some of the finds discovered by archaeologists on the St Kilda archipelago.

Radar: located on the peaks of Mullach Sgar and Mullach Mòr, PISCES still use these radars to track boats and aircraft and sometimes boats approaching St Kilda.

Ruins: Lined up in a row looking out across the ocean, these ruins were the former homes of the locals and predominately date back to the 1830s. Houses closer to the shore with their roofs still intact, date from the 1860s. Archaeological work parties have restored some of the eastern-most houses.

School (No.5 on Village map): Until recently this building was a ruin until a Work Group restored it in the 1980s. It is now used to house the archaeological visitors to the island.

Store (No.6 on Village map): Damaged by a U-Boat during World War One, it was restored in the 1980s by the National Trust for Scotland.

Magonia

Underground the island transforms. On the surface facilities appear sparse, but here the tunnels seem endless, storerooms and workshops number in the hundreds, thousands of lights suspended on the rocky walls and ceilings burn brightly everywhere, and the screams of incarcerated captives can often be heard echoing from the depths. Many of the tunnels are wide enough to accommodate trucks. Escape hatches are numerous, most of which lead out to little caves in the craggy rocks and into some of the clefts, invisible and generally inaccessible to passing visitors on the surface. At the lower levels, pumps are needed to keep out the seeping ocean although such seepage is more of a trickle than a torrent. Security cameras mounted everywhere reducing Sneak and Hide chances by -30%. A quick estimation would place the facility's numbers at over 400 personnel. SAS guards in pairs patrol the facility around the



UNDERGROUND MAGONIA



Accommodation Blocks: Includes dormitory and single occupancy, the latter for the more senior facility members. Other rooms include wet and dry messes, games room, a small cinema, toilet and shower blocks, laundry rooms, medical bay, food and consumable storage, and kitchens. Scientific, military and administrative personal are each separated into separate blocks so that secrets are less likely to be overheard or to be passed between different groups. This area is above the waterline and cannot be flooded.

Cell Block Alpha (CBA): Located towards the lower reaches of Magonia, these cells and interrogation rooms are reserved for new arrivals. New arrivals include anyone who has been too nosey regarding PISCES affairs, recently detained cultists, and PISCES or Delta Green agents who've asked too many questions. No one stays here long, a week or two at the most before they end up in the next level down or at the bottom of the Atlantic.

Cell Block Beta (CBB): Under CBA in the lowest reaches of Magonia is where the real Mythos threats are kept.

Amongst the prisoners are Goatwood cultists, the Avatar of Y'gonoloc, several Servants of Glaaki, and the dozens of former PISCES agents whose minds have been destroyed by Shan infestation. Just being down here without seeing anything prompts a Sanity loss of 1/1D6 for the first time, if nothing else but for the unexplained smells and the endless screaming and moaning from creatures that should not be from this Earth. Anyone locked down here loses 1D3/1D10 Sanity per day. No one working in the facility goes down here unless they have to, such as to clean cells or feed the prisoners.

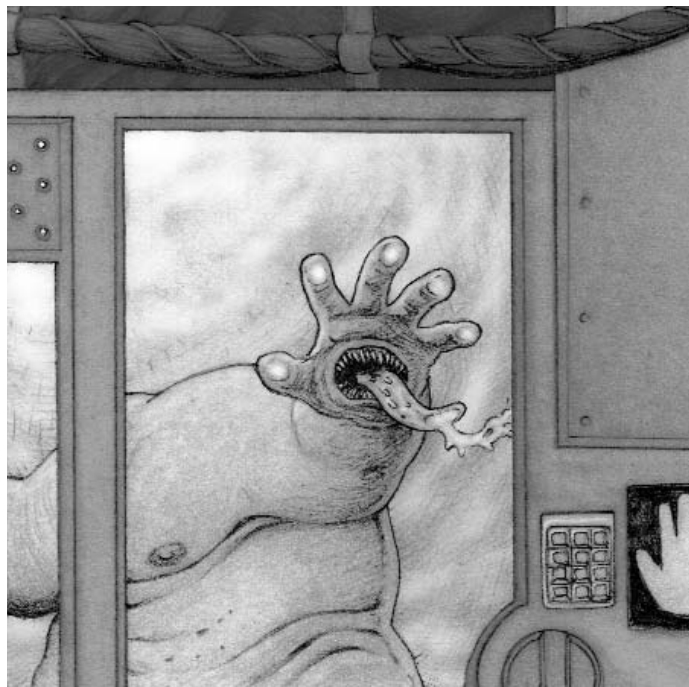
Computer Centre: This area looks after all the controls, servers, routers, software and hardware required to keep such a large facility as Magonia running. Investigators with the will and appropriate tools, such as an axe, could cause a lot of short-term damage crippling the whole facility if they tried. Despite its vulnerability, the Computer Centre has no special security measures.

Control Centre: The most secure area in all of Magonia, this room is only accessible to the most senior members of PISCES. Outside it is guarded by 10 SAS-trained soldiers. The Control Centre can only be entered when two senior members enter their codes simultaneously. From here any portion of Magonia can be flooded or drained, air supply can be cut off, and the thermonuclear fail-safe device can be detonated. Even amongst those who work in Magonia very few know about this Centre, let alone where it can be found.

Fabrication Workshop: Includes lots of welding equipment, industrial presses, hydraulic lifts and numerous other pieces of manufacturing equipment to manufacture or repair the

clock, constantly checking security passes. This is one impressive operation.

Probably more disconcerting features of Magonia are the large numbers of airlocks – again large enough to drive a truck through – that separate each section of the base from the other. These, of course, are to control flooding or to contain experiments or subjects when they go wrong or escape. Again ten-digit pin numbers and palm-scans are required to proceed past each airlock. Unless otherwise noted, each area has the capacity to be flooded.



underground facilities. This area is above the water line and cannot be flooded.

Fall-Out Shelter: While the whole underground facility of Magonia is designed to survive a global nuclear war, it is the fall-out shelter that contains enough food and supplies including oxygen purification units that could keep a contingent of 300 people alive for 50 years. There are so many supplies and relics from the Twentieth Century littered through here it would be possible for investigators to hide for days without being found. Dust covers everything. Who knows what could be hidden here?



Laboratories: This is where the experimentation and testing of formulae (spells) is undertaken. There is a direct secure digital video and e-mail link to the staff at Kilmaur Manor in mainland Scotland to better enable researchers to access the information held in that library. Scientists and engineers are locked in their assigned laboratories while experimenting, just in case something goes wrong. Another medical bay is included next to the laboratories due to the large number of accidents taking place here. Many of the labs are now mothballed. What artefacts, tissue samples, and tomes are to be found here is left to the feverish mind of the Keeper.

Nuclear Power Plant: In 1991 a nuclear plant designed by the Shan and built at Severn Aerospace replaced the unreliable diesel generators and erratic wave powered plants, neither of which could cope with Magonia's ever-increasing power requirements. Highly restricted, this area is always protected by at least 10 SAS-trained guards.

Sea Tunnel: Only known to a few individuals, it is possible to gain access into Magonia through a secret tunnel accessible via a natural cave. At low tide it is possible to take a dinghy in and out of Magonia through this exit. It has been used by JAGUAR forces on occasions when the situation requires it, or with SCUBA equipment at high tide when the tunnel floods. The advantage with this entrance is that from the islands it is not possible for anyone to see people entering or exiting, nor is it possible to see the cave. Due to the violent nature of the waves at this entrance, rolls on Pilot Boat or SCUBA skill will be required to successfully enter or exit safely.

Thermonuclear Warhead: Again another heavily guarded area, restricted only to senior officials, and is protected by 15 SAS-trained guards. To activate or disarm the weapon requires 3D6 minutes plus both successful Electronics and Physics skill rolls.

Vehicle Depot: This large enclosure is a maintenance workshop and storage area for over a dozen trucks and numerous 4x4 vehicles.

Getting into Hirta Illegally

It's easy for an investigator to find themselves inside Magonia, all

they have to do is look too closely at PISCES operations, get caught doing so, and then being forcibly flown out under the cover of darkness to the remote island for interrogation. However such methods are undesirable since almost everyone who ends up in St Kilda is either permanently incarcerated or murdered.

However investigators may have their own reasons for illegally entering Magonia; perhaps they've learnt too much about the research undertaken at PISCES secret facility and want to learn more, maybe they need to rescue a colleague they know will be taken there, or to assassinate the Facility's Director Nigel

Crampton or Shan infested Directors known to be visiting the island. Whatever the reason, they'll most likely wish to do so without being seen.

The military base on Hirta was once a radar tracking station which contrary to public information is still operational, although now it is operated from the underground Control Centre. PISCES is constantly watching the skies and seas for air traffic. As a result aeroplanes cannot get within 100 miles (160 kilometres) without being detected, even those flying just above the surface of the water. Apart from the infrequent military helicopter that supplies the base, it is illegal to fly to the islands. Investigators who approach in by plane will be detected straight away, and their plane will be tracked until it lands. If such a flight manages to return to the United Kingdom, upon landing the occupants will be met by British Army troops and PISCES Internal Affairs agents, taken into custody and interrogated, probably to end up in the cells beneath St Kilda a few days later. If flying anywhere else like Norway or Iceland, such investigators might get a day or two head start before PIA or JAGUAR Special Forces come after them. Alternatively, if PISCES have been tipped off who exactly is flying to St Kilda, they might send the order to scramble a few RAF jet interceptors to shoot them down.

The other problem facing investigators who fly to St Kilda is that there is nowhere to land an airplane safely, leaving helicopters or parachuting in the only viable options to get onto dry land, the latter being a one-way trip. Arriving by air is treacherous, since there are often gale force winds blowing across the island and visibility amongst the craggy outcrops is almost negligible at night. Pilots who fail their Pilot Helicopter skill roll could end up smashing into a cliff or plunging into the ocean. Parachutists who likewise fail skill rolls might end up dangling from an outcrop or landing in treacherous ocean currents and then smashed against the rocky shores. All-in-all entering St Kilda via air illegally is next to suicidal.

The other option is entry by sea, which can prove to be just as hazardous when approaching the rocky shores. Pilot Boat and Luck rolls must be made to avoid smashing a boat to pieces. Although it is possible for boats to obtain permits to visit the island, they must all dock at Village Bay. Permits must be obtained in advance on the mainland and can take a month or two to approve. If investigators



who apply for such permits are known to PISCES or are linked in any way to the intelligence or law enforcement community anywhere in the world, they will be granted their permit, and then picked up by PISCES as soon as they arrive on Hirta. Again if investigators are deemed dangerous individuals, it will be JAGUAR soldiers waiting for them.

Boats however, have the advantage that they are less likely to be spotted by radar. Amongst the team of investigators, the keeper should secretly roll against the Luck of the investigator with the lowest POW to see if their approach was detected. If a boat without a permit is spotted, they will either be sunk or boarded by JAGUAR forces and taken for interrogation.

SCUBA diving is a popular adventure sport undertaken on St Kilda. Skilled investigators coming in on a boat could try this option but again would have to content with pounding, violent waves when breaking shorelines. The other alternative is to enter via a submarine, which is likely not to be detected, but very few investigators will have access to such equipment.

Probably the easiest way onto the island is to join a National Trust for Scotland work party. No skills are required for these volunteers who pay £475 for a two-week visit to join an archaeological work party or £545 to work with a restoration and maintenance party. Six trips per year consisting of eleven members depart from Oban on Scotland's west coast between May and August each year. Getting onto one of these work parties must be arranged a year in advance, and PISCES undertakes a thorough background check on each participant. Smart investigators will impersonate an existing member who've they've otherwise detained, using their cover to gain access to the island. However joining a work party has its flaws because of their limited window of opportunities each year to visit the island, and the fact that the teams live in accommodation next to the military base where they will be closely watched, even if discretely.

Once on the island, the next trick is getting into Magonia, a challenge in itself. The description of the interior and its security measures has been described earlier.

Of course, investigators being the kind of people that they are, they're sure to create other inventive means of getting onto Hirta, and hopefully off again. Keepers will have to judge for themselves the likely success of such endeavours.

Using Magonia in a Delta Green Campaign

Magonia is a high security, top-secret facility of PISCES. It's extremely difficult to get into and even harder to get out of again. Even knowing about the existence of Magonia and what goes on there will be a major accomplishment for investigators. So then, considering its high levels of security how can Magonia be used in a Delta Green Campaign? Several options do present themselves, the majority best suited for investigators who already work for PISCES.

Missing Persons: With the regularity of nervous breakdowns and psychotic episodes amongst the upper echelon of PISCES' shan-infested leaders, the sheer numbers of such people disappearing off

the face of the earth should alarm PISCES investigators. Three bosses disappearing in three months should be ringing alarm bells that not all is right. One of the investigator's bosses might – in a moment of self-control – reveal to an investigator his fear that he might end up in Magonia, and provide the access codes to get into the facility. Of course the next day this boss disappears. What do investigators do with this information? Even knowing about Magonia puts their lives in jeopardy.

Interrogating a Prisoner: In a Call of Cthulhu campaign where the investigators are PISCES agents, they might have the need to interview one or more of the prisoners held in the dungeons of Magonia. For example, an investigation into a cult that worships



Y'gononac might require the agents to interview Wilbur Bromley who might provide a titbit of information or two for a few privileges. A case involving the Children of Shub-Niggurath might require agents to undertake an examination of one of the Goatswood inmates. If such a situation presents itself, PISCES command might authorise investigators to travel to Magonia. Such travel would require investigators to remain blindfolded for the entire journey, or drugged unconscious until their arrival at the underground facilities. Agents might see a lot and learn at first hand the extent that PISCES has gone to investigate, catalogue and contain the horrors of the Mythos. A drugged or

blindfolded trip out again means that they won't know where Magonia is located, but they'll be left wondering...

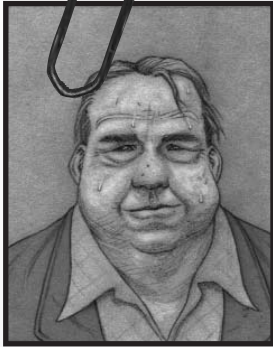
Accidents Happen: Something goes wrong in one of the underground laboratories and something far worse is unleashed in the facility. It could be hiding in the depths, killing randomly and disappearing into ventilation shafts or through the plumbing. Magonia's staff is all out of ideas, so the investigators as PISCES agents are brought in to root out and destroy the horror. Again investigators would be brought in either blindfolded or drugged unconscious, the same again when they leave. Problem is if investigators learn where they are, not a hard feat if they visit the surface, they might not be allowed to leave again.

Asking Too Many Questions: Probably the easiest way to get into Magonia. Either the investigators are American Delta Green agents or civilians who learn too much about PISCES, or are PISCES agents themselves who discover Shan infestations. Once PISCES command finds out that the investigators are in the know, they'll send out JAGUAR teams to apprehend the investigators, and then fly them out to Magonia. It could be weeks before investigators are interrogated, and once they've told all they know, they'll be dumped unceremoniously into the Atlantic Ocean. It would be an entire adventure in itself attempting to escape (unlikely) or other investigators getting into Magonia to rescue them (slightly less likely to succeed). Any investigator who does learn the truth of Magonia and gets away will have JAGUAR teams pursuing them to every corner of the globe to keep their secret safe.

Unusual Suspects

Subject: Wilbur Bromley — Magonia's Most Dangerous Inmate...

Investigator: David Conyers



'Not when your fulfilment lies here between these walls.' The voice was thickening. 'You know I killed the bookseller — it was in your papers. He fled into the ruined church, but I caught him with my hands... Then I left the book in the shop to be read, but the only one who picked it up by mistake was the man who brought you here... Fool! He went mad and covered in the corner when he saw the mouths! I kept him because I thought he might bring some of his friends who wallow in physical taboos and

lose the true experiences, those places forbidden to the spirit. But he only contacted you and brought you here while I was feeding. There was food occasionally; young boys who come here for books in secret; they make sure nobody knows what they read! — and can be persuaded to look at Revelations. Imbecile! He can no longer betray me with his fumbling — but I knew you would return. Now you will be mine.' — Ramsey Campbell, Cold Print, 1969

As a child it would have been easy to be sympathetic towards Wilbur Bromley. At the age of six his mother died of cancer and for as long as he could remember his father beat and sexually abused him. Poor Wilbur never learnt what true love was about. Instead he learnt that the only way to express his feelings was to dominate others through violence. It did not take long for the innocent child in Wilbur to die.

From an early age Wilbur discovered pleasure in mutilating and murdering pets and small animals, the only species on this earth over which he felt he had some power. At school other children were at first were interested in watching Wilbur methodically torture rabbits and mice, but even the most hardened school bullies became frightened of Wilbur's sickening obsession. He soon became isolated both at home and amongst his community.

As Wilbur grew older he remained an outsider only finding comfort in books. He read horror novels but discovered that even these weren't enough to satisfy his curiosity in sadism, and so became a collector of rare forbidden books on that subject. By the time he finished high school Wilbur found that he was already living off the money he made from buying and selling books, and so set up his own shop called American Books Bought and Sold in Lower Brichester, Gloucestershire to continue his trade. Books satisfying his own disturbing tastes he kept safely locked away for his own amusement. For ten years Wilbur lived alone with his bookshop. In all that time the ongoing stories of missing pets and mutilated animals often reported in the press were never connected to Wilbur.

In 1969 Wilbur acquired for himself a copy of the twelfth volume of Revelations of Glaaki. Excited by its disturbing contents he read it quickly, and then was visited by Y'gononac. From the moment that the Great Old One consumed Wilbur the two became one.

Y'gononac found Wilbur to be a convenient avatar since his bookshop was the perfect place to leave Revelations of Glaaki for

customers to browse. Young boys and other men of generally unacceptable reading persuasions either became meals for Y'gononac or converts to his worship. In time a cult of Y'gononac was flourishing in Lower Brichester.

In 1974 after Wilbur murdered two PISCES agents investigating his cult, a special team of PISCES military operatives raided his shop taking Wilbur into custody before transferring him to the island of Hirta. At first they thought Wilbur would be easy to contain, but when he transformed into Y'gononac several cells were destroyed and five staff members were killed, their faces eaten to the bone. Once captured Wilbur was sedated and kept that way for a month while an incredibly secure cell was constructed for this unusual inmate. A huge glass plate separated Wilbur from his wardens but through which conversations could be held, a separation through which it was impossible for Wilbur to physically contact other people, the reason for his success in his first escape. The then Director of Magonia, Ernest Rothschild believed that Wilbur should be put to death, but no one knew how and no one was willing to do the dirty work, so he remained incarcerated. Since then Wilbur moves between two adjoining cells, transferring from one to the other as his unoccupied cell is cleaned and food is left for him to eat. If he doesn't cooperate, the staff at Magonia are perfectly happy to leave him hungry and filthy.

After a while Rothschild concluded that Wilbur Bromley had one weakness, that he desperately desired books to read. Rothschild made a deal with Wilbur; he would provide books on the proviso that Wilbur provided intelligence on other supernatural beings operating in the United Kingdom, particularly in the Severn Valley. Wilbur agreed.

Guided by Y'gononac, Wilbur provided much information that became very useful for PISCES operatives. Soon a strange relationship of trust developed between Rothschild and Wilbur. As well as books, Wilbur was allowed pen and paper in which to write his own reports for distribution through PISCES. What nobody knew was that Wilbur was rewriting excerpts from the Twelfth Volume of Revelations of Glaaki. By the late-1980s almost half the staff in PISCES had unknowingly read at least a paragraph or two from this blasphemous volume. This was important to Y'gononac, because he now has the capability to possess anyone who has read such a report. He has to wait however, because he needs to touch to consume such individual in order to possess them, but he is a Great Old One and he has an eternity of time on his hands.

By 1988 Ernest Rothschild had conducted enough of his own research to realise that he'd been tricked into reading portions of Revelations of Glaaki. The dangers that he and PISCES were in were insurmountable, so he ordered that all of Wilbur's books and writing tools be removed from his room and cancelled all of the inmate's privileges. Wilbur and Y'gononac were enraged. Before

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Rothschild could tell anyone what he had discovered, a meeting was held between the keeper and prisoner confirming his suspicions. Nobody to this day knows what happened, but somehow during that conversation Wilbur convinced Rothschild to cut out his own kidneys and eat them before bleeding to death.

Afterwards Nigel Crampton took over Directorship of Magonia (see *Delta Green: Countdown* p.35) and left Wilbur Bromley alone in his cells. Crampton had concluded that if Wilbur could convince Rothschild to take his own life, it was entirely possible that the same fate might await him. What Crampton is not aware of is that he has read portions of Revelations, and since Wilbur held Crampton responsible for his lack of privileges, Wilbur plans to kill the Director as his first victim when he escapes confinement.

For close to 15 years Wilbur has been isolated from any form of human contact becoming more spiteful than he was before he arrived at Magonia. However this situation recently changed when London HQ learnt of Wilbur's usefulness. While Crampton refuses to provide Wilbur with books, after receiving orders from the top he has allowed Wilbur a few modern conveniences again, such as a bunk to sleep in. This is because the information Wilbur has provided to London HQ has recently led to a few more successful missions. Crampton doesn't like the situation, but it is providing him with sorely needed respect from his peers.

NOTE: This description of Wilbur Bromley is expanded upon from the character created by Ramsey Campbell in *'Cold Print'* and further detailed in the PISCES chapter in *Delta Green: Countdown*.

Using Wilbur in Delta Green

Wilbur Bromley is like a vicious guard dog; he might be a useful tool when used against one's enemies, but he's just as likely to savage his masters given half the chance. Today Wilbur presents a persona of cooperation and openness. While he is not allowed access to writing materials or books, he is regularly visited by PISCES agents who wish to interview him, picking his brains on the Cthulhu Mythos helping them to solve their disturbing investigations. Faster than reading sanity-threatening books, Wilbur tells visitors exactly what they need to know.

Player PISCES investigators stuck on a case might be sent to Wilbur Bromley to obtain 'Expert Intelligence'. To do so requires

a trip to the Magonia facility. Since Magonia's location is top secret, investigators will either be required to be blindfolded or drugged unconscious during their trips on and off the island.

Wilbur's cell located at the lowest levels of Cell Block Beta or CBB (see the article *'Missing Persons... PISCES' Magonia Facility'* in this issue for further details). His cell walls, viewing Perspex glass wall and doors are uniformly of STR 80. Mechanical and Electronic locks are so secure they have a -50% chance modifier at being sprung. Video cameras viewed from the interviewee room monitor Bromley 24 hours a day, 365 days per year. Anyone entering the adjacent interviewee room is refused entry until they check in all weapons, writing instruments and written materials including CDs and floppy discs. Interview sessions with Wilbur are limited to one-hour sessions and there must always be two people present at any one time. Interviewees are locked in during this time behind STR 50 doors.

Wilbur regularly offers incantations that can protect investigators from harm, but the staff at Magonia are aware that Wilbur only knows one incantation, and that is used to summon his master. So it is forbidden for interviewees to be taught any incantation and the wardens watch for that.

Occasionally Wilbur likes to transform into Y'gononac in front of people he doesn't like, sending them insane and then convincing them to perform lethal operations on their own bodies. He doesn't do this often, because such actions cost him a lot of privileges. However if investigators get on his bad side, it might just be worth it. A god possesses him so he's not getting older, and there's plenty of time to be co-operative until the time is right. He hints at knowing a lot about the Cthulhu Mythos (which he does), so that agents start learning quickly to come back to him first when they become stuck. One day someone is going to slip up and give him a pen. One day he will find the means to touch another human being, and in doing so consume them creating a new vessel from which to escape Magonia. On that day he's going to get his freedom.

Wilbur Bromley

The Imprisoned Favoured One, age 62
(physical age 32)

Race: Caucasian (Avatar of Y'gononac)

STR 14 CON 8 SIZ 20 INT 30 POW 28
DEX 14 APP 3 EDU 12 SAN 0 HP 14

Damage Bonus: +1D6

Education: Brichester High School

Occupation: Magonia Inmate

Skills: Anthropology 40%, Biology 30%, Cthulhu Mythos 50%, Fast Talk 60%, History 70%, Listen 80%, Natural History 40%, Occult 80%, Persuade 80%, Spot Hidden 80%, Torture Animals and Humans 95%.

Languages: English 80% (own).

Attacks: Fist 60%, damage 1D3+db
Grapple 60%, damage special

Spell: Contact Y'gononac.

Indefinite Insanity: Psychopath and Sadist.

Sanity Loss: 1/1D20 Sanity points to witness Wilbur transform into Y'gononac; 1/1D10+1 Sanity points to see Y'gononac; 1/1D6+1 Sanity points to witness Wilbur perform a torture.

Physical Description: A tall obese man, Wilbur Bromley stands at 6'5" and weighs 300lbs. His face is dominated by puffy cheeks and forehead that extenuate his wrinkles while burying his eyes deep within rolls of fat. Bromley's voice constantly wavers between bass and falsetto and his body seems to continuously drip with sweat. He likes to sway from side-to-side while talking to people. Since his incarceration in Magonia, Bromley has given up wearing clothes. He is unshamed of his nakedness. For a full description and rules on Y'gononac see the Call of Cthulhu rulebook.





THE AVENIGERS

ONE OF THE BEST ORGANISATIONS IN THE SWINGING SIXTIES

By Davide Mana

1. PREPARATION

Every Oxford and Cambridge college and leading British university has a 'talent spotter' like Pilchard, a don sympathetic to MI6 who looks out for suitable recruits. The majority of MI6 recruits come this way from the two most prestigious universities in Britain, though it is not foolproof – Philby, Maclean and Burgess were all recruited into MI6 the same way.

Richard Tomlinson, *The Big Breach*, 2001

On 1st April 2001, the Guardian ran a lengthy interview freelance journalist Marie Jovet recorded with former Navy Admiral and Foreign Office consultant, Sir Douglas Gordon Russel, MBE, VC, COOF, in his villa in Portmeirion, Wales. A veteran of the Burma campaign, a respected Orientalist and a member of RADA in his youth, Russel was 93 at the time of the interview, and some of his recollections do not match with the data at hand. Here we reprint the core of the article:



MJ: There's no mention of an Avengers section or department in the MI5/MI6 FOIA release yet. And in Whitehall they were extremely uncooperative. As if the thing did not exist.

DGR: Avengers was a protocol of operation. Not a branch or section, or a desk, or anything else of that kind. Don't believe what they tell you anyway. Avengers was the sort of uncoordinated patch that stops the holes masterfully, but goes down less than well with the Oxbridge zombie cliqué manning the controls.

It was started, actually, in the years after the Dulcibella affair, you know, Carruthers and Davies, well before the Great War, and died somewhere in the Eighties, when everything became corporate and stale and 'expenses' was a bad word. Then the Other Side went belly up and everything was looking like, I don't know, like Chushingura – if you know what I mean. Avenger would have survived it, mind you, and kept doing its job, but they were cutting expenses and Avengers was expensive as hell; so they 'restructured' the whole circus and ended up crashing cars in tunnels and calling it 'crisis control'. Amateurs! One thing you had to say about Avengers – it did its job, and it had style, like in cartloads.

MJ: Are you claiming there was the hand of the British Intelligence involved in the Alma crash?

DGR: I'm claiming nothing, especially about such a dubious concept as British intelligence these days. But you were asking me about Avenger, if I'm not mistaken.

MJ: Yes, and you were implying the whole structure was born of... an accident? Something in the first years of the last century?

DGR: Implying! As I was saying, Avengers started as an accident, but we soon turned it into the mad unpredictable clockwork that was its major strength. Dulcibella told us amateurs were often in the right place at the right moment, and possessed of the right skills. We went on building from there. It was Whimsey, as I recall, who dreamed up the whole machination, somewhere in '27. Weird chap, Lord Peter was, daft as a brush, got back in really bad shape from France – or was it Belgium; anyway, bad head case, holed up in his apartment for ages, playing piano,

bad, really. But he got back – and if he was a little 'original', one thing he nailed for sure from day one – imagination and flamboyance, the two main curses of the field operative, can become the major assets of someone operating outside of standard situations. So he started skimming through the reject pile, for people that had almost made the cut but failed on a whim. Eccentrics, poseurs, compulsive mystificators, the ones that had actually said "no thanks" to the recruiter.

MJ: Surely the Ministry was not likely to accept such an option, not in those years.

DGR: They told him he was crazy, of course, the Oxbridge Network did, and when they did he just pointed out at the swell job Dick Hannay had done in Scotland, back in '15, and him being just a rock-hound and an amateur. Years later, of course, the Philby affair showed us all Peter's idea was by far sounder than more standard practices, but at the time, oh, they gave him hell. No wonder the idea was sort of left hanging for about two decades.

MJ: But after Philby...

DGR: After Philby there was nothing else to lose and all to be gained, so they gave us carte blanche and a very short leash. And money. So we dug out Whimsey's notes and papers, and set the thing up working after hours over a couple of weekends.

MJ: How was the organisation structured exactly?

DGR: So, the idea was basic: we'd head-hunt a pair of promising young men and give them a security vetting and a retainer. Nothing extravagant, but enough to keep them afloat and motivate them. They were just supposed to be out and about, living their lives and generally having a good time – clubs, theatres, galleries, racing, and science expos. Get a social life, stay in touch with the state of the art – any art. It was normally assumed they'd build a network of acquaintances and friendships, likely similar minded individuals that might enjoy a bit of action and still keep mum about it. We security vetted those, too, and granted expenses paid in case of need.

MJ: Was not this pretty risky? I mean, you were up against professionals, and such an easily penetrated, soft organisation...

DGR: No. It was absolutely fail safe, you see. That was the beauty of it. There were these independent networks, all of them without an upward connection to the Intelligence Service. Should some foreign sniffer approach them or even compromise them, the damage would have been minimal, almost non-existent. And the people we used – as I said, eccentrics, artists... Had one of them gone rogue, or had he contacted the press, we'd have been able to deny any allegation without any difficulty. Completely, perfectly safe. It was great thinking. Extremely British, too, if you allow me a bit of a bias. The Americans would have bungled it helplessly, going for looks instead of substance. Too much formality is the bug of American Intelligence. That, and dishonesty. But we pulled our little ploy through, and managed it for two full decades and then some.

MJ: You mentioned the Alma Tunnel affair. Was it the sort of thing Avenger would have been called in to resolve?

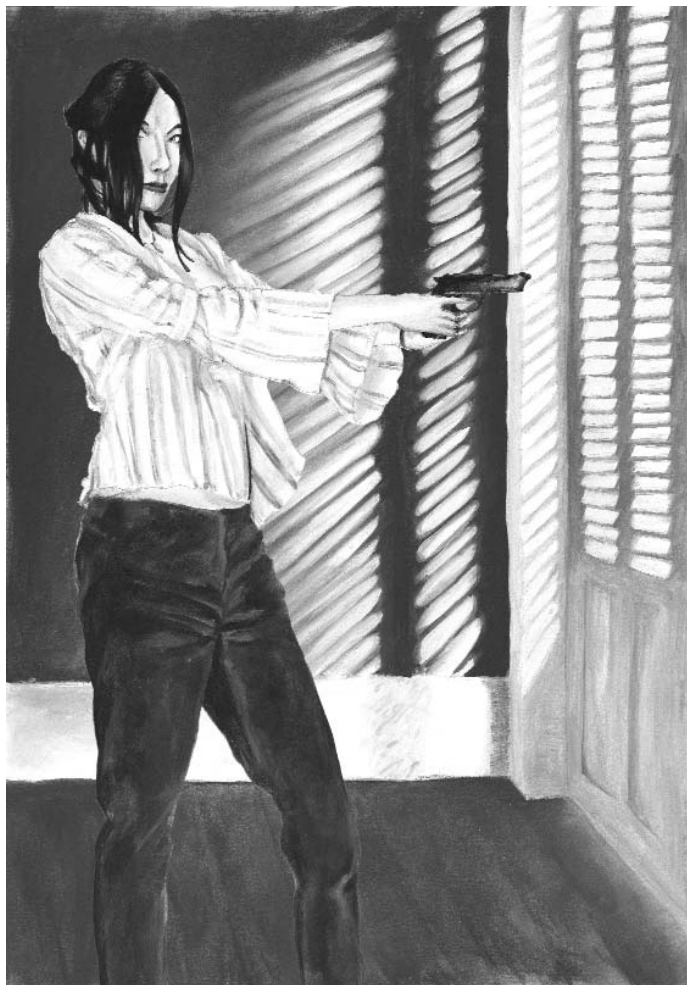
DGR: Sorry, you mentioned Alma. I mentioned a car crash in a tunnel. Avengers worked mostly in Britain anyway – as I said it



tackled urgent business close to home. True, they did a few gigs on foreign soil, France, Canada, Hong Kong, but that was after my time, and might be a reason why they pulled the plug on Avengers – expenses, and too much rocking of the international boat.

MJ: So, what sort of case did Avengers tackle?

DGR: Three words: weird, compromised, urgent. We were managing the lot from a basement room in the Admiralty, you see, and we'd spend idle days trading tales of hunts, horse races, women... the works. Goodness, it was boring. Then a file would filter from somewhere – Foreign Office, Admiralty, Exchequer, CI5, you name it. We served them all. They just knew what our taste in cases was. And you could bet the file would cover some operation going royally haywire, field agents dead or compromised, and something big and weird going on. So we'd call one of our 'plumbers'... that's what we sometimes called them, plumbers, and we told him to look into the file. Bring his friends



too, but for god's sake put a lid on it fast. And they did it.

MJ: You sound almost surprised.

DGR: Hell, I was nine times out of ten. The chaps "delivered the goods", as the Yanks are fond of saying, with a minimum of fuss and, as I was telling you, with style. You cannot shrug off style when such matters are concerned – it's part of the discipline, part of the procedure. Learning to act with panache. Not once did something filter to Fleet Street, and anyway if it did, nobody in the Press had the guts for following up such leads.

MJ: I did find mention of weird doings indeed. Rampaging androids, UFOs, cats used as murder weapons, killer pranksters endangering international relationships, a society of assassin butlers, former Nazis posing as monks, stolen H-bombs, a whole section of London put to sleep for 24 hours. You have to admit

all this is a little hard to swallow.

DGR: Of course I'm not admitting, confirming or denying any of that. But what you describe is the sort of stuff that a standard field agent can't face. It's not part of their training, you know. A field man has to be able to think in terms of objective events, cause and effect if he wants to survive. So the Avengers eccentrics were the right men and women in the right place when things got weird. And they did get weird in those days.

MJ: And nothing ever surfaced on the national press? Nobody ever blabbed about the Avengers?

DGR: With the risk of ending up in a padded room?

MJ: Isn't it all a bit simplistic? I mean, someone with informal official ties setting up a pair of international playboys as part-time secret agents...

DGR: My dear young lady, in those days, after Philby and his friends, it often felt like each one of us had a target painted on his back. Therefore, anything that worked, just anything, was welcome. That's why, like it or not, Whitehall never really gave us problems. Not even when we employed playboys, fashion-conscious amateur assassins, or that womanising novelist with the big cuffs.

MJ: Not even when radioactive crustaceans were involved? Or when you did work together with the Russians, in '66?

DGR: Of course I don't know what you are talking about, but no, not even in such cases they would have interfered, back then. We delivered, you see.

MJ: Do you miss those days?

DGR: Of course. I was young. Whoever in his right mind would not miss his younger days? Spending the rest of my life watching people launching weather balloons from the beach is not exactly going to give me a coronary, right? But it's not just the excitement and the danger I miss. Too much of our world, our existence, is becoming too damn literal these days. I preferred back then, when things could still be more than what they looked like. They were our own to interpret, you see? We owned them.

MJ: Like the Man-Eater of Surrey Green?

DGR: I think we better stop this one here. But you can come with me for a pint at the Anchor and Fountain. Noel Coward visited it, you know, while he was writing 'Blythe Spirit'...

2. INDUCTION

Guy Burgess and Donald MacLean were British diplomats who disappeared in 1951 and surfaced in Moscow in 1956. There was speculation that Harold 'Kim' Philby, head of the Soviet section of the British Secret Intelligence Service, was the 'third man' who alerted them before they could be arrested for espionage.

FBI FOIA web page

Harry St. John Bridger Philby, better known as Kim Philby, worked for many years as a Soviet spy within the British Secret Intelligence Service. He came under suspicion when two of his associates, Donald Maclean and Guy Burgess, defected to the USSR in 1951, but his activities were not fully exposed until he himself defected in 1963. The case later received wide publicity.

The Columbia Encyclopedia, 6th edition, 2001

Avengers Protocol

Date Founded:

Proposed 1927; first deployed 7 January 1961; disbanded 9 February 1979.



Mission when Founded: Troubleshooting duties within the British Intelligence and Law Enforcement community

Mission at the Time of Disbandment: Unchanged.

Jurisdiction: N/A

Headquarters: Unknown; Room 23 at the Admiralty supposedly handled the assignment of Avengers missions.

of Personnel: Unknown; see main text.

Annual Budget: Unknown; see main text.

History/Profile: According to some sources, Sir Francis Walsingham, normally credited with the creation of the first British Intelligence service in the 16th century, strongly distrusted professional spies – those individuals trained and conditioned for the sole purpose of gathering intelligence by betraying the trust of their fellow men.

A man led by circumstances and by a natural inclination to spycraft, he probably felt uneasy in the presence of people not equally endowed with the same mixture of accidentally-acquired know-how and personal resources. His bias shaped the direction in which the British Secret Service evolved throughout three-hundred years.

A number of individuals after Walsingham's heart did serve in the ranks of the British Intelligence over the next three centuries: Christopher Marlowe, John Dee, Sir Percy Blakeney, Colonel Charles Stoddart and Captain Arthur Conolly, Frederick Gustavus Burnaby, Harry Flashman, Charles Beauregard, into the first half of twentieth century with the likes of Richard Hannay and Captain Robert Thorndyke.

Amateurs, but with just the right set of skills and connections, doing what needed to be done at the right time. The very spirit of Britain, some might say.

Only the end of the Great War, the conflict to end all conflicts, saw a more professional, methodical system replace the age-old practice. Espionage became a clerical profession, and remained so. In the late 1950s, the turn of events that led to the defection of the Cambridge Ring members brought back with a vengeance the uneasiness expressed by the ancient spymaster, and made his concerns and techniques actual again.

While the common MI5/MI6 practice of head-hunting concentrated on individuals that were – at least at face value – highly integrated and reliable, conventional to the limit of boredom and at the same time highly ambitious (an explosive mix, Walsingham could have pointed out to his successors), personnel selectors for what was to become the Avengers protocol sought out the eccentric, the positively wild, the unconventional. People unhindered by personal ambition, of independent means, drawn to the action by a fair amount of level-headed patriotism and an equal mix of curiosity and love for the offbeat. The theory, which was to be proven right, was that among this catalogue of liabilities, a few true, reliable, and positively extraordinary individuals would surface.

By 1961, a backup program had been devised by some of the best elements in British Intelligence, resurrecting contingency plans long forgotten. Privately financed and run on a shoestring budget, the Avengers protocol was quietly initiated, pitching extraordinary individuals against extraordinary circumstances. And not a minute too soon, considering the Swinging Sixties were at the door.

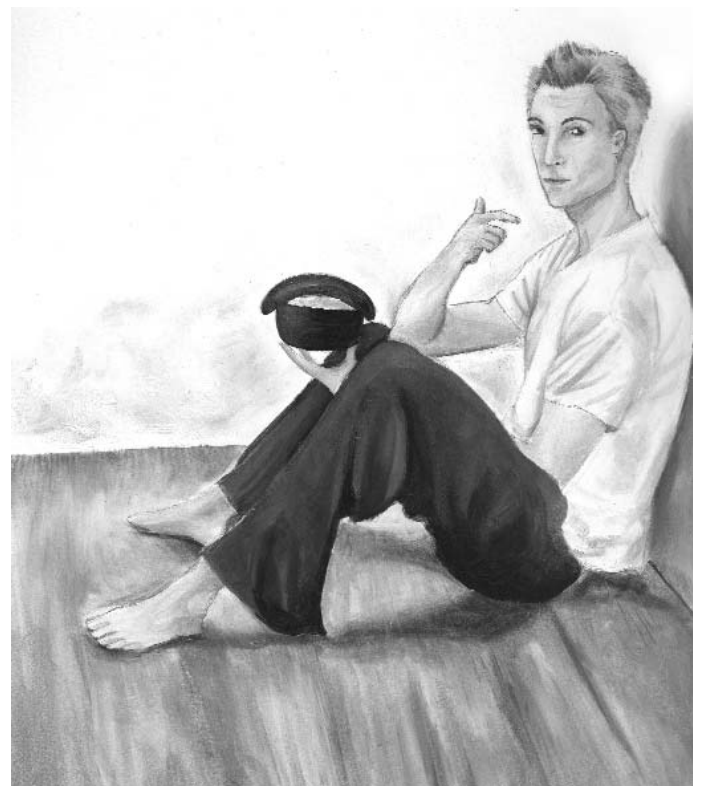
3. DEEPENING

Looking around the table I realised the new recruits were all from similar backgrounds. All were white, male, conventional and middle class. All of us were university graduates, mostly from Oxford or Cambridge. It was pretty much the background of all MI6 officers.

Richard Tomlinson, *ibid.*

From an operational point of view, it is best to regard Avenger as a procedure rather than an actual branch or section of British Intelligence. Avenger was something that happened when an urgent case went hopelessly haywire, showing strong elements of weirdness and danger. In such a situation, the relevant files were assembled in an anonymous yellow folder and dropped in an anonymous closet on the second floor of the Admiralty – the door marked with a brass plate bearing the number 23.

Within 12 hours, the Avenger operative for the case would be activated, and summarily briefed about the nature of the catastrophe. He (or, more rarely, she) would contact the element



or elements in his entourage to assist him on the job, providing them with the basic need-to-know. This way, Avenger people would tackle, week after week, a highly variable spectrum of cases, from espionage or counter-intelligence, to criminal investigation, depending on whose case was going to hell in a hand-cart at that particular juncture.

It is not clear who made decisions at the top. The speed with which a new file would make its way from Room 23 to the capable hands of an Avengers operative remains a mystery, but suggests a leaner and less democratic ruling cabal than the one described by Conan Doyle as the 'Diogenes Club'. It has indeed been postulated that the whole Avengers show was actually managed by a single man, handing the new case over to a single agent. According to this reconstruction, the whole Avengers structure in the Sixties would therefore have comprised a single case officer, a single field agent and that agent's own network of privately nurtured contacts – usually no more than one or two persons at a time. Hints at a wider structure with more agents and a larger



retinue of ‘friendlies’ would have been, according to the upholders of such a theory, nothing more than a smoke-screen.

But things could have been even more complicated. In her famous Guardian interviews, Dame Stella Rimmington went further along this line of speculation, pointing out that the best known Avengers case officer – a wheelchair-bound man only identified as ‘Mother’ in official documents, was actually a well-known British actor called Patrick Newell, clearly used as a decoy by the true masters of the Avengers ‘conspiracy’. Fact is, after these many years, most of what was at the core of the Avengers might as well have been lost forever.

4. THERAPEUTIC SUGGESTIONS

Extraordinary crimes against the people and the state must be avenged by agents extraordinary.

The Avengers, tag-line, 1961

Extraordinary (of an official): serving an unusual or special function in addition to those of the regular officials.

The Oxford Dictionary, 1961 edition

Someone amoral, suave and brainy, who wouldn't deign himself by physically fighting, preferring a silenced gun or a sword-cane.

Sydney Newman on the birth of John Steed, 1997.

Occupation Templates:

Avenger operative

Credit Rating, Disguise, Forensics, Martial Arts, Military Science, Psychology, Survival, Tradecraft; plus 1 more academic skill and 3 skills as personal specialties.

Avenger ‘Friendly’

Credit Rating, Library Use, Martial arts; plus 10 skills as personal specialties

Sample Characters:

John Steed

STR 12 CON 15 SIZ 13 INT 16 POW 17
DEX 14 APP 13 EDU 18 SAN 99 HP 14

Damage Bonus: +1D4

Skills: Credit Rating 65%, Disguise 25%, Fast Talk 60%, Forensics 50%, Natural History, 35%, Martial Arts 60%, Military Science 45%, Psychology 55%, Ride 60%, Spot Hidden 45%, Survival 90%, Tradecraft 75%

Languages: English 90% (own)

Weapon: Sword Cane 65%, 1D8*
Gun (silenced) 65%, 1D10

Emma Peel

STR 13 CON 14 SIZ 10 INT 16 POW 15
DEX 18 APP 17 EDU 16 SAN 99 HP 12

Damage Bonus: None

Skills: Art (Painting) 35%, Art (Sculpture) 45%, Credit Rating 55%, Disguise 25%, Drive Auto 60%, Fast Talk 55%, First Aid 45%, Library Use 35%, Martial Arts 75%, Photography 65%, Pilot (Aircraft) 40%, Psychology 55%, Ride 65%, Zoology 35%

Languages: English 80% (own)

Weapon: Gun 75% (occasionally; enough to pop a champagne cork from 20 yards), 1D10

Purdey (no other ID available)

STR 14 CON 15 SIZ 12 INT 16 POW 15
DEX 18 APP 17 EDU 14 SAN 99 HP 13

Damage Bonus: +1D4

Skills: Art (Modern Dancing) 35%, Credit Rating 55%, Disguise 25%, Drive Auto 75%, Fast Talk 60%, First Aid 40%, Library Use 35%, Martial Arts 70%, Photography 50%, Pilot (Aircraft) 40%, Pilot (Motorboat) 40%, Psychology 55%, Ride 60%, Zoology 35%

Languages: English 70% (own), Other Language (French) 70%, Other Language (Russian) 55%

Weapons: Gun 75%, 1D10
Shotgun 80%, 4D6/2D6/1D6

5. POST-HYPNOTIC SUGGESTIONS

In The Avengers, supremely mundane elements of British life and culture, which had been taken for granted for years, suddenly assumed a new and sinister significance.

Grant Morrison, in The Avengers Dossier, 1998

A story of espionage follows a science fiction episode followed by a military story, which could be in itself followed by a story in the horror tradition, straight out of a Hammer film. As long as the common denominator of the Avengers' style is respected, everything is permitted.

David Fakrikian, in The Avengers Dossier, 1998

From a Keeper's point of view, there are two possible uses for the set-up and situations as presented in ‘The Avengers’ in Call of Cthulhu or Delta Green games.

5.1. Avenging Crime with a Smile

The first option is running light, tongue in cheek one-offs based on the series and set at the time of the series itself. For this purpose, the Avenger protocol has been set up and described so far as a troubleshooting entity within the British Intelligence community, allowing for a wide variety of possible hooks. The player equivalent of John Steed and partners could be made to step in on a number of very different – but appropriately off-beat – cases, from criminal investigation to counter-espionage to Mythos involvement with wayward baronets. While templates are given, these are mere guidelines – the keeper and players could achieve better results by adopting a free-form character design technique, and concentrating on drawing up fun, eccentric characters.

Then, the keeper is advised to watch as many episodes as possible, and peruse with the utmost care the vast bibliography available on the series. It would probably take a brilliant writer on a good day to duplicate the best of the Avengers episodes (such as ‘The House that Jack Built’) but a well-prepared keeper can take inspiration from the material available and still do better than one of those less-than-average episodes (e.g. any in the Tara King era). Particular attention should be given to in-play description, as the original series relied as much on visuals as it did on tightly-plotted stories. The well-prepared keeper might put together a scrapbook of 1960s fashion and offbeat images for quick reference during play. Accurate study of the available online resources is also recommended – starting from the ‘Avengers Forever’ site listed below, it's possible to find a wealth of images and information that will not be repeated here. They even have a full list of the acronyms used by fictional entities and organisations during the series.



5.2. Operation: Avengers

The second option is to set up a present-day PISCES or Delta Green campaign in which the characters will have to investigate the long gone (?) and mysterious Avengers. In view of this second possibility, most of the organisation has been purposefully left as nebulous and uncertain as possible. The interview presented at the start of the article as both setting-piece and possible hand-out, plainly contradicts some of the facts given in the main text. It is for the keeper to decide which one version is the correct one. If any.

Reasons for the investigation can be various – the recent number of British Intelligence exposés by the Media might cause something to surface (see the opening article). Alternatively, the Shan masters of PISCES might develop a sudden interest in some of the old activities of Steed and Company. A number of episodes from both the original series and the later ‘The New Avengers’ offer excellent hooks and present situation granting a 20-years-after investigation:

- *Man Eater of Surrey Green* (fourth season) mentions Triffid-like space plants (or were they Dark Young of Shub-Niggurath?)
- *From Venus with Love* (fifth season) has UFOs in it
- *Escape in Time* (fifth season) touches upon time travel
- *The Living Dead* (fifth season) has ghosts, paranormal investigators and the undead
- *The Eagle’s Nest* (New Avengers first season) features Nazis trying to resurrect Hitler

In case present-day investigators were to become too nosy or persistent, a few further, non-canon details are offered to thicken the plot.

The Admiralty, Room 23:

The place holds a desk and chair, an old filing cabinet and a portrait of the queen, circa 1964. On the back of the chair rests a jacket, average size, with the label of a Saville Row tailor. In the pockets can be found a bag of Fisherman’s Friends Original Extra Strong lozenges, a cigar holder holding two Coronas Major cigars, a box of Bryant & May lucifers and a key on a simple piece of string. If investigated, this will turn out to be a key to Room 23.

Over the desk lay scattered a number of papers, most of which are written in a shorthand system with which none of the characters will be familiar. If transcribed by some shorthand expert found after a lengthy search of the major business schools of Britain, most of the material will turn out to be either of abysmal relevance (e.g. laundry lists) or written in an unknown language. The keeper is free to add any off-beat reference he finds expedient on the desk. The filing cabinet’s drawers are all closed. If forced open, they will appear to be empty. For all the investigators know, the room has just been vacated ten minutes, or fifteen years ago.

Note: Following the Saville Row lead will land the investigators into the fitting rooms of the most supercilious tailor in town, who while thoroughly humiliating the agents as blundering ‘nouveau riches’ and socially inadequate inepts, will politely but unmovingly refuse to release any information (not even if served with a warrant), claiming to share a relationship with his clients akin to priest and parishioner – personal, intimate, and absolutely shrouded in professional secrecy.

Steed’s addresses:

Nobody knows whatever happened to John Steed (of course); rumours about his relocation to a small seaside resort in Wales or Cornwall, possibly keeping bees, are probably derived from the Guardian 2001 article and are unfounded. His starting a model agency and working with MTV video makers after retirement is equally just a ludicrous notion.

Similarly preposterous are sightings of our man in the unlikely role of a chauffeur in the mid-1980s (and later, briefly, in the late 1990s), as manager of a wrestling school in Hawaii or as director of a wax museum in the United States.

Locating the old homes of John Steed is a feat in itself. Known addresses listed (but acquired with great difficulty) include 5 Westminster Mews, currently a bed & breakfast establishment run by an American woman named Charley (a former jazz dancer), and 3 Stable Mews, home to Miss Hannah (or possibly Hana) Wild. Finally, Duchess Mews, near Portland Place, W1, is now undergoing massive refurbishment, care of ABORCASHAATA (Advisory Bureau On Refurbishing Castles And Stately Homes As A Tourist Attraction).

5.3. All Together Now

The two styles of play could be combined, alternating a grittier modern-day investigation with Avengers flavoured, tongue-in-cheek flashbacks. This is the author’s approach of choice, but admittedly it requires some work.

6. TERMINATION

It is true to say, the Avengers was made in spite of itself. The behaviour of the powerful people who sat in the background was revealing.
Patrick Macnee, *The Avengers and Me*, 1997

The process of clinical hypnosis conceptually can be divided into six phases: (1) preparation, (2) induction, (3) deepening, (4) therapeutic suggestions, (5) post-hypnotic suggestions, and (6) termination.
O’Grady & Hoffman, 1984

Acknowledgments:

The author is deeply indebted to the people involved in the making of the Avengers, whose weekly vision at the tender age of six turned him into a committed Anglophile and a social outcast, thus preparing him to a future of Lovecraftian readings while at the same time sparing him a destiny worse than death (to wit, the standard Italian football & politics obsession).

He also wishes to present his most heartfelt thanks to the gentlemen responsible for the online resources dedicated to The Avengers. And to the fine folk of The Black Seal magazine, for providing him occasion to let rip, so to speak. Thank you.

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RAF Hobwood Stourbridge, West Midlands

An extract from Nick Brownlow's travel diaries.

Located just a few miles west of Stourbridge, close to the Wyre Forest and the banks of the River Severn, the now long derelict airfield formerly known as RAF Hobwood stands as a sad and lonely reminder of the drama and tragedy of wartime Britain. Intended originally for bombers, it was constructed in December 1940, opened in June 1941 and transferred to Fighter Command in December of that year; after which it served as home to No.523 Squadron until June 1945 when that unit was disbanded. After the war, Hobwood was home to a number of training flights before it was finally closed down in 1958. The MOD sold the property in 1970 to a local farmer, but the runways, hangars, control tower and operations block all remain intact to this day.

Whilst unspectacular in terms of its military history, since the war RAF Hobwood has acquired a reputation of an entirely different kind – most of which seems to stem from a bizarre unsolved murder that occurred at the site in late 1942. The victim was Squadron Leader Henry Mayall, assigned to RAF Hobwood in January that year. Mayall was a highly decorated but apparently unpopular officer who had served in the Army in India prior to joining the RAF in 1938. He rose quickly through the ranks but was generally disliked by his fellow officers, who he tended to be stand-offish with. Mayall was an excellent pilot however, and notched up nine kills during the Battle of Britain, earning him the Distinguished Flying Cross and promotion to Squadron Leader.

On the night of 23rd December, at a little after 11:00 pm, Mayall retired from the mess early to read as was his custom. The officer's block was then woken at around 1:30 am by the sound of frantic screaming coming from his room. Several officers attempted to gain entry (by which time the screaming had come to an abrupt stop), but the door was locked. Eventually, following the arrival of several duty airmen, the decision was made to break the door down; Mayall's horrifically mutilated corpse was found inside. Curiously, several airmen present would later remark that the wounds appeared "entirely bloodless" – although the Air Ministry never saw fit to confirm or deny this.

The alarm was raised, and the base put on full alert, but a search of the grounds revealed nothing. Suspicion initially fell upon Mayall's fellow officers, but all men were present and

accounted for, and none had had time to remove what must have been an enormous amount of blood from their person. The mystery deepened when the contents of Mayall's room were examined; whilst his fellow officers were aware that Mayall's taste in literature had an esoteric bent, they were unprepared to find a veritable occult library in his quarters containing many controversial and infamous works. In the end, the Security Services confiscated these strange volumes and they were never seen again.

Rumours that the base was now haunted began to circulate just days after Mayall was killed, with several Airmen reporting a 'presence' around the officers' block. As winter turned into spring and then summer, aircrews began to complain of deathly cold chills in certain buildings, as well as the overwhelming feeling that they were being watched. Timepieces would suddenly stop, and sometimes even reverse direction entirely. Mayall's quarters were boarded up and never used again, although officers in neighbouring rooms frequently reported hearing sounds coming from within, late at night. Such incidents became a regular occurrence at RAF Hobwood, and continued for long after the war was over.

The most famous of Hobwood's apparitions did not make its presence known until several months after Mayall's death, however. In March 1943, two sentries reported hearing a large animal skirting the perimeter of the base. When they investigated however, no trace of the creature could be found. Several weeks later two more sentries claimed to have been attacked by a mysterious 'animal' that neither of them could see. The superficial looking wound sustained by one of the sentries in the attack eventually required the amputation of most of the unfortunate man's lower body after the wound became horribly infected and began to weep poisonous blue pus. Similar reports of the mystery creature continued throughout the course of the base's active service life, with over a hundred incident reports appearing in the base logs between 1943 and 1958.

Encounters with the creature appeared to abate after the base was decommissioned, but this may simply have been because there was no one around to encounter it. In November 1971 two WWII aircraft enthusiasts, Clare and Richard Crane, were reportedly chased off the site by something large and

seemingly invisible. At this point in time the base's resident apparition was not common knowledge, and it is unlikely that the Cranes knew enough about the legend to have simply made up the experience. Since then, there have been dozens of incidents in which witnesses have reported something lurking around the old airfield. Although it has never been seen, folklorists have speculated that the 'Hobwood Hound' is yet another variation of the 'Phantom Dog' legend that can be found in other parts of rural Britain – examples of which include the Guytrash of Yorkshire, Black Shuck in East Anglia and the Welsh Cwn Annwn.

Nor are reports of paranormal phenomena restricted to encounters with the Hound; instances of lost time, phantom voices and the sound of aircraft engines have all been reported on a regular basis by visitors to the airfield in the last twenty or so years. Today, RAF Hobwood is visited not just by aircraft enthusiasts, but by amateur 'ghost hunters' and parapsychologists as well. So far, none have succeeded in unravelling the mysteries of RAF Hobwood, and a handful of new encounters are reported every year.

Keeper's Notes: *When Henry Mayall returned from India in 1938, it was with an addiction to the leaves of the Black Lotus plant that grew on the slopes of certain hills in Northern Kashmir. As a young British Army officer assigned to the Maharaja's Kashmir Brigade, Mayall befriended the monks that lived on those hills and offered them protection from Muslim tribesmen in return for knowledge of how to make the Liao drug. Later, when he was sent home to England, he managed to procure a small quantity of seed from them.*

Finding that the plant would grow easily even in England's changeable climate, Mayall cultivated a small patch of it at all his subsequent postings; at RAF Hobwood, his plot was located in the small wooded area out by the 'J' Type hangars known as 'the Copse'. Eventually Mayall became convinced that using it gave him an unnatural edge in combat – he believed himself capable of seeing into the fourth dimension – and therefore able to perfectly anticipate his opponents' actions and reactions. His reliance on the drug grew.

One day, Mayall's temporal excursions attracted the attention of a marauding Hound of Tindalos. Not entirely ignorant of the risk involved in disturbing such a creature, Mayall spent the next few weeks desperately preparing for the Hound's arrival. Eventually, Mayall found a ritual that he believed would seal off the immediate time/space vicinity from the Hound, and to this end he buried five small concrete obelisks around the base in the shape of a Pentagram, connecting them with a length of buried wire. Unfortunately, he botched the ritual and only succeeded in trapping the Hound inside with him. Thinking himself safe, Mayall retired to bed on the 23rd December and was torn to shreds by the Hound, which materialised suddenly out of the corner of the room as he was nodding off.

Since that day, the Hound has been trapped in the immediate vicinity of RAF Hobwood growing ever more frustrated; straining against the

walls of its prison, and wearing the fabric of time and space increasingly thin. In order to affect an escape, the Hound has been trying to draw 'sensitive' individuals to it to destroy the protective wards that keep it stranded. Unable to 'scent' minds not moving backwards or forwards through time, however, these attempts have so far been unsuccessful. The 'attacks' attributed to the 'Hobwood Hound' over the years have been the result of it blindly lashing out in frustration. What the Hound really needs is for someone to use the Liao drug or the leaves of the Black Lotus plant in the vicinity of the base, allowing it to properly 'acquire' its prey. This would be a highly unlikely occurrence, except that in the Copse, Mayall's modest plot has not only survived, but thrived as well...

The Hobwood Hound

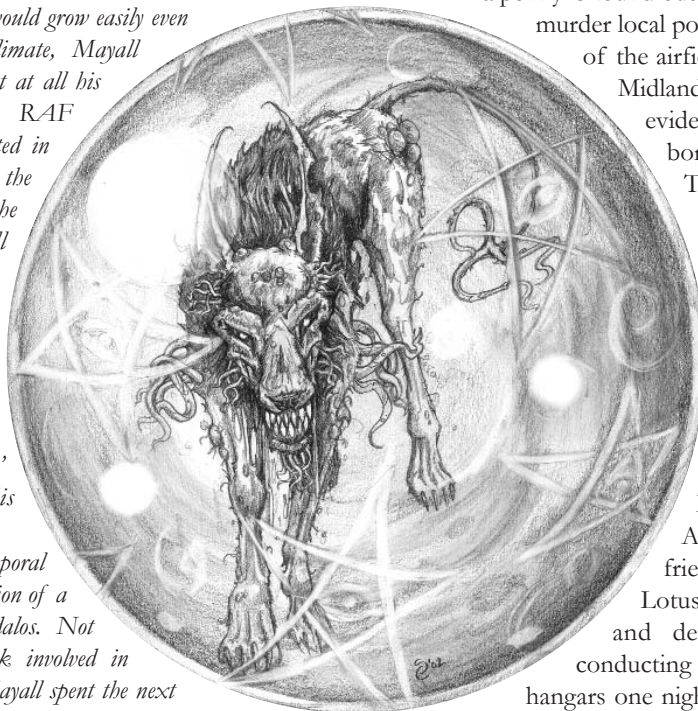
STR 18 CON 31 SIZ 20 HP 27
 INT 17 POW 25 DEX 12 Move 6/40 flying
Armour: 2 HP hide, regenerates 4 HP/round unless dead, only affected by magical or enchanted weapons.
Attacks: Tongue 90%, 1D3 POW drain
 Paw 90%, 2D6 + ichor (2D6 POT poison)
Spells: Call/Dismiss Yog-Sothoth, Create Time Warp, Contact Hound of Tindalos, Contact Flying Polyp.
Sanity Loss: 1D3/1D20

Adventure Idea – Find My Way Home

The hideously mutilated corpse of missing teenager Caitlin Halpenny is found out at Hobwood. It is the most brutal murder local police have ever seen. Nearby, in one of the airfield's old 'J' type hangars, the West Midlands Serious Crimes squad discover evidence of ritual black magic – animal bones, pentacles and satanic crosses. Tabloid hysteria follows, with the church citing the murder as proof of the existence of satanic witch cults preying on the nation's children, and local residents forming vigilante groups to patrol the streets. Several known sex offenders are beaten to death in their homes.

In truth, Caitlin Halpenny is a Satanist herself. Along with three like-minded friends, Caitlin mistook the Black Lotus plants in the Copse for marijuana and decided to smoke some whilst conducting 'rituals' in one of the nearby hangars one night. This, of course, was partly the unconscious result of the Hound's influence. Luckily, the group left the airfield before it could find them.

Whilst the Hound can't physically follow them off site however, the teenagers are close enough for it to influence them with its mind. Consequently, it is drawing them back to Hobwood one by one through their dreams. Caitlin had the lowest POW, so she was the first to return. The Hound murdered her to satiate its immediate bloodlust, knowing full well there are three others perfectly capable of freeing it. And of course, the Hound also knows it only needs the one.



Perfidious Albion : PISCES Operations in the United States

By Graeme Price

"In Washington Lord Halifax whispered to Lord Keynes, 'tis true they've all the money bags, but we've got all the brains."

Limerick circulated amongst the British delegation during negotiations for American war loans, 1941.

The United Kingdom and the United States are natural allies with a rich and intertwined history of co-operation in international and military affairs. Or so the story goes. As far as the grey view of the Delta Green world is concerned the reality is, predictably, somewhat more complex. Whilst British and American intelligence services do collaborate to a remarkable level, Britain's Paranormal Intelligence Section for Counter-intelligence, Espionage, and Sabotage (PISCES) is an exception to this rule. Indeed, PISCES actively runs an intelligence gathering network within the US and (on rare occasions) acts decisively to neutralise occult threats in the US, and has done for several years. The reasons for this are several, and not all of them are as high-minded as the PISCES operatives who are involved in them might like to imagine.

PISCES and Delta Green:

From Search & Destroy to Research & Conceal

From its inception in 1940, PISCES was charged with acquisition of intelligence on occult matters and the development of unconventional espionage techniques, as detailed in Delta Green: Countdown. Following the entry of the United States into the Second World War in 1942, PISCES became aware of its American counterpart, Delta Green. The two agencies worked side by side during the darkest hours of the war in the fight against the German occult research arm of the SS known as the Karotechia, and against less well defined enemies in the Eastern Theatre of operations, including the Japanese Black Ocean Society. Wartime called for a pragmatic (some would say ruthless) view: research into the paranormal played a very secondary role to the elimination of occult 'assets' of potential use to the Axis powers and disruption of enemy operations. Such tasks were, fortunately, successful in the main, and considerable victories were obtained by Delta Green and PISCES working in collaboration. But wars don't last forever, and with the defeat of Nazism and the apparent smashing of the Karotechia, both agencies were left without obvious threats to counter.

Whilst PISCES was able to ensure its survival by drawing on fears of a Soviet paranormal research programme, Delta Green was disbanded late in 1945 and, although it was reconstituted again in 1947, the official relationship between PISCES and Delta Green never recovered. The leadership of PISCES had decided not to pursue official links with Delta Green, as it was deemed that

their political masters were too fickle and the situation represented a potential security risk. Thus the stage was set for the divergence of PISCES and Delta Green. This was heightened by the post-war cooling of relations between the US and UK, and the discovery of the extent to which the US atomic weapons programme was betrayed to the USSR by British scientists, including the notorious Klaus Fuchs. Worse still, the post-war economic situation in Britain led to the removal of the UK's veto on the use of atomic weapons by the US (an agreement originally forged at the outset of the Manhattan Project) and the handover of British uranium ore stockpiles to the US, rather than risk withdrawal of US economic aid through the Marshall Plan. The ultimate effect of this agreement was to delay development of the British atomic bomb by several years. Clearly there was a risk to British military prowess and national security. In the hope of offsetting this danger, PISCES' paranormal research programme was accelerated by the Attlee government. For obvious reasons, the nature and extent of this programme was to be kept an absolute secret from the United States. Indeed, the closest secret PISCES ever held was the existence of psychic talents. Whilst individual agents from PISCES and Delta Green kept in unofficial contact, official interaction between the two organisations was almost completely severed. This, however, led to an immediate problem. PISCES and Delta Green had both fought a bloody war against the Karotechia, which was heavily involved in development of paranormal weapons, and the Soviets were known to have their own paranormal research initiative. The PISCES leadership found it almost inconceivable that the Americans would not engage on such a programme of their own, especially considering that the lion's share of former axis researchers in fields as diverse as nuclear physics, biological weapons, and rocketry had been snapped up by the US under the auspices of Project PAPERCLIP. The chance that occult researchers had also gone over to the US was considered by PISCES to be somewhere between high and a certainty. Thus it was clearly of paramount importance to keep tabs on any parallel occult research being undertaken by the Americans.

As it happened, PISCES was both startlingly wrong and surprisingly prescient. Delta Green and PISCES field teams working together in Operation LUNACY had eliminated the majority of the Karotechia's researchers and those few who did fall into American hands alive were met less with open arms and rather more with a bullet in the brain. However the cynical British mindset failed to appreciate the scruples of their American counterparts. Indeed, with their atomic supremacy even those few members of the US government who were aware of the dangers of the occult did not place any priority towards paranormal



research. Not that it mattered. Within four years of the end of the war, the Americans had their hands on an even more powerful (and perhaps more dangerous) tool for paranormal research in the shape of the 'crashed spacecraft' from Roswell – they just didn't realise its true nature or the peril it would lead them into.

Of course, all this was unknown to PISCES at the time and one of their key focuses became espionage against any American advances in paranormal research. The problem was, and still is, that spying on your enemies is easy but spying on your friends is much more difficult and has potentially greater risks in the event of discovery. From the start, the practical difficulties in setting up an effective organisation seemed insurmountable. After all, in contrast to anti-communist espionage, you couldn't appeal to potential agents on ideological grounds. Appealing to the ego or vanity of sources as often as not leads to unreliable agents and equally often to them taking risks and getting caught. Bribery and blackmail both have their own risks. Clearly PISCES needed something altogether more subtle. The result was the creation of a uniquely British espionage network. It was codenamed the Whispering Gallery.

would require, and finally the last thing that PISCES needed was MI6 getting leverage over PISCES' sources. Thus, PISCES decided to completely bypass MI6, a decision proven wise following the betrayals of Philby, Blunt, and Maclean.

Thus in 1949 the Whispering Gallery network was born. As admirers of Sir Christopher Wren doubtless know, the whispering gallery is a chamber in the central tower of St. Paul's cathedral, which has superb acoustic properties. A whispered conversation at one location can be heard as clear as crystal at another point in the tower. The network bearing its name relied on a similar level of subtlety. It was to be a clean operation, never doing anything illegal, never being especially intrusive, and appearing wholly innocent to those who even noticed it. A creation of Brigadier General David Cornwall, then holding the position of 'R' the Director of PISCES, the Gallery never employed more than a handful of knowing agents, whilst drawing information from dozens of low grade but loyal, if unwitting, sources. The Gallery was a throwback to intelligence gathering prior to World War I, when information on military strengths and dispositions during peace time was gathered by military officers travelling through foreign countries. PISCES was able to install one of its senior

officers, Colonel Laurence McAllister, into the British military mission in Washington, DC. The charming and eloquent Col. McAllister was a most unlikely spymaster, but had served with PISCES during the war and was a dedicated officer well aware of the threats posed by the paranormal. His official role was liaison officer, and one of his duties was organisation of staff posting to US military installations. Due to the close military relationship between the US and the UK, it was (and

still is) commonplace for the two militaries to exchange officers for cross-training purposes so that British and American forces can fight alongside each other effectively. The affable Col. McAllister let his apparent "fascination" with flying saucers and little green men from Mars become known amongst those he came into contact with, which naturally included British officers assigned to military bases across the US, and very often word of anything which struck such officers as being odd or uncanny got back to McAllister. In some cases, information was even imparted by senior American officers or politicians who regarded McAllister as nothing more than a harmless eccentric. McAllister was also well known to the handful of Delta Green officers in Washington who had worked alongside PISCES during the war. McAllister thus acted as an unofficial route via which information could be exchanged between Delta Green and PISCES, although the majority of McAllister's contacts in Delta Green assumed he had retired from PISCES (an illusion he encouraged) but had retained an interest in the game. In this way McAllister presided over what amounted to an Old Boy's network that ran on whispers and rumours of strange events. Of course, most of it was rubbish and innuendo, but McAllister had a gift for sorting the wheat from the



"...something I heard at a party"

The Whispering Gallery: An Exercise in Deniability

Given the difficulties and risks inherent in establishing an effective spy network in the United States, PISCES chose to follow a rather different course than might be expected. The traditional means of overseas intelligence gathering is to recruit agents who either already have access to the data of interest (known as 'agents in place') or who are likely to gain access to such data in the future. The agents are then run via a handler, who is an officer in the intelligence service and who often has a cover as a diplomat. This is the conventional approach that the British Secret Intelligence Service (SIS: aka MI6) has utilised for years. Whilst MI6, being the British intelligence service responsible for overseas intelligence gathering, undoubtedly had (and in all likelihood still does have) agents with access to US government secrets, they were of little use to PISCES. Interagency turf wars between PISCES and MI6 were commonplace during the war and, in contrast to PISCES' good relationship with MI5, the bad blood between the two agencies was never resolved. Secondly, sources cultivated by MI6 were unlikely to have access to the information that PISCES



Box 1: THE PARAGON FOUNDATION



There's always a warm welcome at the Paragon Foundation...

Date Founded: December 1945
Mission When Founded: See below
Mission Today: Same
Jurisdiction: No official jurisdiction
Headquarters: Toronto, Ontario, Canada
of Personnel: Approximately 140
Annual Budget: Officially four million Canadian dollars (derived from charitable donations and endowments). The foundation possesses extensive investments that provide funding via interest and dividends. Additionally, the Foundation receives discretionary 'black budget' funding from Her Majesty's Government via PISCES which does not appear on any financial records.

History/Profile: Established in 1945, the Paragon Foundation is PISCES' outpost on the far side of the Atlantic. Originally created as a front organisation for recruiting psychic Talents, the Foundation's offices are located in central Toronto in the Canadian province of Ontario. Outwardly respectable and above board, the Foundation is a well funded charitable organisation which draws its affluence from donations and a number of private endowments from wealthy individuals. In reality, several of these endowments owe a great deal to Her Majesty's Government, but this has been well concealed and such a link is extremely difficult to trace. Whilst the Foundation's primary role has always been to seek new Talents for PISCES, a lesser function is the investigation of paranormal events both in Canada and the US. Such investigations are quite openly carried out by Paragon employees, who operate very much in plain sight without attempting to conceal their interest in paranormal matters from the public or the authorities. Typically a Paragon investigation will be carried out in response to news reports or a direct inquiry from a member of the public. A small team of investigators will be sent from Paragon's Toronto offices to the location in question, where they will gently probe the story and make a report. The Foundation will provide travel and accommodation expenses (as well as paying the investigator's meagre salaries), furnish commonly available equipment (such as still and video cameras), and issue letters of reference to assist investigators with gaining access to libraries and civil records. If necessary, the Foundation's energetic legal department will pursue access to relevant information available under US or Canadian freedom of information laws to assist in their enquiries. However, the Foundation will not provide firearms or other weaponry, or tolerate violence or illegal acts by its staff. It is important to note that the Foundation has absolutely no official 'clout' or jurisdiction, and has a policy of co-operating with authorities if required... although anonymous tip-offs are an acceptable option.

At least, that's the official story. Whilst the vast majority of Paragon Foundation operatives are Canadian or US citizens who have no idea that PISCES exists, and even less so that their employer is a front for British intelligence, a number of the senior staff and trusted investigators (who are either British or have strong ties to the UK) are aware of the truth, although none have even the slightest clue as to the Shan corruption running deep inside PISCES. These individuals, including a genuine psychic Talent, are rather more discreet (and dangerous) than their less heavily cleared colleagues, and are called on to conduct important tasks through more direct means, often in conjunction with specially assembled teams of PISCES agents to act as muscle. One of these tasks is the 'denial' of psychic Talents to foreign (i.e. non-British) powers. Whilst the Foundation investigates several dozen individuals each year who believe they have paranormal powers, the overwhelming majority are harmless cranks with no real ability. But one or two individuals with genuine talents come to the Foundation's attention every few years, and hence come to pose a unique problem for PISCES. The Foundation will make a very thorough background investigation of these individuals (including their genealogy) to assess their recruitment potential. For those deemed suitable, a single and discreet recruitment pass will be made, but if this fails, or if the individual is regarded as too great a security risk, then PISCES will act to neutralise such targets before they can be exploited by anyone else. Such denial may involve kidnapping (and sending the victim to PISCES' Magonia installation in St. Kilda), but usually revolves around assassination (made to look like an accident, drug overdose, or a random crime).

Occupation Templates

Paragon Foundation Investigator: Computer Use, First Aid, Library Use, Listen, Occult, Photography, Psychology; plus any 3 skills from the following: Fast talk, Forensics, Law, Other Language, Pharmacy, Psychoanalysis, and Sneak



chaff and was able to direct the second arm of the Gallery to investigate any leads that seemed promising. The investigative arm of the Whispering Gallery relied heavily upon PISCES operatives drawn from the various recruiting fronts, most notably the Paragon Foundation. The Paragon foundation acts as a PISCES cover for recruitment and assessment of psychic 'Talents' in the Western hemisphere (See *Delta Green: Countdown* p. 30 and Box 1), and is quite public about investigating paranormal happenings. As a result Paragon employees turning up on the trail of paranormal activity would seem quite natural, and the PISCES leadership regarded this cover as enough to throw the scent away from British involvement. For more hazardous or critical investigations, serving PISCES agents could be called in to dig deeper, however due to the risk of discovery involved, this seldom occurred.

The beauty of the Whispering Gallery organisation was its sheer deniability. McAllister ran his network so as to appear to be nothing more than an eccentric hobby. Certainly MI6 was unaware of it, and there was no official paper trail that could lead back to PISCES. Whilst McAllister did send occasional reports, these were in the form of letters addressed to his great uncle Donald, who was an unsuccessful, though persistent, science fiction author (the letters themselves would be intercepted by MI5 agents in the Royal Mail who were unknowingly working for PISCES – sensitive names and locations in the letters were enciphered by McAllister, but for the most part information was in plain text). By effectively hiding in plain sight, McAllister could simply claim that he was sending story ideas to his uncle, a quite innocent and legitimate thing to do. The reasoning went further: what sort of intelligence organisation would create an incident over the suspicion of espionage against paranormal activities? After all, not only would this be a direct admission of its own interest in the occult, but who outside that organisation would take such allegations seriously. In this way, even the worst case scenario (American discovery of McAllister's espionage activities) would prove to be completely deniable. Remarkably, despite its amateurism, the Gallery was never compromised or even seriously investigated by the US intelligence services. In its first incarnation, the Whispering Gallery operated in this way from late 1949 until Col. McAllister's retirement in 1961.

The most obvious flaw with the information gathered by the Gallery during this period was the lack of specific data on American occult research. This was in fact due to the lack of such research, but the PISCES leadership was naturally unwilling to accept that this was the case. Where the Gallery was successful was in examining the big picture. Paranormal occurrences popped up in the US from time to time, and word of these usually got back via the Gallery or the Paragon Foundation sooner or later. The general outlook was of a sporadic but steady background level of occult activity, which mostly ceased quite soon after its discovery. Obviously McAllister assigned this to Delta Green activity. The Gallery did have some remarkable successes during the 1950s, including discovering the fact that Delta Green's archives in the ONI's P-Division compound at the Norfolk naval yard in Virginia had been largely destroyed by fire following the breakdown of Daniel Fries, a Delta Green cryptanalyst. The Gallery also became aware of the breakdown of Commodore Martin Cook, Delta Green's leader during the 1940s and 1950s. Its greatest failure was to not to appreciate the significance of Roswell. Whilst the Roswell crash occurred before McAllister's posting to the US, he did become aware of the detachment of several former Delta Green personnel to a new organisation known as Majestic-12. However, his PISCES masters had given McAllister a strict

watching brief, with specific instructions not to attempt to penetrate any suspicious US government organisations. McAllister was personally somewhat sceptical of the Roswell crash. To his mind, the initial handling of events seemed to imply a deliberately clumsy cover up which he suspected was nothing more than a counter-intelligence program designed to lure Soviet agents out into the open. Later, as evidence of further UFO activity increased, McAllister began to doubt his initial assessment, but his discrete enquiries never revealed any useful information about Majestic. From his retirement until his death in 1972 McAllister attempted to convince his former PISCES colleagues to investigate Majestic further, but with little success.

The Second Phase: Whispering Gallery 1961-1974

Following McAllister's retirement, the most obvious problem facing PISCES was how to maintain the Gallery without attracting suspicion. Replacing McAllister with someone who maintained his "interests" was inevitably going to cause undue attention. Furthermore, all previous operations to determine the extent of US occult research had drawn blanks. Thus a shift in emphasis was called for. PISCES did manage to install one of its people, Lieutenant Colonel Simon Wheeler, as McAllister's replacement. Wheeler had served in military intelligence in Korea, and was recruited into PISCES following his debriefing of a captured North Korean colonel who claimed to have information on a creature living in a series of abandoned mine workings. Whilst not involved in subsequent operations to investigate this, Wheeler did know enough to make him a worthwhile recruitment target. His approach to the Gallery was somewhat more detached than McAllister's. Due to his military intelligence experience in Korea, Wheeler had extensive contacts with US army and air force intelligence officers and knew several senior CIA officers, although he was unknown to Delta Green. Not only that, but Wheeler's military liaison job called for his own small office in the Pentagon, which put him in proximity to even more potential sources. Wheeler kept his eyes and ears open during this time, and had shortly built up a range of sources that would pass on a variety of seemingly (to them) unimportant gossip. Under Wheeler the Gallery's primary emphasis was on the activities of the US intelligence services. In particular, Wheeler's background in interrogation made him especially interested in the CIA's 'mind control' programmes (such as MKULTRA and MKSEARCH). Whilst the Whispering Gallery network still existed with British officers in the US reporting back to Wheeler, without the sort of prompting towards the bizarre provided by McAllister the information imparted was largely mundane in nature. What it did was to provide Wheeler with a great degree of information as to US military doctrine, and it was for this reason that PISCES was able to exploit him as a tool in its own internal battles. It should have come as no surprise that a man in Wheeler's position would attract the attention of the mainstream British intelligence services, and in mid-1963 Wheeler was recruited by MI6 to provide intelligence on US military thinking. PISCES was delighted. Not only did they have a source in intimate contact with the US military community, but the same source was able to pass information to their biggest internal rival and blame it on the Americans! Whilst not a common event, PISCES made use of this avenue to distract MI6 from certain of its more colourful overseas operations over the next few years.

During the period of Wheeler's tenure in the US the information gathered about US occult research was minimal, but



the undercurrent of gossip about the existence of MJ-12 as an intelligence super-group was more magnified in the Pentagon. Persistent speculation as to the existence of a crashed UFO was in circulation among Pentagon staff as early as 1965, and the termination of USAF Project BLUEBOOK in 1969 merely served to fuel the rumour mill. Of course, no one took this gossip seriously but Wheeler dutifully reported it back to his superiors (his communication methods were more conventional than McAllister's – reports to MI6 went via his handler at the British Embassy in Washington, whilst reports to PISCES were conducted in person with a visiting PISCES officer once a month: easily disguised as lunch with an old friend). As a result of Wheeler's successes in establishing himself in the Pentagon, the majority of information he supplied PISCES was concerned with unusual military activities. Things like commando operations in Vietnam and the Belgian Congo which seemed to be sanctioned and run from outside normal military or CIA channels, and the loss of USS Thresher and subsequent odd naval 'training exercises' off the New England coast in 1963. Due to Wheeler's lack of contact with Delta Green, evidence directly tying them to any of these events was limited, but PISCES were reasonably certain as to their involvement. In late 1969 Wheeler became aware of Delta Green's fall from grace and this was confirmed by informal discussions between former PISCES and Delta Green agents. Wheeler also became aware of the massive explosion at Nellis Air Force Base in Nevada in 1972

caused by an abortive attempt to restart the anti-matter reactor of the Roswell 'Bucket', although Wheeler's sources believed that the underground explosion was due to the accidental detonation of a tactical nuclear device in a storage facility. Despite these successes, the intelligence gathered by Wheeler and the Gallery was of little operational use to PISCES. The irony was that Wheeler was effectively on the inside of the US establishment looking out, and it was the Paragon Foundation that supplied most of the data on paranormal activity within the US during this time. Indeed, it was the Paragon Foundation that alerted PISCES to the existence of American research into extra-sensory perception in the early 1970s (see Box 2). This failure, combined with Wheeler's continued inability to penetrate MJ-12 (the latter being unfair criticism as, unbeknownst to PISCES, MJ-12 was too tough a nut to crack with the limited resources available to Wheeler, who in any case had followed standing orders not to attempt any such risky operations), led to his replacement in 1974 (his successor as military liaison was a non-PISCES RAF officer) and the scaling down of PISCES operations in the US for several years. Ironically, Wheeler was still to play a major role for PISCES' intelligence gathering on the US. Following his departure from Washington, MI6 hired him as deputy director of their North American desk from 1974 to 1980. Needless to say, PISCES was more than happy for him to do this, and during this time Wheeler was effectively a PISCES mole within MI6.

Box 2: US Psychic Intelligence Gathering

So what is it about the American paranormal research program that PISCES is so concerned with? In reality, both the CIA and the lesser known Defense Intelligence Agency (DIA) have toyed with using extra-sensory perception as an intelligence tool. The full story of such efforts is predictably somewhat murky and the extent of the US programme is still classified, but some of the publicly known salient points are as follows: Between 1969 and 1971, US intelligence sources discovered and confirmed a Soviet 'psychic research' programme (the Soviets called this 'Psychotronics'). Worried about a 'psychic warfare gap', the US Congress approved the CIA to conduct research into the threat posed by the Soviet programme.

From the early 1970s, the CIA funded research carried out at the Stanford Research Institute (and later the Science Applications International Corporation) in Menlo Park, California on what was euphemistically called 'remote viewing'. These Remote Viewers were "psychically gifted individuals who were able to describe distant locations, often with amazing accuracy". The SRI studies claimed that such clairvoyant talents were latent in most people, and that the ability to conduct remote viewing could be taught to normal people. This CIA-funded research was designated Project GRILLFLAME, and was officially dismissed by the CIA as "unpromising". GRILLFLAME was turned over to the DIA around 1980 and redesignated as the much better known Project STARGATE. A small number of the STARGATE Remote Viewers, operating out of Ft. Meade, Maryland (the home of the NSA) were tasked with active intelligence gathering (via psychic means) to locate such targets as Colonel Gaddafi (prior to the US bombing of Tripoli in 1986), Brig. Gen. James L. Dozier (who was kidnapped in Italy by the Red Brigades in 1981, but released 42 days later), and to find a suspected plutonium stash in North Korea in 1994.

One author claims that Remote Viewers were able to find secret biological and chemical warfare installations, identify underground facilities and their purpose, and help find Iraqi Scud missiles during the Gulf conflict. Requests for remote viewing intelligence reportedly came from the CIA, NSA, DEA, the Secret Service, US Coastguard, US Customs Service and the Joint Chiefs of Staff. In 1995, the Washington Post broke the story of the existence of STARGATE, which was confirmed by a statement from CIA spokesman Mark Mansfield in November 1995 which ran "The CIA is reviewing available programs regarding parapsychological phenomena, mostly remote viewing, to determine their usefulness to the intelligence community". STARGATE was again taken over by the CIA and evaluated by external auditors. These included Ray Hyman (a sceptical psychology professor from the University of Oregon) and Jessica Utts (a statistician from the University of California-Davis). The Utts-Hyman report cited a 15% accuracy rate of STARGATE psychics (slightly higher than would be expected by chance), but concluded that STARGATE research was poorly controlled and laxly judged. The STARGATE project was officially shutdown soon after. Officially the US government spent around \$20 million over 16 years on psychic research, although this is a comparatively small amount by US defence spending standards (over a comparable time period, the Pentagon spent around \$60 million on new toilet designs!).

With its own long experience of psychic Talents and the knowledge of what they are really capable of, the ever paranoid PISCES leadership regarded such ludicrously amateurish American efforts as a complete smokescreen to cover what they are really up to.

The Wilderness Years: 1974-1983

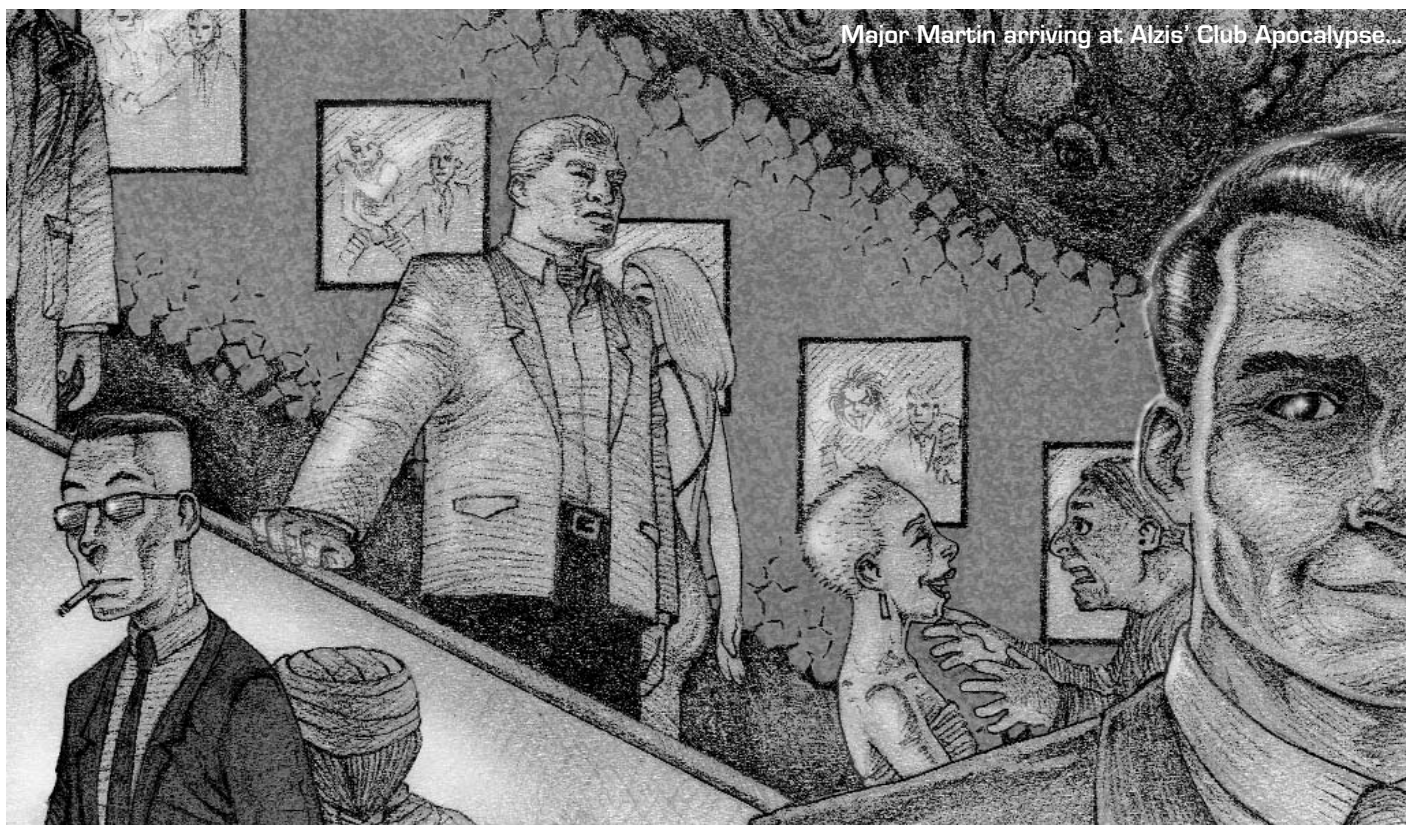
With the removal of Col. Wheeler from Washington, PISCES' military intelligence gathering network in the US was effectively terminated. Wheeler was still able to provide PISCES with some information gathered via MI6 sources, but this was comparatively limited. Worse, with the budget cuts affecting all branches of the British Intelligence services in the 1970s, no funding was available to establish a new network. Intelligence on paranormal phenomena in the US was now being provided solely by the Paragon Foundation. With the official disbandment of Delta Green in 1970, the mid-to late-1970s showed an upsurge in occult activity within the US, and the establishment of several cults which PISCES was concerned over. However without the resources or mandate for overseas action available to it, there was little that could be done. Of particular worry was the increase in the number of 'alien-abductions' and cattle mutilation reports. Equally worrying was the fact that the US government was seemingly not interested in these events. PISCES had assumed that Delta Green would be replaced within a few months (they hoped with an organisation possessing a little more in the way of subtlety and less in favour of the high firepower approach), but this seemed to be wishful thinking. Then came rumours of 'Men in Black' asking questions about UFO's, visiting abduction sites, and subsequently covering things up. Clearly, someone was interested in these things, the only questions were 'who?' and 'why?' The obvious answer was MJ-12. PISCES knew that several former Delta Green personnel were detached to Majestic following the Roswell crash indicating that, initially at least, MJ-12 had paranormal interests and some experienced operators in the field. An extensive reappraisal of the albeit limited Whispering Gallery intelligence gathered over the last 30 years concluded in 1977 that MJ-12 was the American organisation responsible for UFO research. Previous assumptions had assigned this role to USAF intelligence, which was responsible for the BLUEBOOK investigations. It was also regarded as possible that MJ-12 had taken on the anti-occult responsibilities of the now (supposedly)

defunct Delta Green. The problem for PISCES was that it had little experience in investigating UFO phenomena and its budgetary limitations meant it couldn't directly take such an expanded role on itself. Furthermore all British attempts to gain definitive information relating to the mere continued existence of MJ-12 had met with failure. How much more difficult and dangerous would it be to attempt to penetrate such an organisation? Thus PISCES could merely watch and worry about developments across the Atlantic during much of the 1970s, in the hope that MJ-12 would make a mistake sooner or later. Things were to improve a little following the election of the Thatcher government in 1979, at that time the current 'R' (Sir Michael Wellington) was able to convince the incoming government to consolidate British government UFO research under an RAF detachment in the MoD known as Air Section 2, (see template p.414, *Delta Green: Countdown*). AS2 was (and is) occasionally consulted by shadowy 'MI5' officers (in reality PISCES agents) who needed somewhat specific information, and on occasion PISCES has covertly manipulated AS2 into ignoring certain events or helping in their cover up.

The Modern Period:

PISCES Operations in the US since 1983

Whilst the election of Ronald Reagan as US president in 1980 brought a visible warming of the "special relationship" between the US and the UK, it certainly didn't make PISCES' life any easier. The increasing budget for the US military and intelligence services was a worry for PISCES who were becoming more convinced that the US were exploiting occult technologies. The new generations of stealth aircraft were one example of this, but of yet more concern were the events leading to the fall of the Iron Curtain and the level of operational intelligence available to the US military during the Gulf War. During these times, the US always seemed to be one jump ahead of the opposition. Most observers put this down to the US's technical supremacy in satellite technology, but PISCES analysts with experience of



Major Martin arriving at Alzis' Club Apocalypse...



psychic Talents were less certain and believed that such intelligence may have been gathered by paranormal means (they were partially correct – the information had been provided by the Greys as part of ‘The Report’ and had been edited and distributed to the US military via MJ-12).

Whilst this assessment would take some time to manifest, things took an unexpected turn in 1983. Following the failure of the British intelligence services in predicting the Argentinean invasion of the Falkland Islands in 1982, the leadership of PISCES changed early in 1983 (along with the replacement of Sir Arthur Franks by Sir Colin Figures as ‘C’ the director of MI6 in 1982). The new ‘R’, Admiral John Tremayne, undertook a complete review of all PISCES operations, and one of his first decisions was to try and reduce Britain’s dependence on the Americans for intelligence gathering purposes. The result of this was an aggressive new policy on intelligence gathering within the US itself, with the veto on infiltration of MJ-12 being lifted. However, care would obviously still be required which meant the use of unconventional sources. A side effect of the troubled British economy of the early 1980s was the reduction of public funding for scientific research, a situation leading to the migration of talented British researchers to the comparatively well-funded USA, a phenomenon popularly known as the ‘Brain Drain’. PISCES saw the opportunity to take advantage of this and made approaches to certain key academics who were seen as prime recruitment targets. Most of these were theoretical physicists and mathematicians (PISCES had a good idea of what fields to concentrate on due to their own researches in ‘medieval metaphysics’) about to cross to the US. The approaches were carefully disguised so as to appear to come from MI6 and resulted in the recruitment of several ‘sleeper’ agents in the expatriate scientific community, mostly working for NASA or the US Department of Energy in places such as the Ames and Johnson Spaceflight Centers, or the Los Alamos, Lawrence-Livermore, and Sandia National Laboratories. The academics would have access to US space and atomic technology, and be routinely under observation by US counter-intelligence services (especially the FBI), but PISCES was not interested in such mundane matters. The sleeper agents (eight in all) were under orders not to go out of their way to pry (as that would attract too much attention) nor attempt to contact anyone unless they had (preferably) definitive evidence or else very strong “reasonable suspicion” that the US was in possession of “non-human origin” scientific materials or otherwise inexplicably advanced knowledge. The hope within PISCES was that one or more of these academics would be recruited into MJ-12 or at least gain access to some of their materials. Communication was not to occur within the US, but the agent should return to London (with their family if applicable) before contacting their handler. The academic network was codenamed ‘Godot’ (as in “waiting for”) and seven of the eight original members are still regarded as operational along with another four agents added to the network in the early 1990s.

Another aim of the PISCES review was to step up informal surveillance of US military installations by re-establishing the Whispering Gallery network. However, this was not to prove as easy as initially anticipated. During the post-Wheeler years, MI6 had managed to place a succession of their agents into the British military mission to Washington, and PISCES was hardly likely to ask them to move one of their people away. Thus a waiting game ensued, with PISCES unable to manoeuvre one of their officers into place until the expansion of the mission at the onset of the Gulf operations in 1990. The new PISCES director of the Gallery



was decorated Greenjackets officer and veteran of the Falklands and Northern Ireland Major Robert Fellowes. As a member of Britain’s Defence Intelligence Staff, Fellowes’ official role was as a junior intelligence liaison officer, and he quickly became well known in the Pentagon for having a side interest in things paranormal. This was a conscious strategy by PISCES, who reasoned that institutional memory of the McAllister days would have evaporated over time and, even if Fellowes’ interests were challenged, this would most likely be explained away as coincidence. Following his promotion to Lt. Col. in 1994 accompanied by being made chief of intelligence liaison in 1995 and a subsequent promotion to Colonel in 1998, Fellowes remains PISCES’ man in Washington. Since 1996, Fellowes has been aided in part by a deputy officer residing in New York as a member of the British diplomatic mission to the United Nations. This officer, Major William Martin, was put in place by PISCES to act as a more aggressive counterfoil for Fellowes, and is used as the principal PISCES agent for extended field investigations and other less pleasant tasks. Fellowes has become an extremely busy man of late, since one of his roles as a ‘legitimate’ intelligence liaison officer involves the co-ordination of military data transfer between the US and UK... something which has obviously boomed since the start of the war on terrorism. This increased workload has led to a drop in the time that Fellowes is able to devote to his PISCES interests, something that displeases his superiors greatly.

Fellowes’ strategy is to operate the Whispering Gallery in low key fashion similar to his predecessors. As a senior officer in British Defence Staff (Washington) [BDS(W)] he is able to cultivate contacts with British and American officers in a variety of



Box 3: The Shan Agenda in the US (and why they don't rule the world)

Obviously, the PISCES leadership have their own motives for espionage against certain elements of the US scientific and intelligence communities. This is due to the influence of the Shan on PISCES (as detailed in Delta Green: Countdown). The Shan are especially interested in everything to do with US space technology, as it could hold the key to their escape from Earth. Thus they have made considerable efforts to court NASA via the exertion of political leverage on their collaborators in the European Space Agency, and are desperate to get hold of the rumoured 'alien technologies' possessed by MJ-12. However, this is merely the tip of the iceberg. Following the 'terrorist attack' on the US Embassy in London's Grosvenor Square (in actuality a PISCES assassination attempt on a group of Delta Green agents who had been asking some awkward questions) which resulted in the capture of a dead shan by US authorities, PISCES have suddenly become very preoccupied with what the US intelligence community knows about them and their principal foe in the UK (the Army of the Third Eye). Normally, the Shan infested PISCES leadership would simply arrange the disappearance of everyone who they thought were close to the truth. However, it came as a shock to the Shan tenants of the PISCES leaders when they were informed of PISCES' helplessness in American affairs (to a shan, one human is much the same as the next and subtleties such as national sovereignty are an alien concept to them). This weakness is a major problem for the Shan, and is enhanced by the fact that none of their permanent agents in the US is a shan host. The reason for this is simple. Shan numbers have always been limited due to their long life cycle and all available Shans are needed to control PISCES and expand their influence over the British government. A second factor is that the risk of exposure by sending shan hosts overseas is great. Should an injury befall the host, the possibility of the shan falling into the hands of hostile human powers and thus revealing their existence is unacceptable to the Shan. After all, it's not as if PISCES would be able to cover up such a lapse in Los Angeles as they could in London. The third factor is more subtle. Put simply, shans are afraid of flying.

Any form of extended air travel is at the least uncomfortable and at worst unbearable for shans. Commercial airliners fly above the protective layer of clouds that act to absorb or dissipate much of the peculiar brand of solar radiation harmful to the insects. Whilst the human host is immune to such wavelengths (although levels of cosmic radiation exposure for aircrew and frequent flyers are several times higher than for the earthbound masses, this increased exposure is generally regarded as harmless in radiological terms) for the shan it's like having an intense itch that gets more and more worrisome until the shan is forced to exit the host and seek shelter. Night flights are somewhat more bearable but, as frequent travellers know all too well, delays happen with amazing frequency (in the author's experience, around 80% of transatlantic flights have a delay of greater than an hour!). Coupled with moving between different time zones, jet lag, and the problems associated with dehydration and deep vein thrombosis, air travel is not something shans enjoy in the slightest.

There are several solutions that PISCES has tried with various levels of success. The first was cutting the amount of time in the air, which results in a lowering of the total radiation exposure time. If transatlantic travel is essential, then Concorde is the preferred option for shans and their hosts. In any event, PISCES' Shan hosts always travel first class to minimise the risk of unexpected medical complications. Devious Keepers should be able to construct no end of conspiracy theories from the crash of Concorde in Paris in June 2000. Since this tragedy and the subsequent grounding of the world's only supersonic airliner, Severn Aerospace has been under pressure from PISCES leadership to work on a new supersonic transport. In the meantime however, SAe has been retrofitting a pair of executive jets with an unusual amount of radiation shielding for PISCES' use. The second option was developed as a result of PISCES' biological research, and is a drug codenamed 'SILVER' due to its harsh metallic taste. SILVER essentially anaesthetises the shan from the effects of the unknown radiation by fixing it between dimensional 'phases' in the host. The side effect of this is to negate the shan's control of the host for the duration of the drug (which can be dosed to act between three and 12 hours at a time). The effects on the human host are minimal, but the risk to the shan is nothing short of total discovery – if the host can get to someone who is prepared to believe that there is a giant alien insect living inside his head, that is. A range of 'air rage' scenarios (as an example) could result from a distraught human host freed from the influence of his shan as a result of taking SILVER at the outset of a flight. The standard procedure for using SILVER is to give the host a single dose of the drug, timed for the duration of the flight, to be taken when the aircraft takes off. The problems with flights delayed in the air should be obvious. Thus, only the most trusted and experienced shans and their hosts are chosen for such a risky treatment.

The final (and safest) option is to send the shan and host abroad via sea. Naturally, this is precluded for time-sensitive missions, but for Keepers this option is attractive (after all, what could be more fun than playing hunt the Shan on the QE2?).

locations in both the US and those recently returned from overseas. His curiosity was piqued by events at the 1991 siege of David Koresh's Branch Davidian sect in Waco. Fellowes was responsible for debriefing two senior SAS officers who were unofficially called in to 'consult' by US Special Forces officers just prior to the assault on the compound. These officers noted an unusual chain of command and suspected that the aim of certain

federal agents in the field was to deliberately cause the fire that devastated the buildings so as to either ensure the lack of survivors or destruction of physical evidence. That a cover up was subsequently launched he is certain of, as too many facts don't tally with the credible testimony he heard from the SAS men. Obviously, some of this was to secure the reputation of the Justice department, but it tallies with a pattern of cover-ups and federal

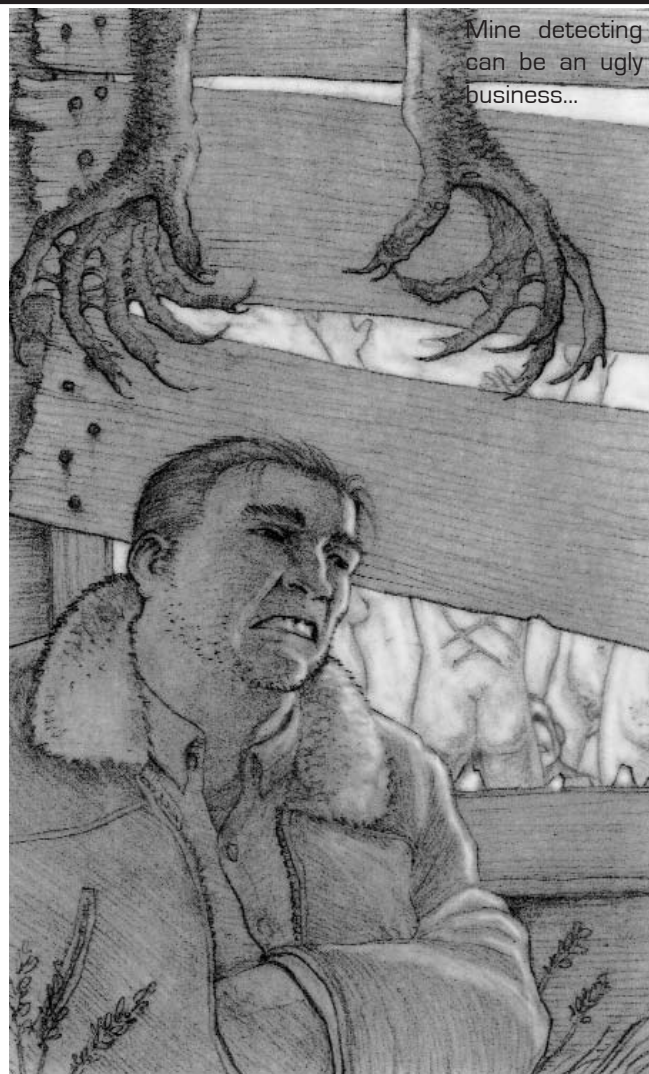


involvement in a variety of incidents he has become aware of through the Gallery since. In actuality this is due to reconstituted 'unofficial' Delta Green operations, but he hasn't been able to draw this link – yet. A further field of interest is the existence of the individual known as Stephen Alzis. Alzis had been a rumour to PISCES agents worldwide since the late 1950s as a collector of occult books and artefacts. Naturally, such an individual would be of interest to PISCES, but, for some reason, was (apparently) never fully investigated by them until 1992, when several artefacts were purchased at auction (at Sotheby's) by agents subsequently found to be acting for Alzis. The resulting enquiries into Alzis raised some worrying facts – not the least of which being documented proof of his death on at least seven occasions since 1946. PISCES was able to trace Alzis to New York, and is aware of his association with the nightclub known as Club Apocalypse. One of Maj. Martin's tasks is to investigate Alzis and make a recommendation for any sanction by PISCES if appropriate. Martin is a regular at Club Apocalypse (since discovering his name was inexplicably 'on the list') and whilst cautious, it is only a matter of time before he is drawn into one or another of Alzis' many webs. Lately, Fellowes has been under pressure from his PISCES superiors in London to place officers in USSPACECOM installations (especially Cheyenne Mountain) and to obtain information about MJ-12, something he is decidedly lukewarm about. Fellowes cannot see a reason to concentrate PISCES' limited US resources on space invaders. His belief is that more concerted efforts in these super-sensitive areas will only attract attention and lead to the exposure of the network and possibly compromise PISCES itself. His interests lie in more obviously 'paranormal' occurrences, not to mention the increased conventional intelligence workload placed upon him following the terrorist attacks of 11 September 2001 on the United States. This attitude is likely to lead to his eventual replacement as PISCES' chief in the US.

PISCES Methods in the US

Whilst the methods used in PISCES' espionage against the US intelligence community have been mentioned above, these operations are by their very nature long term in scope. Short term operations, only a limited number of which are carried out, rely on more direct approaches and whilst they may be coordinated and carried out with the knowledge of Col. Fellowes, this is by no means always the case. The main concern of PISCES has always been to ensure absolute secrecy in its missions, and this especially applies to operations within the United States. To fulfil this goal, whilst still being operationally effective, PISCES generally runs its activities via the overseas fronts – the most important of which is the Paragon Foundation (see Box 1). Paragon operatives are in effect the face-men for PISCES, doing the legwork chores of question asking and data gathering through legitimate means. However, the nature of modern occult intelligence work sometimes requires extra-legal activities ranging from covert surveillance, through illegal telephone taps and bugging, up to breaking and entry. The use of Paragon in jobs requiring such activities is rather more limited, due to the possibility of attracting unwanted attention from the authorities. In these cases, more indirect methods are warranted, and several major options exist for PISCES.

In low priority investigations, such as preliminary examination of unconventional religious organisations, external operatives are brought in. Typically, these would be private investigators hired from the local area (in PISCES parlance these are called 'Mine



Mine detecting can be an ugly business...

Detectors'). These locals will invariably be paid well to ensure their co-operation, but will seldom be told directly of any occult implications of their investigations, and absolutely never informed whom they are really working for. A standard ploy in investigation of a cult is for PISCES to use a pair of elderly agents to pose as an out of town (not British) couple ('The Johnsons') whose son/daughter has been inducted into the cult in question. The Johnsons hire a private investigation firm to get dirt on the cult in question using "any means necessary" with a large cash advance paid up front. Should anything untoward happen, the Johnsons simply disappear, leaving the investigators to face the music (both the cultists and the authorities) alone. In this way no trail back to PISCES exists and the dangerous cults can often be identified through the demise of the local investigators. In the event that the initial stages of an investigation find evidence of illegal activity by the target, US law enforcement agencies may be called in (by the Johnsons or by Paragon investigators) to take over the case and PISCES will simply watch to determine the outcome (and may take further, more direct, action if later needed).

Although the majority of operations are strictly observational in nature, certain high priority operations (which tend to stem from the use of Mine Detectors, as described above) are much less subtle and will use a team of PISCES agents especially assembled and infiltrated into the US either legally or illegally (via the Canadian or Mexican borders, or by sea). These agents will be brought in for a single specific purpose and will generally have appropriate expertise (normally of the military variety). Untraceable weapons and other equipment (night vision gear,

explosives, surveillance equipment etc.) will be made available – exactly what and how is at the Keeper's discretion. The PISCES team will act directly to neutralise (kill, demolish, or otherwise mangle) the target and then get the hell away. Such teams are generally one shot, with the agents not being sent back to the US again except in very dire need. Naturally, such operations don't happen often, due to the level of unwanted attention they draw, but recently the frequency of such missions has increased somewhat due to a more aggressive stance by the PISCES leadership.

PISCES-based Scenarios in the US

Whilst there are certain challenges associated with running a PISCES campaign in the United States (particularly for UK-based Keepers who have never crossed the pond), such a task need not be as daunting as it appears. The purpose of the preceding information is to provide some deep background as to PISCES methods, motives, successes, and failures in anti-American espionage. However, as with any such article, nothing is to be regarded as 'canon' and Keepers are encouraged to mix and match the parts they like and ignore anything they don't like. Two major options for investigation styles exist. The first is a Whispering Gallery based campaign, likely focused on attempting to penetrate either MJ-12 or Delta Green. Investigators here will probably be serving British military officers assigned to cross-train or liaise with various units in the US military. They may be either pre-existing PISCES agents or become recruited during the course of the campaign. This campaign type is well suited to more subtle players, who require little in the way of thrills and spills (although opportunities for the latter abound: it is possible for example that British military personnel [especially special forces types] assigned to the US become unwittingly involved in a Delta Green operation...devious Keepers will already be considering the sort of nightmares that they can inflict on hapless investigators caught up in such a mess). In the author's opinion, this is a hard, but very worthwhile, route to a US-based campaign as it will require a great deal of planning to be successful.

The second major campaign option is a more 'conventional' Call of Cthulhu route, utilizing the Paragon Foundation as an umbrella organisation for the investigators. With a little work, almost any published scenario could be adapted to use the Paragon Foundation. Indeed, this has certain advantages for long-term campaigns in that a number of twists can be introduced. The most obvious is that the investigators will be unaware of the true nature of their employer, and over time may be led into investigating the Paragon Foundation itself. Potential investigation targets abound and range from Phenomen-X, through the Karotechia, to Delta Green or even PISCES itself. Alliances between various strange bedfellows can be forged and broken, and who knows what sort of perils (both human and otherwise) will need to be overcome.

A final possibility is that the information here can be utilised in the context of an ongoing PISCES or Delta Green campaign. In the former case, it may make an interesting change of pace for PISCES investigators to be given a job to do in the US where the resources and authority that they are used to wielding have been stripped from them. Conversely, Delta Green agents investigating the Whispering Gallery or the Paragon Foundation may stumble onto information about the extent of British paranormal intelligence and lead them straight into PISCES' crosshairs. A great deal of fun could be had (on either the PISCES or Delta Green side) by trying to track down a defecting Godot sleeper agent who is on the run from MJ-12.

Important Individuals:

PISCES Agents in the United States

Col. Robert Fellowes

PISCES Ambassador to the Pentagon, age 47

Race: Caucasian (English)

STR 14 CON 10 SIZ 11 INT 16 POW 11

DEX 12 APP 11 EDU 17 SAN 50 HP 11

Damage Bonus: +1d4

Education: Eton and Royal Military Academy, Sandhurst

Occupation: BDS(W) Intelligence Liaison Officer

Skills: Bargain 65%, Credit Rating 70%, Computer Use 30%, Cthulhu Mythos 5%, History 50%, Law 35%, Library Use 45%, Listen 40%, Logistics 40%, Military Science 60%, Occult 20%, Persuade 60%, Psychology 75%, Spot Hidden 35%, Survival 20%

Languages: English (own) 80%, French 40%

Attacks: FN-Browning HP pistol 40%, 1D10

Enfield L85A2 (SA-80) Assault Rifle 45%, 2D8

Physical Description: Fellowes stands just over 6'tall,



having regulation length red hair and a neat moustache. Apart from a small scar over his right eye (sustained in a helicopter crash, as detailed below) and an expansive, ready smile, his physical appearance is otherwise unremarkable.

History: The son of a minor aristocrat and senior British diplomat to Canada, Fellowes passed through Sandhurst,

gaining a commission with the Royal Greenjackets, and was decorated following service in both the Falklands and Northern Ireland. It was during his second tour in Belfast that he came to the attention of PISCES. During a routine patrol, the helicopter in which his unit was travelling came under attack from an "aerial creature", downing it and resulting in the death of six of his men. The affair was rapidly hushed up by the 'Intelligence Service' investigation, which attempted to shut Fellowes out. However, his persistent enquiries and string pulling to find out what really happened led to an interview with a PISCES recruiter and eventual transfer to the Defence Intelligence Staff in 1986, where he was occasionally called upon by PISCES to grease the wheels for some unusual personnel re-assignments and equipment loans. With the clandestine support of his PISCES mentors, Fellowes rose through the ranks until his rotation into the NATO international exchange program that resulted in his posting to the US. Here, his diplomatic contacts shone, and he has remained in various intelligence liaison roles for BDS(W) at the Pentagon ever since. Fellowes runs his operations in the subtle, low key style detailed above but, in contrast, maintains a reasonably high profile public life, and is often regarded as the life and soul of whichever party he is currently working. Indeed, this is essential for effective gathering of the low level intelligence his extensive contacts are only too happy to



provide. Of late, Fellowes' work duties have dramatically expanded; resulting in more limited opportunities to press the flesh at Washington soirées, and this has led to a reduction in the level of information flowing out of Washington. It is this, coupled with the increasing frustration of the PISCES leadership at the lack of high level data on MJ-12, which is likely to lead to his eventual replacement. In common with all PISCES operatives in the US, Fellowes is unaware of the Shan corruption rampant in his seniors.

Maj. William Martin, RM

The Man from P.I.S.C.E.S., age 35

Race: Caucasian (English)

STR 15 CON 15 SIZ 12 INT 16 POW 10

DEX 15 APP 12 EDU 17 SAN 49 HP 14

Damage Bonus: +1D4

Education: BA. Political Science, University of London; Royal Marine College, Portsmouth

Occupation: Assistant naval attaché to the UN

Skills: Boating 21%, Climb, 50%, Cthulhu Mythos 15%, Dodge 60%, Drive 50%, First Aid 35%, Hide 30%, Jump 25%, Listen 40%, Martial Arts (Tae Kwon Do) 60%, Military Science 40%, Sneak 40%, Spot Hidden 45%, Survival 50%, Swim 45%, Throw 30%

Languages: English (own) 85%, French 31%, Chinese (Mandarin) 21%, Russian 31%.

Attacks: SIG-Sauer P228 pistol 85%, 1D10
M16A2 Assault Rifle 75%, 2D8
Fairburn-Sykes combat knife 45%, 1D4+2+db
Grenade 30%, 4D6
Fist/Punch 65%, 1D3+db
Kick 35%, 1D6+db

Mental Disorders: Alcoholism, Flashbacks

Physical Description: Martin is a slim sandy haired man standing just under 6 feet with a non-descript face, except for his blue eyes, which are furtive and alert, never fixing on a single object for long and giving him an impression of controlled tension.



History: William Martin started as an ambitious junior officer in the Royal Marines and was posted to the Hong Kong garrison. The then Lieutenant Martin's duties

included leading boarding parties onto junks crossing into Hong Kong waters from the mainland. It was during one of these routine missions in 1989 that Martin got his initiation into the world of the occult when he led a routine search team aboard a junk attempting to smuggle Tcho-Tchos into the colony. During the search, Martin uncovered fresh human remains and a compartment concealing a bloated Tcho-Tcho priest, who proceeded to attack with surprising speed considering his bulk. The fire-fight was brief but bloody, and Martin was responsible for the engine room fire that sent the

vessel straight to the bottom of Kowloon Bay. Not surprisingly, he came to the immediate attention of PISCES who recruited him as 'consultant' for their naval operations and secured his detachment to NID. After a number of brushes with the paranormal, Martin's name came up for promotion as assistant naval attaché to the British UN delegation. PISCES leapt at the opportunity, and since 1996 Martin has been their man in New York. Despite his Manhattan apartment and 'diplomatic privileges', Martin leads a surprisingly austere lifestyle and has little personal life, being the almost direct antithesis of his senior officer in Washington. His previous experiences have etched certain images on his mind, and as a result he tends to eat bland, identifiable foods and never touches alcohol. The latter is a consequence of Martin's past drinking problem and the fact that he tends to lose his customary self-control and lash out violently in response to drunken flashbacks. As a former Marine and Naval Intelligence officer, Martin remains a talented, resourceful, and dangerous opponent. However, he has recently become more interested in the various activities of Stephen Alzis and is currently attempting to penetrate Club Apocalypse... a far more hazardous task than he realises. Although he may soon request help from PISCES in such investigations, it is only a matter of time before he becomes drawn into one of Alzis' many webs.

Dr. Alexander Blackwell

Unwitting MJ-12 Physicist and Godot Sleeper agent, age 51

Race: Caucasian (Scottish)

STR 13 CON 11 SIZ 14 INT 18 POW 12

DEX 10 APP 12 EDU 20 SAN 60 HP 13

Damage Bonus: +1D4

Education: BSc. Physics and Mathematics, Edinburgh University; PhD. Particle Physics, Cambridge.

Occupation: Research Group Leader, Lawrence-Livermore National Laboratory

Skills: Astronomy 40%, Bargain 25%, Chemistry 61%, Computer Use 76%, Credit Rating 65%, Electrical Repair 30%, Library Use 90%, Persuade 35%, Physics 95%, Psychology 25%.

Languages: English (own) 99%, German 30%, French 20%

Attacks: None

Physical Description: A gaunt, thin man with thinning grey hair and a hook nose, Blackwell stands well over 6' tall and wears a pair of pince-nez reading glasses on a chain around his neck. He is soft spoken and retains a mild Scottish accent despite his years in America.



History: A brilliant researcher in his chosen field of high-energy particle physics, and faculty member at Cambridge's Cavendish laboratories, Blackwell was stymied for years by the lack of



British science funding. Eventually he was recruited by the US Department of Energy to head up a programme at the Lawrence-Livermore National Laboratory in late 1986. Shortly before his departure, Blackwell was approached by a member of the British Intelligence community (MI6, he assumed) and asked to keep an eye out for materials appearing to be of "non-terrestrial origin" and given a set of contact protocols to memorise. Initially he considered this to be an elaborate hoax, but agreed anyway. In mid-1993, he became involved in a series of unorthodox, and classified, experiments with high-energy particle colliders which yielded remarkable energy outputs. Aspects of the design of these colliders were highly unusual and troubled him, but he remained quiet and continued the experiments. Four years ago however, his immediate superior (unbeknownst to him, a MJ-12 researcher) committed suicide, placing Blackwell in line for

recruitment by MJ-12. A series of subtle recruitment passes were subsequently made, and Blackwell was eventually provided with access to 'advanced materials' relating to his work. Blackwell is suspicious of the source of these tidbits and is in two minds as to whether they constitute 'proof' of extra-terrestrial contact. One major factor in his hesitance to contact his handler is his American wife of 12 years and their two children. His contact protocols make no provision for them and he fears the consequences for them should he betray his employers.

Box 4: British Defence Staff (Washington) [BDS(W)] Agency Template

Date Founded:	In current incarnation: unknown. However UK-US military exchange programmes have existed since the 1940s
Mission when founded:	To manage UK national security and military interests in the US
Mission Today:	Same
Jurisdiction:	Limited to British forces stationed in the US
Headquarters:	British Embassy, Washington D.C.
# of Personnel:	Over 600 UK Civilian and Military Personnel in the US
Annual Budget:	Unknown
History/Profile:	BDS(W), in conjunction with the British Embassy in Washington, is tasked with

representing UK defence interests in the US, and influencing military thought and decisions made by the US Department of Defense and the US National Security Establishment. A second major mission of BDS(W) is to enhance operational compatibility between UK, US, and other NATO armed forces. One aspect of this is co-ordination of equipment acquisitions between the US and UK (including nuclear procurement via the Trident programme), but also involves the promotion of UK industrial (especially defence related) interests. The final task of BDS(W) is to report, analyze, and interpret the US national security environment so as to support the policies of Her Majesty's Government. The latter may involve co-ordination or execution of 'operational tasks' within the Americas. Clearly, the tasks assigned to BDS(W) are diverse, and the organisation is split into both military and civilian (Chancery) wings, both of which are headed by the Defence Attaché (currently an Air Vice-Marshal).

The Chancery arm of BDS(W) is responsible for representing UK trade interests and co-ordinating defence acquisitions, and is split into Defence Equipment and Defence Science and Technology (DST) sections. Defence Equipment's Task is to 'sustain and enhance the UK-US defence equipment and industrial relationship' and deals with the commercial, legal, and trade aspects of defence procurement. The DST group is responsible for fostering and maintaining UK-US government collaboration on non-nuclear defence research and development. Also attached to the Chancery is the Command, Control, Communications Intelligence (C3I) team, which is responsible for ensuring compatibility between UK and US military information technology and communications equipment. All three sections report to the Defence Attaché via the Washington-based Minister (Defence Materiel).

The military components of BDS(W) are, predictably, organised via the three service arms. The British Army Staff [BAS(W)] is headed by the Military Attaché and consists of a small headquarters staff, along with British Liaison Officers (BLOs) and British Exchange Officers (BEOs) stationed throughout the US, including at the UN Headquarters in New York. The Army BLOs (currently 21 of them) are also known as Standardization Representatives (STANREPS) are stationed at various US Army installations and are tasked with ensuring operational compatibility between the US and British armies. Army BEOs (more than 40 of them) are part of the personnel exchange programme between the US and UK, and fill a post in the other's army for a two year period to study each other's doctrine, organisation and procedures. In similar organisational veins, the British Naval Staff (comprising both Royal Navy and Royal Marines personnel) and the RAF Staff answer, respectively, to the Naval Attaché and the Air Attaché in Washington. Both the Naval Staff and RAF Staff have similar BLO and BEO programmes to those described above. It is important to note that both BEOs and BLOs have their American equivalents serving with the British Military.

Occupation Templates:

Military Staff: Use appropriate template for each service arm

Civilian Staff: Bargain, Computer use, Credit Rating, History, Library Use, Persuade, Psychology; plus any 1 of the following skills as a speciality: Accounting, Electronics, Physics, or Law.



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Internet Resources

British Defence Staff (Washington) web site:
<http://www.bds.w.org/>
 A useful source of information regarding both BDS(W) and the deployment of UK forces in the USA.

The Black Vault web site:
<http://www.bvalphaserver.com/sections.php?op=viewarticle&artid=72>
 Contains information and a number of useful scanned documents relating to the STARGATE programme.

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A Stylish Death

By Andy Bennison

A TALE OF TERROR

A Tale of Terror is a scenario idea stripped of the clutter of a fully-prepared adventure. All a Keeper needs to do is adapt and improvise to suit their playing group.

"An accident at the Grim Mire Nuclear Power Plant causes a genetic mutation in the local insect life. The authorities insist that the situation is under control, but when an adulterous couple is found horribly mutilated, crusading ecologist Mike Le Rocque suspects that government scientists are concealing the truth. Mike must journey on a lonely voyage of self discovery and face mortal peril as nature and science fuse to spawn the ultimate horror..." – Slug Attack! by Gideon Smythe

So runs the back cover to a typical novel from the pen of Gideon Smythe. His best selling 'Slugs' series numbers some fifteen titles and contains a consistent mixture of action, shock horror and soft pornography. Despite the incessant critical panning, his loyal teenage fans buy his books in their thousands.

Smythe's latest novel *Veiled Shards* is a departure from his usual fare of fast paced gore and titillation. It concerns a lonely writer desperate to find meaning to his existence. Through the internet he comes into contact with a mysterious cult. As the character becomes more obsessed and paranoid his fevered dreams take on a frightening reality. He keeps pushing himself to find out more. The final revelation proves too much and the hero commits suicide.

Veiled Shards has caused a storm in the small world of horror fandom, receiving rave reviews. Smythe's fans are not too sure: all the usual elements are missing – there is no action, no sex scenes and no monsters. There isn't even a happy ending. The prose is dense and moody. Sales have gone through the roof.

The normally publicity shy Smythe agreed to make his first ever convention appearance at GothHorrorCon XIII, but failed to appear. Today Internet newsgroups are rife with the rumour that Smythe has been found dead, sat at his PC in a manner identical to his protagonist in *Veiled Shards*.

Here are three possible explanations:

1) The rumours are true

Worshippers of Daoloth have made contact with their god by taping into a stolen Soviet satellite. This link is being stabilised through a server that is storing an image of the god. As part of his research for the novel Smythe joined the group. Somehow, he hacked into their systems and saw a perfect image of the god. This drove him insane. In a moment of lucidity Smythe has taken his own life.

His PC has downloaded some of the images of Daoloth, but it is currently inoperable. The police are at a loss to understand what has happened.

The Daoloth cult is spread across the globe, but through monitoring the newsgroups they have become aware of Smythe and his unfortunate death. Two members are heading towards

Smythe's house to steal his PC and make sure that there are no other links to their group. If anyone gets close to the truth, they will take the necessary steps.

A fake web site has been set up with the hope of alerting the rest of the cult to people showing an undue interest in Daoloth. After making contact and verifying identities, the cult will send an e-mail with a link direct to their server, their god and insanity....

2) The rumours are partially true

Gideon Smythe did not commit suicide. He was murdered.

A rogue Delta Green cell has set up a series of web sites to entrap cultists. Using their Cthulhu Mythos knowledge of actual incidents through chat rooms and e-mails they have found a way of sorting out the kooks from the genuine threats to society. Smythe is an ex-journalist and used his skills and contacts so well that the cell leader became convinced that Smythe was a cult leader. Such was her paranoia that she mistook his careful and diligent research for something much more sinister.

Leading a small team, the cell leader murdered Smythe and faked a suicide. She even made Smythe write his own suicide note before she forced him to wipe the hard drive of his computer. The placement of the body and the state of the room has been deliberately set out to mirror the end of Smythe's latest book.

The cell leader's superiors are displeased with her report. They believe that Smythe was an innocent. This questioning of her judgement has finally tipped the cell leader over the edge. She is totally paranoid and convinced that she was right; she sees conspiracies everywhere and trusts no one. She has cut off all communications with her superiors and is working independently. Her team is unaware of this. Under her orders they are carefully watching Smythe's house, waiting to track down any accomplices that may come sniffing around.

Her leaders have meanwhile dispatched a second squad to find and neutralise the rogue agents. Anyone digging too deeply into Smythe's death will get caught in the crossfire.

3) The rumours are false

Gideon Smythe isn't dead; he was never alive to begin with. Gideon Smythe is an in-house pseudonym used by the 'Horror Hovel', Smythe's publisher. The Slugs series is written by different authors who have all signed confidentiality agreements. The photograph of Smythe on the covers of his books is the brother-in-law of the owner of publishing house.

The recent non-attendance at the convention and Smythe's reported death is a massive publicity stunt to further boost sales of the book.

Mind Games

By Brian M. Sammons

A TALE OF TERROR

A Tale of Terror is a scenario idea stripped of the clutter of a fully-prepared adventure. All a Keeper needs to do is adapt and improvise to suit their playing group.

Harold Higgins was one of PISCES newest and most promising Talents. He displayed the remarkable ability to read people's minds. PISCES had high hopes for the psychic, but alas, it's too late for that now, for Harold has been murdered. Naturally, the job of finding out what happened to Harold and why, is assigned to the player's agents.

1. Harold was far more psychically talented than PISCES ever knew, but there is a reason he kept his full potential hidden. Harold was, in fact, an ageless citizen from the underground city of K'n-yan, and more specifically, a member of the Brothers of the Yellow Sign. Some years ago, the Brothers decided to use the United States' intelligence community to further their own relentless war against the Mi-Go. This was quite easy for them to do, considering their massive psychic powers. After receiving some useful information about the activity of the Fungi from Yuggoth, perhaps even from Delta Green or Majestic 12, the Brothers decided to infiltrate other secretive agencies from around the world. The man known as 'Harold' was sent to the UK.

After moving like a ghost through MI5 and MI6, Harold became aware of PISCES and decided that the best way to enter this ultra secret agency was to pose as a normal human with psychic gifts. This worked like a charm and soon Harold was inside the covert company. However, unlike the other agencies he had infiltrated, there was something wrong at PISCES. On more than one occasion his mind reading ability picked up two distinctive thought patterns within on person. One was human but the other was definitely alien. Wondering if the Mi-Go were up to something, Harold investigated further, but he did not anticipate the cleverness of the Shan, who soon uncovered his snooping.

The Shan, wishing to interrogate Harold, sent three PISCES agents to pick him up, but Harold read the minds of these men before they even knocked on his door. What followed was a bloody affair, where one agent shot and killed the other two before turning the gun on himself. However, Harold wasn't quick enough and one of the agents shot and mortally wounded him. Desperate to escape, Harold sent a telepathic message across thousands of miles to his brothers in K'n-yan, then made for the airport but died of blood loss in the taxi before he reached it.

The player's agents should never have been assigned the case. That was a mistake, a miscommunication between the Shan overlords and their human puppets. Their agents will have a few days to investigate before a trio of shan controlled agents pull rank and take the case from them. However, in that time they might make some interesting discoveries into the mysterious origins of Mr. Higgins. They will also be watched by four newly arrived Brothers of the Yellow Sign that have come to investigate matters. What happens next is up to the Keeper. Will the Brothers attack the agents? What will the Shan do if the agents continue to follow up on this case? Perhaps the agents and the Brothers will form an unsteady alliance and this could be the start of the players' long journey to unravel the secrets of PISCES.

2. Harold made his living as a fortune-teller before joining PISCES. While he really couldn't see the future, Harold could see into the minds of his customers and tell them what they wanted to hear. After joining PISCES, Harold was doing the fortune-teller bit less and less, but he didn't quit soon enough. Harold's body was discovered in his home, lashed to a chair, and showing obvious signs of torture. Unfortunately for Harold, he wasn't cooperative with the demands of his last client, a young man named David Lambrose.

David is a homicidal, paranoid-schizophrenic in the extreme. Convinced that there's always 'someone' out to kill him, David goes to psychics and fortune-tellers and asks them who his enemies are. After he is told, he kills the psychic so they can't warn his 'enemies', then tracks down the person revealed to him and murders them before they can attack him. David then returns to a normal, happy state, until his paranoia builds again and he must find his new enemy.

Agents investigating this case will uncover a history of murdered psychics, followed in a few days with a murder sharing the same MO, but of ordinary people unrelated in any way. Also, the intervals between these homicides are getting shorter as David becomes more and more unstable. This possibility is intended to give the agents a much needed break from the Mythos, yet it still lets them have some creepy fun as they investigate the worlds of soothsayers and psychopaths.

3. Harold's life and death is like option 2, except that Harold was tortured to death by the Cult of Cthulhu due to his reputation as a psychic. Why? Because the Stars are soon to become Right and sunken R'lyeh will again rise. Cthulhu's priests were the first to sense their dreaming God's restlessness and, not wanting a repeat of what happened in 1925, where sensitive people were forewarned about the rise of R'lyeh, the cult put into motion a long planned course of action. While the Cult of Cthulhu has lost many members and much power in these modern times, it is still a force to be reckoned with. They have spread themselves across the globe with the intention of hunting down and killing as many psychics and sensitives as possible before R'lyeh rises. While the Cult believes in the might of Cthulhu, they want no one prewarned and waiting for them when they attempt to release their master from his temple-crypt.

Agents who investigate this case will notice an alarming trend in murders of people claiming to be psychic. Staking out such people will eventually lead to a confrontation with the cult assassins and from there, who knows? The Keeper will have to decide when R'lyeh is due to rise. It could be a matter of months, or years, but in either case, what will the agents do about it? This option is a great way to reintroduce the Cult of Cthulhu into Delta Green, for they have been silent and hidden for far too long.

...produce such results. ...of approximately two to three ...climatic and other conditions that ...usual decomposition ...in a child this ...circumference than would be found in a child this ...of the right foot completely overlaps ...of the left foot partially ove ...teeth, the upper ...prominent but ...vert towards...



The Wrong Man

By Nick Brownlow

A TALE OF TERROR

A Tale of Terror is a scenario idea stripped of the clutter of a fully-prepared adventure. All a Keeper needs to do is adapt and improvise to suit their playing group.

The investigators are called to a PISCES outstation to take possession of a 'package'. Upon their arrival, the 'package' turns out to be a very confused and frightened middle-aged man who has just undergone a seventeen-hour 'debriefing' at the hands of the Section's most skilled interrogators. The Station Head explains that the man was lifted by accident and subjected to interrogation following a case of mistaken identity, which has only just been resolved. Unfortunately, there's no way that they can afford to let him go now. The investigators' job is to take him and get rid of him. Permanently.

1. The man really is an innocent, who found himself in this awful situation because he shares his surname with a suspect in the Army of the 3rd Eye investigation. The investigators have to decide whether or not to whack him, and how to deal with it if they do (or for that matter, if they don't).

2. The whole thing is a 'loyalty assessment' arranged by Internal Affairs, and the man is a PIA officer who will identify himself as such to the investigators at the last possible moment. There's not really a right way or a wrong way to act during the test, but the man will observe and record everything the investigators do and say from the moment they receive their instructions. Hopefully, no one will act too rashly before he can explain himself.

3. The pick-up team got who they were looking for; they just didn't realise quite what they were dealing with. The 'man' is actually a predator from the Astral plane, capable of perfectly imitating its victims, even down to their memories and personality. Having fooled its captors into thinking it's just a harmless old duffer, the creature is preparing to make a break for it. All it has to do now is go through the investigators...

New Skills - Continued from page 81

The following skills can be replaced:

<i>Delta Green</i> skill:	<i>Keeper's Companion</i> skill:	Page:
Demolitions (00%)	Explosives (01%)	185
Parachuting (00%)	Parachute (01%)	196

New Skill Definitions:

Alien Science (00%): The knowledge obtained from the systematic study of the structure and behaviour of non-human technology, involving experimentation, measurement and the development of theories to describe the results of this study.

Aeronautics (00%): The study or practice of the science of flight, including the design, construction, and operation and maintenance of aircraft.

Clean (00%): The ability to remove all traces of evidence: forensic, physical or data, from a crime scene. The skill grants the user knowledge to effectively remove fingerprint, bloodstain, DNA, physical trace evidence, and communications data evidence by obliteration or alteration. The skill also confers knowledge on how to quickly dispose of items or corpses without leaving evidence.

Gift skill (00%): This skill gives the user the knowledge of the theory, practice and known history of the selected psychic ability. The user cannot practice the psychic ability however, but may give advice to those who can. See *Delta Green: Countdown* p.222-225 for the psychic ability knowledge skills available.

Interrogate (05%): The skill of gaining information from an interviewee by close questioning. The better the interrogation skill check result, the more complete the information gained. The interrogator may use physical and/or mental pressure to gain information. Successful *mêlée*, Fast Talk, Intimidate, Persuade, or Psychology skill checks may add bonuses to an Interrogate skill check. The skill may be used subtly to gain knowledge from the interviewee without their knowledge, or overtly with the interviewee's knowledge.

Intimidate (00%): Allows the user to frighten the target(s) into submission; acquiescence over a course of action; or coerce into compliance with the user's demands, by fear or threats.

Occult skill (00%): The user selects an occult skill from *Delta Green: Countdown* p.225-230.

Xenobiology (00%): The scientific study of alien or non-Terran life and of alien living organisms, including their structure, function, growth, origin, evolution, and distribution.

SIRANGE HISTORIES

alternatives to pisces for cthulhu now

Some Keepers may not have access to Delta Green : Countdown or do not wish to use PISCES as presented. Instead here are four partly drawn examples of alternative government-style investigation organisations. The details have been left brief in order to allow the Keeper to customise the organisation to taste

and players. Each organisation can completely replace PISCES as detailed in this issue and issue 1. Section H is still Section H and Magonia is still Magonia, but the controlling organisation has changed...

The Black Lodge

By Nick Brownlow

"The world is governed by very different personages from what is imagined by those who are not behind the scenes." – Benjamin D'Israeli.

The Black Lodge was formed in 1896 by HMG's special advisor, Sir Mycroft Holmes, following his family's harrowing struggle against Professor Moriarty's Starry Wisdom Cult earlier that same year. The Black Lodge was intended to be the Crown and English Freemasonry's first line of defence against the threat posed by foreign occult forces – in particular the perceived threat of Rosicrucian/Illuminati influenced groups such as the Golden Dawn and the Theosophists. Of course, it was always left to the Black Lodge themselves to decide exactly what constituted a 'threat'.

Holmes gathered together a small circle of 'experts' – a 'league of gentlemen' – and organised it along Masonic lines. Holmes himself was the Lodge's first 'Grand Master', whilst the first initiates included Arthur Holmwood, Dr. John Seward, Edward Rassendyll and the author Charles Dyson. Early successes included the resolution of the Dulcarnon Affair and the apprehension of Masonic renegade Doctor Abraham Lipsius.

By 1901, Holmes had successfully orchestrated the downfall of the Golden Dawn (which pleased the Lodge's Masonic sponsors no end). Not one to bear a grudge, he astutely recruited former members of the Order, even though this led to conflict with traditionalists in the Lodge who were concerned that Holmes was inviting the enemy into the fold. Whilst Holmes himself subscribed to the maxim that it was always prudent to keep your enemies close, he set a dangerous precedent that would lead to the Lodge recruiting many questionable individuals in later years.

By 1923 Holmes had stepped down as Grand Master and been replaced by Sir Henry Merrivale, the former head of counter-intelligence at MI5. During the '20s and '30s the Lodge concentrated on expanding its international operation; largely at the request of Sir Mansfield Smith Cumming – Master Mason and head of the Secret Intelligence Service. Rumour had it that Lenin had stumbled upon the forbidden library of the Oprichniki (Ivan

the Terrible's secret police), and created his own occulted secret service to investigate and exploit the find. Sidney Reilly was dispatched to Russia with orders to infiltrate this group in 1925, only to vanish and later be reported executed by the Cheka.

The expansion of the Lodge's international activities led to costly clashes with the Si-Fan Tong in Shanghai, and the Black Brotherhood in New York. More importantly however, the Lodge was able to ascertain that the power behind the Thule Gesellschaft and the Vril Society – both key players in Adolf Hitler's rise to power in Germany – was the dread Cthulhu Cult. As Europe prepared for conventional war, it became obvious that behind the scenes, a shadow war between the world's great occult powers was also brewing.

Merrivale was forced to retire in 1934 due to ill health and was succeeded by Bancroft Pons, who had the unenviable task of planning the occult defence of the British Isles. Salvation came in the form of the mysterious individual who was known throughout the war only by his code name of 'Arthur'. Introduced to Pons by the occultist Aleister Crowley (who had been initiated into the Lodge in 1929), Arthur was a brilliant strategist and a ruthless military leader. Arthur waged all out occult war against the Nazis and their secret chiefs, negotiating the treaty with the 'fish-men' of Ahu-Y'hloa which foiled Hitler's 1940 invasion plan, and assassinating the Nazis' entire paranormal intelligence bureau by sorcerous means at Castle Wewelsburg in early 1945.

There were those in the Lodge that had serious qualms about working with Arthur, however. The Lodge had certainly admitted their fair share of suspect characters in the past, of course – Edward Gavigan, Colonel Sebastian Moran and Crowley, to name but a few – but Arthur was conspicuously more threatening. It was probably fortunate that he was killed when a V2 rocket hit his staff car in March 1945, the war in Europe all but over. Pons stepped down soon after, to be replaced by Commodore Gerald Raymond, formerly of Air Intelligence.

Today, the Black Lodge continues to operate from its secret library headquarters on the top floor of the Diogenes Club in



Playing Themes & Styles: The Black Lodge is a Masonic conspiracy over a hundred years old, and is beginning to show its age. Women are prohibited from joining and entry to the Lodge is still governed largely by social position and status. The 'gentleman's club' approach to espionage traditionally favoured by the Lodge is dangerously outmoded in the modern world, and the Lodge no longer plays much of a role in international intrigues.

The Lodge can still be used as a device to draw investigators together and put them on the trail of the Mythos and other occult shenanigans, but the Lodge itself is ill-suited to life in the 21st Century, and many of the benefits of belonging to it will depend on the individual personalities being dealt with rather than any kind of organisational robustness. Much of the ritual and ceremony they are forced to engage in will seem like tedious, pseudo-mystical nonsense. Keepers should emphasise the sense of antiquated formality and institutionalised stagnation.

There is also the strong possibility that the Lodge has been infiltrated by one or more sophisticated Mythos cults. The Lodge has no conception of the Mythos as a monolithic danger to human existence, and instead thinks only in terms of threats to England and certain aspects of the British way of life. Consequently, the Lodge has been happy to recruit cultists whose aims do not necessarily conflict with their own. This willingness to compromise on ethical issues would make it relatively easy for a Mythos cult to place its agents within the Lodge in this fashion.

Recommended playing styles: The League of Extraordinary Gentlemen, Planetary, The Invisibles, Masks of the Illuminati.

London, situated in Pall Mall. As per Masonic tradition, prospective initiates must formally request admission; given the secrecy surrounding the Lodge, however, they are invariably approached first and informed that their admission would be "well-received". The ritual initiation typically takes place in one of the upper rooms of the Diogenes Club, or at one of the Lodge's other privately held properties, such as the Pellgraine estate in Buckinghamshire or Jermyn Manor in Cambridgeshire. The Lodge adheres to the basic Masonic degree structure of Entered Apprentice, Fellow Craft and Master Mason, but as most initiates are already Freemasons, the Lodge has felt no need to embellish it further.

Still funded by the Grand Lodge of England, the Black Lodge enjoys a certain amount of influence in the establishment, and at least two former heads of the Secret Intelligence Service – Sir Miles Messervy and Admiral William Hargreaves – have occupied

the position of Grand Master. This is not the 19th Century, however, and the social structure of England has changed considerably. Freemasonry no longer underpins the bureaucracy and politics of the age and favours from 'brethren' are much harder to come by. The Lodge can sometimes gain access to classified documents or evade minor legal entanglements, but can't summon squads of armed police as back up or (literally) get away with murder. The Lodge is rarely approached or consulted anymore (not enough people know of its existence, and the many of the ones that do don't take it entirely seriously), and instead relies on its own members to ferret out information. An 'open conspiracy' in Whitehall, all occult-flavoured hearsay and gossip will get back to them sooner or later, and be investigated.

The Committee for Imperial Security

By Tobias Cooper

History

The Committee for Imperial Security was founded in 1863 by the Prime Minister Edward Stanley, 14th Earl of Derby, and Sir George Grey on the advice of the Commissioner of the Metropolitan Police Richard Mayne; its foundation followed the Hyde Park Riots and it was intended that the committee should investigate the possibility of organization behind the civil disturbances. The Committee continued in this role utilizing a skeleton staff and officers borrowed from various police divisions.

In 1883 Colonel Sir Marcus Hardiman, the then Chairman of the Committee, surrendered most of the functions of the CIS to the newly formed Special Irish Branch and changed the focus of the CIS to the investigation of secret societies and occult groups. Following the shake up in the Metropolitan Police concurrent with the resignation of Sir Charles Warren in 1888, the CIS was detached from the Metropolitan Police

and attached to the Home Office; Colonel Hardiman was appointed permanent assistant under-secretary at the Home Office and continued to oversee the CIS until his sudden death in 1892.

It has been suggested that the CIS discovered the identity of the serial killer called Jack the Ripper, however no public announcement was made. In light of the discovery of the Ripper's identity and the problems that the police had encountered Hardiman began a system of recruitment from the universities of Oxford, Cambridge and London; these new recruits, who were specialists in the fields of history, philosophy and the occult, changed the whole character of the CIS and it became much more academic and cerebral, although it was still able to draw upon the resources of the Metropolitan and other police forces.

The Queen had been informed of the Committee's foundation in 1863, but when the focus of the Committee was changed in 1888 Robert Cecil, the Prime Minister, decided that



given the Queen's, at times obsessive, interest in the occult that it would be unwise to inform her of this change. This was the beginning of the CIS's disappearance from official records; when Victoria died in 1901 it was not considered necessary to inform the new king of this relatively minor part of his bureaucracy. The CIS was never a large organisation, it rarely had more than twenty full time members, and its limited running costs were easily lost in the Home Office's budget.

Twentieth Century

The CIS would often utilize amateur 'gentleman' operatives and in many cases they became very reliant on these operatives. In 1919 Sir Pellinore Gawyne-Cust Bart VC was appointed to the chairmanship of the Committee; he was particularly keen on recruiting these 'gentleman' operatives and often funded their expenses out of his own fortune. Sir Pellinore, and those he recruited, were limited in their outlook following a narrow view of the supernatural, in particular with reference to the occult beliefs of what we now refer to as 'the developing world'.

During the Second World War the CIS expanded operations from the United Kingdom to Europe and overseas. There were two major operations that affected the war on a large scale; in 1942 a group of five operatives were sent undercover to Haiti in an operation to protect the Atlantic Convoys from Nazi-sponsored occult attack. In 1945 a sometime CIS officer was present in Berlin in the company of a Turkish occultist called Ibrahim Mallacou; although the events of that time are unclear it would appear that they were able to influence Hitler's decision to take his own life. Following the death of Sir Pellinore in a yachting accident in the South Seas in 1953 the CIS expanded its remit to include the newly independent colonies.

Under the new Chairman Professor Andrew Mortimer, the CIS recruited more specialists in Eastern and African beliefs and generally expanded its library and other resources. However Professor Mortimer discouraged the sort of proactive investigation that had characterised Sir Pellinore's time on the committee and the CIS became a passive research organization. This passivity continued under Mortimer's successors; however this passivity has prevented any infiltration by hostile forces. The existence of the CIS is largely legendary, even within the Civil Service; however the current Chairman, Dame Emma Nash appointed in 1989, has resumed Sir Pellinore's policy of recruitment of outside operatives. Dame Emma was appointed following the sudden death of Sir Arthur MacDougal in an airline crash. Following the ending of the Cold War Dame Emma was quick to re-open channels with her counterparts in the former USSR. It was a combined team from these two countries that took advantage of Operation DESERT STORM to arrange the destruction of certain occult sites within the borders of Iraq. The details of this operation are unclear, but despite serious loss of life within the CIS unit the operation was deemed a success.

Other operations were less successful and an attempt to suppress a Mythos cult based in Serbia was disrupted by the events of the spring of 1992. Despite requests from the Indian government the CIS chose to remain aloof from the events surrounding the Babri Masjid and the resultant religious turmoil has marred relations between India and the CIS. At home the discovery of Boxgrove Man led to confirmation of some of the more outré theories of human development and the CIS reacted rapidly to release a more acceptable report on

the excavation. The 1993 events in Rwanda and Burundi sparked fears in the CIS of occult or Mythos manipulation of the warring peoples. Although an investigation was launched no evidence was discovered, but Dame Emma has ordered the file to be kept open. The Newbury Bypass dispute of 1994 was used as a cover by the CIS to exterminate a nest of Mythos creatures that would otherwise have been awoken by the road development work.

The CIS Today

The CIS possesses all the powers of the police combined with a secrecy that enables them to bend far more rules than their more public counterparts. The CIS has contacts at all major universities in the UK and with some academic bodies overseas, particularly in former British colonies. The CIS possesses a huge library of occult literature, including much from the former colonies, and part of its ongoing work is the transmission of this material into a computer database.

The rise of 'new age' beliefs from the 1960s onwards has been a matter of some concern to the CIS and many of these groups were investigated by the CIS. Those that appeared to possess genuine occult knowledge were listed by the CIS and either suppressed or recruited. It is these groups that have provided Dame Emma with much of her manpower; although they remain ignorant of the fact that they are working for the government; this can be seen most clearly in the Newbury Bypass protest.

Emma Nash is a graduate of the University of London and a specialist in religious history; she is also, at 37, the youngest Chairman of the CIS in its history. She has attempted to make the CIS more proactive and widespread in its outlook; she has however always avoided involvement in purely religious matters unless they can be shown to have an occult significance.

Adventure Hooks

Players who have contact with New Age groups may find themselves working for the CIS without realising that they are. The CIS will push the group members towards cults that concern them; they will also provide unexpected and unsolicited help regarding information and documentation. If they prove successful they may be directly approached by a CIS agent, with an offer of long term employment. The group will have to work successfully for the CIS over an extended period of time before they are told anything concrete about CIS; this will involve among other things an extensive background check and signing the Official Secrets Act.

Players with an academic background may be approached directly by a 'civil service department' and asked to provide information or opinions on particular cases. They will not be told which department they are working for and will have to sign the Official Secrets Act before they are given any case specific information. Once they are on CIS's books as information resources they will be watched by the security services and may be approached again. After a long period of time they may be offered a job with the CIS although these jobs are few and far between.

Investigators may also encounter CIS agents while investigating cases. Depending on whom these agents are and how the investigators react to them there may be repercussions. These repercussions may include police intervention and government monitoring; there may also be work problems and other subtle harassment.

THE UNHOLIES

The Directorate of Social Intelligence

By Adam Crossingham

The failure of HMS Selene in 1927 didn't dishearten naval intelligence or the Great Race of Yith. Using their mind control techniques the Yithians were able to leave just enough clues to the extraterrestrial origin of HMS Selene. Naval intelligence found enough of the clues and formed a special investigation section to discover more in order to gain a technological advantage. This section became known as 'Room 22' after the quarters assigned to it in the Admiralty. The early results of Room 22 were sparse as they were always second to the scene after the efforts of gun-toting amateur investigators. However Room 22's commanding officer, Captain Edward Niles was subject to psychic interference from the Yithians, who pushed Room 22 slowly in the right direction. The breakthrough came in 1937 when Room 22 was able to secure the complete corpse of what was later described as a 'reptoid' after a mission in the Welsh Grey Mountains. Subsequent scientific study revealed that the corpse was wholly unknown to science and appeared to be a cross between human and reptilian stock. Emboldened by their success, Room 22 successfully encountered deep ones and put down two cults.

Also in the late 1920s, the RAF created a similar investigation unit after strange events at a ziggurat in Iraq in which a squadron of Rolls-Royce armoured cars encountered technology superior enough to be considered magical and took heavy casualties. The core personnel of the RAF's unit, the 'Unusual Phenomena Flight', were the civilian survivors of the initial Iraqi contact. Due to its unorthodox and direct approach to problems, the UPF was nicknamed 'the Unholies'. The Unholies enjoyed considerable success against Mythos and cult targets in the British protectorates of Mesopotamia, Palestine and Egypt until casualties halted operations in the late 1930s. The unit was posted back to Britain for recovery and began the investigation of unusual aerial phenomena. The material recovered during previous operations also went back to Britain and formed the basis of later research departments.

World War 2 saw both units encounter an upsurge in Mythos

and unusual contacts. The reason for this was undefined until Rudolf Hess's defection in 1941. Hess had flown to Britain in a misconceived venture to recover the Holy Grail, but had underestimated the complexity of the mission. Hess's debriefing revealed the extent of the Nazis' interest in occult methods of war and the hitherto unsuspected activities of the SS-Ahnenerbe which was stirring up a hornet's nest of Mythos activity in Europe and neutral countries around the world. Shocked by German advances, the British combined Room 22 and the UPF into one unit: the Combined Special Warfare Unit, which became a tri-service organisation under the command of Combined Operations. The CSWU became the destination of all 'unusual' intelligence traffic.

The CSWU's first task was to locate the Holy Grail that Hess was looking for in order to deny it to the enemy. The mission was more complex than initially envisaged, and the CSWU failed to find the Holy Grail during the war and passed this task to its successor, who is still looking for it. The first major success of the CSWU was in 1943 in Averoigne, southeast France. Acting on intelligence gathered by SOE, the CSWU sent in a commando team to disrupt the major SS-Ahnenerbe mission to the region. Key personnel were captured and important documents seized, with few British casualties. The intelligence yielded by the personnel and documents allowed the CSWU to target further SS-Ahnenerbe operations. Being principally civilian, the SS-Ahnenerbe was slow to react, and the CSWU scored more successes.

In preparation to the D-day landings the CSWU formed an intelligence-gathering commando based on its existing raiding forces, codenamed '22 Commando'. 22 CDO operated in advance of the advancing Allied forces, securing premises, equipment, documents and personnel before the retreating Germans could dispose of them. It was during this period that the Americans became aware of the focus of 22 CDO and its superiors, the CSWU; and the activities of 22 CDO saw the nickname of 'the

Playing Themes & Styles: DSI is designed to allow all sorts of campaign themes – smashing cults, investigating UFOs, hunting the Holy Grail, paranormal research – whatever the Keeper prefers. But the Keeper should remember that in the context of its history, DSI has had relatively little contact with the Great Old Ones – it has only met their servants and cultists, and gathered tomes and artefacts. Section H may hypothesise that there are higher entities revered by the alien beings they have encountered, but no definite proof has been found. Discovery of that proof would completely disrupt the mindset of the organisation that has always triumphed against unknown entities. DSI may enter a period of indecision in which the cult threat grows unchecked or it may throw itself suicidally into the fray.

Another thing the Keeper should remember is the influence of the Great Race of Yith. Every director of DSI, CSWU and Room 22 has either been mind-swapped or mentally influenced by the Yithians to direct the efforts of DSI into routes of investigation more suited to the Yithians' scientific interests. If it isn't in the Yithian sphere of interest then things will have to get very serious before DSI reacts to it.

The Yithian influence could lead to some very interesting changes of policy and evidence recording. More observant agents may eventually become aware of instances of policy changes overnight, nobody remembering what it had previously been, or that it had even changed. Evidence or artefacts are 'lost' in the system because people have 'forgotten' that they were recovered.

Recommended playing styles: A mix of influences from the activities of Dr Who's UNIT, Channel 4's Ultraviolet series and the New Avengers with a hint of the Yithian metaplot permeating everything.



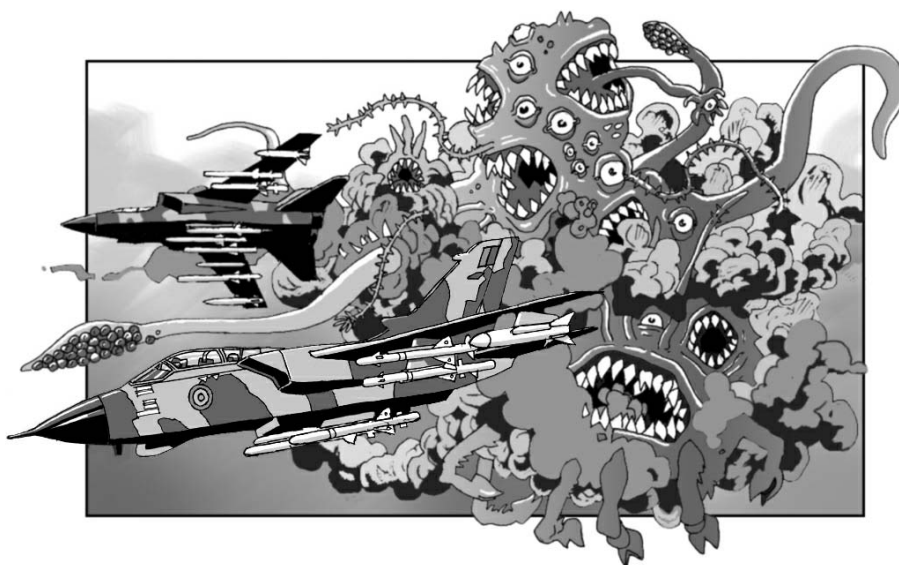
Unholies' being reapplied by fellow British troops. Overconfidence led to a major operation being wiped out in a carefully planned and staged ambush by SS forces. Survivors were brutally interrogated and then executed at concentration camps. Future missions against the SS-Ahnenerbe became harder after this failure. Overall however, 22 CDO's successes were impressive and shone new light on the occult advances of the SS-Ahnenerbe. It is rumoured that a unit from 22 CDO even made it as far as Berlin, and were in the city as the Soviets took it. Late in the war, a section of 22 CDO was transferred to the Far East with the mission of finding and terminating the Japanese Unit 731 experiments. The war however, ended before any major success occurred, and most of Unit 731's records and personnel fell into American hands.

The CSWU continued operating after the war searching northwest Europe for SS-Ahnenerbe stragglers, documents and test subjects. None of the suspects that the CSWU apprehended ever made it to the Nuremberg war crimes trials as the Allies sought to cover up the Nazis' occult activities preferring to blame mankind's inherent evilness rather than assign blame to alien forces outside reality. Evidence suggested that the Soviets had discovered as much evidence of the Nazis' occult research as the Allies, if not more, according to signal traffic decoded by Bletchley Park. The decision was made that the CSWU would survive the post-war unit cuts by being redirected against the perceived Soviet threat. From 1948, the CSWU would be known as the Directorate of Social Intelligence.

The 1950s saw DSI focus on two different areas of study: firstly, the UFO phenomena that spread across the world after

1947; and secondly, paranormal experimentation including the development of remote viewing, mind-reading and telekinesis. Investigation of the UFO phenomena led DSI to conclude that it was real and that there was a guiding force behind it all. Hard evidence of 'who' or 'what' was more elusive, and would remain so until an incident in Rendlesham Forest in 1980. Paranormal experimentation also provided interesting results but only two test individuals were found to have any measurable ability.

The early 1960s saw DSI shaken by a number of defections to the Soviets taking with them details of the UFO investigations, paranormal research and wartime results. The defectors were mainly wartime recruits, all from SOE, who joined the service before the introduction of vigorous psychic vetting procedures. The 1970s saw the emphasis of DSI shift back to psychic research and the investigation of religious cults. The 1970s and 1980s saw comprehensive investigations and DSI's first casualties since the war when agents were either seduced by the cult they were investigating, or discovered and eliminated by their targets. Today, the organisation still investigates dangerous religious cults, UFO sightings, and strange phenomena. It is also still looking for the Holy Grail, a primary task it inherited from the CSWU. The MoD's AS2 is a front for the organisation, as is the Ultraviolet insurance company, a Bristol-based company that offers paranormal insurance. Research, computing and library out-stations are dotted across the United Kingdom, and DSI's headquarters are in a rundown Sixties office block on Southwark Street, SE1, London.



Government Intelligence Section 19

By Rik Kershaw Moore

What follows is a heavily abridged description of G19. For more information point your browser at:
<http://www.the-wolery.demon.co.uk/briscon/>

G19 allows keepers to run classical 1920s style scenarios in a modern setting. This is possible since investigation teams are of gifted amateurs from civilian life rather than those drawn from various government agencies. This also has the added advantage that players must think along more classical lines rather than

falling into the BFG mentality that certain other games encourage, whilst still allowing an official backstop should things go pear shaped.

One final aspect of G19 is that it does offer the Keeper a chance to investigate non-Mythos related mysteries. Such scenarios can prove to be an exhilarating challenge to both keepers and players alike. For those types of scenarios, Keepers should think of the Avengers rather than the X-Files, and try to keep things light-hearted and quirky.

Date Founded:	17th December 1912
Mission when founded:	To investigate incidents considered to be of national significance, and to report findings to the Prime Minister's Office.
Mission Today:	To investigate those matters deemed necessary by the Prime Minister's Office.
Jurisdiction:	G19 operates around the world, wherever an incident has occurred involving any UK national.
Headquarters:	Above Café Alonzo, Horseferry Road, Lambeth, London.
# of Personnel:	3 permanent staff, 500+ G19 cleared volunteer reserves.
Annual Budget:	£2.4 million.

History / Profile: Government Investigation Section 19 is a small department directly under the control of the Prime Minister. G19 was originally set up during the 1910s as a means by which small-scale investigations could be undertaken without having to go through the Byzantine bureaucracy of the time.

Because G19 has only three permanent members of staff: Guy Pendleton, Charles Harcourt and a secretary from a temp agency, it works by drawing on the knowledge and abilities of a large number of approved investigators from both the civilian and armed services. This means that G19 can quickly gather the necessary skills and experience to meet a wide range of different situations and investigations.

G19 never advertises for investigators. New recruits are usually suggested by existing G19 Investigators. Those selected are first vetted by the security services before being approached for a preliminary interview, and no matter what the outcome of the interview they are asked to sign the Official Secrets Act. If the candidate passes this initial interview, then the next step is a gruelling nine-day training course on the island of Inishbarra off the West Coast of Scotland. If they complete this course then the candidate has to pass a final interview before being accepted as a G19 investigator. Being accepted means being given a G19 identity card and a note being placed in the person's records to state that they are G19 cleared.

However it may be months or even years before the successful applicant is assigned to their first mission – mostly due to budgetary constraints. This explains why it has its base of operations above a shabby café on the Horse Ferry Road rather than in a modern office block.

There are several reasons how such a venerable organisation has fallen so low. Most controversially there is the idea that some covert group within HMG has asked that it be run down. Another is that Margaret Thatcher never trusted G19, considering it to be a useful rogue to be kept at arm length when not required. But probably the real reason is because of a couple of incidents, in Wiltshire and Yorkshire, which lead to considerable loss of life and embarrassment for the government.

Guy Pendleton, age 51

Pendleton is in his early fifties, a thin well build man with short greying black hair and a small trim moustache. He has sharp intelligent blue eyes and high forehead. His military bearing is very noticeable, and his face carries a small scar below the right eye. He tends to wear close tailored tweed suits, and he usually carries a bowler hat, although he is rarely seen wearing it. Guy Pendleton is an ex-member of the Guards and MI6. He dines mostly at the

SAS Barracks in London. Pendleton is the hard-man of the operation; as a skilled field agent Pendleton is the normal liaison with the assets G19 required. Pendleton is fond of fast cars such as Mercedes Benzs, and BMWs. He also considers himself to be a ladies man. He thinks his partner is extremely intelligent and the two have a good working relationship. Pendleton is definitely one of the old boys, and is considered to be the establishment figure within G19.

STR 15 CON 8 SIZ 11 INT 15 POW 13
DEX 7 APP 7 EDU 16 SAN 65 HP 10

Damage Bonus: +1D4

Education: Eton Boy's School, Sandhurst Military Academy, and Cambridge Circus.

Skills: Bargain 55%, Climb 40%, Disguise 60%, Law 45%, Library Use 65%, Listen 45%, Psychoanalysis 20%, Psychology 45%, Sneak 50%, Spot Hidden 55%, Surveillance 55%

Languages: English 80% (own), German 35%, Russian 50%

Weapons: Browning Hi-Power pistol 65%, 1D10

Charles Harcourt, age 47

Charles Harcourt is in his late forties, rather overweight and portly. He has a shock of black hair that is greying at the temples. He has brown eyes that have a twinkle about them. He tends to wear comfortable blue suits, and tends to be considered something of a scuff compared to his more vain companion. Charles Harcourt is an ex-Lloyds of London broker, and graduate of the London School of Economics. He is the brains of the operation. It is his ability to match patterns and untangle complex plots that has lead some members of the intelligence community to nickname him 'Mycroft'. Of the two men, Harcourt is often thought to be the most dangerous as he is extremely devious and cunning. Harcourt sometimes despairs about the wilder actions of his colleague. But he respects Pendleton, and realises he needs his partner's contacts. Harcourt tends to be a little more anarchic, and reads such 'subversive' papers as the Guardian and the Independent.

STR 14 CON 13 SIZ 15 INT 18 POW 5
DEX 6 APP 8 EDU 21 SAN 25 HP 14

Damage Bonus: +1D4

Education: Arnold School Blackpool, London School of Economics.

Skills: Cryptography 41%, Law 85%, Library Use 75%, Persuade 65%, Psychoanalysis 50%, Psychology 45%, Surveillance 45%

Languages: English 105% (own), Latin 50%, Greek 70%, Russian 50%

Weapons: None

The Penhew-Carlyle Foundation

by Daniel Harms

IN WHICH AN OLD FOE TAKES ON A NEW FACE

Keepers wanting to run PISCES campaigns may find it difficult to create credible sources of opposition. After all, if PISCES is so competent at what it does, Keepers must choose to pit the group against minor menaces, have them investigate the organisation itself, or send the agents outside of the UK. The Penhew-Carlyle Foundation is not a huge organisation, but is clever and rich in resources, so that it can form a credible challenge to a PISCES team over several adventures.

HISTORY

Sir Aubrey Penhew was an officer in British intelligence and an amateur Egyptologist. In 1916, Penhew, forced by injury to retire from active service, endowed a foundation dedicated to the furthering the archaeological knowledge of Egyptian history. Through his contacts in both academia and the British government, Penhew assembled a collection of antiquities that grew until new quarters at 35 Tottenham Court Road were established to hold its bulk. Sadly, Penhew was not to see the full glory of what he had created. Joining American playboy Roger Carlyle in his expedition for Egyptian treasures, Penhew died with most of his companions when Kenyan tribesmen massacred the group while on a restful safari.

The 1920s saw both triumphs and defeats for the Foundation. On one hand, its holdings swelled with donations from many of the expeditions it funded, and it gained some small fame when Howard Carter credited its assistance with the discovery of Tutankhamen's tomb. Scandal enveloped the Foundation in 1926, when director Edward Gavigan died in a tragic hunting accident, and a survey team directed by Henry Clive vanished in the sands. Penhew's investments became shaky as the Great Depression began, and many speculated that the young Foundation would soon be gone.

Enter Roger Carlyle. The young man returned to the world in 1931, with the spectacular tale of his commitment to a Far East asylum by a disgruntled former employee. After the initial media blitz died, Carlyle took up Penhew's interests, and was unanimously voted to the directorship of the Foundation. When his relatives bought out his share of the family business, Carlyle used the money to shore up the Foundation's sagging reserves. After this, he embarked on a stunning fundraising campaign stressing the importance of science and education, and the

Foundation became respected once more in scientific circles. After Carlyle's death in 1951, the society was renamed in his honour.

Before the Second World War, British intelligence was primarily focused upon Bolshevism, and the rise of Fascism caught them off-guard. New intelligence networks were needed in many areas – including North Africa. The Penhew Foundation stepped into this gap, maintaining scientific neutrality on the surface while using their contacts through out the region to gather valuable information for MI6. Even though the war brought archaeological activity in Egypt to a virtual standstill, the Foundation's investments in American companies brought it through the war stronger than ever.

Since this time, the Foundation's star has been on the rise. A new wing has been built on the old headquarters, and the building serves as a site for international conferences on Egyptology. The society provides many scholarships and grants to enterprising young scholars, and it underwrites a number of television specials on the glories of ancient Egypt. Any archaeologists among the investigators will probably have been introduced to the science through the Foundation's outreach.

Eschewing the traditional connection of Egypt with "mummies, gods, and all that rot", as Director Miley puts it, the Foundation's exhibitions and presentations seek a holistic view of the ancient culture. To this end, the religious and spiritual aspects of Egyptian society are downplayed, while agriculture, architecture, politics, and everyday life are given a greater emphasis. This strategy has earned the Foundation accolades from academics. In addition, its attention to the continuity between ancient and modern Egyptian culture (not to mention its neglect of the 'pagan' religious elements of the past) is popular with the Egyptian people. The British government sometimes uses these connections to their advantage, thereby giving the society a minor role in the maintenance of peace in the Middle East.

BEHIND THE SCENES

The Foundation once served as a front for the Brotherhood of the Black Pharaoh, an organisation based in Egypt and dedicated to the return of the evil Nephren-Ka. The Brotherhood's strength was broken in the mid-Twenties, and the Egyptian headquarters of the court came under scrutiny from government officials. The Foundation took this opportunity to cut its ties to the Brotherhood in Egypt. After all, their previous heads seemed to have little conception of the differences between two continents,

and the board of directors was less than happy at taking orders from colonials anyway.

The cult was a curious mixture of upper-class British new money and scholars on one hand, and Middle Eastern immigrants on the other. The first group was able to gain the Foundation access to the highest levels of British society and academia, while the other brought in a steady stream of contraband (antiquities, drugs, firearms – whatever was needed), converts, and sacrifices. While the two groups did not mix outside of rituals, their arrangement worked well. The group held monthly rituals at their manor in the Naze of Essex, but for the most part allowed its ritual observances to remain private, individual affairs.

During World War II, the Foundation earned the gratitude of the Home Office by not only providing its network of 'archaeological workmen' as counter-intelligence sources, but also through advising on possible Nazi interests in archaeological sites. Through this stratagem, the Foundation was able to keep much of its organisation intact. In addition, their secret contacts with the Sonderkommando H and the Karotechia, through former expedition member Johannes Sprech, kept them informed of the latest discoveries their foes made (or so the Foundation thought). On occasion, clandestine trades of rare items would take place between the British and German operatives. This was rare, however – after all, the Foundation members were patriots.

For twenty years after the War, the Foundation continued its activities. Their ties to the Brotherhood in Egypt weakened as the Middle East was wracked by turmoil. In 1964, they were rudely awakened when PISCES agents stormed a minor cult ritual in Limehouse. The Foundation had used its influence to help its members under similar circumstances, but was not prepared for government agents who smiled dangerously and invoked the Official Secrets Act. No one directly connected with the Foundation was implicated, but it was clear that the time for a change had come.

Thus, the Brotherhood of the Black Pharaoh went underground. The Egyptian cultists dispersed, teaching their children the ways of Nyarlathotep and the signs of recognition in secret. The board and other high-ranking members turned to expeditions, fundraising, and enhancing the reputations of the Foundation and themselves. After decades, the members grew soft and lazy in their devotions to the Black Pharaoh, enjoying the fruits of their labours.

Two years ago, the Foundation's policies took a turn. Martin Harris, head of an expeditionary team, uncovered the existence of a cult of Nyarlathotep known as the Khabitas. Supposedly the Khabitas were former priests of Nephren-Ka, taking on supernatural powers at his death. Harris put little stock in that and, via sorcery and advanced weaponry, cowed them into showing him the location of the tomb of Nephren-Ka. The tomb's walls were covered with pictures illustrating all of history until the End Times. Each day, a priest rolled aside a few more inches of a curtain, revealing the events for that day.

Harris walked over to the curtain, and pulled it down with one tug. With that tug, the Foundation entered a new era. Harris took sets of detailed photographs, notified his superiors, and at their behest, collapsed the entrance to the temple.

The Foundation's leaders move slowly, but they have made contact with their immigrant brothers. The obelisk that once stood outside their country manor has been transferred to an abandoned RAF hangar at Woolfox Lodge in Rutland, and blood sacrifices to the Crawling Chaos occur again. Using a dummy endowment, the group has started a series of digs in Cornwall. Ostensibly to



Sir Aubrey Penhew



Roger Carlyle

Foundation fathers

document the area's rich history, the archaeologists hope to find the remnants of a lost colony of corrupted priests of Bast who left Egypt at the fall of Nephren-Ka's reign. Their moves are quiet and cautious; the lessons learned from the 1964 raid remain strong.

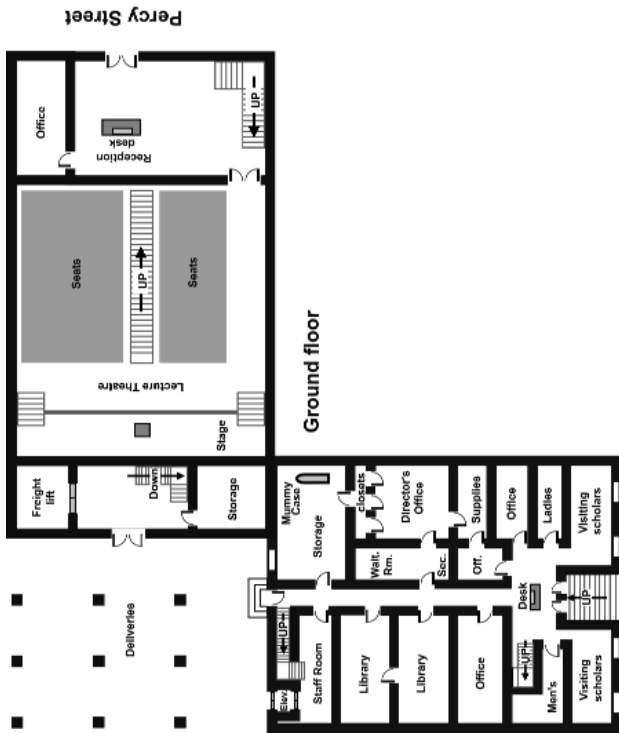
THE MURAL

Despite what it might seem at first, the mural of Nephren-Ka is not that powerful a source of information. Nephren-Ka's gift of prophecy centred his revelations on Egypt and the future of his priesthood. The bulk of world events are not depicted, or only shown in passing when they have an effect on the land by the Nile. While the murals may not show all of World War II, for example, paintings of the Deutsche Afrika Korps driving toward Montgomery's defences might give clues as to what happened during that period. The Foundation turns up in some portions, but their appearances are drops in a great sea of data.

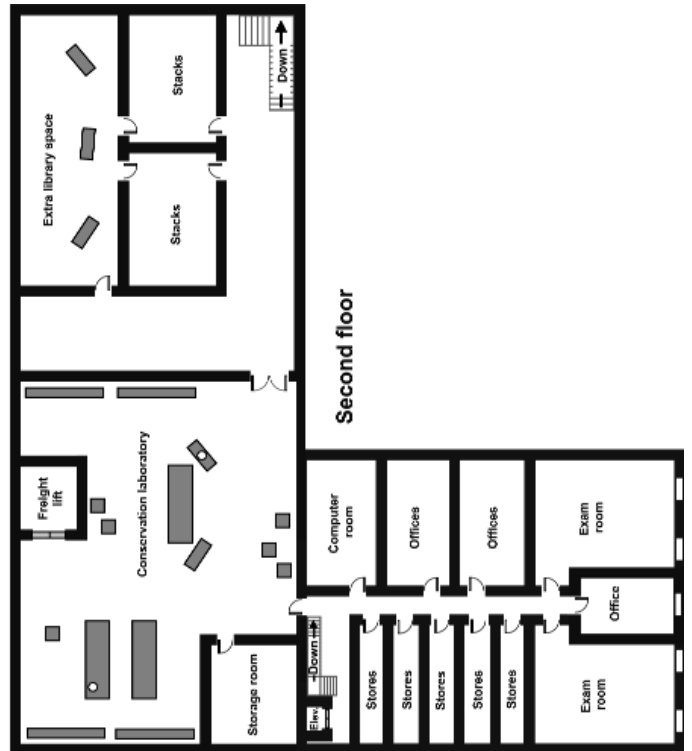
A small team of historians and archaeologists pores over a detailed set of photographs of the mural. Balancing secrecy against the need for knowledge, this team has only retrieved a few titbits of useful information from the material available. Interpretation is often a troublesome matter – if Martin Harris is shown walking out of a tomb with the Dagger of Thoth, is there any assurance that he and his prize will return to England? The team does place a special emphasis on events in the immediate future, so the Foundation will not be caught unaware by unexpected developments.

In game terms, the mural will inform the Foundation if any major setback will occur (such as a PISCES raid against the headquarters, or the discovery or loss of a major artefact). Aside from that, it may suggest new places for Foundation digs, or give them warning of an outside force (such as a PISCES force) interfering in one of their investigations. The Mural may be of minor assistance in a campaign – they may not be able to defeat the investigators, but it may give them an advantage against their competition.

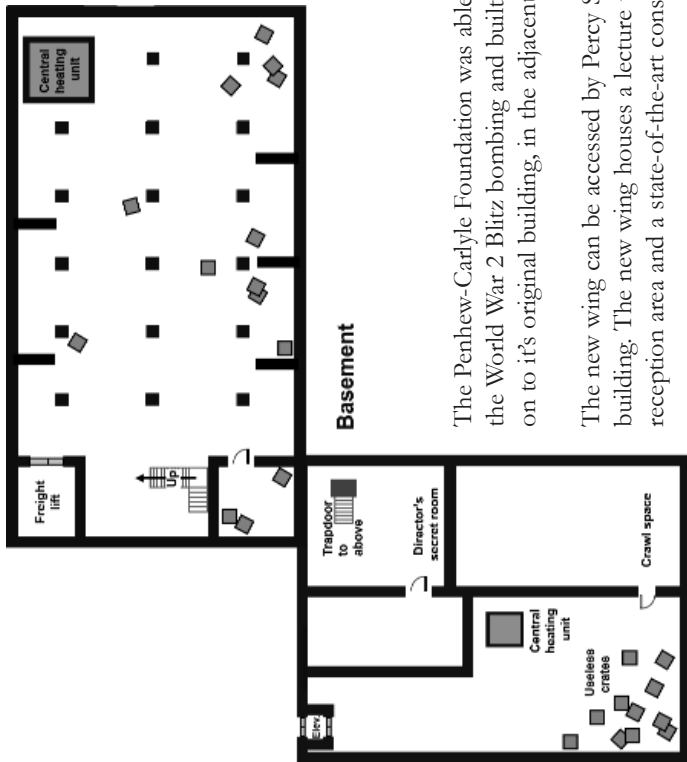
Photographs are kept in a safe rigged with termite in the Foundation headquarters, and can only be viewed in a sealed room with access controlled by keypad and fingerprint scanners. Each researcher is loyal to the Brotherhood, and keeps a detonator next to their hand at all times while studying. Further, only Miley and Harris (who liquidated the rest of his team) know the location of Nephren-Ka's tomb. If anything does fall into the hands of the agents, it should only be a few fragments that seed future plot hooks for the campaign.



Tottenham Court Road



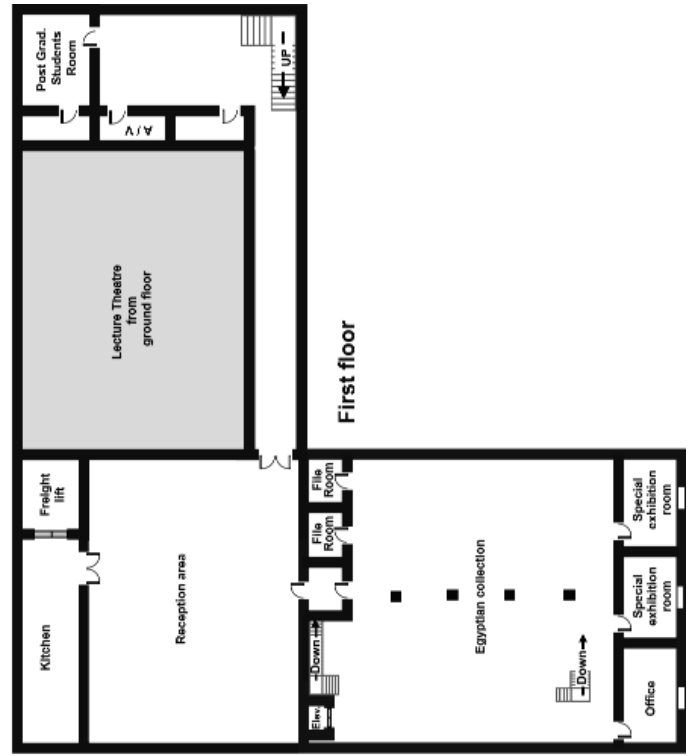
Second floor



Basement

The Penhew-Carlyle Foundation was able to take advantage of the World War 2 Blitz bombing and built a 3-storey extension on to its original building, in the adjacent Percy Street.

The new wing can be accessed by Percy Street or the original building. The new wing houses a lecture theatre, a dining/reception area and a state-of-the-art conservation lab.



First floor

USING THE FOUNDATION

The Penhew-Carlyle Foundation fulfils a need for those running PISCES campaigns. In the setting as written, no credible Mythos threat exists in the British Isles. Those running a PISCES campaign must therefore run adventures outside the UK's boundaries, or turn to investigating PISCES itself. The Foundation is a recurring foe who can credibly exist in Britain without running against this spirit.

The investigators may encounter the Foundation in any number of ways. One of the best ways may be through an investigation by PISCES' archaeological arm, Section H (see *Let Sleeping Gods Lie: PISCES Section H* in *The Black Seal #1*). Perhaps one of their digs is beset by supernatural deaths, or a recent acquisition bears a curse. It is also possible that the players might uncover a minor branch of the Brotherhood operating in London, running guns and kidnapping the occasional victim. (In such a case, it is likely the Foundation will act shocked when its workers are discovered, and will aid the investigators in hopes of keeping them off the track.) As time goes on, the players may find more and more clues leading back to that respectable organisation.

PISCES could crush the Foundation like a bug – if the investigators can justify it sufficiently. GMs should familiarise themselves with all of the means through which the Brotherhood can protect itself – it can use strong-arm tactics, but most of its methods are more subtle. The investigators should find themselves against a crafty and dangerous foe, but one that might be defeated if the proper resources are brought to bear.

Note: The Penhew Foundation was the creation of Larry DiTillio for *Masks of Nyarlathotep* (copyright 1984, 1989, 1996 Chaosium) and Keepers should consult that source for the details of some artefacts described herein, and the Foundation's history. Other sources include the works of Robert Bloch, especially *Fane of the Black Pharaoh* and *The Brood of Bubastis*. Tautet is a member of the Khabitas, a sect appearing in Phillip David Salmon's *Lost Souls* sourcebook for Cthulhu Live.

David Edward Miley



The child of an impoverished yet prestigious family, Miley quickly learned how to turn a reputation into tangible returns. His family tried to teach him the Old Ways, but he was more interested in school clubs and charming the girls than in old Egyptian mumbo-jumbo. He charmed his way into prep school and through Cambridge, and soon found himself an up and coming businessman in London's ad agencies.

He had a comfortable flat, business contacts, women... but he knew he wouldn't be satisfied until he was at the top.

On coming home from work one day, Miley found his family waiting for him. Now that he was making a name for himself, they wanted him to join their pet project. Miley had been waiting for the opportunity, and blasted the superstitious garbage that his family

believed in, noticing the concerned looks on their faces. He didn't realize anyone was behind him until the Black Man took him by the shoulder and spun him around to stare into the emptiness of his eyes.

Miley joined the Foundation's fundraising efforts, and soon found that the family business was not an uncomfortable one. Their techniques were strange, true, but they yielded results, and what more could a businessman want? Besides, he now hobnobbed with nobles and MPs instead of his old set, which suited him just fine. His ambition was rewarded, and he joined the Board of Directors, later becoming the chairman and de facto high priest of the organisation. His house and stock portfolio are stellar, and his wife Cynthia has stayed with him through it all (she has no idea as to the unusual aspects of his life). His son Rupert may be better at pressing flesh and making contacts than his old man, and is preparing for his bar examination and a lengthy career in politics.

Life for Miley is wonderful. That is, if that bastard Harris doesn't ruin it all.

David Edward Miley, Viscount Trevesey

Comfortable cultist, age 59

STR 9 CON 8 SIZ 15 INT 17 POW 22
DEX 11 APP 14 EDU 19 SAN 23 HP 12

Damage Bonus: None

Education: Cambridge, M.A. Economics & Politics; extensive reading on antiquities

Occupation: Chairman of the Board, Penhew-Carlyle Foundation

Skills: Anthropology 45%, Archaeology (Egyptian) 56%, Bargain 83%, Credit Rating 73%, Cthulhu Mythos 10%, Fast Talk 58%, Forgery 10%, History 35%, Listen 20%, Occult 21%, Persuade 62%, Spot Hidden 55%

Languages: English 100% (own), Arabic 55%, Greek 20%, Hieroglyphs 31%, Latin 16%

Attacks: For a man of his age and dignity? He uses Mind Blast or calls for security. He will never enter into a situation where he believes he might be at physical peril.

Spells: Contact Nyarlathotep (Black Pharaoh), Mind Blast, Sekhmenkenhep's Words, Voice of Ra

Magic item: The Twin Sceptres: One terminates with a hook, the other with an ankh. Crossing them in front of one's chest provides 1D20 magic points for spells or resisting magic points, and removes 1D10 points from any magical damage directed at the holder. These points last as long as the sceptres are crossed.

Magic item: The Mirror of Gal. This artefact can be used to scry anywhere within 200 miles of London for 1D3 magic points. Miley can also use it to make an attack, sacrificing 1 POW for every 1D6 damage inflicted. See the **Keeper's Companion** or **Complete Masks of Nyarlathotep** for more details. The damage appears to be a heart attack, but Miley is reluctant to use it due to the amount of POW involved in a successful death.

Physical description: Miley is a tall, distinguished-looking gentleman with shockingly white hair and pasty skin. He wears the most expensive suits, but his secretary sometimes has to remind him to brush away the remnants of lunch from his tie. Miley tends to rock back and forth when excited, which rarely happens.



Anton Slaughter



Few visitors notice the figure in coveralls who works maintenance around the Penhew-Carlyle Foundation's main office. That's how the Foundation likes it.

Despite his ordinary appearance, Slaughter is special to the cult of Nyarlathotep, being born to an imprisoned mother nine months after one of the last open-air ceremonies the cult performed. His mother died at birth, and Anton

was brought up in the home of one of the cultists. His performance at school was dismal, but the Foundation noticed that he scored highly on his classics exams. A university education was out of the question, but they placed him in vocational training as an electrician, and then gave him a job that Anton has worked ever since.

Anton lives with a Brotherhood-assigned family, his walls covered with photos he's taken of different people and places in London and on his vacation. He's happy at his job – he's got the routine down pat, and every so often someone calls him into the library to read some funny book. Some whisper that something odd is happening with the handyman – a display case cracked when he was standing near it, and those who frustrate him have minor accidents (paper cuts, near misses when crossing the street) a short time thereafter. The Board of Directors will be keeping a closer eye on Anton in the future.

Anton Slaughter

Idiot savant and more, age 39

STR 15 CON 22 SIZ 13 INT 10 POW 15

DEX 14 APP 8 EDU 10 SAN 0 HP 18

Damage Bonus: +1D4

Education: Public school (failed out of two), electrician's school

Occupation: Maintenance worker, Penhew-Carlyle Foundation

Skills: Cryptography 100% (see below), Dodge 34%, Electrical Repair 55%, Electronics 40%, Hide 45%, Locksmith 29%, Mechanical Repair 58%, Photography 25%

Languages: Arabic 65%, English 50%, Hieroglyphs 80%, Greek 99%, Latin 77%. If Anton encounters a language not listed here, roll 5D20 for his skill with it. This includes obscure and pre-human languages, and he is a natural code-breaker. This is his ability to understand the language – his skill at translation is limited by his low English score. Foundation scholars realize this, and use Anton when they need a quick and dirty translation of a language for which expertise is not present in house.

Attacks: Wrench 65%, 1D6+db

Physical Description: Anton is a large man with an egg-shaped head and vacant green eyes. He often stops what he

is doing to gaze off into nothing, and whistles Beatles tunes while he works. One week each year, Anton's adopted parents take him to Greece on holiday. For the rest of the year, he never stops talking about the beautiful water, the pretty houses, and the nice people.

Anton is absolutely faithful to the Foundation. Bear this in mind if the players take Anton lightly or try to 'adopt' him.

Martin Harris



Most archaeologists can't understand why such a reputable organisation would hire someone like Harris. After all, the man's hardly been published, he was expelled from his graduate program for stealing discovered artefacts, and his greasy handshake and oily smile inspire little confidence. He's not a scientist, but a smash-and-grab artist of the lowest order. Still, they seem to keep him reined in...

Harris' parents were wealthy industrialists, and Harris was used to getting his way. Not content with his parent's wealth and connections, he set out to get more by whatever means necessary. After his expulsion from his studies on Egyptian grave art, Harris used his connections to act as an informant and agent provocateur for Special Branch. He was one of the group's most successful infiltrators, but his penchant for pursuing 'side deals' made him a liability. When he slugged a fellow agent who challenged him on his wrongdoing, Special Branch 'declined his further services'. The Brotherhood was quick to hire him – they needed someone good at making contacts who also knew the territory. Harris came on board, and after a display of Miley's magical power, decided to put his extracurricular money-making schemes on hold. For the most part, anyway.

Then, Harris lied, cheated, and bullied his way into the tomb of Nephren-Ka. When he pulled down the curtain, the first thing he saw was a picture of himself doing just that. A few more glances around the walls, and the opportunistic sceptic became a fanatic. The world must be made ready for the return of Nyarlathotep and the other Old Ones. Too bad that flabby old men like the Board sit in the way – the Foundation would be better off with a man of true influence and will in the director's chair...

Martin Harris

Ex-undercover agent, archaeologist and enforcer, age 31

STR 16 CON 14 SIZ 16 INT 15 POW 17

DEX 12 APP 15 EDU 15 SAN 0 HP 15

Damage Bonus: +1D4

Education: Cambridge, M.A.

Occupation: Dig supervisor, Penhew-Carlyle Foundation

Skills: Archaeology 57%, Cthulhu Mythos 15%, Disguise 45%, Fast-Talk 77%, Law 34%, Listen 33%, Martial Arts 60%,



Persuade 63%, Psychology 49%

Languages: English 75% (own), Arabic 66%, Hieroglyphs 30%.

Attacks: Glock 17 pistol 66%, 1D10
Fist/Punch 60%, 2D3+db

Spells: Mind Blast

Physical Description: Harris is a pile of hardened muscle going to seed, with a small paunch and the beginnings of a double chin. With his slick-backed hair and ostentatious gold jewellery, Harris screams 'bad taste' to all right-thinking observers. Oddly enough, on covert missions he plays himself down, save for a small pack of toothpicks he chews on constantly.

Tautet, Member of Khabitas



When Nephren-Ka knew his death was near, he called ninety-nine faithful priests to his crypt. Each one knelt under the sacrificial blade, and in exchange for their blood, Nephren-Ka painted the walls of his tomb before his death. Nyarlathotep noted his priests' sacrifice, and brought them back in new forms suitable for his purposes. For thousands of years, this sect protected the remains and memory of the Black

Pharaoh. They attracted no new members, and had little interaction with the other cults of Nyarlathotep, but their legend spread among the worshipers of the Crawling Chaos.

Tautet was little more than an acolyte of the Black Pharaoh when killed, and thousands of years later, he still wonders why he was chosen. These questions came to the fore when his god instructed him to lead Harris to the crypt of Nephren-Ka. Tautet did not question, but performed his duty, returning with Harris to Britain as per the Crawling Chaos' instructions. There he found a surprising world outside his experience, and he has come to appreciate it.

The priest has a grudging admiration for the accomplishments of these youngsters, and is enjoying modern life. His flat in Soho is filled with books on mythology, a large-screen TV, odd pieces of bad art he found in car boot sales, and a collection of CDs of all different genres. However, Tautet knows the danger in which he places himself, and conceals his true capabilities even from his new allies. He serves the Foundation, and Harris, faithfully, and will continue to do so – but ultimately, he is Nyarlathotep's creature. He received word recently that the Black Brotherhood in Egypt is interested in regaining control over their wayward English branch, and he wonders what will happen if the old and new guards collide.

Tautet

Immortal priest of Nyarlathotep, age circa 5000
STR 13 CON 19 SIZ 11 INT 19 POW 25
DEX 18 APP 12 EDU 55 SAN 0 HP 15

Damage Bonus: None

Education: Millennia of life experience

Occupation: Assistant curator of Penhew-Carlyle Foundation

Skills: Anthropology 65%, Archaeology (Egyptian) 87%, Cthulhu Mythos 35%, Drive Auto 5%, Hide 55%, History 75%, Listen 43%, Medicine 35%, Occult 42%, Persuade 78%, Psychology 67%, Sneak 96%, Track 37%

Languages: Ancient Egyptian 100% (own), Hieroglyphs 99%, Arabic 82%, English 45%, French 32%,

Attacks: Spiked cult club 96%, 1D8+db
Long sword, 66%, 1D8+1+db

Armour: None, but takes minimum damage from physical weapons. Keepers should note the unmodified damage – if a single hit would have overcome Tautet's hit points without this power, he is stunned for one round. Tautet will take advantage of this to pretend to be dead and hunt his quarry later, when it is to his own advantage.

Spells: Chant of Thoth, Cloud Memory, Contact Nyarlathotep (Black Pharaoh), Dampen Light, Mist of Releh, Sekhmenkenhep's Words, Summon/Bind Hunting Horror, Voice of Ra

Special Ability: Shadow walk. For 10 MP, Tautet can walk into any shadow of approximately his size, and exit through another within 100 yards. This process is taxing; Tautet's Strength, Constitution and Dexterity are halved for 10 minutes after he does this. Witnessing Tautet's ability costs 1/1D4 Sanity.

Physical Description: Short and wiry, Tautet wears dress shirts and slacks one size too big for him, and his tie is often crooked. He smiles often, but rarely talks. He is adept at playing the roles of both servant and priest.

Foundation enforcer

STR 12 CON 13 SIZ 14 INT 12 POW 12
DEX 13 APP 10 EDU 12 SAN 0 HP 13

Damage Bonus: +1D4

Skills: Climb 50%, Hide 75%, Listen 40%, Sneak 65%.

Languages: Arabic 45%, English 45%

Attacks: Spiked cult club 50%, 1D8+db
Shotgun (in special circumstances) 55%, 4D6/2D6/1D6

1 Places of interest in 3 Brichester

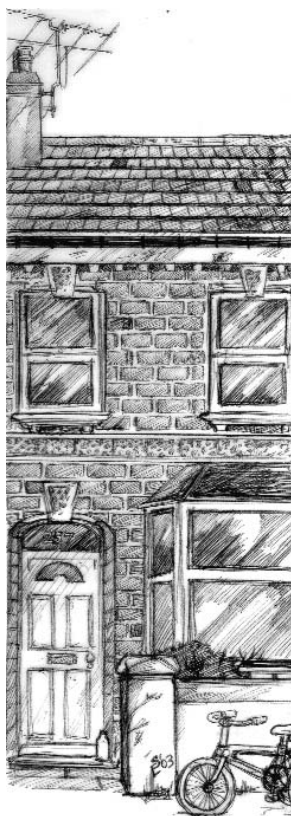
By Nick Brownlow

"For the record, these days Brichester has an impressively mundane surface, but I still sense that it may crack." – Ramsey Campbell, *The Franklyn Paragraphs*

These places of interest in the historic West Country City of Brichester can be enjoyed over the course of one easily manageable morning or afternoon stroll. Whilst most urban walks only take in sites of local historical interest, the theme of this walk is everyday life in Brichester – and as such it is designed to give an insight into the lives of the city's inhabitants.

If you wish to break your journey, the best point at which to do so would probably be between stops 7 and 8 in the city centre, whilst if pressed for time, you are advised to take the number 17 bus between stops 3 and 4, and the number 23 between 10 and 11. Both are frequent and reliable services, running every half-hour.

1. Number 237 Mill Lane, Mercy Hill



In pre-industrial times Mercy Hill was the site of a Gallows where thieves and highwaymen were hung. It seems certain that the name Mercy Hill is an ironic reference to this period of the Hill's history – which if nothing else should give you some indication of the locals' wry and sardonic sense of humour. The suburb of Mercy Hill itself grew up during the Industrial Revolution and was built to house factory workers. A predominately working class area ever since, the Hill has also acquired an unenviable reputation for crime and poverty. Separated from the city centre by a road network that reinforces their sense of exclusion from the more affluent areas of Brichester, Mercy Hill residents are notoriously insular and unwelcoming – you would do well not to linger in this part of town after dark.

The house at Number 237 Mill Lane is typical of the area – a

dull, redbrick former council property that suffers badly from condensation and damp. After a long period spent unoccupied, Number 237 was purchased last year by Paul and Angela Hislop. Mr & Mrs Hislop were reluctant to move to the area, but their two year old daughter Jemima suffered from a congenital heart condition, and the profit from the sale of their previous residence in West Brichester allowed them to put a considerable sum towards the cost of her health care.

As Mr Hislop's work as a long distance lorry driver kept him away from home for long periods of time, his wife became increasingly isolated and lonely, only rarely leaving the house. When she was approached by a neighbour and invited to attend a 'workshop' at the local Holy Resurrection Church, she accepted eagerly. Before long, she was a regular attendee of the Church's services, eventually bringing Jemima along with her as well. Unfortunately, soon after Jemima began to attend, Mr Hislop disappeared – apparently having left his wife and daughter for a younger woman; or so Mrs Hislop told his employers when they called to ask why he had been absent from work for several days. His work colleagues themselves were quick to point out that Mr Hislop had been growing increasingly concerned about his wife's involvement in the Church, and this may have been a factor in his decision to make such a sudden exit. The story has a happy ending, however, as baby Jemima's health has improved considerably over the past few months, and she no longer requires medical help.

2. Church of the Holy Resurrection, Lake Road, Mercy Hill

Last year, Mercy Hill was one of 19 districts around England to benefit from the first round of the government's New Deal for Communities Initiative, and various Community groups received large grants out of the National Lottery Fund. In spite of this investment however, the success rate of community-led initiatives in Mercy Hill has not been high. One exception to this rule has been the non-aligned Church of the Holy Resurrection on Lake Road. The Church was formed by a group of like-minded Mercy Hill residents who said that they wanted to improve religious understanding in the community. Although traditionally cautious about giving grants to faith-based organisations, the city council made an exception in this instance – possibly due to the intervention of Brichester North's Member of Parliament, Ron



Foster. The group subsequently took over the old, dilapidated community centre on Lake Road and was allowed to purchase it from the council for the sum of just £1. To the surprise of the sceptics, the Church wasn't vandalised beyond repair within a week, and in fact seemed to command an odd kind of respect on the estate. Visitors began to trickle in, and attendance at the Church's support meetings and workshops slowly grew.

Today, the Church runs a number of well-attended activities nearly every day. Whilst it seems to welcome any and all Mercy Hill residents though, it is not particularly friendly to 'outsiders' from off the estate. Consequently, very little is known about what actually goes on at the Church – according to one member of the congregation, attendees spend their time reading, praying and participating in 'religious experiments'. Rumour also has it that the Church conducts 'baptisms' at nearby Brichester Lake. This is something of a politically sensitive issue for the city council, which has no desire to be publicly accused of sponsoring anything that might resemble a 'cult'.

Things were nearly brought to a head last winter when Brichester Herald journalist Jeff Stickney decided to 'infiltrate' the Church. He was quickly discovered and ejected however, and in the absence of any evidence the Herald refused to print his claims that he'd seen attendees meditating over violent pornography and engaging in acts of self-mutilation. He was further discredited after people he'd claimed had been 'ritually murdered' were seen walking around, alive and well. In the weeks that followed Stickney was quietly removed from his job as his already excessive drinking habit spiralled out of control. Soon after that his neighbours reported a bad smell coming from his apartment, and the police broke down his front door to discover his corpse floating in the stagnant water of his bathtub. The coroner concluded that he had drowned after passing out in the bath – presumably whilst drunk.

3. Number 11 Ash Court, Mercy Hill

Despite Mercy Hill's poor reputation locally, the general shortage of housing in the city centre prompted property developers to try and redevelop parts of it, building luxury accommodation for the upwardly mobile employees of the various hi-tech companies that moved to the region during the eighties. Inevitably the existing Mercy Hill residents – most of whom still live in Victorian style terraced housing in desperate need of renovation – resented the new developments, and the Mercy Hill post-code quickly became an insurance black spot with incidences of burglary and vandalism



nearly quadrupling overnight. Today, Property Management agencies invest heavily in CCTV surveillance, private security patrols and are even rumoured to pay protection to local villains to ensure no serious harm befalls their tenants. Complexes like Ash Court are surrounded by high walls, enjoy secure parking, and use coded keypad locks to block unauthorised access.

Flat number 11 is typical of this type of accommodation – a centrally heated two-bedroom apartment with all mod cons and a £200,000 asking price. Until recently it was home to Masood Rajit, a software engineer who worked locally at the Matra Marconi Space Labs. Mr Rajit had moved into the flat earlier in the year after receiving a large pay rise from his employer. He never managed to settle here however, and after only a few months, hung himself with a towrope out at nearby Brichester Lake. As is often the way in complexes of this type, his neighbours never really knew him and could shed little light on why he chose to kill himself.

4. School of Psychology, University of Brichester



The University of Brichester's main campus is approximately a fifteen-minute walk from the city centre. Home to around 9,000 students, Brichester University enjoys a sound academic reputation, but is often accused of elitism in its admissions policy. Nearly half of Brichester University students come from a public or private school background, and there is a long-standing joke that Brichester takes on a disproportionate number of Oxbridge rejects with a chip on their shoulder.

Its most prominent landmark – and probably the Brichester skyline's most recognisable feature – is the twelve-storey 'White Tower' that stands in University Square – a cringe-worthy monument to Sixties aesthetics that is home to the University's business studies & economics schools. The School of Psychology that stands in its shadow is a much more modest and modern building, having been purpose built for the School in the early Nineties. The school takes on around 375 students, and employs a teaching staff of 29.

Professor Colin Jarlett is the Department's specialist in clinical psychology and the psychology of dreaming, and his main interest lies in the area of mental imagery and creativity (and more broadly, the non-verbal, non-rational elements of human psychology).



Professor Jarlett could be described as an insatiable voyeur: he thrills at the thought of delving into a patient's experiences and learning things about them even they might not have suspected themselves. It was this fascination with his patients' inner lives that drove him to study psychology in the first place. Recently, he has been conducting a series of studies on patients of the psychiatric ward at Mercy Hill hospital – analysing their dreams to find common patterns and themes. This research is producing some curious results, with around 70% of the test subjects having reported the same distinctive imagery in their dreams, night after night – of corpses, water and of something terrible that lives at the bottom of a deep, dark lake. Professor Jarlett is at a loss to explain these shared dream experiences, and has taken it upon himself to delve into local folklore and legends in the hope of finding a catalyst for the test subjects' shared imaginings.

5. Number 333 Camside Road, Gypsy Heath



Whilst most first year students at Brichester University are housed in halls of residence (all located within a two mile radius of the main campus), older students usually rent a house in nearby Gypsy Heath. An Edwardian housing estate with middle class pretensions, Gypsy Heath has an abundance of affordable but basic accommodation, usually in the form of terraced housing. Gypsy Heath is also popular with recent graduates and young professionals, who enjoy the

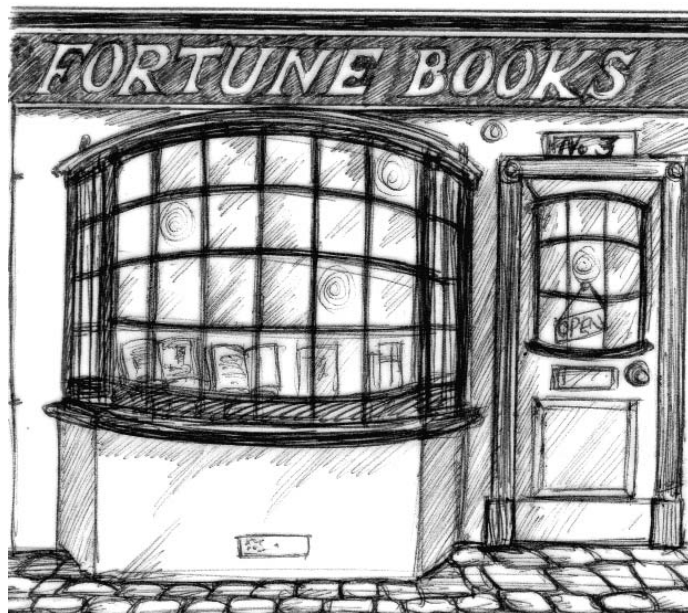
cheap rents and the liveliness of the student-dominated local pub scene.

Number 333 Camside Road is a fairly typical Gypsy Heath two-up two-down redbrick terrace, and is home to Sophie Meakin – a Brichester University graduate of eighteen months. Miss Meakin stayed in Brichester after graduation believing that life would continue in much the same vein as before; after her boyfriend and friends moved away to pursue careers in London and elsewhere however, she found herself alone in suddenly unfamiliar surroundings. Often left feeling depressed and isolated, Miss Meakin drinks heavily and finds it difficult to motivate herself.

Lately, Miss Meakin has been off work due to illness. The mystery ailment began several weeks ago as a persistent, dull headache that slowly spread through her whole body, eventually leaving her bedridden. Since then her limbs have grown painfully stiff, and she always feels cold, no matter how high she turns the heating up. She no longer feels hungry, and when she tries to eat she is violently sick. Miss Meakin has so far neglected to call a doctor out, following her realisation early last week that she'd stopped breathing. Her only contact with the outside world during her illness has been through her mother's weekly telephone calls. Miss Meakin has so far neglected to mention her illness to her mother, who can nevertheless sense that something is wrong. Despite her daughter's impassioned pleas for her not to, Mrs Meakin plans to visit her soon and sort out whatever mess it is that

she's got herself into this time.

6. Fortune Books, Number 3 Muse's Square, The Alleys



The Alleys are all that remains of the old medieval town of Bicestre – although most of the buildings' fronts date from the 19th Century, when extensive renovation work was carried out. Today, this maze of narrow passages and cobbled streets is known as Brichester's Bohemian quarter, and is home to many antiques shops, picture galleries and second-hand bookstores. Brichester is particularly well known for its large number of bookstores, with nearly 40 in the town centre/Alleys area alone. Most of these specialise in second hand or antiquarian books, and are kept well stocked by the generations of academics that have lived in the city. Brichester Book Fayre, held at the University every August, is second only to the Hay-on-Wye Literary Festival on the serious bibliophile's calendar.

One of the Alleys' many establishments of this type is Fortune Books – a typically dank and dusty second hand store in Muse's Square, specialising in literature with an esoteric bent. The proprietor, Phillip Glaive, is a greying but handsome man in his early fifties. Although generally civil to his customers (albeit slightly patronising), Mr Glaive likes to keep himself to himself, and although his speech and manner would suggest a public school education and upper class background, very little is known about him even by his fellow traders; which is the way Mr Glaive likes it.

Recently, Mr Glaive came into possession of a book he had been interested in acquiring for some time – a complete set of *The Revelations of Glaaki*. Mr Glaive had been looking for it for the past eighteen months, after receiving a particularly bad piece of news in February of last year. He consulted the University's abridged version of the text several times during this period, but ultimately found the cut-down version to be wanting (the curator of the rare books collection could not help but notice Mr Glaive seemed particularly interested in the passages that dealt with the act of physical transformation). Mr Glaive's perseverance was finally rewarded this last May however, and these last few months have seen him in a considerably happier frame of mind.

7. The Heart of Town, Little East Street, The Alleys



Despite appearing at first to be impossibly cramped and small, the tiny bar area of this quaint and old-fashioned public house gives way to a maze of cosy snugs and cubicles in the back. Unlike most of the Alleys' pubs, the Heart is refreshingly free from chart music, frills and trendy lager drinks, and although it attracts only a modest daytime crowd, things soon pick up in the early evening as local traders converge here for a pint after shutting up shop. In the comfort of these intimate surroundings, they exchange gossip about their day, their businesses, and each other.

Phillip Glaive occasionally arises as a topic of conversation, partly because his mildly eccentric manner has prompted a rash of speculation about his private life, but mainly because he only rarely partakes of a drink here – something that is interpreted as snobbishness on his part. This and the fact he is unmarried is no doubt the catalyst for much of the more colourful hearsay about

him, such as the rumour that he trawls Lower Brichester looking for lower class rough trade. Last year a particularly unkind piece of gossip that he was HIV positive did the rounds after he was seen leaving the AIDS clinic at Mercy Hill hospital, but nothing seems to have come of it, and Mr Glaive looks fitter now than he ever has done before.

8. The Druid's Head, Commercial Street



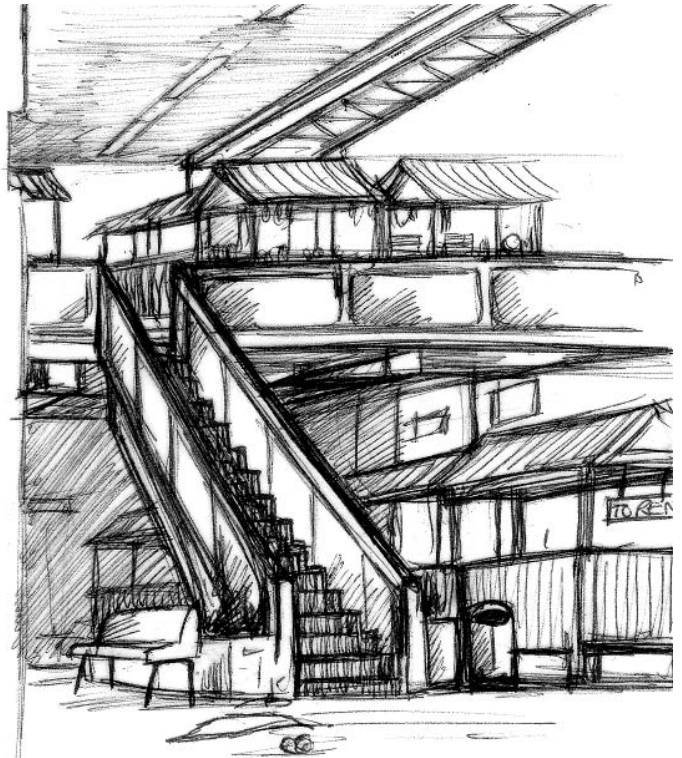
This bustling public house sits unobtrusively between the Midland Bank and Woolworths on Commercial Street, and provides a welcome change from the identikit chain pubs and garish theme bars that throng the busy town centre. A free house owned by a small company called Severn Free Inns, the Druid's Head offers friendly service, a spacious seating area, and a better-than-average range of beers that includes a selection of real ales from

the nearby Exmoor and St. Austell Breweries. Popular with all ages, the Druid's Head tends to attract a mixed crowd most evenings, but Wednesdays are especially popular with students,

who gather there before moving on to the nearby Elysium nightclub.

It was here that Sophie Meakin met Phillip Glaive after a Saturday afternoon spent comfort shopping in September of this year. Feeling lonely and melancholy after having consumed several Bacardi and cokes, Miss Meakin was entranced by the charming and intelligent Mr Glaive, having always had a weakness for older men. They left together shortly after closing time.

9. Brichester Market, The Market Hall

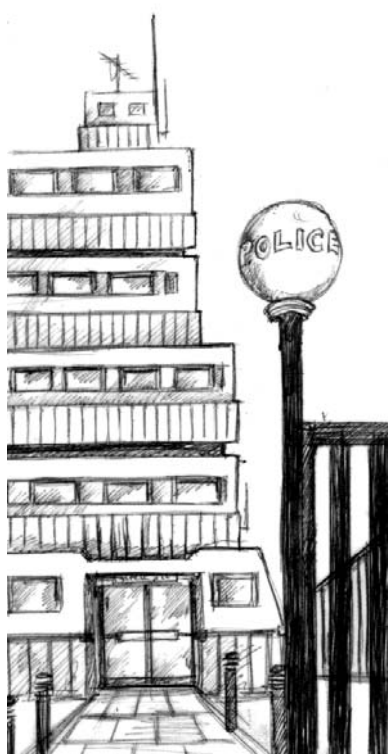


Built in 1975 on the site of the old Victorian Market and universally derided ever since, the Market Hall was commissioned with the intention of revolutionising Brichester's retail sector. With space for nearly 200 stalls split across two levels linked by escalators and stairs, it was designed to echo the American shopping mall experience, but the covered, air conditioned interior failed to impress the old traders, who immediately criticised it for being charmless and 'antiseptic'. Their sense of apathy towards the new building was reflected in the attitude of the public, and market custom has slowly tailed off ever since. Today, the Market Hall is badly maintained and looks increasingly dated next to the much newer town centre shopping malls. About a quarter of the available stalls are unoccupied, and plans are afoot to redevelop the site.

It was here that Phillip Glaive met with Jeff Stickney for coffee on several occasions during the last few weeks of the reporter's life. Years previously Mr Stickney had been briefly married to Mr Glaive's sister, and although the two had never been friends, Mr Glaive was the only person Mr Stickney knew who, in his own words, "took any of this occult stuff seriously". Mr Glaive, of course, had his own reasons for listening so intently to Mr Stickney's outlandish tales.



**10. Central Brichester Police Station,
Station Road**



Although Force Headquarters is based in Cheltenham, Brichester is the largest of the four divisions that make up the Gloucestershire County Constabulary – employing nearly 350 full-time officers. The division is divided between the six neighbourhood districts of Central Brichester, Lower Brichester, Mercy Hill, West Brichester, Severnford and Camside, with the Divisional Headquarters located at Central Brichester Police Station, opposite the main bus terminal. Built during the 1970s, the five-storey station has a blocky, bunker-like appearance that sits uneasily next to the modern office buildings

surrounding it. The recently appointed Divisional Commander – Superintendent Richard Winslade – has argued for a move to premises more in keeping with the modern, open image he is trying to create, but due to a lack of funding, a move looks unlikely for the foreseeable future.

One of the 125 officers based in this building is Detective Inspector James Keys, a twelve-year veteran of Brichester's Serious Crimes squad. Inspector Keys had become increasingly estranged from his colleagues since his wife left him earlier this year, amid rumours he had developed an unhealthy obsession with a female informant in Lower Brichester. He seemed to have little interest in his work, and even his closest friends began to say that his days on the Force were numbered.

All this changed in early September, however, when Inspector Keys became interested in a series of mysterious deaths and disappearances that had been occurring over the previous few months. Taking charge of the case at his own request, Inspector Keys has surprised his colleagues with his newfound drive and tenacity. He prefers to work alone and often stays at his desk late into the night, obsessively poring over crime scene photos and incident reports. He has lost weight, and is drinking more than ever – his colleagues now fear for his health as well as his career.

**11. Flat 320, Constantine Place,
Lower Brichester**

Constantine Place is a product of the so-called 'progressive' architecture of the Sixties and Seventies, a period in which urban planners demolished the past in order to build a grey and featureless concrete future. Lower Brichester bore the brunt of this heavy handed re-development, and as a consequence very little of the suburb's original 18th and 19th Century buildings remain, having long since been replaced by high-rise tower blocks and housing developments. Constantine Place is typical of area – a five-storey block of rain-stained concrete, litter-strewn walkways,



and characterless, identical flats. The building's tenants are for the most part unemployed and placed here by the council.

In early September, the police received an anonymous phone call directing them to Flat 320, where the body of a 19-year old woman was found with her skull smashed open against a radiator. The corpse was identified as Tanya Baker, a local woman with form for prostitution and possession of controlled substances; Miss Baker had been living in the flat for less than a year. Curiously, the coroner was unable to establish a cause of death (although he was able to verify the presence of HIV antibodies in the victim). It seemed that the head wounds had been caused post-mortem, and that Miss Baker had been dead for several weeks beforehand.

This bore resemblance to two similar deaths that occurred recently in the area, both involving young women with a history of prostitution. One woman had seemingly drowned herself in the Brichester-Berkeley Canal, whilst the other was thought to have died after setting fire to her own flat. In both cases however, the coroner concluded that the victims had been dead for some time prior to the incidents that supposedly killed them. Police now believe that they may be dealing with a particularly sophisticated poisoner, and whilst toxicology tests have so far failed to turn up any evidence to support this theory, the officer in charge of the investigation – Detective Inspector James Keys – believes this to be the only possible explanation.

**12. The Witchfinder General, Church Street,
Lower Brichester**

For the most part Brichester was bypassed by the Blitz, with the exception of two nights in December 1940 during which the Luftwaffe rained high explosive on Lower Brichester, destroying the railway signal factory on Bristol Road and many residential properties in the surrounding area. Whilst the houses on either side of the Witchfinder General were burnt down on the second night of bombing however, this 19th Century public house was left miraculously unscathed – and was open for lunchtime custom the following day. The surrounding properties were never rebuilt, and to this day the General (as it is known locally) stands alone at the corner of Church Street and Factory Close, surrounded by waste ground.

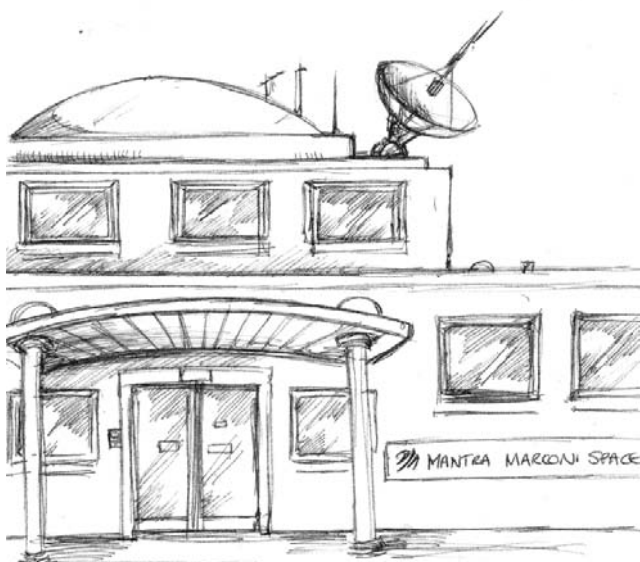
Lower Brichester, its fascinating history aside, is not a pleasant



place to live however, and this is unfortunately reflected in the General's clientele. Brichester Magistrates have closed the General down three times in the past five years – twice for drug-related offences, and once after a stabbing in the public bar. The brewery appointed the pub's present landlord Les Higgins – a fifty three year old former bouncer with form for GBH – on account of his proven track record of handling pubs in 'problem' areas. So far, Mr Higgins seems to have done an admirable job

A typical patron of this establishment would be Thomas Vaccaro. The son of an Italian soldier who was incarcerated at a nearby POW camp during the war, Mr Vaccaro has ironically spent nearly half his adult life behind bars. Now in his forties, Mr Vaccaro is a 'career burglar', albeit a not entirely successful one. A little over seven months ago, Mr Vaccaro did a job to order in Mercy Hill – lifting a set of notebooks from what looked like the community centre. His client was a respectable-looking gent that he'd met in the Alleys, and he was paid handsomely for the night's work. Since then, however, Mr Vaccaro has had the curious feeling he is being followed everywhere he goes. At first he assumed the police had him under random surveillance, and altered his 'working' patterns accordingly. When the feeling persisted however, Mr Vaccaro became increasingly nervous. Sometimes at night he would open the curtains and see strange shapes scuttle suddenly into the darkness, just beyond the glare of the street lamp outside his flat. Mr Vaccaro spends most of his day at the General now – drinking, playing pool, and dreading closing time.

13. Matra Marconi Space Labs, Booth Park Industrial Estate



Booth Park Industrial Estate grew up during the boom years of the Eighties, and was purpose built to cater for the influx of high-tech companies into the area at the time. Situated on the Southeast rim of the city, Booth Park is conveniently located just a five-minute taxi ride from Lower Brichester Railway Station, where trains to and from London arrive every hour and a half. Amongst the firms that have offices here are industry giants such as BAE Systems, Logicon and Matra Marconi Space, where Masood Rajit worked.

Jointly owned by LaGardere of France and GEC of the United Kingdom, MMS is headquartered in Vélizy, near Paris. A world leader in the design and manufacture of advanced Satellite systems for communication, environmental monitoring and defence, MMS is Europe's leading Satellite manufacturer, and enjoys an annual turnover of approximately \$1.5 billion. In the UK, MMS operates six facilities and employs around three thousand people – five hundred of which are based here in Brichester at their custom-built labs. MMS is currently undertaking a joint venture with Severn Aerospace and the European Space Agency to develop the next generation of satellite technology, incorporating recent innovations in the field of quantum computing. Much of this important work is conducted here, where the software for the communications and guidance systems is developed.

Mr Rajit worked at MMS for three years after graduating from Loughborough University. He was a confident and hard working young man, well liked by his colleagues, and was hoping to marry in the New Year to a girl who would be coming over from Pakistan as soon as she secured her visa. His family was understandably devastated when they learnt of his death, and could think of no good reason why he would kill himself. The news came as less of a shock to his work colleagues however, as they had witnessed first hand his transformation over the last few months from a cheerful, amiable young man into an angry and violent shadow of his former self. Mr Rajit blamed insomnia for the change in his personality, and confided in close friends that he'd been having disturbing dreams.

His manager was constantly on the verge of removing him from the project, but whilst his personal relationships with the rest of the team were disintegrating, his work had never been better. Mr Rajit seemed to have gained a special insight into the workings of the quantum computers developed by SAe, and the project itself has been stalled ever since his death. Mr Rajit's demise at such a critical juncture has aroused no small amount of suspicion, and whilst SAe's decision to bring in the Security Service to investigate is generally considered to be an overreaction by most of Mr Rajit's colleagues, it is not a surprising one, given the sensitive nature of his work.

*Authors Note: This article is based on Christopher Fowler's short story 'Thirteen Places of Interest in Kentish Town', which can be found in the anthology **Uncut**, from Warner Books. The city of Brichester and various other Severn Valley locales mentioned here were created by Ramsey Campbell in a number of short stories variously collected in anthologies such as **Cold Print**, **Demons By Daylight** and **At The Height Of The Scream**.*



an interview with

GARY SUMPTER

Gary is the author/editor/project co-ordinator of the forthcoming Arkham Now sourcebook from Chaosium. He has previously worked with Scott David Aniolowski on the recent Goatswood and Less Pleasant Places book. Gary agreed to talk to The Black Seal about his forthcoming book and all things Cthulhu.

ARKHAM NOW

TBS: How did the idea of Arkham Now come about? And how did you get the job?

GS: The project has been around for years. I remember hearing about it at the first NecronomiCon, back in 1993. Someone had been working on it but, for whatever reason, things didn't work out. A few years later, I queried Chaosium about the project and they gave me the go-ahead. It just seemed like a project that needed to be done.

TBS: I understand the manuscript of Arkham Now is with Chaosium awaiting publication, how long did it take for the project from start to completion. Were there any high points or low points in the process?

GS: It's an ongoing process, actually. Chaosium has had the manuscript for a couple of years – but they've got other projects coming up first, so it's mostly a waiting game. In the meantime, we're continually revising the manuscript. The high point, for me, has been working with Sandy Antunes and R.J. Christensen, two talented writers who have contributed tremendously to the project.

TBS: How much use was the original Arkham Unveiled to Arkham Now?

GS: Arkham Unveiled was – and remains – very much a classic. Keith Herber did a masterful job and I think it's safe to say Arkham Now wouldn't exist without it. As a template, Arkham Unveiled has been indispensable.

TBS: Will Arkham Now rely on the way modern Arkham is presented in A Resection Of Time? In other words, will Arkham have degenerated almost to the state of Innsmouth?

GS: I haven't read A Resection of Time. It came out long after our work on Arkham Now was underway and the idea that Arkham should have decayed so badly doesn't fit our notion of the place.

TBS: Will the history of Miskatonic between the 1930s and today be detailed? In other words, will we see the effects of the GI Bill on Miskatonic in the late 1940s and 1950s, the political turmoil on college campus in the 1960s, the political correctness movement in the 1980s, etc?

GS: Arkham's history is updated to the present day, reflecting changes of all types – social, economic and political. The trick, of course, is providing enough information for keepers to run games set in modern Arkham, without turning the whole thing into a history book.

TBS: Will Arkham Now include events from Lumley's Titus Crow fiction? Will any Mythos fiction be used as a reference beyond Lovecraft's?

GS: One of the great difficulties in assembling Arkham Now is the relative dearth of good Arkham-related fiction. Everyone seems to have a different view of the place, and it's impossible to synthesize everything into one cohesive concept.

Fritz Leiber has served as an inspiration, and we've incorporated some of Lumley's notions while ignoring others. Some of Lumley's concepts – the Wilmarth Foundation and the flood that nearly destroyed Arkham, for instance – are problematic, to say the least. The notion that someone can go around putting the Great Old Ones in their place with a bucketful of Elder Signs owes more of a debt to Derleth than Lovecraft, so we've largely ignored it. Overall, I think we've reached a workable compromise which maintains the integrity of Lovecraft's vision while allowing for some diversity.

TBS: Will Arkham Now follow the map, gazetteer and scenario approach of Arkham Unveiled or more recent releases like Goatswood where most of the source material was incorporated into the scenarios?

GS: Arkham Now will pretty much follow the format of Arkham Unveiled, starting with topical essays, then source material, then scenarios. I'm hoping to include three or four scenarios in the book.

TBS: Will there be anything like the Delta Green appendix in Unseen Masters?

GS: There are no current plans for this, but you never know.

TBS: Is Miskatonic conducting modern-day expeditions like those to Antarctica and Australia in the 1930s, and if so, what and where?

GS: Sandy Antunes has developed much of the university material. Rest assured that he's been keeping good old MU busy through the intervening years.

TBS: Is the government heavily involved in Arkham now (i.e. an FBI office, military funding at the campus) given Arkham's previous history?

GS: Despite its chequered past, Arkham is too small to have an FBI office – especially with a field office located in nearby Boston. There is a government presence in Arkham, though, and it's not just the United States Postal Service.

TBS: What will be the impact of Armitage's fire on the library at Miskatonic? Will the blasphemous old tomes still be there, and will they be protected in some manner?

GS: The books are still there, just harder to find. The days of strolling into the library, flashing some ID and getting access to mind-shattering ancient lore are long gone. As for Dr. Armitage, well... I don't think we've seen the last of him.

TBS: Does Miskatonic have an exchange program with Brichester?

GS: Hadn't thought of that one!

GOATSWOOD

TBS: Whilst reviews of the last few Call of Cthulhu releases from Chaosium have generally been positive (Beyond

the Mountains of Madness, Unseen Masters), Goatswood saw a more mixed response (not least in this magazine). What are your feelings regarding the book?

GS: I've seen some of the reviews, good and bad. There seems to be a misconception that Goatswood is a "sourcebook with scenarios" – when it's really a "campaign with source material." It's a fine distinction, but an important one. Unfortunately, the blurb on the cover (supplied by the publisher and not by the creators) implies the former and not the latter. The original idea grew out of a Severn Valley campaign that Scott Aniolowski ran many years ago. Most of the source material was added later, and the basic goal was to give non-UK residents enough material to run the campaign. More source material would have been welcome, but to do it right probably would have doubled the size of the book. As it stands, though, I'm proud of Goatswood. I've heard good things from the people who count the most – those who play the scenarios.

TBS: Although Ramsey Campbell's name appears on the cover, and the scenarios feature his creations, in terms of milieu Goatswood seems to lean on other, far more traditional British horror tropes (haunted houses, gothic vampires etc.); would you agree with this, and if so, what was the reasoning behind going down this route?

GS: It wasn't a conscious decision. We asked a half-dozen writers to come up with scenarios inspired by Campbell's Severn Valley fiction, and the results were pretty diverse. Campbell's influence is more obvious in some, but each handles the milieu in its own way. Many of Campbell's stories deal with decay, alienation and corruption. I think we covered those ones pretty well. Because Campbell's stories function on a highly personal level and often deal intimately with perceptions and the distortion of them, they're not easy to translate into scenario form for a group of adventurers. Ken Hite, who reviewed Goatswood in his "Out of the Box," seems to have caught the gist of what we were attempting.

CALL OF CTHULHU GAMING

TBS: What are the standout Call of Cthulhu scenarios and supplements, in your opinion? What are the yardsticks by which you judge your own work?

GS: Masks of Nyarlathotep, of course, still stands as one of the finest supplements ever written – for any game. It's probably the penultimate Call of Cthulhu adventure. Most of the Lovecraft Country books are excellent. In terms of modern material, I'd have to say The Stars Are Right! – even though I feel a bit awkward recommending it, as my first published scenario appears there.

To me, the only true appraisal of a scenario comes through feedback from people who have actually played it. That's why I playtest nearly everything I write – either with my own group, at conventions, or by prevailing upon volunteers from the online community.

TBS: You've had several pieces of work published by Chaosium now - how do you find them as a publisher, and what's your working relationship with them like?

GS: Creatively, I've always had a good relationship with

Chaosium in general and with Lynn Willis in particular. They've been very supportive, and they're open to new ideas.

TBS: D20 Call of Cthulhu; - a new era in Call of Cthulhu gaming or a sign of the coming end times?

GS: I was afraid you were going to ask me that! I hate to say it, but I know next to nothing about D20 Call of Cthulhu – or D20 in general. I don't really consider myself a "gamer"; I'm a Lovecraft fan who finds a creative outlet through Call of Cthulhu. When I go to a convention and hear people talking about this or that system, I feel like a fish out of water.

If D20 Call of Cthulhu draws more people into the game by virtue of its universality, then I suppose that's a good thing. I'm a little concerned, though, about the potential for "dumbing-down" Lovecraft's philosophy through a game system with mechanics that seem to place the emphasis on the pulp aspects rather than the cosmic horror. The thought of Azathoth having a treasure type (100 platinum pieces under his throne, perhaps?) probably has HPL spinning in his grave.

FICTION/Writing

TBS: You've written a couple of short stories in your time - 'The Awakening' for Made In Goatswood and 'The Hitch' for Return To Lovecraft Country for instance. Is there any more prose fiction in the works, or are you concentrating on gaming material?

GS: Right now, the focus is on gaming material. It's my small way of contributing to Lovecraft's milieu. The market for Cthulhu Mythos fiction is flooded and for every decent Mythos story, there are probably a hundred truly wretched ones.

TBS: Who/what are your influences as a writer?

GS: Lovecraft, of course, but Ramsey Campbell, Robert Bloch and T.E.D. Klein have probably been more of a direct inspiration. Of non-Mythos authors, Raymond Chandler demonstrated that less is more: Why use ten words when one will do? The irony is that, being paid by the word, economy of prose is contrary to economy of bank account!

TBS: What's your favourite Lovecraft tale? And your favourite mythos tale?

GS: Lovecraft wrote so many wonderful tales that it's almost impossible to choose just one. I'll have to say The Shadow Over Innsmouth, for its terrifying unfolding of ancestral horror. Of writers other than Lovecraft, Bloch's Notebook Found in a Deserted House is probably the single most effective tale of terror I've ever read.

TBS: What's your favourite horror movie? And why?

GS: Horror movies have always been something of a disappointment, I'm afraid. I'm not convinced that the sense of horror conjured up by the mind can ever be duplicated on the screen. The Wicker Man, although not strictly a horror film, remains a favourite. Of the Lovecraft adaptations, The Resurrected comes closest to capturing the essence of his work, if not his genius.

TBS: Thanks very much for taking the time to talk to us Gary.

GS: My pleasure – and best of luck with TBS!

Chaosium Inc will publish Arkham Now in 2003. Look for a review in The Black Seal afterwards.



Report on Peruvian Mummy

Professor Grant Emerson

27 AUG 2002 02:31:16 -01000

Alphonse,

Recently I have been visiting an old colleague at the University of Hawaii, and have come across an anomaly which may be of some interest to the group. I believe that this is worthy of urgent investigation by a team of discreet agents, especially as there are some troubling scientific aspects, an international dimension, and potentially some imminent publicity associated with this matter.

To give some background, I am currently on a short vacation to visit with a former colleague, Dr. Ken Schwarzmann. Ken is a former faculty member at UNC and is now professor of anthropology at the University of Hawaii, specializing in cultures of the Pacific Rim. Whilst at UNC, he often consulted me about the medical and logistical aspects of planning field expeditions in South America and we became close friends. About a month ago, he returned from a University-funded trip to Peru, where he came into the possession of an unusual specimen.

The specimen in question is a mummified human male corpse, which was initially examined by Ken's collaborators at the archaeology department of the Universidad de Lima and sent ahead with him for further examination at the superior facilities in Hawaii. The mummy was found in a cave network in the Chincha islands, which are about 10 miles off the coast of southwest Peru and have major guano deposits which are exploited by the fertilizer industry. The caves were exposed following landslides precipitated by a series of minor tremors some weeks ago. Local workers investigating the caves discovered the mummy and contacted the authorities and thus the Lima-based researchers. To date, no further mummies or other specimens have been found at this site. As I arrived in Honolulu, Ken was in the process of carrying out a more detailed examination of the mummy using some modern imaging technologies, and I was able to participate in some of these studies

Proceeding to the mummy, Ken and his collaborators both agree that it's brightly coloured clothing, which was reasonably well preserved, despite being heavily soiled, and accoutrements mark it as a member of the Paracas or Nazca civilizations of southern Peru (I have enclosed some digital images of the mummy and associated artefacts [including an engraved stone knife, fragments of painted pottery, and what Ken guesses are some sort of prayer beads] as an attachment to this document). As I understand it, the Paracas were a culture of the Peruvian coastal lowlands, centred near the modern city of Ica, extant from around 300 BC to 400 AD before eventually merging with the subsequent Nazca cultures. It is worthy of note (and perhaps significant) that the Paracas are well known in archaeological circles for constructing elaborate burial chambers (indeed this is a hallmark of the Paracas civilization between 1-400 AD, which is known as the Necropolis phase after the cemeteries discovered at Cerro Colorado on the mainland). Ken hypothesizes that the lack of grave goods or a distinct burial vault implies that the individual died alone whilst in the caves and was subsequently sealed in by an ancient rock fall, preventing access by predators, and providing a stable dry environment favourable for the mummification process. The Paracas were noted for their embroidery and pottery, embellished with designs featuring what are taken as mythical figures with angular or tangled tentacular appearances. Some of these are just visible on the pottery fragments, but are largely obscured and discoloured by encrusted guano and will require some restoration. The mummy itself is remarkably well preserved, with no obvious predator damage or evidence of infestation. I would estimate it to have stood around 5'2" when fully erect, although the current posture is best described as crouching or kneeling with the hands drawn up around the face, almost in a foetal position. The mummy was originally clothed in a long tunic, tied at the waist with a leather belt, and an embroidered cloak, all of which were encrusted in long dried guano and dust. There were apparently no shoes or foot coverings present at the original site. The clothing was removed on arrival in Hawaii to facilitate further examination. The body seemed a little emaciated, with the ribcage clearly visible beneath tautly drawn skin. The skin has taken on a slightly greyish hue, although this is more pronounced on exposed areas of the body, and there is little hair on the body (the head appears to have been shaven). The skin itself feels leathery to the touch, although this is hardly unusual in mummies, where the process of desiccation (due to low water activity) results in dehydration of the dermis, which is often shrunken back over the bones as is the case here. It is worthy of note that the mummy has a distinct aroma of ammonia, presumably due to long-term exposure to guano, making those spending extended periods around it a little nauseous. The skull of the mummy is morphologically abnormal, being compressed upwards somewhat. This is most likely as a result of being bound during infancy, and supports the proposed origin of the specimen from the Paracas, who were known to bind the skulls of infant to boards. Access to the face is somewhat restricted because of the position of the hands and arms. However, it is clear that the eyes are closed and the lips are drawn back in a grimace that exposes the teeth, although this may be as a result of lips and facial tissue receding as a consequence of the mummification process. Moving to the extremities, the fingers and toes are rather thin and elongated (again, this is perhaps a result of receding tissue), and the nails seem quite long and thickened with a prodigious amount of dirt underneath them. Finally, it should be noted that the body weighs just over 90 lbs, which is surprisingly heavy for such a short desiccated corpse (although in light of later findings, this should have been less of a surprise).

So far, everything seems perfectly normal, but more sophisticated examinations reveal a number of troubling findings which set off all manner of alarm bells and prompt the Group's attention. Following the initial physical examinations, Ken arranged to have the specimen examined by Computer-Aided Tomography (CAT) scanning at the University of Hawaii Medical School's medical imaging facility. These scans were performed under the direction of Dr. John Mortenson (a staff radiologist and researcher at UHMS). These scans were performed less than a week ago, and reveal that the internal organs of the mummy are almost unbelievably intact. Liver,

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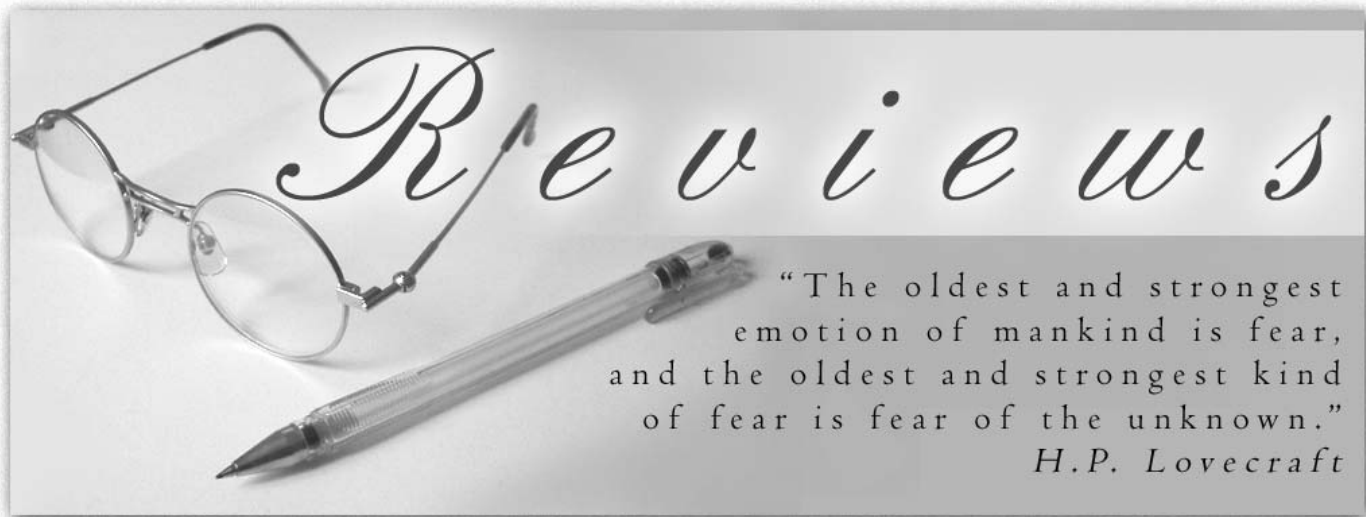
lungs, kidneys, and intestine are all clearly discernable on the scan, as are the brain and the heart. This was troubling to me, as a similar level of desiccation should have affected all tissues over the time since the specimen's death (assuming it is of the Paracas period, this places time of death at the latest 400-450 AD according to Ken, making it well over 1,500 years old). This is, to say the least, very strange. Internal tissues generally decompose much faster than skin and bone (one of the reasons why ancient Egyptians eviscerated bodies in preparation for mummification). Muscle and adipose tissue seemed to have been desiccated as would be expected, however. I was a little concerned by these findings, and suggested radiocarbon dating (which may prove of some use in giving an estimate [generally +/- 100 years for materials less than 40,000 years old] of the age of biological material), which relies on the fact that faintly radioactive Carbon-14 is no longer incorporated into the body after death, and slowly decays at a constant rate, allowing back calculation of the age of a biological specimen by comparison of the ratio of Carbon-14 to Carbon-12. Ideally I would have chosen racemization studies, which compare the ratio of d- and l- forms of amino acids (in life these are present only as the l-form [or l-enantiomer, to be scientifically accurate] but after death the l-form becomes chemically converted into a mixture of l- and d- isoforms at a steady rate over time, until equilibrium between l- and d- forms is reached [this is called a racemic mixture]). Amino acid racemization studies are often more accurate than radiocarbon dating, but have the drawback of requiring a significant amount (about 10 g) of bone to work with, and this would require more invasive methods of sample taking (which would have triggered bureaucratic complications as the mummy technically still belongs to the Peruvian government).

Thus, with Schwartzmann's knowledge, two days ago Mortenson and I performed a needle biopsy of the thigh to obtain sample material for radiocarbon dating. This was to trigger my suspicions yet further, as the biopsy site briefly exuded a dark red fluid on withdrawal of the needle. I took a smear of this, and microscopically it appeared to be blood (containing erythrocytes and leucocytes), although I would need access to a more sophisticated lab to do any further analyses. This is immensely troubling as it does not simply imply a lack of internal tissue mummification, but also indicates the existence of some blood pressure. A rapid series of quite simple tests followed. First was to check for pulse, which was not detectable (although the leathery texture of the skin may have masked this), and then to use a stethoscope for heartbeat. This was more successful (if that's the word), and both Mortenson and I discerned a faint and irregular beat at approximately 2-3 minute intervals (obviously this is dramatically below anything which could be conferred to be "normal", but remember we are discussing a 1,500 year old "mummy", so "normal" clearly does not apply). Conventional blood pressure determinations were going to be useless, so we didn't bother, instead moving on to examination of breathing – no obvious rise and fall of the chest was visible. We tried the simple trick of seeing if condensation appeared on a mirror held over the mouth and nose, but this was negative (perhaps as we couldn't get the mirror close enough due to the position of the hands). Next we attempted to take the temperature of the "mummy", as this is a surrogate measure of metabolic and biochemical activity. We initially used an aural canal thermometer, which gave a temperature close to ambient. More accurate would be to take a core body temperature measurement by rectal thermometry. However, this proved more difficult than anticipated due to desiccation of the anal sphincter and we decided not to proceed for fear of damaging the specimen. Finally, we decided to try some neurological examinations. Mortenson managed to procure electroencephalography equipment, and we were able to detect what seemed to be slow wave activity in the "mummy's" brain. A stimulus-response test (insertion of an electrical probe into the ear to deliver a mild electric shock) caused a series of spikes in brain activity (it would take someone more experienced in neurology to interpret the results fully – for obvious reasons I did not wish to bring anyone in to these studies at this stage). Once these peaks had subsided, we decided to attempt to trigger a response by shouting in the ear of the "mummy". Disturbingly, this seemed to be successful and sustained spikes in EEG activity were seen. With the above caveats about interpretation still implicit, this could be taken as meaning that the "mummy" had woken up and was sensate to audio stimuli. The EEG activity clearly implies that the "mummy" is, whilst perhaps paralysed, not dead. I must emphasize that to date it has remained entirely inanimate and appears, quite dead to the casual observer.

Mortenson and I agreed to keep silent on these observations and returned the body to Ken's laboratory so as not to arouse suspicion. Mortenson was clearly as disturbed as I was about these findings. We felt best to wait and consider the position, pending further developments, and we both wished to run further tests (including PET scan, electrocardiograms, DNA studies to confirm racial origin, and deep tissue biopsy for histological examinations). In the meantime, we submitted the tissue biopsy for radiocarbon dating, as was the original plan. We are still awaiting the findings from this test with interest. Whilst Mortenson and I have attempted to maintain an ultra-low profile in these investigations, events of today have me concerned that the media may become involved. Earlier this afternoon, a journalist from a television show called Phenomen-X appeared in Ken's lab asking questions about "an Inca mummy", and Mortenson told me he turned down "a call from a journalist". It is possible that someone in the hospital, or in Ken's department has somehow gotten wind of the abnormalities associated with the specimen and has contacted the press. It is difficult to interpret the appearance of a reporter at this time as a simple coincidence, and I am concerned that this may develop into a story and rapidly develop into a situation beyond our control. Clearly, there are a number of issues here. The origin and fate of the mummy must be addressed (how did it get into its current state? – clearly this is not a "natural" occurrence: What is to become of it?). In addition, it should be pointed out that, technically, the "mummy" remains property of the Peruvian government, and that (at least in my opinion) a trip to the cave network where it was located will be warranted in any complete investigation. Any investigation into whether this specimen poses a threat should be initiated before the press gets further involved, thus some degree of haste is required. Please bear in mind that any agents assigned should be tactful – a number of academic careers are at stake here (Schwartzmann's, Mortenson's, my own not the least). Although my originally planned holiday is drawing to a close, I can remain in Hawaii as long as necessary to support an investigative team. I await your earliest reply for instructions.

Regards,

Prof. Grant Emerson, DSc., PhD., BA., FRCPath, FIMLS, FIBiol Cbiol.



Books

DELTA GREEN: DARK THEATRES



Edited by **Bob Kruger & John Tynes**
Published **November 2001**
by **Armitage House**
299pp, perfect bound.
Price £12.99
ISBN 1-887797-17-3

To begin with, a confession: I haven't actually played Delta Green. I haven't even read the rulebook. My knowledge of the game comes only from reading the occasional article or scenario and of course from Issue 1 of

this magazine. I don't tend to play RPGs that rely on heaps of firepower and although I've refereed the occasional game of Cthulhu Now, I by far prefer Call of Cthulhu's other incarnations.

So why am I reviewing Dark Theatres?

I've approached the book purely as a horror anthology and not as a game supplement. Cthulhu fiction is a specialist genre; Delta Green fiction even more so. Appealing just to DG players is unwise in what is already a limited market. Dark Theatres needs to be seen by the wider horror fiction reading public. Fortunately, John Tynes provides a short explanation of the world of Delta Green for readers unfamiliar to the milieu.

The collection begins with "Once More from the Top..." providing an accessible introduction to the DG Universe. Two men interview one of the few surviving servicemen who took part in the federal raid on Innsmouth back in 1928. They want to set the record straight and clarify a few facts about what actually happened. The tone is gritty, violent and pessimistic. It provides a modern re-working of Lovecraft's classic using language and descriptions that would have been inappropriate at the time, whilst remaining respectful of the original short story. In effect it's a blueprint for the whole sub-genre.

A book full of stories in this style makes for grim reading. Despite the appearance of 'strong' female characters in some stories, the tales often use a brutal masculine prose style. A single Delta Green story stands out in an 'ordinary' horror anthology, but putting a whole group of them together can make for repetitive reading. It's rather like reading themed

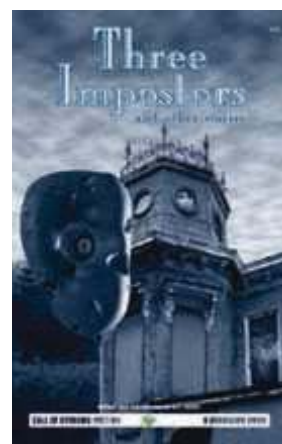
collections along the lines of "Twenty Great Werewolf Stories." Pretty soon, you know what clues to look for and what could have been shocking, inventive or out of the ordinary becomes the expected norm.

Consequently, the most successful stories are those that try to break free of or bend these boundaries. Arinn Dembo's novelette "Suicide Watch" quite rightly stands out as the Dark Theatre's centrepiece. It's Delta Green with its roots showing and a healthy mixture of horror, HP Lovecraft and the X Files. Without giving the ending away, there isn't the total bleakness that you find in many of the other stories. Here there are shades of grey and a little compassion. Maybe it's no accident that "Suicide Watch" is written by Dark Theatre's sole female contributor. Only Ben Adam's "Good Night, Bach Ma, Good Bye" has a similar drop of optimism running beside the unrelenting hopelessness of the narrative.

If you're a Delta Green fan, this anthology is a must. It provides as much background information, ideas and inspiration as any sourcebook. If like me you're a gamer new to the genre, it does provide a good introduction to the game. However, as a horror fiction anthology, the collective air of futility can be oppressive and I wouldn't recommend reading Dark Theatres in a single sitting.

Reviewed by Andy Bennison

THE THREE IMPOSTORS AND OTHER STORIES



By **Arthur Machen**. Edited and introduced by **S.T. Joshi**
Published **April 2001** by **Chaosium Inc.**
234 pp, perfect bound.
Price £8.99
Product Code: 6030
ISBN: 1-56882-132-8

Called by Lovecraft one of the four "modern masters" of supernatural horror, Arthur Machen has exerted a tremendous influence on the development of weird fiction. In addition to

Lovecraft himself, Machen's work has inspired authors as diverse as Clive Barker, Iain Sinclair and M. John Harrison. Despite this, his work tends to yo-yo in and out of print with

alarming regularity, and so Chaosium's decision to publish a collection of his best weird tales is extremely welcome (whatever else you might have to say about Chaosium, their dedication to keeping rare and often important work in print through their Cthulhu Fiction line excuses almost any crime).

The first story in this, the first of two collections, is the novella *The Great God Pan* – the controversial tale that was Machen's first major success. Incensing Victorian readers with its lurid combination of horror and pagan sexuality, Machen became an overnight celebrity – a figurehead for the new 'decadent' aesthetic. Despite the public furore however, most of the sexual depravity that so offended Victorian sensibilities is implied rather than explicitly stated. Machen skilfully lets the reader's mind fill in the blanks, walking them through a series of seemingly unrelated events and episodes and allowing them to make the connections themselves. Surprisingly, given all the fuss, *The Great God Pan* actually has quite a puritanical take on the notion of sexual horror; as S.T. Joshi notes in his introduction, much of the 'horror' stems from Machen's own prudishness about aberrant, promiscuous sexuality. It's a far cry from his later work, in which he developed a fascination with the possibility that the same dark powers that disturb him so much here might actually have a positive, regenerative influence.

Although far from being Machen's most accomplished weird tale, *The Great God Pan* still makes for a nasty little horror story. Perhaps Machen's most underrated quality is his capacity for occasionally jarring, almost matter of fact sadism – which is particularly evident here.

The Inmost Light and *The Shining Pyramid* are two short, fairly pedestrian pieces, both featuring Machen's low-rent Sherlock Holmes, the highly irritating and unbearably smug Mr Dyson. In these two stories Dyson grapples with two occulted mysteries, solving both in much the same manner as the Great Detective – by way of a brilliantly (i.e. ludicrously) unconventional process of deduction. Consequently, these are really closer to detective stories than weird tales, although both still contain a strong supernatural element.

The last piece in the collection is the novel *The Three Impostors*. Poorly received when originally published, the individual 'episodes' that comprise the work are frequently printed separately from the main text as self-contained pieces (something Chaosium themselves have been guilty of on occasion). Here, however, the novel is included in its entirety. Whilst hardly as satisfying as Machen's later *The Hill of Dreams*, it's nevertheless a fascinating, albeit puzzling work. The main narrative concerns Mr Dyson (yes, him again) and his learned companion, the rather stuffy Mr Phillips. The two friends are engaged in an ongoing philosophical debate about the nature of reality – and in particular, what the place of science is within it (with Dyson championing Machen's own anti-materialist view).

Through a series of unlikely coincidences, Dyson and Phillips separately encounter three individuals, each of which adopts a number of different guises and identities throughout the course of the novel. Each of the 'impostors' attempts to enlist the help of the two men in finding the mysterious 'young man with spectacles' – who all three are clearly pursuing. In order to accomplish this, each of them recounts a number of fantastic tales – the 'novels' of which the book is comprised. As Dyson and Phillips begin to cotton on to the possibility that these tales might not be entirely reliable, the distinction

between fact and fiction becomes increasingly blurred.

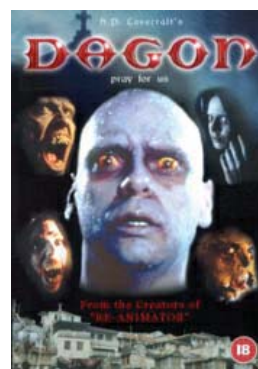
Modelled on Robert Louis Stevenson's *New Arabian Nights* (Lin Carter referred to the novel as *Baghdad-on-the-Thames*), *The Three Impostors* is a difficult and wilfully obscure work with a plot that can only be described as 'Byzantine'. A surface reading will almost certainly prove to be a disappointing experience; nevertheless, the novel possesses hidden depths, richly mined by the likes of Lovecraft and others. Of particular note is Machen's portrayal of London as a dark, almost mystical labyrinth full of occult secrets – a vision that's been hugely influential in fantastic fiction in recent years.

If I have one criticism, it's that Chaosium's second volume of Machen stories doesn't appear to be due for some considerable time yet. Given that it arguably contains the better stories (i.e. *The White People* and *The Hill of Dreams*), this is a little frustrating, to say the least. Otherwise, it's hard to knock this collection of essential reading for fans of supernatural fiction everywhere. A welcome and worthy addition to the Cthulhu Fiction line.

Reviewed by Nick Brownlow

DVDs

DAGON



Starring Ezra Godden, Raquel Meroño, Francisco Rabal, Brendan Price

Directed by Stuart Gordon
Certificate 18. 2001. Colour, running time 94minutes.

Region 2 DVD. Published by Metrodome Distribution Ltd.

Price £19.99

Also available for rental.

Dagon is Stuart Gordon's latest Lovecraftian movie (*Re-Animator, From Beyond*). It's not specifically inspired by any particular Lovecraft story although it's titled '*H.P. Lovecraft's Dagon*'. The movie opens with two couples – Paul and Barbara, and Howard and Vicki, on a yacht off the coast of Spain, where the two couples are holidaying. Paul, the hero of the piece played by Ezra Godden, is an IT millionaire plagued by persistent dreams of an underwater city. As storm suddenly brews up from nowhere and the yacht is forced onto rocks and Vicki sucked through the hole below waterline. Paul and the delectable Barbara (played by Raquel Meroño) head for the village on shore. Paul and Barbara are quickly separated by the plot, and Paul is left alone in the creepy, Deep One-hybrid infested village of Imbolc.

The middle section of the film is a convoluted chase scene as Paul stumbles around trying to find his friends and then trying to escape the village and its crazed inhabitants. Paul runs into Ezequiel, the sole human survivor left in Imbolc. Ezequiel informs Paul (and the audience) the terrible history of Imbolc (an almost direct copy of Innsmouth's past). Francisco Rabal plays Ezequiel. Rabal is supposedly a reputed actor in Spain but here his English is appalling. I struggled to understand his performance and attempted to put the subtitles on – only to find out that the DVD has none. Rabal gets his come-uppance for his performance though – he's skinned alive



later on the movie. Imbolc stands in very well as a European Innsmouth, and the genetic mutation of its inhabitants is depicted as more than just a fishy-eyed look. An observant keeper will find much to plunder for his representation of Deep One hybrids.

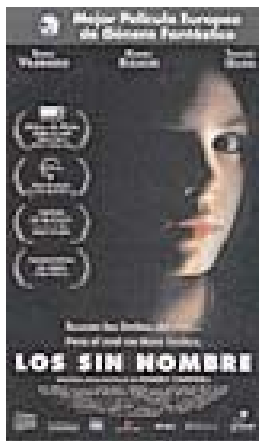
The movie enters the conclusion when Paul meets Uxia (a great demented performance from the fabulously named Macareña Gómez), a girl supposedly confined to her bed. It seems that Paul's dreams are connected to Imbolc, and surprise, surprise, it turns out that his mother escaped from Imbolc before Paul was born. It's Paul's destiny to return to his family and embrace his heritage.

The finale is quite good but gratuitous. The delightful Barbara returns as a naked sacrifice. CG effects provide a suitably tentacle, grotesque, Cthulhu-like Dagon. Uxia turns out to be high priestess of the Esoteric Order of Dagon and supplies a surprise method of propulsion and Paul returns to the sea.

Overall *Dagon* is worth plundering for scene setting details, but as a movie makes only the C-movie grade. It's mostly formulaic and predictable and provides few surprises. The DVD extras are extremely disappointing. Already mentioned is that there are no subtitles, just a trailer and a so-called making-of documentary – this nothing more than a series of on-the-set video clips edited together. I can't recommend this DVD at its high street price, but at second-hand prices, on-line auctions or on-line stores it's worth a punt bearing in mind its drawbacks. Better still rent it. If you are pursuing the on-line route you may want to consider the Region 1 version if your DVD player can handle it. This version has subtitles, pre-production artwork, and commentaries from the director, writer and Ezra Godden as well as the trailer and "Making of" featurette'.

Reviewed by Adam Crossingham

LOS SIN NOMBRE (THE NAMELESS)



Starring Emma Vilarasau, Karra Elejalde, Tristan Ulloa
Written and Directed by Jaume Balaguero
Certificate unrated in UK. 1999.
Colour, running time 102 minutes.
Region 2 DVD.
Price □ 24.01 (£15.00)

LOS SIN NOMBRE is, to the best of my knowledge, the first time anyone has had a serious crack at adapting one of Ramsey Campbell's novels for the big screen. This is sad enough in itself, considering that Campbell has been writing prolifically for the better part of thirty-eight years now, during which time he has produced some of the most influential work in the field of modern horror. Worse, however, is the fact that the only people who seem to be interested in adapting the novels of England's greatest living writer of supernatural fiction for the cinema, are the Spanish.

Perhaps given the conservative nature of the British film industry, this is only to be expected. The Spanish film industry of course has an enviable reputation for quality, experimental

filmmaking; Alejandro Amenabar (actually Chilean) aside however, Spain doesn't have a particularly impressive track record when it comes to horror (and I remember *Cthulhu Mansion*). I'm pleased to say then, that I was pleasantly surprised and impressed by Director Balaguero's dark and moody debut feature.

First things first – *Los Sin Nombre* is available on Region 2 DVD, but has not been released in the UK. I eventually managed to purchase my copy from www.starscafe.com. This was the original Spanish DVD release, with subtitles in English and Catalan. If you're the type of person who can't stand subtitles, then there's also an English dub track on the Spanish edition that's (surprisingly) not half bad. The quality of the DVD itself is excellent, and all in all it makes for an impressive looking package.

The story begins when a yuppie couple is called to a police station to identify a corpse believed to be their missing six-year-old daughter, Angela. The body has been mutilated so badly though (in what the pathologist describes as a 'ritual' fashion), that identification has to be made through personal affects found close to it, and on the basis that the corpse and the missing girl both have one leg slightly shorter than the other. Jumping forward five years, we learn that the mother, Claudia, has separated from her husband, and spends most of her evenings brooding and repeatedly watching home videos of happier times. One night however, she receives a cryptic phone call from someone claiming to be her daughter. Following the caller's instructions, Claudia goes to a derelict and disused sanatorium near where the family used to take holidays. There, she discovers one of the shoes her daughter was wearing when she vanished.

Unsure of how to proceed, she contacts the police detective formerly in charge of the case (now retired from the force and dealing with his own personal demons concerning the death of his wife and their unborn child). The detective – Massera – decides to look into it and discovers a girl of Angela's age with the exact same physical abnormality went missing around the same time that she disappeared. Together, Massera and Claudia visit the Papal University, where they are told about the existence of a cult known only as 'the Nameless'. Founded by a prominent figure of sixties counter-culture – a man called Santini – the cult believed in 'freeing evil from the corruption of the flesh' through torture, murder and mutilation. Santini was eventually arrested and imprisoned on charges of child abuse, but a journalist contacts them and hints at something much darker – something involving human experimentation and a link to the Nazis' pharmaceutical research program at Dachau during the war.

The first half of *Los Sin Nombre* is superb; throughout the chillingly atmospheric opening sequence, Claudia's visit to the sanatorium and the beginning of Massera's investigation, Balaguero creates a powerful sense of dread that pervades every scene. Cracks start to appear however, when he attempts to further the plot from its compelling starting point. Things start to become disjointed, and it's simply not clear why characters begin to do things like contact the Papal University, or why the clerics there immediately connect Angela's disappearance to Santini's cult. You get the strong feeling that important scenes and exposition have ended up on the cutting room floor, and whilst the film still looks great – and continues to provide the occasional scary moment – this becomes increasingly distracting.

The ending leaves a little to be desired too, and whilst it's undoubtedly predictable (I prefer to see it as inevitable rather than predictable – just like a bad nightmare), this wouldn't have been so much of a problem if it hadn't been so rushed, and the audience had more time to dwell on the implications of what was happening. As it stands, the climax just feels underwhelming. Ultimately, the film comes across more as an exercise in style rather than storytelling, which given the impressive first half is something of a shame.

Despite this, *Los Sin Nombre* still manages to be an entertaining, if not entirely satisfying horror film and Balaguero acquits himself well. It's a worthy cinematic debut for Campbell's work, and I only hope that it won't be another thirty-eight years before someone else decides have a crack at bringing his vision to the big screen.

Reviewed by Nick Brownlow

WHISTLE AND I'LL COME TO YOU



Starring Michael Hordern
Written and Directed by Jonathan Miller
Certificate PG. 1968. Black & White, running time 60 minutes.
Region 0 DVD. Published by bfi Video Publishing. Price £19.99

Originally made for the BBC's Omnibus program and broadcast in 1968, Jonathan Miller's adaptation of M.R. James' *Oh Whistle And I'll Come To You My Lad* is generally regarded as

one of the more successful interpretations of James's work. Miller deliberately chose to avoid many of the conventions usually employed by filmmakers when adapting James, and whilst this upset many James purists, the film is all the more effective as a result. As it was repeated only once in 1986, the recently released Region 0 DVD (by those nice people at the BFI as part of their 'Archive Television' series) is especially welcome.

James's original plot was always pretty thin, but Miller's version is even leaner – the story's protagonist is Professor Parkins of Cambridge University – a particularly cranky and uptight bachelor who decides to spend his winter break holidaying on the Norfolk coast. Whilst walking alone one afternoon along the bleak and windswept beaches, he discovers a subsiding graveyard, and in one of the exposed, abandoned graves, a carved wooden whistle. Taking it back to his hotel, Parkins examines it more thoroughly later that evening; translating the Latin inscription it bears as "Who is this who is coming?" Rather arrogantly, Parkins decides to blow the whistle and see. In the days that follow, Parkins begins to sense that something is wrong with the world. He sleeps fitfully, and imagines a presence in his room at night. Plagued by strange dreams and a sense of impending menace, he eventually confronts the source of his unease in the terrifying finale.

Whilst Miller's adaptation follows the plot of the original story quite closely, he makes a number of departures as well. Most obviously, Miller abandons the traditional first person by the fireside narrative common to James's work, and works

almost entirely visually. There's very little dialogue, and the characters in the film only rarely converse; instead muttering and mumbling to themselves. In fact, the only substantial piece of dialogue comes when the Professor condescendingly outlines his archly sceptical view of the supernatural to a fellow guest at the hotel – foreshadowing his eventual encounter with the otherworldly and unexplainable. Building at an extraordinarily slow pace, Miller skilfully evokes the awkward and repressive atmosphere of the Victorian guesthouse and then slowly replaces it with something altogether more menacing. As a result, the film overcomes many of the hurdles that befall other adaptations of James's stories – that perhaps rely too much on the master's original prose to try and generate atmosphere and forgetting that they're working in a visual medium.

Michael Hordern's superb performance as Professor Parkins, portraying him as an awkward and eccentric middle-aged man, is also clearly at odds with James's original protagonist. Hordern's Parkins can be said to draw more on James's own character than the Parkins of the original story, leading many James purists to dismiss Miller's adaptation as a barbed parody of James's work. Most controversial of all, however, is Miller's interpretation of the story as a psychological drama. We're never entirely sure whether Parkins is genuinely encountering the supernatural, or whether he's suffering a mental breakdown caused by his own repressed emotions and superstitions. Whilst this is a major sticking point for many James admirers, however, it's one I'm fairly dismissive of. As an argument against Miller's adaptation, it chooses to focus too narrowly on the things he has changed instead of what he hasn't. The period detail, the emphasis on atmosphere and the sense of understated menace certainly make it the most effective and faithful adaptation of James's work I've ever seen.

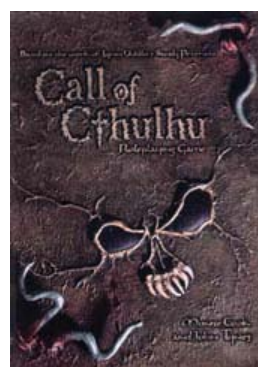
The DVD itself also comes with a number of impressive extras. Whilst the film only lasts for 42 minutes in total, it's supplemented by an introduction by Ramsey Campbell, who also reads his own James homage 'The Guide'. Neil Brand reads James's original story, and Kim Newman writes the sleeve notes.

To sum up then, *'Whistle and I'll Come to You'* is something of a lost classic, thankfully rediscovered. A treat for James's more open-minded admirers, and a textbook example of how to disturb and terrify for the rest of us.

Reviewed by Nick Brownlow

Games

CALL OF CTHULHU d20



By Monte Cook & John Tynes
Published April 2002 by
Wizards of the Coast
320pp, hard cover. Price £24.99
Product Code: 886440000.
ISBN: 0-7869-2639-2

I still don't know why Wizards choose *Call of Cthulhu* to convert to their new d20 system. However when a company the size and importance of Wizards decides to do something,



it then becomes an industry event. *D20 Call of Cthulhu* is here to stay whether you like it or not. Physically the rule book is impressive. The cover is a little dull but does the trick. Inside the hard covers are 320 full colour pages. There's an odd slanted text layout to whole thing which is a little weird and plenty of colour artwork – though it doesn't always hit the target of what is required all of the time.

Character Generation, Skills & Feats: Char-gen is essentially a d20'isation of classic *Call of Cthulhu*. There's only one class on *d20 Cthulhu*: investigator. Differentiation is provided by profession templates: sets of 12 skills which identify an occupation. The skills section is self explanatory. Skills are resolved by a d20 roll plus skill modifier against a keeper set difficulty number. Feats are binary skills – you have then or you don't. Most feats are combat orientated, indicative of d20's D&D origins, but some are psychic. This is departure from classic Cthulhu, when psychic abilities have hitherto only been addressed in non-Chaosium supplements. This opens up an avenue of character types previously ignored, though anybody taking a psychically gifted character deserves anything a keeper can throw at them.

Sanity: This is where *d20 Cthulhu* departs from the standard d20 conversion route previously taken. The Sanity system is ported directly from the classic system. It's a wholesale lift, but as a rewrite it sort of works. The temporary insanity tables seem better, the sanity loss examples more useful. The section on mental disorders looks more concise than Chaosium's. Where the Sanity system breaks down is its integration with the Cthulhu Mythos skill. As a direct copy, Sanity is measured in percentiles, but the Cthulhu Mythos skill is measured in 5% steps. Initial Cthulhu Mythos gains due to the investigator's first insanity is 2 skill ranks which equals 10% in classic Cthulhu, yet Cthulhu Mythos only reduces maximum Sanity by percentiles equalling the skill ranks – an 80% reduction of effect. This fundamentally breaks the knowledge/sanity equilibrium that's such a part of classic Cthulhu. Gaining knowledge is no longer the double-edged sword that it was. The short-term sanity loss remains the same, but if this can be recovered the investigator can shrug off the implications of learning too much.

Combat & Equipment: The combat rules are 31 pages compared against classic Cthulhu's 14 pages. I think that's all that really needs to be said... I do have to point out the Massive Damage threshold though. If a character takes more than 10 points of damage in a single instance the character has to make a saving throw in order to survive. This is a rules fudge to keep higher level characters from shrugging off damage that theoretically would kill or incapacitate them. I like it as a fudge, but I can see high level characters (10 or above) being able to take the massive damage saving throw with only a small chance of failure, as their base saves increase. I can see house rules being introduced that will limit HPs gained through level increases. 21 pages of the Equipment chapter are devoted to firearms, written by Pagan's John H. Crowe. It's comprehensive as would be expected but this time the legalities involved are addressed as well – a welcome change.

The Magic chapter covers books, artefacts and spells. The book stats are taken straight from classic Cthulhu, though study time has been reduced to more reasonable weeks rather than months. A nice touch is the introduction of 'Strange Events': things that happen after a failed examination check of a book or an artefact. The spell list is a compilation of all the

classic great Cthulhu spells. Spell cost is now specific attribute loss, mostly temporary but some is permanent, rather than MP or POW loss. The listing is more specific than classic Cthulhu, indicating required components, ranges and duration.

The Creatures chapter is a d20'isation of the classic Creature of the Mythos chapter. It's a bit weird seeing Mythos being strictly categorised into d20 creature types.

The Cthulhu Mythos, Gamemaster, Stories and Settings chapters are the real meat of the *d20 Cthulhu* adaptation, written by John Tynes, and it shows. The Mythos is dissected, explained and information on how to use it in a game: from creatures, gods, cults, degenerate families and dangerous places. This is good primer stuff – excellent for novices, but even seasoned keepers would benefit from the revision course. The Gamemaster section is another how-to toolkit for keepers. Every horror game keeping nuance is broken down, explained and its use considered. The Stories chapter is an expansion of classic Cthulhu's 'onion skin' theory and then some more. The Settings chapter explore the possibilities of setting adventures anywhen from the 1890s to the present, considered by location and campaign theme. This chapter is littered with examples drawn from literature and cinema. It's an excellent summary of inspiration.

A couple of adventures suitable set for 1st level characters and an appendix of the Mythos deities started up for D&D3e play end the book. I can't comment on the adventures as I haven't played them but they look OK. They may not be in the league of the Haunting, but give them 10 years and they might be. The D&D appendix is interesting reading. I'm not entirely sure why its here. If the intent of the authors was that it was pointless statting up gods so they could be killed, so excluding them from the main text I can understand. But addressing the appendix towards D&D suggests power-munchkin wish fulfilment and potential sales to me. It makes interesting reading however. For instance Azathoth has a whole host of skills and feats I wouldn't normally equate with an omnipresent seething nuclear chaos.

As a rule set I can't recommend *d20 Cthulhu* over classic BRP Cthulhu; it's far too combat-orientated as a rule set, the Sanity/Cthulhu Mythos system is broken, and overall the rule set seems to be fixated on minutiae. The mix of combat and reduced effectiveness of Sanity seems to point to a default playing style that isn't classic Cthulhu, and is more action/horror movie orientated. This is not a bad thing if that's what you want. Keepers wanting a change of pace may want to bear this in mind.

D20 Cthulhu opens a number of different avenues to keepers to experiment with due to the number of d20 systems and settings published. For example, a Conan d20 game is promised in the near future by Mongoose. A promising Hyborian campaign could come out of any hybrid cross. I'm sure that there will be other hybrids as well.

D20 Cthulhu will open up to Chaosium a vast audience of d20/D&Ders who wouldn't have previously considered any other game. I can recommend *d20 Cthulhu* to this audience as they already know most of the rules or won't touch another rule system. If Chaosium can address this large potential audience it can only be good for Chaosium's profits, which is good for classic Cthulhu too. As I said in my introduction, love it or hate it – I sort of like it despite its failings – *d20 Cthulhu* is here to stay.

Reviewed by Adam Crossingham

FAMILY TIES

By A. Whetton

Published October 2002 by Ragged Angel Limited

A5 format. 32 pp. Price £2.99

ISBN 0-9451227-1-2

This slim booklet is the latest release for *Principia Malefex* – an independently produced contemporary horror RPG from UK-based small press outfit Ragged Angel Ltd. I have to admit to being unfamiliar with the main sourcebook, but I was sent a copy of the *Best of Friends* starter scenario pack (available as a free .PDF from <http://www.malefex.com>), which contains an abridged version of the rules and several introductory scenarios. As such, I feel I have a reasonable enough grasp on what the authors are trying to achieve here.

From what I can tell, *Principia Malefex* is supposed to be set in a ‘grounded’ modern day UK setting, where much of the ‘fun’ is supposed to come from RPGing in grim and gritty ‘real-life’ situations. Kitchen-sink horror, if you like. The scenarios I’ve read have generally been a mixed bag, with some containing no supernatural elements whatsoever (focusing on the psychological horror implicit in say, watching a friend piss his life away on drugs), some only traditional, rather generic supernatural elements (ghosts, hauntings, poltergeists, etc.), and others that refer to a *Principia Malefex* specific ‘mythos’ (incorporating its own magical systems, bestiary and so on). *Family Ties* is a blend of the latter two.

The PCs (who are presumably all supposed to be already acquainted) are transported magically to a multi-storey car park somewhere in their hometown and in the middle of the night for a meeting with a formidable, somewhat inscrutable sorceress. Basically, she’s looking to hire them to check up on her sister who lives on an isolated island off the coast of Scotland (and with whom she’s lost all contact), and wants to terrify them into not saying no by demonstrating her immense power. This, of course, is little more than a plot device to make sure the PCs head on up to the island as requested, where, of course, things aren’t quite as simple as a few downed telephone lines.

It’s by no means a dreadful set up for a scenario, and the story itself is a reasonable enough one with scope for development. As might be expected from a small press publisher, production values aren’t particularly impressive, and there hasn’t been a great deal of effort put into making it resemble a professionally produced publication. The trade off here of course is in price – you can pick up *Family Ties* for less than the cost of some comic books.

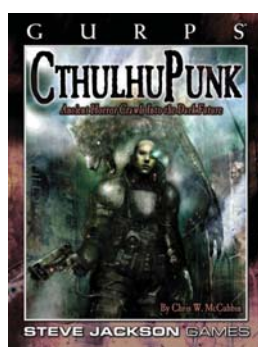
All in all however, it’s hard to shake the feeling that *Family Ties* is just all a bit arbitrary. It’s by no means a bad scenario, but it’s not a particularly great one, either. It’s not particularly original, there are no real standout scenes or ideas, and the narrative structure is fairly contrived. More importantly though, it has the feel of someone’s Wednesday night gaming session written up for publication the following weekend – not something that’s been keenly researched and studiously prepared for publication over time.

Particularly disappointing is the lack of any discussion about what happens next. The scenario ends in a reasonably open ended fashion, with the PCs introduced to new mysteries and a new supporting cast of sorts (including at least one possible arch-villain character). It reads like the first scenario of an ongoing campaign, but there are no real hints or

suggestions about where things should go afterwards, with the scenario coming abruptly and unsatisfactorily to a close after just 29 pages (the rest of the booklet is taken up by descriptions of NPCs, maps etc.). Perhaps Ragged Angel should concentrate on producing longer, meatier scenario/campaign books for *Principia Malefex*. Then again, perhaps they just don’t have the audience to justify doing this.

Basically, *Family Ties* just doesn’t do anything for me, and rightly or wrongly, these are the grounds on which I judge a published scenario these days. I applaud the DIY attitude clearly subscribed to by the *Principia Malefex* crew, but at the end of the day you just can’t escape the fact that they’re just not really doing anything particularly special.

Reviewed by Nick Brownlow

GURPS CTHULHUPUNK

By Chris W. McCubbin

Published September 2001 by

Steve Jackson Games.

128pp, perfect bound.

Price £14.99

Product Code: SJG02285

ISBN: 1-55634-561-5

Combining the Cthulhu Mythos of H.P. Lovecraft with the near future dystopia of William Gibson isn’t an immediately obvious idea, and to be honest, I still can’t decide whether it’s inspired or incredibly stupid. This is, however, more or less what GURPS *CTHULHUPUNK* sets out to do. Originally released in 1995, it’s actually last year’s 2nd printing that I’ll be reviewing here, although I’m told it differs from the original edition only in that it sports a far superior cover painting by the excellent Christopher Shy.

Cthulhupunk begins with an introduction by the author explaining the central conceit of the book, and almost straight away, we run into problems. Despite what it says about presenting “a complete and entertaining game world in its own right”, we’re immediately told in a sidebar that it’s necessary to have GURPS *Cyberpunk* to play *Cthulhupunk*, and that the game world it’s set in is detailed in GURPS *Cyberworld*. Of course, you don’t have to run your Cthulhupunk games in *Cyberworld*; you can just use the near future *Cyberpunk* setting of your choice instead. Which of course begs the question, if you have the *Call of Cthulhu* rulebook and a *Cyberpunk* setting of your own in mind, what on Earth do you need *Cthulhupunk* for?

The author – Chris McCubbin – goes on to give a concise, reader-friendly Mythos ‘primer’, broadly in tune with Chaosium’s *Call of Cthulhu*, dealing with the major entities, locales and tomes. This is all fairly solid, but it doesn’t really connect with any of the other material in the book, essentially just summarising the core background material from *Call of Cthulhu*. This is followed by an introduction to the *Cthulhupunk* world – essentially just an overview of *Cyberworld*, accompanied by a few sidebars dropping hints about how the Mythos might come into the picture. Part of the problem here is that seven years on from its first publication, the *Cyberworld* setting seems extremely dated. *Cyberpunk* as a literary movement, of course, hasn’t aged



particularly well either, and has effectively been dead for some time. McCubbin describes the Cyberpunk setting as one where technological – and I would add to that capitalist – progress has outpaced social evolution – a powerful, cautionary idea in the early eighties, but twenty years on, one that’s of dubious relevance (I’m even tempted to argue that in the early 21st Century social evolution has outpaced technological progress). The fact that Cyberworld revels in the worst clichés of the genre doesn’t really help its case – I’m referring here to the increasingly ridiculous-sounding timeline (Boris Yeltsin assassinated in 1996, a liberal China emerging in 1999, NATO disbanded 2003...) and the frankly embarrassing futurespeak (“You know how much the nerks hate cult stuff. It sets them off worse than a thousand t-byte purge”).

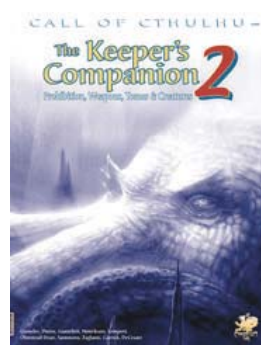
Subsequent chapters deal with character generation (presumably redundant if you have a copy of Cyberworld), game mechanics (the introduction of ‘Mythos Fright Checks’ offers a workable, albeit contrived stand in for the Call of Cthulhu SAN system), some very generic advice on running a *Cthulhupunk* campaign, and some sparsely-detailed NPCs and organisations that are basically plot hooks for scenarios. *Cthulhupunk* rounds off with a Mythos bestiary (GURPS stats for the Great Old Ones and most of the major Mythos races, and advice on how to convert Call of Cthulhu stats to GURPS). It’s hard not to think, rather cynically perhaps, that given the essential redundancy of *Cthulhupunk* if you already own Call of Cthulhu, this is really the main draw of the book (“this book is not GURPS *Call of Cthulhu*”, my eye).

The biggest problem with *Cthulhupunk* however, is that there’s no real attempt to combine the Mythos with the Cyberpunk setting. McCubbin drops a few hints as to how the Mythos might be behind this or that, and how Organisation x might be interested in Mythos entity y, but you never really get the sense that Lovecraft’s eldritch horrors and the high-tech wonders of the mid-21st Century inhabit the same world. In that sense, it’s less a marriage of genres, and more an uneasy cohabitation.

In conclusion, there’s nothing really essential about *Cthulhupunk*. It isn’t a world book or a game setting, it’s just an interesting conceit, padded out by a lot of material cribbed from other games. One for the collectors, definitely – but nothing even someone interested in running a Call of Cthulhu /Cyberpunk hybrid can do without.

Reviewed by Nick Brownlow

THE KEEPER’S COMPANION VOLUME 2:



Prohibition, Firearms, Tomes and Creatures

By Adam Gauntlett, Brian Sammons, Greg Hendriksen, William Dietze, Charles Zaglanis, Gordon Olmstead-Dean, and friends

Published January 2003 by Chaosium Inc.

192 pp, perfect bound.

Price £14.99

Product Code: CHA2395.

ISBN: 1-56882-186-7

The original *Keeper’s Companion* is a pretty indispensable weapon in the armoury of any Call of Cthulhu gamesmaster. It was rammed full of useful stuff ranging from an expanded character sheet to tips and tricks from the heavyweights at Chaosium.

At 165 pages, the second volume is 40 pages shorter than the original, and unfortunately the contents are far less useful. The bulk of the book is devoted to a comprehensive examination of the Prohibition era. For groups playing in the classic Cthulhu setting of 1920s America, this is useful stuff. For the rest of us, it’s a history lesson. Speakeasies, down-market clip joints and the glitter palaces of the high and mighty are all dealt with, as is smuggling and law enforcement. Even skimming through these pages will have scenario ideas popping out at you. For those who like to get in character, there’s a guide to “Flapperese”, the slang of the Roaring Twenties. In no time at all, your players will be exclaiming “Zowie!” when they defeat the machinations of dread Cthulhu – though those brought up on a steady diet of Scooby-Doo probably do so already. The tone is realistic throughout, and everything you could possibly want to know about Prohibition is here.

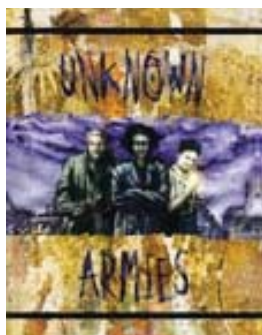
The Companion then skips onto an interesting article about Satanism, Setians and whether or not anyone in the real world actually believes in the Mythos. While this is an excellently written and provoking piece, it doesn’t feel like it belongs here. On then to something that certainly does – the Keeper’s List of Lists. Every scenario produced for Call of Cthulhu broken down by era, monsters, cults and so on. While the completists out there will wet their pants, for the rest of us this is pretty much useless and it feels a lot like wasted space.

What certainly isn’t wasted, though, is Greg Henrikson’s excellent treatment of the thorny issue of firearms. Good Call of Cthulhu is about avoiding gunplay, but lots of gamers are gun-nuts who know nothing about the realities of firearms. Here, then, is the perfect chance to give them a painful education. Avoiding the pathetic little debate in Call of Cthulhu circles about damage and stats, Henrikson tackles practicalities such as maintenance, malfunctions and over-penetration. Introducing two new skills – Handload and Gunsmith – he also examines in detail several weapons which investigators would realistically be able to get their hands on. Prospective authors intent on churning out articles on guns should take note on how to do it right.

A few extra tomes, spells and monsters pad out a few pages before one of the book’s most useful sections, a breakdown of technology used by the major Mythos races. A nice little piece of fiction which could double as a prop and a Deep One autopsy report finish off this second volume.

Nowhere near as indispensable as the first, this still has quite a lot to interest a good Keeper, especially for a Twenties campaign. For others, the advice is to borrow it for a skim before parting with your cash.

Reviewed by Jonathan Turner

UNKNOWN ARMIES 2nd EDITION

By John Tynes, Greg Stoltze and Co.

Published July 2002 by Atlas Games

336 pp, hard cover. Price £26.99

Product Code: AG6020.

ISBN 1589780132

Unknown Armies is the brainchild of John Tynes and Greg Stoltze, two names that should be familiar to RPG

enthusiasts as the co-creator of *Delta Green* and co-creator of *Godlike* respectively. First published in 1998, *Unknown Armies* was of interest to *Call of Cthulhu* players for two main reasons: firstly, co-author Tynes – then head of iconoclastic publishing house Pagan Publishing – was basking in the adulation of critics and fans alike for his work on the highly regarded *Call of Cthulhu* sourcebooks, *Delta Green* and *The Golden Dawn*. Anything he did had to be worth a look. And secondly, *Unknown Armies* was probably the most interesting-sounding attempt at creating a modern-day horror RPG in a long, long time – marrying a gritty, street-level setting to an entirely original, modern day occult mythology complete with underlying themes of alienation, consequence and transcendence.

Ambitious, eclectic and occasionally a little muddled, I think it's fair to say that it fulfilled its initial promise for some, but not for others.

Now personally, I loved it: conceptually, *Unknown Armies* is fresh, original and perhaps most importantly as a GM, inspirational. Greg Stoltze's game mechanics, meanwhile, are nothing short of sublime. *Unknown Armies* employs a simple and elegant, character-driven percentile system that also manages to break new ground with its quite innovative combat and insanity rules.

Others, however, pointed to the lack of clear goals and directions for players; the only vaguely described narrative structures and the GM-centric nature of the rulebook – all of which, to a certain extent, were fair. Clearly, someone was paying attention to these criticisms however, as Tynes and Stoltze spent a sizeable portion of last year putting together a 2nd Edition of the game in order to answer some of them.

And the result of their labour is finally here. At 336 pages, *Unknown Armies* 2nd edition (UA2 from hereon in) is a fat, beautiful-looking book, attractively designed and bound in luxurious hardcover. The rules are pretty much the same, except that they've been streamlined a bit, with one or two of the more awkward areas from the first edition having been reworked or just plain removed.

Some of the hazier source material has also been dropped, whilst new source material (largely culled from already existing supplements) has been introduced. All of this makes UA2 a more rounded product than the original *Unknown Armies* of course, but so far it doesn't really offer a great deal more for anyone who already picked up the original edition, or indeed anyone who didn't because of the aforementioned 'flaws' in that product.

Where UA2 comes into its own, however, is in the overall design and presentation of the book. UA2 is divided into three levels of character awareness, 'Street', 'Global', and 'Cosmic'; an intuitive division that greatly enhances the organisation of

the source material, and makes it considerably more readable from a player's perspective. A final section, 'For the Gamester' deals with campaign and scenario construction, and offers helpful hints on a variety of GM-specific topics.

The text in each section is peppered with first person narratives tailored specifically to the setting being described. The purpose of these is to give an idea of how characters might be introduced to the setting, how they might progress in it, and how they might end up. Meanwhile the 'voice' of the book always addresses you as a character in the UA2 world rather than an RPG gamer at almost all times – telling and showing you how to run it. The effect is truly 'immersive'. The original *Unknown Armies* was indeed a little vague on how it should be run; UA2 however, grabs you by the scruff of the neck and screams exactly how to run and play a game in your ear hole.

Finally, UA2 reprints the 'Bill in Three Persons' scenario from the first edition, but wisely adds a new one in 'Pinfeathers', which gives novice keepers somewhere to go after running the somewhat bizarre introductory scenario.

UA2 is certainly an improvement on the original edition. It's a more rounded, intuitive, reference-able and ultimately more playable book, and hopefully it should see its audience increase dramatically as a result. Whilst it's not actually necessary to upgrade if you already have a copy of the original edition (particularly if you're completely happy with it), I would probably still advise it for the above reasons; unless of course you're saving up for a life-saving operation or something.

And for those of you who are completely unfamiliar with *Unknown Armies* 1 or 2, here's a quick synopsis of what it's all about: *Unknown Armies* is a game of horror, madness and magick; dark, urban fantasy in the same vein as Tim Powers's Fisher King trilogy, or Neil Gaiman's *American Gods* (the authors have also clearly been at the Borges and the Márquez). Players take on the role of 'initiates' in the modern-day occult underground – ordinary joes dragged into the occult melee by coincidence, curiosity or just plain bad luck; paranormal investigators way out of their depth; 'reality cops' fighting something they barely comprehend let alone understand; and post-modern street mages seeking to further their power and influence, regardless of the heavy price this entails. Underpinning everything is a fascinating human-centric view of the cosmos, and an ongoing meta-plot that involves nothing less than the death and rebirth of reality.

The author of this review would like it to be known that whilst his name does indeed appear on the credits page of UA2, his sole contribution to it amounts to around a dozen words, for which he received no financial remuneration (he didn't even get a free review copy). If the book had been a sad sack of shite, then he would have been the first to slate it to kingdom come and publicly insist his name be removed from the finished product. Fortunately, this proved not to be necessary.

Reviewed by Nick Brownlow



Investigator Templates

By Nick Brownlow, Adam Crossingham & Baz Nugent

Civilian

- Environment Agency
- Serious Fraud Office

Intelligence/Military

- Royal Military Police
- PISCES

Para-Military

- Irish Republican Army
- Ulster Defence Association

Skills: These investigator templates assume the Keeper and players have access to the Call of Cthulhu 5.x edition rules and Pagan Publishing's *Delta Green* and *Delta Green: Countdown* supplements. New skills are marked with an *, and are described at the end of the templates.

Department of the Environment, Food and Rural Affairs

Environment Agency

Date Founded: 1 April 1996
Mission When Founded: To provide for a better environment in England and Wales, both for the present and the future, by providing advice and consultation, securing compliance with legal regulatory requirements, and using enforcement powers including prosecution where necessary.
Mission Today: Same
Jurisdiction: England and Wales (an equivalent body is responsible for Scotland- the Scottish Environmental Protection Agency – whilst authority in Northern Ireland is split between the Environment and Heritage Service and the Rivers Agency)
Headquarters: Almsbury, Bristol, UK
of Personnel: 10,500
Annual Budget: £650m (2001/2002)
History/Profile: The Environment Agency's jurisdiction is divided into eight 'regions' that are then broken up into 'area offices' – totalling 26. Working closely at all times with the local authorities, the Agency's functions are many and varied, including as they do pollution control, waste regulation, the management of water resources, flood defence, fisheries, conservation and navigation. These functions involve regulating the behaviour of both individual private citizens and large industrial concerns, in close co-operation with local government and other regulatory

bodies. In addition, the Agency also manages and implements its own programs with regard to flood defence, bio-diversity, conservation and a range of other environmental concerns.

Despite this, the Agency's core function is to provide advice and consultation on environmental matters – both to public and private bodies. The Agency is consulted on meeting the legal requirements and also on general environmental concerns. As well as acting to ensure adherence to regulation, the Agency attempts to promote responsible attitudes towards the environment above and beyond the legal requirements. To this effect they run a number of promotional schemes, and have even been known to offer incentives.

In addition to this, the Agency is expected to enforce legislation – to this effect, Agency Inspectors respond to public complaints, and in some high risk cases (nuclear installations, toxic waste dumps etc) will pay regular visits to ensure regulations are complied with. The Agency will typically inform the offender of the infringement, and give them a chance to comply with the regulation before taking action. The amount of leeway granted will usually be determined by the immediacy of any threat to the environment.

Although in cases where regulations have been infringed, the Agency regards 'prevention as better than cure', and has on occasion been criticised by environmental groups for its unwillingness to prosecute, it still enjoys considerable power to do so. As well as outright prosecution, the Agency can administer Cautions (which the offender must accept, signing a written statement to the effect that they have committed the offence in question), and Warnings (essentially just that). Both of these are admissible as evidence in any future prosecution. In addition, the Agency can revoke or suspend an environmental licence it has previously issued (the Agency approves licences for waste dumping and the like). Continuing to operate without the appropriate licence is a criminal offence, as is obstructing Agency staff in the course of an investigation, and denying lawful requests for information pertaining to an investigation.

The UK Environment laws also provide considerable scope for Courts to punish offenders – defendants can be prosecuted in the Magistrates Court, or, if the Agency considers the offence serious enough, in the Crown Court. Penalties range from unlimited fines to imprisonment. When taking action against large companies, the Agency will also consider separate action against individuals within those companies that it considers legally accountable.

Occupation Templates

Environment Protection Officer: Bargain, Biology, Chemistry, Law, Natural History, Persuade, Spot Hidden; plus 1 skill as a personal speciality

National Laboratory Service Technician: Computer Use, Spot Hidden, 3 skills from the following: Biochemistry, Biology, Botany, Chemistry, Geology, Zoology; plus 2 skills of your choice

Sample Character

Bhupinder Sankoli, age 29

Race: Indian/Asian

STR 9 CON 10 SIZ 8 INT 17 POW 16

DEX 12 APP 17 EDU 19 SAN 80 HP 9

Damage Bonus: None

Education: BA (Hons.) Environmental Science, University of York

Occupation: Environment Agency Inspector

Skills: Chemistry 70%, Biology 45%, Law 35%, Zoology 40%, Natural history 30%, Persuade 40%, Spot Hidden 55%

Languages: Hindi 99% (own), English 80%,

Attacks: None

Attorney General Serious Fraud Office

Date Founded: April 1988

Mission When Founded: To investigate and prosecute serious and complex fraud and so deter fraud and maintain confidence in the probity of business and financial services in the United Kingdom

Mission Today: Unchanged

Jurisdiction: England, Wales and Northern Ireland

Headquarters: Elm House, 10-16 Elm Street, London, UK

of Personnel: 233 permanent staff (2002).

Additionally civil servants, police officers, accountants and counsels may be seconded from public and private sectors

Annual Budget: £21.8 million (2001/2002)

History/Profile: The Serious Fraud Office was established in April 1988, following 1987 Criminal Justice Act that created it and its powers. The SFO was created in response to the Fraud Trials Committee's 1986 report that recommended the need for a new unified organisation responsible for all the functions of detection, investigation and prosecution of serious fraud cases. The Fraud Trials Committee was itself a response to considerable public dissatisfaction with the system for the investigation and prosecution of serious and complex fraud in the 1970s and 1980s. Since its establishment the SFO has become an integral part of the UK's Criminal Justice System and has been responsible for the investigation and prosecution of some of the biggest frauds in British history.

The SFO is an independent department of the government. The SFO's Director exercises her powers under the superintendence of the Attorney General. She maintains contact with government departments and regulatory bodies such as the Department of Trade and Industry, Bank of England, International Stock Exchange, Securities and Investments Board, Take-over Panel, Securities and Futures Authority, Personal Investment Authority and others. These and other organisations report to the SFO allegations of serious or complex fraud. The police and the Crown Prosecution Service through Central Case Work mainly deal with other, lesser cases of fraud.

The Director decides to whether to take on referrals to the SFO as investigations. The criteria for this decision takes into account the need to use the SFO's Section 2 powers, whether the alleged fraud exceeds £1 million, whether there is a significant international

aspect, whether the case might raise public concern, and/or whether the investigation requires the SFO's specialised knowledge.

An SFO investigation team is multi-disciplinary, including lawyers, accountants, police officers and support staff. A lawyer, who as case controller is responsible for ensuring a prompt and efficient investigation and for any ensuing prosecution, heads the team. The independence, role, and accountability of police attached to the SFO remains unchanged. SFO teams need to be multi-disciplinary as major fraud investigation involves investigating vast quantities of documents left in a deliberately obscured and fragmented form. Proper assessment of this information means that documents are seen by several experts (police, accountants, lawyers, bankers, stockbrokers and computer specialists) contributing different forms of knowledge with an aim of producing compact and coherent information for use in court. The prosecuting Counsel is involved in the investigation and prosecution from an early stage.

The SFO's Section 2 powers enable investigators to obtain information quickly, efficiently, and without need of criminal proceedings, reducing the time taken for investigation. Accessing bank account information is a typical use of Section 2. Many Section 2 notices are issued to banking businesses, financial institutions, accountants and other professionals to remove duties of confidence to clients in order to assist investigations.

Once an investigation is complete, the SFO will assess whether there is sufficient evidence against each potential defendant to secure a conviction and whether the public interest warrants a prosecution. Fraud trials generate a large amount of paper and a need for a large amount of accommodation for the trial. The SFO liaises with the Lord Chancellor's Department, circuit and court administrators regarding impending SFO cases.

Since 1995 the law has changed to allow the SFO to use its investigative Section 2 powers on the behalf of foreign investigations. This is important to the SFO as two thirds of the major frauds investigated by the SFO have a foreign aspect, and allows for greater cooperation in the international fight against fraud. An overseas authority must apply to the Home Office who will refer the request to the SFO if it is suitable. The SFO's Director then assesses the request. Requests have come from Australia, Argentina, Germany, Switzerland and more than 9 other countries, and requests for the SFO's assistance are continually increasing.



Occupation Templates

Financial Investigator: Accounting, Business*, Computer Use, Credit Rating, Fast Talk, Law, Library Use, Persuade, Spot Hidden

Forensic Computer Analyst: Accounting, Computer Use, Computer Programming, Cryptography, Electronics, Spot Hidden; plus 2 skills of your choice

Lawyer: Accounting, Bargain, Business*, Credit Rating, Law, Library Use, Persuade, Psychology

Police Officer: Accounting, Bargain, Computer Use, Drive Auto, Fast Talk, Law, Listen, Persuade, Psychology, Spot Hidden

Sample Character

Alan Strong, age 37

Race: European

STR 13 CON 6 SIZ 16 INT 18 POW 10
DEX 10 APP 14 EDU 21 SAN 50 HP 11

Damage Bonus: +1D4

Education: MPhil, Imperial College London

Occupation: Forensic Computer Analyst

Skills: Accounting 55%, Business 55%, Computer Programming 65%, Computer Use 75%, Cryptography 60%, Dodge 40%, Drive Auto 45%, Electronics 50%, Library Use 50%, Listen 50%, Martial Arts 10%, Mathematics 50%, Photography 30%, Spot Hidden 55%

Languages: English 100% (own)

Attacks: Fist/Punch 65%, 1D3+db

Grapple 40%, special

Kick 50%, 1D6+db

Prime Minister's Office Paranormal Intelligence Section for Counter-intelligence, Espionage and Sabotage (PISCES)

Date Founded: 26 June 1940 – incorporates MI13 which was created in 1916.

Mission When Founded: Paranormal espionage, counter-espionage, intelligence, counter-intelligence and the study and development of psychic abilities.

Mission Today: Unchanged, additional duty of researching alien technology.

Jurisdiction: United Kingdom, although its operations are worldwide.

Headquarters: Severn Aerospace headquarters, South Bank, London, UK

of Personnel: 1,511 (2001/2002)

Annual Budget: Unknown, but all operations concealed within Severn Aerospace's turnover of £388m (2001/2002).

History/Profile: PISCES was formed in the dark days immediately after the fall of Dunkirk by Churchill's personal order. A talent working for MI13 predicted the Fall of France and the BEF's famous evacuation, and evidence was presented to Churchill convincing of the efficacy of paranormal warfare.

PISCES fought the Second World War combating the Nazis' Karotechia and the Japanese Black Dragons, allied with the United States's P4 division. PISCES survived the war unlike their American allies by realigning against the supposed psychic Soviet threat.

PISCES survived the Cold War, cracked down on the psychedelic excesses of the late 1960s/early 1970s, and used the 1980s privatisation boom to seek a new, financially independent cover under the guise of Severn Aerospace Limited, an advanced engineering company in the aerospace industry.

Today, PISCES guards the United Kingdom against paranormal threat, probably the only national organisation in the world with such a remit. To do this, PISCES has used the last 50 years to gather around it a vast array of powers, both legal and illegal, to enable it to do its job.

Occupation Templates

Kilmaur Manor Archivist: Ancient or Other Language(s), Computer Use, Credit Rating, Folklore*, History, Library Use, Literature*, Occult

Magonia Researcher: Computer Use, Credit Rating, Library Use, Occult; plus 4 skills from the following: Academic Lore*, Alien Science*, Astronomy, Biochemistry*, Biology, Botany, Chemistry, Electronics, Forensics, Gift skill*, Mathematics, Medicine, Occult skill*, Pharmacy, Physics, Psychiatry, Psychotherapy*, Xenobiology*, Zoology

Paranormal Organisation Recruiter: Computer Use, First Aid, Library Use, Listen, Occult, Photography, Psychology, plus any 3 skills from the following: Fast Talk, Gift skill*, Law, Occult skill*, Other Language, Psychoanalysis

PIA Investigator: The use and implication of this template must be discussed and cleared with the Keeper before entering play. Clean* or Tradecraft, Drive Auto, Handgun, Interrogate*, Intimidate*, Listen, Machine Gun, Martial Arts, Rifle, Sneak, Spot Hidden, Sub-machine Gun

PISCES Operator: Handgun, Law, Occult, Psychology, Spot Hidden, Tradecraft; plus 3 skills from the following: Clean*, Computer Use, Conceal, Drive Auto, Electronics, Listen, Locksmith, Martial Arts, Other Language(s), Photography, Sneak

SAS Detachment: *SAS troopers' CON must be 12 or greater; their STR must be 11 or greater; their DEX must be 9 or greater. SAS troopers get an additional 60 points to spend on firearms and mêlée skills.*

Conceal, Demolitions, Handgun, Heavy Weapons*, Machine Gun, Martial Arts, Rifle, Sub-machine Gun, Survival, Throw; plus skills from 1 of the following packages:

A. Climb & Skiing; B. Parachuting & Jump; C. Drive Auto & Drive Motorcycle; D. Boating, Pilot Boat & SCUBA

Section H Researcher: 2 x Ancient or Other Languages, Anthropology, Archaeology, History, Library Use, Philosophy & Religion*; plus 2 other skills as specialisations



Severn Aerospace Admin Staff: Accounting, Business*, Computer Use, Credit Rating; plus 4 other skills of your choice.

Severn Aerospace Engineering Staff: Aeronautics*, Alien Science*, Mathematics, Physics, Electronics, Electrical Repair, Computer Use

Talent: Choose any Occupation. Spend Occupation points as normal. Occupation points derived as follows: 2D6+3 EDU x20 if a teenager, 3D6+3 EDU x20 if an adult. For psychic talents follow the rules on p.225 'Acquiring the Gift' in *Delta Green: Countdown*.

Talent Handler: Anthropology, Credit Rating, Fast Talk, Gift skill*, Occult, Occult skill*, Persuade, Psychology

Sample Character

Andrea Steele, age 27

Race: European

STR 8 CON 11 SIZ 11 INT 15 POW 11
DEX 11 APP 15 EDU 20 SAN 55 HP 12

Damage Bonus: None

Education: Leeds University

Occupation: PISCES Field Agent

Skills: Clean 45%, Computer Use 20%, Dodge 42%, Drive Auto 40%, Fast Talk 15%, Law 55%, Locksmith 35%, Martial Arts 20%, Navigate 30%, Occult 65%, Photography 45%, Psychology 35%, Spot Hidden 70%, Tradecraft 65%

Languages: English (own) 100%

Attacks: Fist/Punch 70%, 1D3

Headbutt 30%, 1D4

L107A1 (SIG-Sauer P228) pistol 65%, 1D10

British Army

Royal Military Police (RMP)

Date Founded: 1926 as the Corps of Military Police
Mission When Founded: To police the military community, and to provide operational support and assistance to the Army in meeting its operational demands and legal obligations.

Mission Today: Same

Jurisdiction: The RMP is responsible for all British Army personnel and their families.

Headquarters: Rousillon Barracks, Chichester, West Sussex, UK

of Personnel: 2,100

Annual Budget: Not known

History/Profile: Whilst the first named military policeman in the British Army was appointed in 1241, the present day RMP's origins are considerably more recent. The Military Mounted Police (MMP) was established for service at home and abroad in 1877, and charged with maintaining order and discipline in the ranks. The Military Foot Police (MFP) were subsequently formed in 1882, having been raised for service in Egypt, and became a permanent corps for service at home in 1885. The MMP and MFP were eventually amalgamated in 1926 and were renamed the Corps of Military Police (CMP).

During World War Two military police were deployed in every theatre of operations, usually at the same time as the first of the front line troops. The CMP won some 229 operational awards over the course of the conflict, and 776 Mentions in Dispatches. In 1946, in recognition of this outstanding record of service, King George VI granted the 'Royal' prefix to the regiment, changing its name to today's title of the Royal Military Police (RMP).

Today the RMP (who are also known as 'Redcaps' on account of the colour of the regimental beret) are possibly the most recognisable corps in the British Army, and are deployed everywhere it serves. Members of the RMP fulfil a variety of diverse roles that often differ greatly between peacetime and wartime.

In a battlefield situation, the RMP are responsible for providing operational support to commanders in the form of traffic control, route reconnaissance, signing and surveillance, as well as

controlling stragglers, refugees and other non-combatants. They also advise on and handle enemy POWs. In an immediate post-conflict situation the RMP would also be expected to act in a general law-enforcement capacity until civilian law-enforcement agencies are able to re-establish themselves.

Their main peacetime role, however, is to police the military community. General police duties include providing physical security inside military garrisons in the form of patrols, assisting commanding officers in the maintenance of discipline, conducting criminal investigations, providing evidence and investigating complaints and allegations made against HM Forces.

Members of the RMP train as regular soldiers in an Army training Regiment before receiving specialised training at Rousillon Barracks. RMP specialist training lasts for twenty weeks, and focuses on self-defence, first aid, driver training, police duties and the law. Until 1955, officers were seconded from other regiments for a tour of duty in the RMP, but since then they have been allowed to join the RMP directly. Entry requirements include strict height, weight and fitness standards and a spotless service record.

As well as the General Police Duties Branch, the RMP also has its own fully professional detective force with which to conduct criminal investigations. The Special Investigation Branch (SIB) was established in 1940 and consists of some 200 investigators whose job is to investigate serious or sensitive criminal offences committed by or against serving Army personnel or civilians employed by the military and their families. SIB investigators typically dress in civilian clothing, but may be required to wear uniform, particularly when serving abroad. The SIB maintains its own forensics and crime scene specialists, and often works closely with civilian law-enforcement agencies.

Finally, in addition to the above, the RMP also handles close protection (CP) duties for military and non-military personnel, both abroad and at home. CP duties often involve extended assignments to other military units and government departments, often in difficult or dangerous parts of the world. The RMP has been providing CP for the likes of British ambassadors, diplomats, high-ranking military personnel, politicians, VIPs and even witnesses in criminal trials for over fifty years. Personnel selected for CP duties receive intensive training in driving, first aid, weapons handling, observation and unarmed combat at Rousillon Barracks.



Occupation Templates

CP Specialist: Drive Auto, First Aid, Handgun, Law, Martial Arts, Navigate, Rifle, Spot Hidden, Throw; plus 2 skills from the following: Dodge, Machine Gun, Sub-machine Gun

Military Policeman: Baton, Handgun, Law, Martial Arts, Navigate, Persuade, Rifle, Throw; plus 2 skills from the following: Drive Auto, First Aid, Photography

SIB Investigator: Fast Talk, Forensics, Handgun, Law, Martial Arts, Navigate, Persuade, Photography, Psychology, Rifle, Spot Hidden

SIB SoCO: Computer Use, Forensics, Photography, Spot Hidden; plus 2 skills from the following: Biology, Chemistry, Geology, Pharmacy, Physics

Sample Character

Lieutenant Jessica Marlowe, age 23

Race: European

STR 10 CON 11 SIZ 10 INT 12 POW 13
DEX 13 APP 14 EDU 17 SAN 65 HP 12

Damage Bonus: None

Education: Royal Military Academy, Sandhurst

Occupation: SIB Investigator

Skills: Drive Auto 35%, Fast Talk 55%, Forensics 41%, Handgun 68%, Law 60%, Martial Arts 52%, Military Science 36%, Navigate 35%, Persuade 40%, Psychology 50%, Spot Hidden 62%,

Languages: English 90% (own)

Attacks: FN Browning Hi-Power pistol 68%, 1D10

L85A2 (SA80) Assault Rifle 65%, 2D8

Fist/Punch 60%, 1D3+db

Grapple 35%, special; Kick 32%, 1D6+db

Irish Republican Army (IRA) (Óglaigh na hÉireann)

Date Founded: 25 November 1913, as the Irish Volunteers.

Mission when founded: To provide an armed force in defence of Home Rule.

Mission today: Removal of British control from Northern Ireland.

Territory: Normally Northern Ireland, the Republic of Ireland, and Britain, but it is believed the IRA has operated in mainland Europe, and sent operatives to South America to train guerrillas there.

Headquarters: Northern Ireland

of Personnel:

- Provisional IRA: Approximately 1200 operatives, and thousands of sympathisers.
- Real IRA: Estimated at 100, but fewer sympathisers because of the Omagh bombing.
- Continuity IRA: 100
- INLA: 70

Annual Budget: Unknown, but fundraising comes from United States, and numerous rackets in both Northern Ireland and the Republic, including protection, drug sales and bank robberies. The IRA also has suspected business links to ETA in Spain, FARC in Columbia, and Colonel Gadhafi in Libya.

History/Profile: Formed as a direct response to the creation of the UVF in 1912, Irish Volunteers was primarily intended not for paramilitary, but political purposes, to lobby Britain for Home Rule. The 1916 Rising decimated the Volunteers, but led to a quick reformation and transition to Nationalist politics. The Volunteers became commonly known as the IRA (though they continued using the name 'Irish Volunteers', and still do, albeit the Irish translation) by the beginning of the Anglo-Irish War in 1919, a

conflict started by the IRA rather than the illegal parliament, Dail Eireann.

Following the split over the Anglo-Irish treaty in 1922, the Irish Civil War, and a split of political elements (into Fianna Fail), the IRA took a form akin to its current shape in the 1930s, beginning racketeering from the Irish population as a means of 'fundraising'. A fresh bombing campaign, started in 1939, leading to the de Valera government interned almost all active IRA members for the duration of 'The Emergency', and a virtual elimination of the organisation by a joint Irish, British and Northern Irish effort in December 1944. Though they reorganised, military activities during the 1950s failed due to lack of support, and by the 1960s the group moved to economic and social agitation, and involvement in the existing political institutions. This led to a split in 1969, with the Marxist politicals forming the Official IRA, and the Socialist militants forming the Provisional IRA, which took the organisations leadership to Northern Ireland.

The Official IRA adopted a cease-fire in 1972, leading to dissidents forming the Irish Nationalist Liberation Army (INLA) that year, and later the Official IRA renamed itself The Workers Party. The Provisional IRA's activities, from 1969, were further supported following the Bloody Sunday massacre, leading to counter-activities from the UDA and UVF and The Troubles.

The Peace Process in 1994 led to the IRA's cease-fire until 1996 and the Canary Wharf bombing, a cease-fire which has been readopted since July 1997. However, further dissident elements led to the Continuity IRA (formed in the mid-1980s) coming to prominence and the creation of the Real IRA, which was responsible for the Omagh bombing in 1998, the single worst atrocity of the Troubles.

While the Provisional IRA proclaims its cease-fire has held since 1997, it continues its criminal activities both in the North and South (in particular the murder of the Dublin gangland boss Martin 'The General' Cahill in the mid-1990s). The Real IRA said that after Omagh they were suspending activities, but have subsequently returned to activity, including firing a rocket at the MI6 building in London in September 2000 and planting a bomb outside the BBC building in March 2001. The Continuity IRA called decommissioning 'national treachery' and has said it will still fight 'to achieve Irish Freedom'; the INLA appears to have lost most of its potential recruits to the latter two groups.



Occupational Template:

(Note: While much of the old Sinn Fein politicians would have come through the IRA, such as Martin McGuinness, a sizeable population of Sinn Fein members now come from outside the IRA traditional territories: Dublin has fostered several prominent members, such as the TD Angharad O'Connell, and University College Dublin has a strong Sinn Fein membership. Most of these are socialists and tend to be motivated by the corruption of Irish politics than flat-out nationalism. Thus, use a Student or Politician template for Sinn Fein members, unless they specifically have an IRA background)

Active Service Unit Operative: Drive, Handgun, History, Other Language (Irish); plus any 4 skills from the following: Club, Conceal, Demolitions, Electrical Repair, Heavy Weapons, Locksmith, Machine Gun, Military Science, Psychology, Rifle, Sneak, or Spot Hidden.

Sample Character:

Stiophan MacGriolaish, age 35

Race: European

STR 12 CON 13 SIZ 14 INT 16 POW 11

DEX 13 APP 12 EDU 13 SAN 55 HP 12

Damage Bonus: +1D4

Education: Secondary School

Occupation: IRA operative

Skills: Dodge 46%, Drive Auto 75%, Hide 30%, History 40%, Locksmith 50%, Sneak 50%, Spot Hidden 55%

Languages: English 65% (own), Other Language (Irish) 55%

Attacks: Fist/Punch 75%, 1D3+db

Headbutt 55%, 1D4+db

AK-47 Assault rifle, 50%, 2D8

Smith & Wesson .38 revolver, 55%, 1D10

Ulster Defence Association (UDA)

Date Founded: Autumn 1971.

Mission when founded: Co-ordinate Loyalist paramilitary activities.

Mission today: Unchanged.

Territory: Northern Ireland.

Headquarters: Northern Ireland.

of Personnel: Approximately 800 paramilitary operatives, with a support mechanism of around 3000.

Annual Budget: Unknown: runs legal drinking establishments and businesses, and numerous illegal rackets including drugs and protection.

History/Profile: The UDA's motto is Law before Violence, promoting the idea that it is a political body first and a paramilitary group last (the group was only proscribed in 1991). Politically, the UDA was involved in mass protests against the closure of the Stormont parliament, the removal of Republican 'no-go' areas, plans to erect barriers between the Catholic Springfield and Protestant Shankill areas, and the 1974 Ulster Workers' Council strike, which forced the power-sharing executive to resign. From 1978, the UDA fielded a political party, first the New Ulster Political Research Group, then the Ulster Loyalist Democratic Party in 1981 (which advocated independence for Northern Ireland), which renamed itself the Ulster Democratic Party in 1989, and which folded in December 2001.

This is not to suggest that the UDA is a purely political organisation. From the group's inception, elements operating under the titles of the Ulster Freedom Fighters and the Red Hand Defenders began a campaign of assassinations of republican activists and random Catholics, in response to the IRA's activities. The campaign of violence was brought to a ceasefire in 1994,

which held until November 2001, when the then Secretary for Northern Ireland, Dr. John Reid, declared their ceasefire was over, following bloody infighting between the UDA and Ulster Volunteer Force and a campaign of terror against Catholics. In February 2003, the UDA declared that it would call a twelve-month ceasefire and restructure the organisation.

The structure of the UDA mirrors this strange ideology. The UDA operates separate brigades, divided by territory, and this has led to infighting on numerous occasions – the notorious Johnny 'Mad Dog' Adair, was driven into exile in Scotland after a conflict which left four dead.

Occupational Template:

UDA Operative: Drive, Handgun, History; plus any 4 skills from following: Club, Conceal, Demolitions, Electrical Repair, Heavy Weapons, Locksmith, Machine Gun, Military Science, Psychology, Rifle, Sneak, or Spot Hidden

Sample Character:

Billy Covey, age 28

Race: European

STR 14 CON 13 SIZ 11 INT 17 POW 11

DEX 14 APP 13 EDU 11 SAN 55 HP 12

Damage Bonus: + 1D4

Education: Secondary School

Occupation: UDA operative

Skills: Computer Use 25%, Conceal 45%, Demolitions 45%, Drive Auto 55%, Electrical Repair 60%, History 50%, Martial Arts 15%, Operate Heavy Machinery 20%, Psychology 25%, Swim 35%, Throw 40%

Languages: English 55% (own)

Attacks: Browning .380 pistol, 60%, 1D10

Fist/Punch 65%, 1D3+db

Punishment Weapon (Club with nails) 65%, 1D8+db (can impale for 1D8+1D6+db damage)

New Skills

The following skills can be found in Chaosium's *The Keeper's Companion volume 1*:

- Academic Lore (01%), p.178
- Biochemistry (01%), p.181
- Business (05%), p.182
- Folklore (05%), p.188

- Literature (10%), p.192
- Philosophy & Religion (05%), p.197
- Psychotherapy (01%), p.199

Heavy Weapons (10%) can be found in Chaosium's *1990s Handbook*, p.42. Alternatively replace with Heavy Weapon (05%), p.189 of the Keeper's Companion. *Continued on page 45.*

Stranger's Race Vobster, Somerset

An extract from Rik Kershaw Moore's travel diaries.

Half a mile outside the sleepy little village of Vobster, near Midsomer Norton in Somerset lies an enclosed turf cut maze known only as the Stranger's Race. The maze is of uncertain historical origin. Certainly there is no mention of the maze in the Bede's *Historia Ecclesiastica* of 731 AD nor is it mentioned by Aubrey, who is known to have stayed several times at the local inn, in 1686 in his book *Hypomnemata Antiquaria*.

The first reference to the Stranger's Race is in fact made by William Stukeley in his *Itinerarium Curiosum* of 1776, where he states that a "fine maze of great antiquity is to be found outside the hamlet of Vobster". Stukeley's account of the maze (formed from turf ridges and shallow trenches marking a single pathway which leads to a raised mound in the centre and surrounded by a hedge of St John's Wort [*Hypericum perforatum*] bushes) also includes the legend of how the maze came into existence. According to Stukeley the mound in the centre of the maze is one of the many entranceways into the Kingdom of the Strangers.

The Strangers are not the normal clean-limbed wee folk of Somerset but are in fact something much worse; short slippery greyish toad like creatures. The Strangers don't speak any known language but instead seem to talk to one another in high pitched sounds.

The Strangers would often come to Vobster when the Moon was full, looking for the spirits of the young and beautiful so that they could fall upon them and steal them away. For hundreds of years, the people of Vobster and the surrounding villages would lock up their children when the moon was full and place sprigs of St John's Wort outside the doors in the hope of that the Strangers would not take their children away.

Being crafty, the Strangers knew the longer they stayed away the more lax the human guardians would come, and so they waited until the time came when St John's Wort was no longer hung from the doors. In one fateful night, the Strangers whisked away over 30 children and took them back into their dark shadowy world, never to be seen again.

Following this appalling night, the people of the villages went to most insightful person in the area; the wise woman Effemia Pasco. She ordered that a maze be built over the entrance to the Stranger's realm. In this way, she explained the Strangers would when they next emerged become so confused

that they would never find their way out of the maze and would instead retreat back into their world. When the maze was finished, Effemia Pasco commanded that the maze was to be surrounded by a hedge of St John's Wort, since this herb is so obnoxious to evil spirits that the Strangers would come close.

However while the Strangers never walked abroad again, they have still managed to take the occasional soul who walks the Race at the full moon. In today's modern society, the maze is all but forgotten, yet the villagers know enough to ensure that the St John's Wort is kept planted.



Stranger's Race as depicted in William Stukeley's *Itinerarium Curiosum*

Keeper's notes – By some terrible quirk of nature the raised mound at the centre of the Stranger's Race is a dimensional portal that transports all who step into it Beyond the Zone of the Thirteen Faveolate Colossi so that they fetch up in the Ghooric Zone of Thog. Thog is one of the dark mist shrouded worlds that orbit the spawn infested world of Yuggoth, and the caverns that riddle the tiny planetoid are known as the Ghooric Zone. The way is opened when the full moon casts its light into the centre of the

maze. Then the air around the mound will start to shimmer as if it is in a heat haze. Anyone stepping into this shimmering effect will be instantly transported into these dark caverns.

In these aberrant and unearthly caverns strange lights glow illuminating the huge necrotic fungi that cling to the walls and rocks whilst in the very centre of the complex lies a great lake of foul liquid besides which Shoggoths play.

The Ghooric zone is all that remains of an abandoned Tok'l mine. Tok'l is a strange silver metal that is not found on Earth. Tok'l has some extremely peculiar properties including the ability to preserve brain functions and consequently it is the key component in a number of immortality rituals and is thought to be a main component of Mi-Go's brain flasks.

The mysterious lights that can be seen moving through the caverns belong to the Strangers, an unnamed humanoid race that was transported from their home-world many light years away to mine the Tok'l metal for the Mi-Go. The Mi-Go also transported the Shoggoths to act as guards to ensure the Strangers behaved.

When the Mi-Go discovered that Yuggoth had large reserves of Tok'l they shifted their mining activities to their adopted home-world and simply abandoned both the Strangers and the Shoggoths to their fate. These days the Strangers worship the Shoggoths as gods and regularly appease them by sacrificing their own young to the dark horrors.

Upon discovering the portal, the Strangers switched from sacrificing their own to sacrificing those earthly souls they could capture. This greatly pleased the Shoggoths since the meat of a human is far preferable to the oddly tainted meat of the Strangers. Consequently the Shoggoths were not pleased when Effemia Pasco managed to successfully ward the Earthly side of the portal. Their revenge against the Strangers was terrible, all but wiping them out until only a few hundred Strangers remained. For their part, the Strangers are constantly probing the maze looking for weak spots, while the Shoggoths are now actively hunting for the entrance since they wish to leave these dark terrible caverns. The Strangers are thankfully unaware of the Shoggoth's desires since it is doubtful that the St John's Wort would be at all efficacious against the evil of the Shoggoths.

The Strangers, Lesser Race

The degenerate remnants of a slave race abandoned by the Mi-Go

Physically a Stranger is a humanoid creature about four feet high. It has thick greyish hairless skin that hangs in folds from its limbs, this skin looks transparent and glows with an unearthly light since the Strangers have formed a symbiotic relationship with one species of luminous fungus. The Stranger derives nourishment and light from the Fungus that lives between the Stranger's voluminous outer skin and its inner skin. The Fungus for its part has a safe place to grow. When it becomes time for the fungus to spawn, the other skin of the Stranger splits open and the spores are released.

The Strangers possess large round eyes of the deepest violet, which protrude from the folds of skin of their heads. While the Stranger has neither mouth nor nose it does possess a frond of short tentacles bellow the eyes. These tentacles wave constantly and act like a nose, tongue and ears tasting the air and picking up faint vibrations. The strangers communicate with each other using an ultra-sound language that is roughly in the same frequency to that of bats. The strangers wear no

clothes and have few implements except for Tok'l metal knives and axes which they use in underground activities.

Char.	Rolls	Averages
STR	3D6+6	16 - 17
CON	2D6+6	13
SIZ	2D6	6 - 7
INT	2D6+6	13
POW	2D6	6 - 7
DEX	3D6+6	16 - 17

Move 8 **HP 10**

Av. Damage Bonus: None

Armour: 2-point skin

Weapons: Tok'l Metal Knife 30%, 1D8+db
Claw 35%, 1D6+db

Spells: None

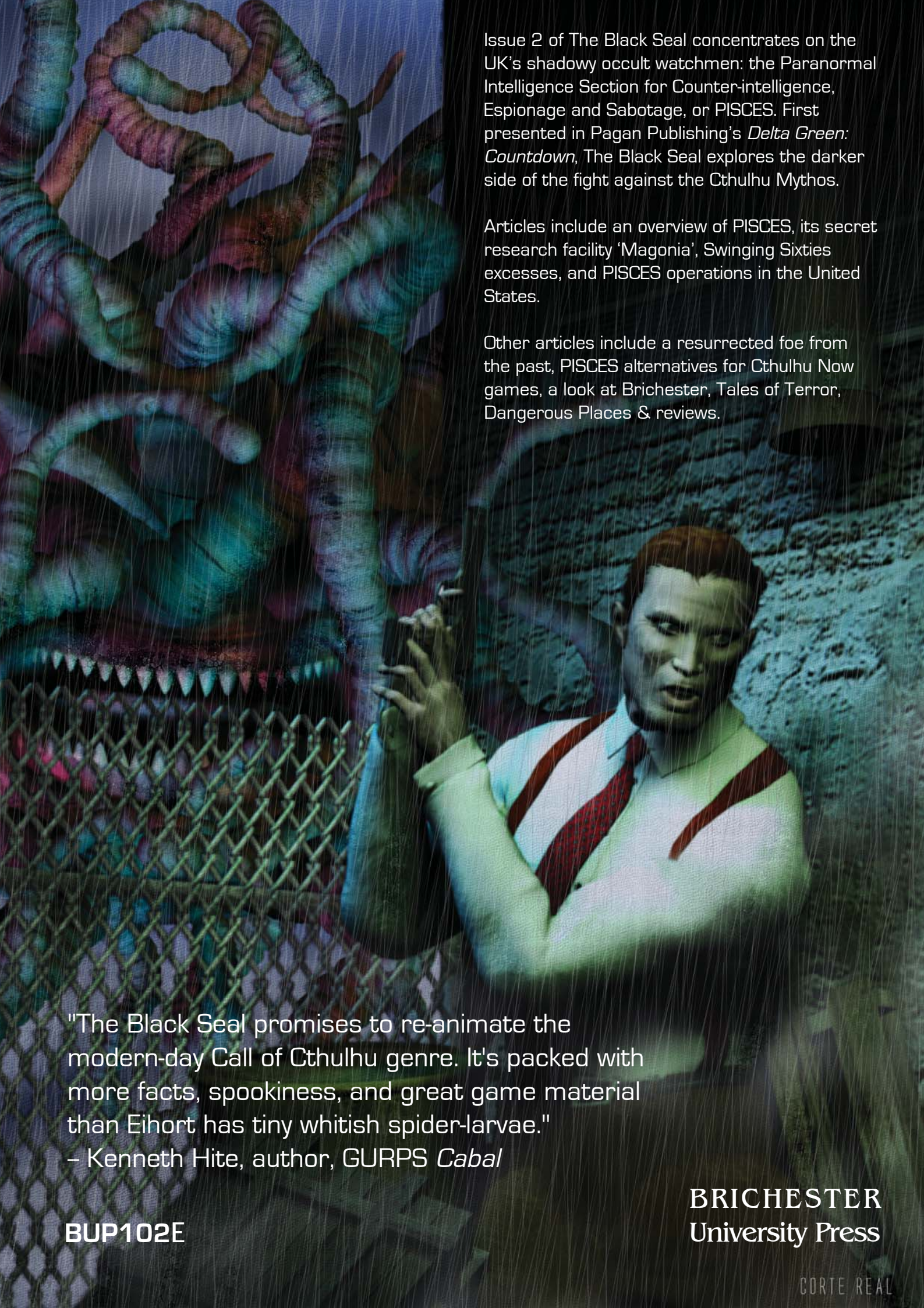
Sanity Loss: 0/1D6 Sanity points

Adventure Idea - The Missing Children

Five children have gone missing from the area around Vobster. A local man, Jason Penny, was found raving mad just outside the Maze and has been charged with their murder. However the local community has doubts about the man's guilt, especially since they know the legends of the maze and have asked for an independent enquiry, namely the Investigators. The locals desire not only to prove that Jason did not do it, but their children back by any means possible, and that includes going into the centre of the maze.

Adventure Idea - The Tok'l Metal

When an archaeological dig near Vobster unearths a knife made of an unknown silver metal, it is sent to Brichester University's Metallurgical Unit for analysis. Here the knife fell into the hands of a Shan controlled scientist who passed it onto Severn Aerospace. Pulling strings within the Government the Shan are going to launch a mission into the Portal to see where it leads. The Investigators are to make up that mission. They do not know what they are up against but the cover story includes doing some investigation work into a cult that is using the Stranger's Race as a base of operations. Once inside the Caverns it will become a fight for survival, as the Strangers will want to capture the investigators to sacrifice to the Shoggoths and the Shoggoths are eager to learn the secrets of the portal.



Issue 2 of *The Black Seal* concentrates on the UK's shadowy occult watchmen: the Paranormal Intelligence Section for Counter-intelligence, Espionage and Sabotage, or PISCES. First presented in Pagan Publishing's *Delta Green: Countdown*, *The Black Seal* explores the darker side of the fight against the Cthulhu Mythos.

Articles include an overview of PISCES, its secret research facility 'Magonia', Swinging Sixties excesses, and PISCES operations in the United States.

Other articles include a resurrected foe from the past, PISCES alternatives for Cthulhu Now games, a look at Brichester, Tales of Terror, Dangerous Places & reviews.

"The Black Seal promises to re-animate the modern-day Call of Cthulhu genre. It's packed with more facts, spookiness, and great game material than Eihort has tiny whitish spider-larvae."

– Kenneth Hite, author, *GURPS Cabal*

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