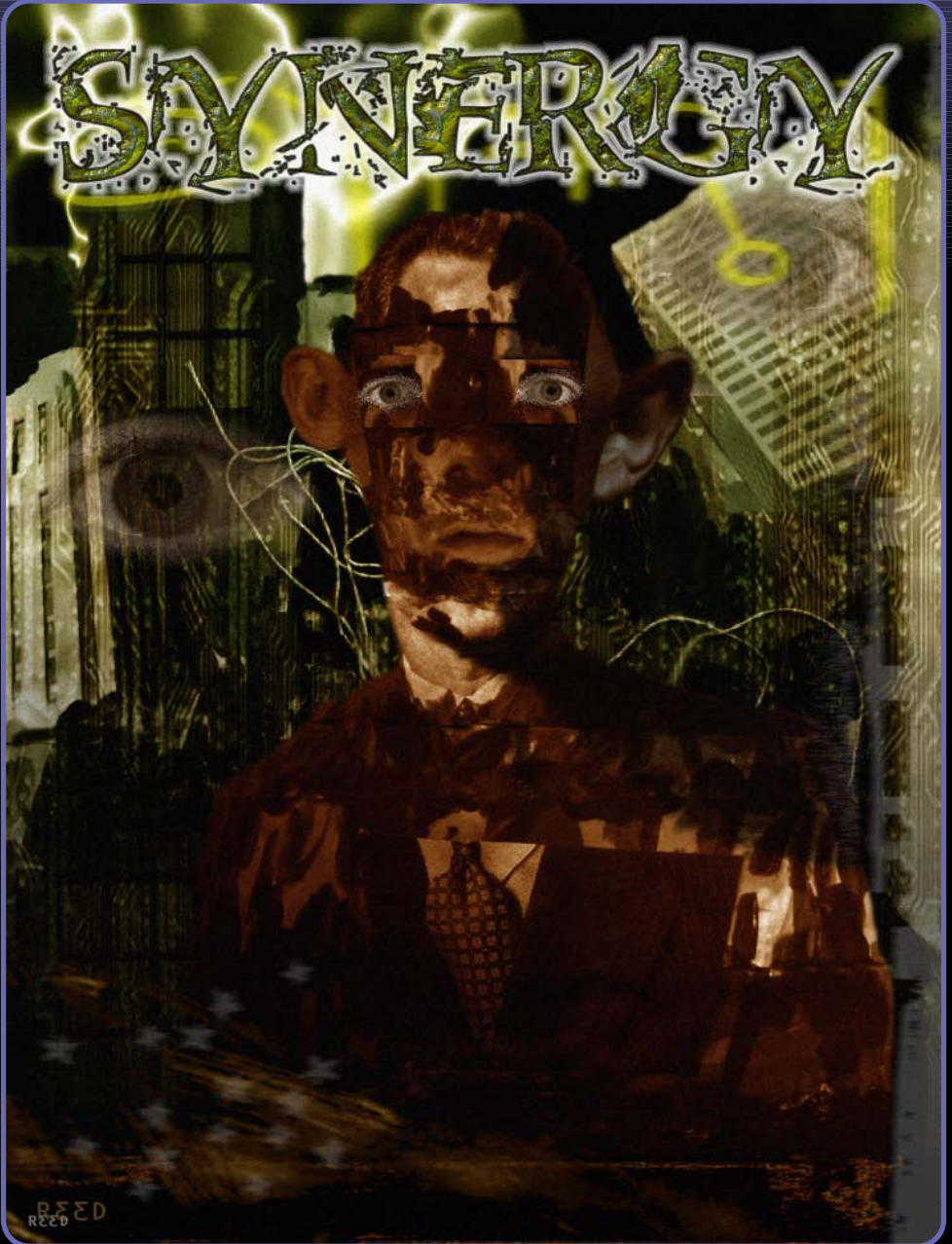


CONSPIRACY



BODYGUARD OF LIES 3

Caught in a web of deception...

A routine investigation takes an ominous turn when agents begin to receive information from an unknown benefactor. From the initial receipt of a few letters and photographs, agents are drawn to look into seemingly unrelated events, unerringly pressured forward by strange hints and alarming coincidences.

As the investigation proceeds, clues suggest an advanced amalgamation of alien technologies by the dreaded Black Book. Signs point to a dangerous vulnerability in Aegis' technological arsenal.

The increasing danger and disparate clues demand fast thinking, seamless responses, and pure dumb luck. To leave the Black Book unchecked is unthinkable.

Is this investigation merely an internal test of the Cell's resources? Could this technology be captured intact? Most importantly...just who is the guiding hand behind the investigation?

Bodyguard of Lies 3: Synergy is the third in a series of module/sourcebooks for the Conspiracy X roleplaying game. This book includes:

- A ready-to-run adventure taking the agents from a sleepy little town to a number of U.S. cities, and finally into the heart of enemy territory.
- A detailed article exploring toxins, natural and man-made, with over 70 descriptions, game rules, uses, treatment and symptoms.

\$16.00 US

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EDN00012



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BODYGUARD OF LIES

SYNERGY



"In wartime, truth is so precious that she should
always be attended by a bodyguard of lies."

- Winston Churchill

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CONSPIRACY X™

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Thanks.

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<i>by Susanne Johnson-Haggett</i>	



INTRODUCTION

Welcome to the third volume of Bodyguard of Lies, a series of sourcebook/modules for the Conspiracy X roleplaying game by Eden Studios. At the risk of sounding repetitive to those who are familiar with the first two volumes, I want to again express our sincere appreciation to all those who have supported this line, and our other Conspiracy X products.

Before we turn to the specifics of this volume, I would like to talk more generally about Eden. While we are still a small company, much is going on. By the time you read this, the first shipment of Conspiracy X miniatures should be available. We have licensed Steve Jackson Games' GURPS and will be producing GURPS Conspiracy X this year. We have several regular-size Conspiracy X supplements in production. Eden is also producing CJ Carella's WitchCraft game, and the main rule book reprint/revision should go to press shortly. Finally, we are producing a computer game version of Mayfair's Iron Dragon fantasy rail-building board game. If you want the latest news, contact us (edenprod@aol.com) and we will send you our monthly email newsletter (it's free). Also, be sure to visit our website at www.edenstudios.net.

Okay, so what are you holding in your hands, you ask? The centerpiece of this volume is Susanne Johnson-Hagget's Synergy mission. This huge, multi-part investigatory adventure takes the characters from a sleepy little town to a number of major cities around the U.S. The mission has no set path, and the cities may be visited in any order. Several secrets may be learned about the Black Book, its alien allies and their activities. The biggest prize of all, and a major victory in the war between Aegis and the Book, awaits those who successfully complete the mission. I am sure you will all agree that Susanne has spun quite a tale. We were so impressed with this "first effort" that we asked her to take a major writing role in Sub Rosa: The Conspiracy Creation Sourcebook. Most recently, Susanne has agreed to manage a "hush-hush" project addressing the inner workings of Aegis.

The other material in this volume covers toxins. Jennifer Woodward submitted a comprehensive article fleshing out the Conspiracy X poison rules, and providing an extensive list of known toxins. The names, descriptions, sources, administration symptoms and treatment of over 70 substances are detailed. The amount of research that Jennifer invested is clearly apparent, and all players and GMs should find something in this plethora of poisons to spice up their campaigns.

Given the size and bread of both Synergy and the toxins article, we more than filled our page count for this issue. Once again, we have increased the size of the book. Once again, we are keeping the price the same. Just a small attempt to show our appreciation for our customers.

The future for Bodyguard of Lies is somewhat up in the air. We have another mission by Justin Schmid, author of the Psi-Wars module in Bodyguard of Lies 1, in the editorial process. We also have a set of miniature rules under construction. A lengthy mission created to supplement Terra Incognita: The International Sourcebook is also available. Finally, we have the multi-part adventure I mentioned last issue in the works. Whatever the content, I can assure you that you will see more Bodyguard of Lies volumes in the near future.

M. Alexander Jurkat, Creative Director, Eden Studios

EDEN OPERATIVE PROGRAM

Through the Eden Operative Program, Eden Studios offers demonstrators, playtesters and amateur writers certain compensation for their contributions to our various products. The compensation takes the form of "Eden Bucks" and is awarded upon completion of an assignment, or acceptance of a submission. This article details the requirements and restrictions of the Eden Operative Program.

HOW DO I WRITE FOR BODYGUARD OF LIES?

The best way for an amateur writer to get an article into BoL is to contact us and ask what we are looking for, or to submit a suggestion of your own. If we like your idea, we'll give you the "go-ahead" and you can start working on it immediately. Many of our fans have written up materials that they are already using in their own games. We encourage them to submit those ideas for inclusion in BoL. If we like the piece, we will work with the author to fine tune it and find a place for it in BoL.

WHAT ARE THE OTHER ASPECTS OF THE PROGRAM?

Eden is also looking for playtesters who are committed to reviewing and writing evaluations of gaming products. Our playtesters are not only rewarded with Eden Bucks for their part on each project, but they know that their comments and suggestions shape the world and game play of Conspiracy X. The playtesters have a great deal of influence on the way a book turns out.

Demonstration of the various Eden Studios products is the third way to be part of the Eden Operative Program. By contacting us and scheduling demonstrations at conventions and local gaming stores, fans of our products can earn Eden Bucks.

WHAT ARE EDEN BUCKS?

Those who help out as writers, playtesters and demonstrators are compensated with Eden Bucks. Each Eden Buck translates to one U.S. Dollar, which can be spent on anything Eden Studios produces.

I'M EXCITED ABOUT ALL THIS, HOW DO I JOIN?

Becoming a member of the Eden Operative Program is as easy as submitting a request. Please supply your name, address, email, and phone number. You will also need to indicate the part of the program you would like to participate in, and the game or games you want to work on. You will be sent out the complete guide to our program. Send snail mail or email to:

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...ANOTHER MAN'S POISON

BY JENNIFER WOODWARD

"The essence of poisoning is stealth"

-The New Detectives, Discovery Channel

INTRODUCTION

Poisoning has always been favored as a rather slippery and anonymous way to commit murder. Those involved in homicide rarely want to draw attention to their actions, and poisoning is a way to make a death look like an accidental death, or a natural cause. To make matters even more interesting, there are poisons that take hours, even days to take effect in the body, giving the poisoner time to establish an alibi. For these reasons, conspiratorial groups like Aegis and the Black Book may employ poison as a way to make a threat quietly disappear.

The ideal poison -- a colorless, odorless, tasteless, lethal and fast-acting toxin that brings about a swift and painless death, and is strikingly innocuous in a medical examination -- does not really exist. For those that come close to the ideal, new technologies and tests are making it easier to determine if a poison was the cause of death. Although almost every poison has a unique symptom that a trained eye can pick up, the trick is knowing which poison to test for.

Death by poisoning is almost always a gruesome, painful way to die. Most poisons completely destroy the internal system by damaging the organs, collapsing circulation, and wreaking havoc on the central nervous system. This obviously causes intense pain. Poisons almost always have a bitter or otherwise offensive and therefore noticeable smell or taste -- unless otherwise noted in this list, assume all the listed poisons taste and/or smell unpleasant.

These drawbacks, of course, have not stopped poisoning from being a popular method of murder throughout the ages.

Obligatory Disclaimer

The author emphasizes that the information contained in this article is to be used as reference for a roleplaying game, for players who wish to have their characters employ poisons in an accurate and thorough way. Please don't do this at home. It's all a game, and there certainly is no Conspiracy.

USING POISON

To be effective, poison must first be introduced onto the system. A character intending to administer a lethal dose of poison must roll her Science or Medical skill against the target's Size. If she succeeds, a lethal dose is administered and the target begins taking full damage after the poison is absorbed and metabolized -- a period covered under Reaction Time. If the roll fails, the poison injected merely sickens the target, but does not kill him. In this case, not only is the damage staged down, but the toxin ceases its effects after 6 Damage Levels have been taken. For attacks from venomous life forms, including Saurians, the creatures' toxicity is rolled against the target's Size, with results as above.

DOSAGE

A number of doses equal to a being's size must be administered. For every dose fewer than required, the administer test suffers -1t, and every dose extra adds +1t to the test. For example, Lisa is attempting to poison Brad. Brad is a Size 3 individual, so Lisa needs to use 3 doses of whatever toxin she has chosen. If she were to use 6 doses, her test to administer the toxin would gain a +3t bonus.

TOXICITY

The bulk of this article includes an extensive list of toxins and their descriptions. Each toxin is given a Toxicity Level. These levels and the dosages they require for certain sized humans are detailed in the nearby Toxicity Dose Table.

Toxicity Dose Table

Toxicity Levels	Size 1	Size 2	Size 3	Size 4	Size 5
1 Almost Non-Toxic	5g-10g	11g-15	16g-20g	21g-25g	25g-30g
2 Slightly Poisonous	2g-5g	5g-8g	9-11g	12g-15g	16g-18g
3 Moderately Poisonous	0.5g-1g	2g-3g	4g-5g	5g-6g	6g-7g
4 Very Poisonous	50-200mg	201-350mg	351-500mg	501-650mg	651-700mg
5 Extremely Poisonous	5-10mg	11-20mg	21-30mg	31-40mg	41-50mg
6 Lethal	> 3mg	> 4mg	> 5mg	> 6mg	> 7mg

REACTION TIME

The reaction time is the amount of time that passes before the poison actually takes effect and begins to damage the body. During this time, the target may not be aware he has been poisoned, as the poison is simply absorbing and metabolizing into the system. Some poisons take effect within seconds or minutes. Others are much more slow acting. In the latter case, the reaction time has been averaged for regular targets. If the target has the High Metabolism trait, the toxin takes effect at the minimum reaction time. Alternatively, targets with the Slow Metabolism trait become affected at the maximum reaction time.

SYMPTOMS

Specific symptoms are listed under the toxin. In general, the first signs of poisoning are nausea, vomiting, diarrhea, and a general feeling of malaise which can include lightheadedness, abdominal cramping, drowsiness, sweating. It is all rather innocuous, and the target may think she has caught a bug or the flu, or eaten some bad food . . . then the really nasty stuff begins.

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DAMAGE

Because of the way poisons work on the delicate internal system, it is impossible to “shrug off” or “resist” poisoning. There is no staging damage for poisoning. Once a toxin is administered, it continues to damage the body until death, medical stabilization/treatment, or, in the cases of non-lethal poisoning, when the damage cap has occurred.

RATE OF DAMAGE

The rate of damage is the amount of taken in a particular time. Poison does 1 Damage Level from every round to every hour, depending on the toxin and how it reacts in the body. In addition, the Toxicity Level determines the type of damage, as illustrated in the Toxicity Damage Table.

Toxicity Damage Table

Toxicity Levels	Standard
1 Almost Non-Toxic	Fw1/30 minutes
2 Slightly Poisonous	Fw1/1 minute
3 Moderately Poisonous	Wn1/1 minute
4 Very Poisonous	Wn1/30 seconds
5 Extremely Poisonous	Sp1/30 seconds
6 Lethal	Sp1/1 round

ORGAN DAMAGE

There is always a chance that irreversible organ damage can occur in poisoning. The affected character must test Luck, regardless of the toxicity or lethal/non-lethal dose. Bad Luck results in a dead or damaged organ and the need for a transplant. The victim suffers a non-stageable, non-healing Tw1 wound per week until death or a successful transplant. When an organ is found, Luck is tested again. Bad Luck means the body rejects the organ in 1D x 1D weeks. Again, the character takes a Tw1 wound per week that cannot be resisted or healed. Specific organs that can be damaged by a particular poison are referenced under the toxin but usually the most affected organs are the kidneys and/or liver. If the organ is accepted by the body, the damage will heal as detailed below.



STABILIZATION AND RECOVERY

The treatment of most poisons is symptomatic, rather than curative. Rarely are there “cures” for the actual toxin -- and most of those fall into the category of animal antivenin. More often than not, the poison is slowed down or removed from the body through vomiting, enema, or gastric lavage (pumping the stomach), and the symptoms are treated with various medical drugs and mechanical aids (kidney dialysis, oxygen, etc.). Indeed, it is frequently the symptoms that kill a victim. At any rate, by staving off such unpleasantities as cardiac arrest, pulmonary edema, suffocation, kidney damage, a caregiver can ensure the patient has a decent chance of recovery.

Stabilizing a poisoned individual requires a First Aid or Medical: Toxicology skill test against the Toxicity Level of the drug. Additional medical attention in the form of medicine, antivenin, artificial respiration/oxygen therapy, kidney dialysis, gastric lavage, etc. reduces the Difficulty Level by 3 when trying to stabilize. Failure means the drug continues taking effect. Success means the patient has stabilized -- the person takes no further damage, and can begin to heal.

Once stabilized, recovering from poison is similar to any other form of healing. Pay particular attention to the possibility of the victim falling into a coma or taking damage due to a failed Strength test against the Damage Level of the injury (as modified by the Effects of Damage Table) -- both of these events are not uncommon in poisoning cases.

In addition, recovering from any kind of poisoning is a long process, as detailed in the Poison Healing Table nearby.

Poison Healing Table

Wound Level	Healing Time
Flesh(Fw)/Bruise(Br)	1 day
Wound(Wn)/Twack(Tw)	3 days
Splatter(Sp)/Break(Bk)	1 week

Toxin Knowledge Training

The character has the basic knowledge of toxins. He knows reaction times, lethal dosages, typical symptoms, recommended treatments, etc. of any given venom. This training grants a +2t to all tests related to working with toxins, such as extracting/distilling poisons, researching new toxins, and developing anti-toxins. The Toxin Knowledge training has several categories corresponding to those discussed in this article: Household, Industrial, Medical, Street, Plants, Animals, Alien. Each must be bought separately. No character may begin with Toxin Knowledge (Alien); it can only be learned in the course of a game by someone with that knowledge. The professional cost of the training is 5CPs, the non-professional cost is 10CPs.

The Toxin Knowledge should be added to the following Professions: CDC Scientist, CIA Agent, CIA Analyst/Technician, DEA Forensic Scientist, FBI Forensic Scientist, MKULTRA Operative, MKULTRA Scientist/Parapsychologist, Federal Bureau of Prisons: Violent Criminal.

ACQUIRING POISONS

Each poison description entry details common places where the toxin is found. A bit more is involved when acquiring poisons, however. Without certain specialized poison knowledge, a character would have no idea where to look. Therefore, any character wishing to acquire toxins by spending RPs must first have the appropriate Toxin Knowledge training.

SKILLS

Some skills grant the same ability that Toxin Knowledge does, and therefore characters with these skills do not need to know Toxin Knowledge to purchase or use those Toxins. Further, the more specialized skills are needed if the character is going to extract/distill poisons on their own. Each toxin category lists suggested skills which are needed to accomplish those goals.

RESEARCH -- INFORMATION RETRIEVAL

If an agent has little to no knowledge of certain toxins, he can do his own research to find a specific toxin and its effects. This would be handled as a short-term research project with a number of breakthroughs equal to the Toxicity Level.

RESEARCH -- EXTRACTING/DISTILLING POISON

Developing or extracting a toxin is handled much the same way as any science development research project. A number of breakthroughs are needed equal to the Toxicity Level +2 of the toxin.

MAKING POISONS

"Even if the poison is an extremely bizarre toxin from the planet Alpha that reacts differently in each person it contaminates, it should be consistent in its inconsistency"

-Deadly Doses: A Writer's Guide to Poisons

Players are encouraged to research toxins not listed in this article, and add to the list using the damage tables provided. In addition, it is possible to create a fictional toxin. Creating a new toxin is handled as a long-term research project. The character must have the Medical subskill Toxicology, and additional medical knowledge, like the subskill Internal Anatomy, to justify their knowledge of creating a new poison and how that poison would affect the body.








It requires a fair amount of thought to create a poison. The character/player must know the reaction time, symptoms, treatment (if any), and how and why it damages the body. Most of all, it must be consistent in what it does. There must always be a common symptom, effect, etc. that a poison causes.








For those without access to Sub Rosa, the following rule may be used for the Civilian Sphere of Influence. All characters have access to this new Sphere, and are considered to have disposable income/resources of 2RPs in that category per month. These RPs must be spent each month or are lost; they may not be carried from month to month. The regular Downtime rules for generating RPs remain in effect, and supplement this rule.

TOXIN RESOURCE LIST

The Toxin Resource List groups the various poisons in several general categories: Household Toxins, Industrial Toxins, Medical Drugs, Toxic Street Drugs, Plants, and Animals. The list follows the new format introduced in Sub Rosa: The Conspiracy Creation Sourcebook. The RP cost of any item is listed under Spheres of Influence (formerly Influence Icons -- Media becomes Civilian, Police becomes Law and a new Paranormal Sphere is added). When securing the item, the character consults her Sphere(s) of Influence and checks the RP cost. If the toxin is unavailable for any price, a "--" is listed. The cost listed provides 9 doses of the toxin.

Any item that can be commonly bought over the counter has a RP cost listed under the Civilian Sphere of Influence. Although these items are commonly available, Toxin Knowledge is still needed to know that it is toxic and how much is needed to deliver a lethal dose.








Household Toxins							
Alkalide	--	4	2	4	--	--	--
Boric Acid	--	3	1	3	--	--	--
Botulism	2	4	2	4	--	--	--
Isopropyl	--	--	1	--	--	--	1
Methanol	--	--	1	--	--	--	1
Naphthalene	--	--	1	--	--	--	1
Petroleum Distillation	--	--	1	--	--	--	1
Potassium Permanganate	--	4	2	4	--	--	--
Silver Nitrate	--	2	1	2	--	--	--
Strychnine	--	--	1	--	--	--	1








Industrial Toxins							
Aldrin	--	4	2	4	--	--	--
Antimony	--	4	2	4	--	--	--
Arsenic	--	4	2	4	--	--	--
Benzene	--	4	2	4	--	--	--
Bromate	--	6	3	6	--	--	--
Carbon Monoxide	--	2	1	2	--	--	--
Cyanide	--	2	1	2	--	--	--
Dieldrin	--	6/8	3/4	6/8	--	--	--
Ethylene Chlorhydrin	--	4	2	4	--	--	--
Hydrogen Sulfate	--	4	2	4	--	--	--
Lead	--	4	2	4	--	--	--
Mercury	--	4	2	4	--	--	--
Parathion	--	4	2	4	--	--	--
Phosphorous	--	4	2	4	--	--	--
Sodium Fluoroacetate	--	6/8	3/4	6/8	--	--	--








Items with two RP numbers listed represent different locations in the world.
The first number is outside the U.S., the second within the U.S..



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Medical Toxins							
Anesthesia	4	8	4	8	--	--	--
Anesthetics	4	8	4	8	--	--	--
Anecitine	4	8	4	8	--	--	--
Aspirin	--	--	1	--	--	--	1
Atrophine	2	4	2	4	--	--	--
Barbiturates	--	8	4	4	4	--	--
Catapres	4	8	4	8	--	--	--
Digitoxin	4	8	4	8	--	--	--
Haldol	4	8	4	8	--	--	--
Lithium	4	8	4	8	--	--	--
Narcotic Analgesics	4	8	4	8	--	--	--
Quinine	4	8	4	8	--	--	--
Tuberine	4	8	4	8	--	--	--
Thyrolar	4	8	4	8	--	--	--

Toxic Street Drugs							
Amphetamine	--	4	2	2	2	--	--
Cocaine	--	4	2	2	2	--	--
Ethel Alcohol	--	--	1	--	--	--	1
Heroin	--	4	2	2	2	--	--
Phencyclidine (PCP)	--	4	2	2	2	--	--

Plants							
Amanita Mushrooms	--	2	1	2	--	--	--
Barbados Nut	--	2	1	2	--	--	--
Belladonna	--	--	1	--	--	--	1
Castor Bean	--	2	1	2	--	--	--
Crocus (Autumn)	--	2	1	2	--	--	--
Curare	--	8	4	8	--	--	--
English Yew	--	2	1	2	--	--	--
Foxglove	--	--	1	--	--	--	1
Hellebore	--	2	1	2	--	--	--
Hemlock	--	1	--	--	--	1	--
Mandrake	--	--	1	--	--	--	1
Moonseed	--	2	1	2	--	--	--
Oleander	--	--	1	--	--	--	1
Panther Mushroom	--	2	1	2	--	--	--
Water Lily	--	--	1	--	--	--	1

Sphere of Influence Legend

Military 

Intelligence 

Science & Research 








Criminal 

Law 

Paranormal 

Civilian 

Animals

							
Elapidae	--	4/6	2/3	4/6	--	--	--
Elapidae: Australia	--	4/6	2/3	4/6	--	--	--
Viperidae	--	4/6	2/3	4/6	--	--	--
Crotalidae: Rattler	--	4/6	2/3	4/6	--	--	--
Crotalidae: Moccasin	--	4/6	2/3	4/6	--	--	--
Gila Monster	--	4/6	2/3	4/6	--	--	--
Poison Dart Frog	--	--/1	1/1	--/1	--	--	1/--
Sea Snake	--	2/4	1/2	2/4	--	--	--
Jellyfish	--	2/4	1/2	2/4	--	--	--
Blue Octopus	--	2/4	1/2	2/4	--	--	--
Pufferfish	--	--/1	1/1	--/1	--	--	1/--
Rockfish	--	--/1	1/1	--/1	--	--	1/--
Scorpionfish	--	--/1	1/1	--/1	--	--	1/--
Brown Recluse	--	--/1	1/1	--/1	--	--	1/--
Black Widow	--	--/1	1/1	--/1	--	--	1/--
Butterfly	--	--/1	1/1	--/1	--	--	1/--

For entries that have two numbers, the first is the cost of the toxin in its native land, and the second is outside its native land.

TOXIN DESCRIPTIONS

The following descriptions are grouped in general categories, including Household Toxins, Industrial Toxins, Medical Drugs, Toxic Street Drugs, Poisonous Plants, Venomous Animals, Insects and Arachnids. A final section discusses a natural poison wielded by the Saurian aliens. Each poison group lists the suggested skills that a character must possess to acquire and handle quantities of those toxins safely.

Each toxin description details the following factors: Name, Other Designations (where applicable), Toxicity Level, Damage, Reaction Time, Type (including where the toxin is found), Description, Administration, Symptoms and Treatment.

The various entries use a number of scientific or medical terms. Many of these terms are defined in a Glossary following the toxin lists.

HOUSEHOLD TOXINS

SUGGESTED SKILLS: Medical: Toxicology, Medical: Chemistry

NAME: ALKALINE AND INORGANIC SALTS

Other Designations: Potassium Hydroxide, Sodium Phosphates, Lye, and Sodium Carbonate.

Toxicity: 6 **Damage:** Wn1/minute.

Reaction Time: Immediate.

Type: Batteries, drain cleaners, and dye removers.

Description: Water soluble crystalline salt compounds.

Administration: Absorption in or through the skin is painful and very slow, so ingestion is the most common method of poisoning.

Symptoms: These toxins cause immediate tissue damage to the mouth and esophagus when swallowed. Vomiting, abdominal pain and diarrhea are also immediate reactions. The chemicals turn the tissues necrotic, liquefying healthy tissue, and the necrotic skin is sloughed off and usually vomited up. The victim may die within minutes but it usually takes up to three days before death occurs. The first 24 hours the patients experiences stiffness, abdominal pain, blood-tinged vomit, low blood pressure, dizziness, blurred vision, and fainting. The autopsy finds dead, gelatinous tissue wherever the alkali hit.

Treatment: The patient is given milk or water to dilute the alkali. Vomiting is not induced because bringing the chemical back up causes further tissue damage. The attending physician uses a special tube that reaches into the gastric tract to check the amount of damage once the patient stabilizes. Reconstructive surgery may be necessary.

NAME: BORIC ACID

Toxicity: 5 **Damage:** Fw1/round.

Reaction Time: Immediate.

Type: Boric acid is found in the medical and industrial fields for various purposes. It is an effective antiseptic and insecticide.

Description: White, water-soluble powder.

Administration: Injection, ingestion, and absorption.

Symptoms: Nausea, vomiting, diarrhea, muscle tics, cyanosis, lethargy, convulsions, low blood pressure, cerebral edema, coma, and death. Boric acid is toxic to all cells, but particularly the kidneys. An autopsy will show extensive liver and kidney damage, inflamed stomach and swollen organs.

Treatment: Decontamination and symptomatic treatment. If boric acid has been ingested, activated charcoal is administered to absorb the poison in the stomach.

NAME: BOTULISM

Toxicity: 5 **Damage:** Fw1/hour.

Reaction Time: 8-24 hours, 12 hours average.

Type: Botulism toxin is a spore found in spoiled food.

Description: Odorless, tasteless, and invisible to the eye.

Administration: Ingested.

Symptoms: The toxin causes double vision, nausea, and vomiting. It also causes muscular paralysis by inhibiting nerve impulses to the brain. An autopsy reveals hemorrhage and congestion to all the major organs, especially the nervous system, liver, and kidneys. The body looks like it was very ill for a long time.

Treatment: Sodium Bicarbonate or activated charcoal is given through a tube directly into the stomach. Charcoal is used to absorb the toxins, but only if symptoms have not yet started. Otherwise, the stomach would be pumped. There is also an antitoxin called ABE botulinus that can be administered.

NAME: ISOPROPYL

Toxicity: 5 **Damage:** Fw1/30 minutes.

Reaction Time: 10-30 minutes, 20 minutes average.

Type: Rubbing alcohol.

Description: Liquid or gas.

Administration: Ingested, inhaled, or absorption through skin or mucus membranes.

Symptoms: Enough Isopropyl alcohol causes coma by depressing the central nervous system. It also causes severe abdominal pain, vomiting of blood, dizziness, shallow breathing, profuse sweating, and intense nausea. An autopsy may show hemorrhaging in the bronchial tubes and trachea, and swelling, pneumonia, and hemorrhage in the chest cavity. About 15% or more of the ingested amount becomes acetone in the body.

Treatment: The stomach may be pumped and the patient would be put on artificial respiration. A glucose solution is usually administered intravenously and other drugs are given to maintain blood pressure.



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NAME: METHANOL

Toxicity: 4 **Damage:** Bk1/minute.

Reaction Time: About 12 hours pass before symptoms appear. The slow metabolism rate of Methanol is a very distinguishing feature.

Type: Wood alcohol, Methyl alcohol.

Description: Gas vapor, liquid.

Administration: Ingestion, inhalation, or absorption through skin or mucous membranes.

Symptoms: Upon exposure, the person is mildly inebriated and "sobers up" after an hour or so. They do not show any symptoms for hours until the Methanol metabolizes. Methanol causes nausea, headache, dizziness, vomiting, diarrhea, severe abdominal pain, and back pain, convulsions, pulmonary edema, which can lead to pneumonia, delirium, and confusion. Most importantly, when the body metabolizes Methanol, the chemical process turns this poison into formaldehyde, lactic acid, and formic acid. The formaldehyde and acids cause massive and rapid organ damage, especially in the eyes, which can cause irreversible blindness. Sudden liver, kidney and heart failure are common, which causes death.

Treatment: 100 proof Ethanol is given to slow the metabolizing of Methanol. Syrup of ipecac is given to induce vomiting if the victim is discovered within a few hours of ingestion -- otherwise the stomach is pumped. Ethanol is administered intravenously or orally for the next four days and kidney dialysis is given until the Methanol and Ethanol is cleared from the body.

NAME: NAPHTHALENE

Toxicity: 4 **Damage:** Bk1/minute.

Reaction Time: 5 minutes (inhaled) to 20 minutes (ingested).

Type: Mothballs.

Description: White crystalline solid.

Administration: Ingestion.

Symptoms: Nausea, vomiting, headache, diarrhea, anemia, jaundice, fever, and pain when urinating. Naphthalene destroys red blood cells by binding them together and forcing the hemoglobin out. This also leads to kidney damage. With more severe poisoning, symptoms include excitement, convulsions, and coma.

Treatment: The stomach is pumped and sodium bicarbonate is administered, and fluid with furosemide is also injected to stop further damage to the kidneys. Blood transfusions are given in severe cases.



NAME: PETROLEUM PRODUCTS

Toxicity: 4 **Damage:** Bk1/minute.

Reaction Time: 5-20 minutes, 12 minutes average.

Type: Gasoline, kerosene, solvents, paint thinner.

Description: A strong-smelling clear or amber liquid.

Administration: Inhaled or ingested; because of the strong taste and odor, it would be difficult to slip into food or drink without arousing suspicion.

Symptoms: In smaller doses, this kind of poison causes vomiting, coughing or spitting up blood as the toxin corrodes the sensitive membrane of the throat, chest pain and bronchial pneumonia. Large quantities cause convulsions, weakness, unconsciousness and shallow respiration. These distillates dissolve fat and change nerve functions causing depression, convulsions, and coma.

Treatment: Induce vomiting, patient may be put on oxygen.

NAME: POTASSIUM PERMANGANATE

Toxicity: 5 **Damage:** Fw1/round.

Reaction Time: 5 minutes.

Type: Used in hospitals as a disinfectant and oxidizing agent.

Description: A violet-colored crystalline solid.

Administration: It dissolves in water and can be swallowed or absorbed through mucus membranes.

Symptoms: Potassium Permanganate damages the mucus membranes with the same corrosive action as alkalides. The affected membranes take on a brown discoloration and swell, followed by necrosis as the chemical eats away at the tissue. Shock and a drop in blood pressure occur, and if death is not immediate, jaundice sets in as liver and kidney functions fail.

Treatments: Washing the affected area with water and treat for shock. If the patient lives, she may require reconstructive surgery on the corroded areas.

Z NAME: SILVER NITRATE

O Toxicity: 5 Damage: Fw1/round.

U Reaction Time: Immediate.

R Type: Used in the medical and veterinary field as an antiseptic, sometimes used in small quantities on wounds.

O Description: White, water-soluble salt compound.

D Administration: Injection, ingestion, and absorption through the skin or mucus membranes.

S Symptoms: The most interesting effect of this poison is that it causes the skin and mucous membranes to turn black or blackish-blue. Actually, Silver Nitrate has the tendency to stain anything it touches black: fabrics, metal, ceramics, etc. The affected also vomits black matter and blood. Other symptoms include nausea, a burning sensation in the nose, mouth, and throat, shock, convulsions, and death.

R Treatment: Administration of water with table salt to dilute the toxin in the stomach, and pumping the stomach or clearing the toxin from the intestines via enema.

Z NAME: STRYCHNINE

O Toxicity: 5 Damage: Fw1/minute.

U Reaction Time: 10 minutes.

R Type: Used primarily as a household and industrial pesticide, it is also found naturally in the Dog-Button plant.

O Description: White, water-soluble crystalline powder.

D Administration: Ingestion, injection, and absorption through the skin or mucus membranes.

S Symptoms: Nausea, abdominal and back pain. The most startling symptom of this toxin is the way it effects the central nervous system, especially in the spinal column. Strychnine causes violent convulsions, contracting all the muscle systems in the body. The spasms are so extreme that people can break their bones (specifically their back) from the convulsions. The body becomes rigid, and during the course of the seizure, stands up by the feet and head/shoulders in an arched-back position. The jaw locks up. Death happens from asphyxiation due to lung paralysis.

R Treatment: The stomach is pumped and the patient is given activated charcoal if the poison was swallowed. Valium is given to control convulsions, and the person is kept in a quiet, dark environment as any stimuli can aggravate the seizures. Symptomatic treatment follows.



INDUSTRIAL TOXINS

Most people are poisoned by industrial toxins through exposure to a vapor, gas or powder. The treatment of nearly all industrial toxins includes removing the body from the site it was poisoned in, and decontaminating it, including the affected mucous membranes, by thoroughly rinsing it with copious amounts of water. In addition to this decontamination, symptoms are treated as they arise. Specific treatments are listed under each toxin, but this decontamination process and symptomatic treatment is used in all cases of poisoning through industrial grade toxins.

SUGGESTED SKILLS: Medical: Toxicology, Medical: Chemistry

NAME: ALDRIN

Toxicity: 5 **Damage:** Fw1/minute.

Reaction Time: 1 to 4 hours, 2 hours average.

Type: Aldrin is an insecticide, used to kill flies, mosquitoes, caterpillars, grubs, and other insects.

Description: Water-soluble, white crystalline powder.

Administration: Ingestion or inhalation, repetitive or chronic absorption through skin or mucus membranes.

Symptoms: Nausea, vomiting, dizziness, restlessness, bloody diarrhea, convulsions, coma, kidney failure, and death due to respiratory failure.

Treatments: Decontamination and symptomatic treatment. In cases of severe poisoning, an amyl nitrate capsule is broken and held under the nose for the patient every other 15-30 seconds until sodium nitrate can be administered. Because sodium nitrate can keep oxygenated cells from reaching the brain, 100% oxygen therapy is also given.

NAME: ANTIMONY

Toxicity: 6 **Damage:** Wn1/round.

Reaction Time: 1-5 hours, 2 hours average.

Type: An element found in many common items -- foil, enamels, ceramics, ant poison, matches, and alloys.

Description: A bitter-tasting, combustible, soft metal which can also come in the form of a silvery metallic powder or gas if mixed with acid or an acid mist.

Administration: Ingestion, inhalation, or absorption through skin or mucus membranes.

Symptoms: Metallic taste in mouth, nausea, vomiting, dizziness, skin irritation/lesions and ulcers and intense itching, irritation of the mucous membranes if exposed to the gas or powder in the air, dehydration, difficulty breathing and weak pulse, anemia and jaundice, pulmonary edema, coma, and death from respiratory and cardiac arrest. An autopsy may reveal damaged and swollen organs, especially with the gastrointestinal tract, heart and liver. An X-ray will also show an abnormal, swollen heart and liver. Long term exposure (years) will result in an abnormal EKG, loss of sleep and appetite, organ damage, and reproductive damage resulting in infertility.

Treatments: Decontamination and symptomatic treatment. If ingested, the stomach is pumped and the patient is administered dimercaprol, which neutralizes and speeds excretion of the toxin. It must be given within two hours of initial poisoning. Heart and lung functions are monitored constantly and the patient may be put on artificial respiration.

Antimony is also called Tartar Emetic in powder form and Stibine as a gas form. Commercial Antimony often contains arsenic.

NAME: ARSENIC

Toxicity: 5 **Damage:** Fw1/round.

Reaction Time: 30 minutes.

Type: Arsenic is an element found in manufacturing of various goods like paint, wallpaper, glass, ceramics, enamels, pesticides, weed killers, printing, and taxi-dermy.

Description: A gray metal, but in industry it is made into a white powder called arsenic trioxide.

Administration: Ingestion or inhalation.

Symptoms: Arsenic causes severe abdominal pain, crippling the victim. Other symptoms include nausea, vomiting, bloody diarrhea, weakness, cold and clammy skin, convulsions, kidney damage and failure, liver damage coma, and death from circulatory failure. Scientists believe Arsenic interferes with vital enzyme production, but research has yielded little proof for this hypothesis.

Treatments: If Arsenic is ingested, gastric lavage is recommended and symptomatic treatment as necessary. The patient may be given milk, and a drug called Dimercaprol, both of which bind metals. Penicillin may also be prescribed to combat infection until all the poison passes out of the kidneys.

NAME: BENZENE

Toxicity: 4 **Damage:** Bk1/minute.

Reaction Time: Immediate if inhaled, 5-30 minutes (20 minutes average) if ingested or absorbed.

Type: A solvent used to make rubber, motor fuel, paint, ink, plastic, other chemicals, and oil. It vaporizes at 26 degrees and has a very pleasant scent in any form.

Description: Colorless liquid or gas.

Administration: Ingestion or inhalation, absorption through skin or mucus membranes.

Symptoms: Benzene causes cracking, peeling, and redness of the skin where it contacts. A mild exposure causes dizziness, weakness, headache, nausea, and vomiting. Continued exposure results in heart palpitations, blurred vision, loss of coordination, stumbling, convulsions, uncontrolled shaking, severe delirium, paralysis, loss of consciousness. Continued or chronic poisoning causes anemia, fatigue, loss of appetite, headache. Chronic Benzene poisoning prohibits the bone marrow from producing red blood cells, a condition that is also caused by the illness aplastic anemia. Chronic Benzene poisoning can be misdiagnosed for aplastic anemia, and vice versa because both conditions cause this exact same symptoms. Years of exposure to benzene can result in leukemia.

Treatments: Decontamination and symptomatic treatment, artificial respiration if necessary. Usually the patient is given Valium to control seizures.

NAME: BROMATE

Toxicity: 5 **Damage:** Fw1/minute.

Reaction Time: 5-20 minutes, 12 minutes average.

Type: Bromate was used in hair salons from the 1940s to the 1970s as a neutralizer in permanents. It is not common now, but someone working in a beauty supply warehouse may have access to the chemical.

Description: Liquid.

Administration: Ingested.

Symptoms: Bromate causes corrosive tissue damage once ingested. Bromate causes vomiting, diarrhea, abdominal pain, deafness, lethargy, convulsions, low blood pressure, and a fast pulse. Red "pinpricks" appear on the skin and remain on the skin after death. An autopsy reveals kidney damage.

Treatment: Pump the stomach or administer an enema, both methods should be used with solutions of sodium bicarbonate or sodium thiosulfate. Sodium thiosulfate is also given intravenously.



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NAME: CARBON MONOXIDE

Toxicity: 5 **Damage:** Fw1/minute.

Reaction Time: Dependant on the amount of gas present and activity of the person, 20 minutes is a good average. Death can occur in one hour in cases of severe poisoning.

Type: This gas is released through the burning of carbon materials.

Description: A colorless, odorless gas.

Administration: Inhalation.

Symptoms: The danger of carbon monoxide poisoning stems from the unassuming signs. The victim is usually not aware she is suffocating until it is too late. Symptoms are mild at first and grow in intensity as the body is slowly suffocated. Symptoms include drowsiness, lethargy, sleepiness, difficulty breathing, headache, nausea, death through suffocation as carbon monoxide particles hook onto red blood cells and asphyxiate them, preventing the release and absorption of oxygen. The most noticeable sign of carbon monoxide poisoning is a cherry-red color to the victim's skin, usually the hands and face. An autopsy will show bright, cherry-red blood, hemorrhaging and necrosis throughout the body, and swollen organs.

Treatments: Decontamination and symptomatic treatment, administration of 100% oxygen, assist respiration if necessary.

NAME: CYANIDE

Toxicity: 6 **Damage:** Wn1/round.

Reaction Time: Immediate.

Type: Various industrial uses for production and pesticides. Tiny quantities of cyanide are found in some fruit seeds, like apple, peach, cherry, and plum. The amount of cyanide present in a few seeds is not lethal, but in large quantities it can be harmful.

Description: Odorless white powder or gas.

Administration: Ingestion, inhalation, or absorption through skin or mucus membranes.

Symptoms: Cyanide prevents the red blood cells from taking in oxygen. Nausea, vomiting, dizziness, unconsciousness can occur immediately if a large enough dose is administered. The skin takes on a cherry-red color to the skin, due to cell asphyxiation. There may be a "bitter almond" smell on the body or in the body cavity during autopsy, although only 5-10% of the population has the capability to smell cyanide.

Treatments: Decontamination and symptomatic treatment. Amyl Nitrate is administered, followed with 100% oxygen, then, as the patient stabilizes, she is given sodium nitrate and sodium thiosulfate. This treatment must be administered within the first half hour of poisoning, otherwise it is useless.

NAME: DIELDRIN

Location: Typically found in Europe, Asia, Australia, South America, and Canada. Banned in the U.S. in 1974.

Toxicity: 6 **Damage:** Wn1/30 minutes.

Reaction Time: 1- 12 hours, 5 hours average.

Type: Pesticide.

Description: Odorless white powder.

Administration: Ingestion, inhalation, or absorption through skin or mucus membranes.

Symptoms: Symptoms include nausea, vomiting, headache, dizziness, extreme excitability and irritability, convulsions, shock, coma, death from cardiac arrest.

Treatments: Decontamination and symptomatic treatment is favored.

NAME: ETHYLENE CHLOROHYDRIN

Toxicity: 6 **Damage:** Wn1/minute.

Reaction Time: 5 minutes up to 1 hour, 30 minutes average.

Type: Used in pesticides, wax solvent, tar remover, machine-cleaning agent, also used in agriculture to speed up seeding process.

Description: Colorless liquid, faint ether odor.

Administration: Ingestion, inhalation, and absorption through skin.

Symptoms: Symptoms include nausea, vomiting, dizziness, headache, irritation of the mucus membranes and lungs in inhaled, delirium, intense thirst, pulmonary edema, and death from cardiac and/or respiratory arrest.

Treatments: Decontamination and symptomatic treatment is favored, as well as administration of oxygen and artificial respiration, and the stomach is pumped.

NAME: HYDROGEN SULFIDE

Toxicity: 6 **Damage:** Wn1/minute.

Reaction Time: Immediate, death can occur in 30-60 minutes.

Type: A gas which is released when vegetable or animal matter decomposes. Can be found in sewers, manure pits, factories producing tannin, gelatin and sugar, and coal mines.

Description: Foul, rotten-egg smelling gas.

Administration: Inhalation.

Symptoms: Mucous membrane irritation and pain, seeing lights, cough, dizziness, nausea, drowsiness, fluid in the lungs, coma, shock and death follow quickly if high concentrations are inhaled. If death is delayed past 24 hours, an autopsy shows pulmonary edema and congestion, and a rotten-egg odor is present on the body.

Treatments: Decontamination and symptomatic treatment. Administration of oxygen, and continued artificial respiration. The patient must be kept on constant bed rest and sensory stimuli must be minimized. If the patient survives, for several months after the initial poisoning, she will experience headaches, memory loss, loss of balance, fatigue and lethargy.

NAME: LEAD

Toxicity: 5 **Damage:** Fw1/hour.

Reaction Time: Lead must accumulate to a toxic level in the body before symptoms begin to show, but when they do, they are often abrupt. Death normally occurs after months or years of chronic exposure, although depending on the type and amount of lead introduced to a body, death can come about within hours or days. Lead remains in the bones up to 32 years after exposure, and settles into the kidneys for seven. A large, lethal dose takes effect in 2 hours.

Type: There are over 85 different compounds of lead, used for various industrial purposes. Lead can be found in paint, other metals and alloys, ceramics, pipes, roofing, leaded gasoline, ammunition, ink, pottery glazing. The most toxic types of lead are lead carbonate, lead sulfate, lead arsenate (which also contains arsenic), and lead monoxide.

Description: Soft, heavy metal or gas. Some compounds, like lead arsenate comes in a soft, white powder.

Administration: Inhalation, ingestion, and injection.

Symptoms: Acute poisoning causes nausea, vomiting, metallic taste in the mouth, weakness, numbness, black diarrhea, tremors, cerebral edema, damage in the brain and central nervous system. Delirium and insanity can set in after chronic exposure deteriorates the brain. Death usually occurs due to organ damage, which will stop organ function. An autopsy will show damaged liver, nervous system, muscles, and gastrointestinal tract, and possible brain damage.

Treatments: Decontamination and symptomatic treatment. The stomach is pumped if the lead is ingested. Dimercaprol and Calcium Disodium followed by Penicillamine are given as the main antidotes. If the brain has swollen, Mannitol or Prednisolone is administered.



NAME: MERCURY

Toxicity: 6 **Damage:** Wn1/round.

Type: Various industrial uses as there are over 1500 types of mercury compounds. It is also used as a fungicide.

Description: Vapor, silver, beading liquid, salt compound, metal compound.

Administration: Usually inhalation, can be administered through ingestion or absorption through skin or mucus membranes.

Reaction Time: Immediate if inhaled; ingestion or absorption takes 10-30 minutes, 20 minutes average. Chronic poisoning over many weeks to years is also possible.

Symptoms: Metallic taste in mouth, nausea, vomiting blood and mucous which can continue for several weeks, fever, abdominal pain, diarrhea, destruction of respiratory system, pneumonia, pulmonary edema, erratic heartbeat, shock, cellular damage of cells, particularly lung and brain cells if inhaled as a vapor, and death due to multiple organ failure. Ventricular fibrillation, where the heart goes into shock due to erratic, violent electrical pulses, kidney failure, and respiratory failure are also possible. Long term, chronic exposure can result in loose teeth and gingivitis, tremors, bluing on the gums, heart and lung damage, brain damage, irritability, anorexia, anxiety, delirium, hallucinations, and psychosis.

Treatments: Decontamination and symptomatic treatment. Administration of Dimercaprol.

NAME: PARATHION

Toxicity: 6 **Damage:** Wn1/30 minutes.

Reaction Time: 30 minutes to 12 hours, 6 hours average.

Type: Pesticide.

Description: Yellow or brown liquid.

Administration: Ingestion, inhalation, or absorption through skin or mucus membranes.

Symptoms: Destruction of the enzymes, called cholinesterase, that keeps nerves and muscles functioning. The victim experiences nausea, vomiting, dizziness, severe abdominal pain, violent spasms and convulsions, nosebleeds, loss of muscular coordination and control, weakness, diarrhea, intense sensitivity to light, heart arrhythmia, shock, death from respiratory failure and fluid in the lungs. Bloodwork from an autopsy will show a lack of cholinesterase.

Treatments: Decontamination and symptomatic treatment. Administration of Atropine.

Z NAME: PHOSPHORUS

Toxicity: 6 **Damage:** Wn1/hour.

Reaction Time: 2 hours is ingested, within 48 hours if inhaled or absorbed. Death can take hours or weeks.

Type: Used to manufacture rodenticides, explosives, gas analysis, and artificial fertilizer.

Description: Yellow or brown wax-like crystal, can become gas, water-soluble, highly combustible.

Administration: Ingestion, inhalation, or absorption through skin or mucus membranes.

Symptoms: Phosphorus kills red blood cells, causes skin irritation and lesions, and damages the nerves and the reproductive system. An autopsy will show jaundice, damaged, necrotic and swollen liver, kidneys and heart, and intestinal hemorrhaging. Other symptoms depend on the method of administration. For ingestion, nausea, vomiting, diarrhea, garlic odor on breath, breath appears to smoke slightly, coma, death due to cardiac arrest. After 48 hours the liver becomes tender and swollen. There are muscle spasms, hypoglycemia, and jaundice. For inhalation/absorption, almost immediate blindness if absorbed in the eyes, difficulty walking, difficulty breathing, numbness, nausea, vomiting, jaundice, kidney damage, pulmonary edema tremors, heart arrhythmia, coma, death due to cardiac arrest. Long-term chronic poisoning first shows itself as a toothache, followed by swelling and necrosis of the jaw, bringing on a condition called "phossy-jaw" as the jawbone is destroyed. Other symptoms of chronic poisoning are anemia, loss of appetite, anorexia, weakness, difficulty sleeping, and brittle and therefore easily fractured bones.

Treatments: Decontamination and symptomatic treatment. Administration of calcium gluconate to maintain serum calcium, There may be reconstructive surgery and/or removal to dead bone in cases of phossy-jaw.

There is a red phosphorus which is non-toxic.

T NAME: SODIUM FLUOROACETATE

Location: Easily found within South America, Europe, Asia, Australia, and Canadian Provinces. Much harder to find in the United States.

Toxicity: 6 **Damage:** Wn1/30 minutes.

Reaction Time: 5 minutes to 6 hours, 3 hours average.

Type: Rodent poison, no longer used because it transfers easily to food. Fluoroacetic Acid is not available in the U.S. but Fluoroacetamide is still sold.

Description: Tasteless, odorless, water-soluble white powder.

Administration: Ingestion, inhalation.

Symptoms: Nausea, vomiting, dizziness, facial numbness, hallucinations, irregular pulse, heartbeat, and breathing, ventricular fibrillation, pulmonary edema, convulsions, death from respiratory failure.

Treatments: Decontamination and symptomatic treatment. Administration of Calcium Glucose to control seizures.



MEDICAL DRUGS

Many medical drugs, even antidotes for other types of poisoning, are dangerous if given improperly. An overdose or a lethal interaction of medication can result in severe, permanent damage to the body or death. Medical drugs are very difficult to come by. They are strictly regulated and hospitals, pharmacies, medical companies and distributors have to account for every ounce of medication that comes in and goes out, and have very strict regulations and guidelines to follow the use of the drugs they hold. Missing or unaccounted medication brings about a thorough investigation, and could possibly involve a FDA inquiry, which is rather relentless. Game Masters and players should be mindful of these points when attempting to obtain medical drugs.

As every ounce of medication is accounted for in a log of some sort, changing that log to cover the obtained medication is a good way to cover tracks. An agent using false IDs and licenses when obtaining medicine is another good way to avoid an inquiry leading back to them.

SUGGESTED SKILLS: Medical: Chemistry, Medical: Toxicology, Medical: Anesthesiology

NAME: ANECTINE

Toxicity: 6 **Damage:** Wn1/round.

Reaction Time: Immediate.

Type: Relaxes skeletal muscles prior to surgery.

Description: Water soluble white powder or liquid.

Administration: Injection.

Symptoms: Respiratory paralysis.

Treatment: Artificial respiration.

Z NAME: ANESTHETICS

Other Designations: Carocaine, Citanest, Lydocaine, Marcaine, Novocaine, Procaine, Orocaine, and Unacaine.

Toxicity: 5 **Damage:** Fw1/minute.

Reaction Time: Immediate.

Type: Painkiller, stimulates and then depresses central nervous system.

Description: Liquid or gel.

Administration: Injection or absorption through the skin or mucus membranes.

Symptoms: Each drug has different effects on the person taking them. The symptoms can include a feeling of giddiness and excitability and then depression, mania, dizziness, falling blood pressure, tremor, convulsions, circulatory and respiratory collapse, cyanosis, difficulty and/or shallow breathing. With a large enough dose, this drug can cause rapid cardiac arrest. If rubbed on the skin, it can cause a red, itchy allergic reaction on the applied area.

Treatment: If the poisoning is caught quickly, limit further absorption by applying an ice pack or tourniquet above the injection/absorption site. If necessary, give artificial respiration and oxygen until person stabilizes.

These drugs are synthetic versions of coca-bush alkaloids and are related to cocaine. Procaine is the most dangerous of these drugs. Survival past one hour is a good sign of recovery.

R NAME: ANESTHESIA

Other Designations: Chloroform, Ether, Ethylene, Fluothane, and Penthrane.

Toxicity: 5 **Damage:** Fw1/round.

Reaction Time: Immediate.

Type: Anesthesia.

Description: Liquid or gas.

Administration: Inhalation.

Symptoms: Depresses all functions of the central nervous system and causes unconsciousness. Severe poisoning causes cardiac arrhythmia, necrosis of the liver, autoimmune system dysfunction, cyanosis, and death from respiratory failure.

Treatment: Cease inhalation of gas, keep body warm, administer oxygen and artificial respiration.



NAME: ASPIRIN

Toxicity: 3 **Damage:** Tw1/hour.

Reaction Time: 4-6 hours, 5 hours average.

Type: Painkiller.

Administration: Ingestion.

Symptoms: Liver damage and inhibition of vitamin K production in the liver, nausea, vomiting, diarrhea, central nervous system stimulation, dizziness, lethargy, pulmonary edema, cerebral edema, blood and protein in the urine. Aspirin overdose also ruptures the blood vessels and causes blood to seep into tissue, which will give the body a bruised appearance. There will also be burning sensation in the mouth, throat or stomach, convulsions, coma, death from respiratory failure.

Treatment: Vomiting is induced unless the person is having difficulty breathing. Severe internal bleeding, which is rare, may call for a blood transfusion.

NAME: ATROPINE

Other Designations: Hysocaine, Scopolamine, Belladonna.

Toxicity: 6 **Damage:** Wn1/minute.

Reaction Time: 5 minutes.

Type: Impedes nerve action, and is used for various medical uses including treatment for asthma, stomach pain, colds, allergies, relaxing the bronchial and gastric tracts for surgery, and treatment of various spasms. It is also used as an antidote for toxins that inhibit the production of enzymes, which promote smooth nerve and muscle function.

Description: Liquid, pill, powder, or inhaled vapor.

Administration: Ingestion, injection, inhalation, absorption through skin or mucus membranes.

Symptoms: Immediate reactions include a burning sensation and/or fever, dryness of the mouth, and intense thirst. As the poison takes affect, the person may experience blurred vision, difficulty talking, breathing and/or swallowing, delirium, hallucinations, sensitivity to light as the eyes become unable to accommodate changing light intensity, psychosis, and aggression which may last for days after poisoning. The affected may also have muscle cramping and/or stiffness, a red rash on the upper body which sloughs off, especially on the face, neck and chest, rapid pulse, erratic heartbeat, spasms, collapse, coma, death from respiratory failure.

Treatment: Injection of Physostigmine Salicylate, Valium for convulsions, and oxygen to help respiration. Survival past 24 hours is a good sign of recovery.

Some over-the-counter medications for treating asthma, pain, stomach problems, allergies and cold contain tiny quantities of Atropine.

Z NAME: BARBITURATES

Other Designations: Amytal, Carbutol, Gemonil, Medomin, Nembutol a.k.a. Phenobarbital, Penathol, Seconal, Veronal

Toxicity: 3-5. Toxicity depends on the type and reaction time of the drug.

Damage: (Tox3) Tw1/round; (Tox4) Bk1/round; (Tox5) Fw1/round.

Reaction Time: Dependant on the drug, 5 minutes-7 hours, 4 hours average.

Type: Central nervous system depressant.

Description: Liquid, pill, and suppository.

Administration: Ingestion, absorption, and injection.

Symptoms: All barbiturates cause unconsciousness. In the medical field, they are used to put the patient to sleep for surgery, or healing. Other symptoms include dizziness, nausea, vomiting, headache, confusion, drowsiness, sedation, shallow, difficult or arrested breathing, low blood pressure, death from respiratory arrest.

Treatment: The stomach must be pumped immediately, and symptomatic treatment is given as needed.

Notes: Phenobarbital is administered to control seizures.

M NAME: CATAPRES

Other Designations: Apresoline, Capoten, Dopamine, Hyperstat, Minoxidil, Prazosin, Regitine

Toxicity: 6 **Damage:** Wn1/minute.

Type: Used to lower blood pressure.

Description: Liquid or pill.

Administration: Ingestion, injection.

Reaction Time: Several minutes if injected, up to one hour if ingested.

Symptoms: Drowsiness, rash, low blood pressure, dangerously slow heartbeat, coma, and death from heart failure.

Treatment: The stomach is pumped and respiratory, cardiac and kidney function are monitored and assisted as necessary.

Z NAME: CINCHOPHEN, NEOCHINCHPOHEN

Toxicity: 5 **Damage:** Fw1/30 minutes.

Reaction Time: 6-12 hours, 8 hours average.

Type: Used to treat gout.

Description: Liquid or pill.

Administration: Ingestion, injection.

Symptoms: Nausea, vomiting, diarrhea, anxiety, delirium, convulsions, severe liver damage, and degeneration of the fat deposits in the heart and kidneys. Repetitive use does the severe damage to these organs. Death results from multiple organ failure.

Treatment: Symptomatic treatment, sometimes a liver transplant is necessary if the damage is widespread and not reversible or treatable.

NAME: DIGITOXIN

Toxicity: 5 **Damage:** Fw1/round.

Reaction Time: Immediate.

Type: Used to treat heart failure, reduces congestion in the heart and strengthens heart contractions.

Description: Liquid or pill.

Administration: Ingestion, injection.

Symptoms: Nausea, vomiting, ventricle block, racing pulse and heartbeat or violent, erratic heartbeat, death from cardiac arrest.

Treatment: The stomach is pumped and filled with tea or tannic acid. Morphine is administered if the pulse falls below 50 beats per minute, otherwise, a stimulant is given like caffeine or atropine.

NAME: HALDOL

Toxicity: 6 **Damage:** Wn1/round.

Reaction Time: A lethal dose takes effect immediately, otherwise, the drug must build up in the system through chronic administration over the course of approximately five days before the drug takes effect. A non-lethal dose will have no effect except perhaps nausea, vomiting, confusion, and drowsiness.

Type: An Antipsychotic, this drug is a very heavy tranquilizer.

Description: Liquid, pill, and suppository.

Administration: Injection, ingestion, and absorption.

Symptoms: This drug depresses the central nervous system causing nausea, vomiting, stupor, confusion, dizziness, drowsiness, headache, lethargy, psychosis in non-psychotic individuals. It can exacerbate psychosis in psychotic persons, hallucinations, low blood pressure, difficulty breathing, talking, or swallowing, excessive deep breathing or gasping muscle spasms, loss of coordination, involuntary movement, difficulty walking, muscle rigidity, profuse salivation, grand mal seizures, rapid or erratic heartbeat, pain in the upper respiratory tract, and a rapid and sudden death from cardiac or respiratory arrest.

Treatment: Administration of Cogentin or Artane to combat the muscle seizures, and symptomatic treatment.



Z **NAME: LITHIUM**

O **Toxicity:** 5 **Damage:** Fw1/round.

Reaction Time: 15 minutes to 1 hour, 40 minutes average.

U **Type:** Used to treat manic-depression.

Description: Liquid or pill.

Administration: Injection of ingestion.

O **Symptoms:** Disturbance of potassium level, and a fatal imbalance of acids of alkalo-
ids in the body, which causes tremors and muscle spasms, confusion, difficulty
breathing and speaking, coma, sensitivity/aversion to light and noise, and death.

4 **Treatment:** Administration of Sodium Chloride, Potassium if necessary.

NAME: NARCOTIC ANALGESICS

U **Other Designations:** Codine, Morphine.

Toxicity: 6 **Damage:** Wn1/round.

Reaction Time: 10-40 minutes if ingested, 25 minutes average. Immediate to 5 min-
utes in injected, 2 minutes average.

Type: Painkiller and sedative.

4 **Description:** Pill, liquid.

Administration: Ingestion, inhalation, or absorption through skin or mucus mem-
branes.

Symptoms: Sedation, sleepiness, drowsiness, giddiness, dizziness and loss of bal-
ance, stupor, lethargy, shallow breathing, floating sensation, slow heartbeat, coma,
death from respiratory failure.

4 **Treatments:** Administration of Naloxone.



NAME: QUININE

Toxicity: 5 **Damage:** Fw1/minute.

Reaction Time: Immediate.

Type: Used to treat malaria.

Description: Liquid, pill.

Administration: Injection, ingestion.

Symptoms: Slows function in the heart, kidneys, liver, and central nervous system. Can cause difficulty sleeping, hallucinations, nausea, vomiting, ringing in the ears, cardiac arrhythmia, convulsions, coma, low blood pressure, death from respiratory arrest.

Treatment: The stomach is pumped if ingested and symptomatic treatment.

NAME: TUBARINE

Toxicity: 6 **Damage:** Wn1/round

Reaction Time: Immediate.

Type: Used to as a neuromuscular blocking agent, it relaxes muscles prior to surgery.

Description: Liquid.

Administration: Injection.

Symptoms: Nausea, vomiting, stupor, lethargy, low blood pressure, difficulty breathing, talking, or swallowing "heavy" feeling, paralysis of diaphragm, lungs, limbs, death from respiratory failure.

Treatment: Administration of Endrophonium or Neostigmine

NAME: THYROLAR

Toxicity: 4 **Damage:** Bk1/30 minutes.

Reaction Time: 20-30 minutes.

Type: Used as replacement therapy for unproductive/poorly productive thyroid.

Description: Pill.

Administration: Ingestion.

Symptoms: Nausea, vomiting, abdominal pain, tremors, nervousness, sweating, rapid heartbeat, excitement, delirium, high blood pressure, death from cardiac arrest.

Treatment: The stomach is pumped and symptomatic treatment is given.



TOXIC STREET DRUGS

SUGGESTED SKILLS: Medical: Toxicology, Medical: Chemistry

NAME: AMPHETAMINES

Other Designations: Bennies, Methamphetamine, Crank, Uppers.

Toxicity: 5 **Damage:** Fw1/minute.

Reaction Time: 10-20 minutes, 15 minutes average.

Description: Colorless liquid or loose or pill form of white powder.

Administration: Ingestion through swallowing or inhalation, injection.

Symptoms: Rapid pulse and erratic heartbeat, excitement, nausea, vomiting, restlessness, insomnia, stimulation of muscles and central nervous system, severe poisoning causes cyanosis, coma, convulsions death due to cardiac arrest or hemorrhaging of the brain.

Treatment: The stomach is pumped, and Valium may be administered. The patient is kept in a dim or dark room to avoid overstimulation, symptomatic treatment.

NAME: COCAINE

Toxicity: 5 **Damage:** Fw1/round.

Reaction Time: Immediate to 5 minutes if swallowed.

Description: White to off-white crystalline powder.

Administration: Ingestion through swallowing or inhalation, inhalation of smoke from burning the substance, injection, absorption through mucus membranes.

Symptoms: Rapid pulse and erratic heartbeat, excitement, nausea, vomiting, restlessness, insomnia, stimulation and the depression of the central nervous system, euphoria, confusion, paranoia, hallucinations, delirium. Death can occur to hypersensitivity or cardiac arrest.

Treatment: The stomach is pumped, and the patient is given activated charcoal to absorb the toxin. If the drug has been administered through the mucus membranes, washing may rinse out a good portion of the toxin if done immediately. If injected, an ice pack and/or tourniquet may slow absorption. Any of these methods after thirty minutes are useless, as the drug has absorbed thoroughly into the body by then. Symptomatic treatment as they arise.

NAME: ETHEL ALCOHOL

Other Designations: Grain Alcohol, Ethanol.

Toxicity: 3 **Damage:** Tw1/minute.

Reaction Time: 5-10 minutes death if a large quantity is consumed within 1 hour.

Description: Liquid or gas.

Administration: Ingestion, inhalation.

Symptoms: Light inebriation produces a relaxed state, loosening of inhibitions, slow reactions, dilated pupils. The person may have slight difficulty walking and the speech is slightly slurred or slow and deliberate. Severe poisoning causes nausea, vomiting, confusion, euphoria, vertigo, slowed pulse and heartbeat, sweating, stumbling, slurred speech, blurred vision, total uncoordination, ataxia, blackouts, unconsciousness, coma, convulsions, circulatory collapse, brain damage, respiratory arrest, death.

Treatment: The stomach is pumped in severe cases and the patient may be given activated charcoal. Sodium bicarbonate is given which neutralizes alcohol.

NAME: HEROIN

Toxicity: 6 **Damage:** Wn1/round

Reaction Time: Immediate. Death occurs in as little as 3 minutes if an "overdose" is administered.

Description: White to off-white to brown, bitter, crystalline powder

Administration: Ingestion, inhalation, inhalation of smoke, injection.

Symptoms: Pinpoint pupils, euphoria, nausea, vomiting, convulsions, shallow breathing, blurred vision, cyanosis, weak pulse, low blood pressure, coma, death from respiratory arrest. Detection through autopsy is only possible via a toxicology test looking specifically for the drug.

Treatment: Naloxone or Narcol, which binds the drug and allows it to be flushed out of the system.

NAME: PHENCYCLIDINE

Other Designations: PCP

Toxicity: 6 **Damage:** Wn1/round.

Reaction Time: Immediate. An "overdose" causes death in as little as 3 minutes.

Description: White crystalline powder, or colorless liquid.

Administration: Ingestion, inhalation, inhalation of smoke, injection.

Symptoms: Nausea, vomiting, convulsions, high fever, rigidity, loss of coordination, facial paralysis, ataxic (random and uncoordinated) gait, hyperactivity, delusions, paranoia, hallucinations, hostility, anxiety, feelings/delusions of invincibility, adrenaline rushes, lack of tactile feeling, grand mal seizures, coma, renal failure, death from respiratory arrest. Symptoms can last several days as PCP leeches from the stomach into the small intestine to become reabsorbed.

Treatment: Ammonium Chloride removes PCP from the central nervous system and symptomatic treatment is given as needed.



POISONOUS PLANTS

Deadly plants are found all over the world. Strangely enough, many are sold as ornamental houseplants, like Oleander and Nightshade. Many are seasonal and can only be easily obtained during certain times of the year. When in season, it is not difficult for an individual to obtain most toxic plants. They are unregulated and can be purchased or ordered through a greenhouse or garden center. Mushrooms, not being popular as household decoration, take some searching to find.

The individual toxin listings in this section may also contain a line describing any medicinal purposes of the plant.

SUGGESTED SKILLS: Science: Botany, Science: Herbalism, Medical: Toxicology, Medical: Chemistry

NAME: AMANITA FAMILY

Other Designations: Mushroom - Death Angel, Fool's Mushroom, Death Cap, Amanitin, Phalloidin

Toxicity: 5 **Damage:** Fw1/hour.

Reaction Time: Symptoms onset slowly, taking 6 to 48 hours to develop, 24 hours average.

Type: Located throughout Europe and the U.S.

Description: Pale green to yellow or olive in Europe, white to pale brown in America.

Administration: Ingestion. The entire plant is toxic.

Symptoms: Nausea and vomiting early on, later, severe stomach pain and vomiting, hypoglycemia, dehydration, jaundice if the liver is severely damaged. The victim remains cognizant until they slip into a coma and die.

Treatment: The stomach is pumped, but there is no known antidote, so the lavage must be administered quickly. Otherwise the symptoms are treated as they come. Patients stand a much better chance of recovering if given a liver transplant.

NAME: BARBADOS NUT

Other Designations: Jatropin.

Toxicity: 6 **Damage:** Wn1/minute

Reaction Time: 15 minutes.

Type: Located in Southern Florida, Hawaii, Mexico, Central America, South America, Africa, and Asia.

Description: Thin, 15-foot high shade tree, which produces a copious amount of sap. The flowers are fuzzy, tiny, greenish-yellow blooms.

Administration: The entire plant is toxic. It is usually ingested, especially the seeds, which taste pleasantly sweet.

Symptoms: Nausea, vomiting, cramping in the legs and abdomen, dizziness, bloating, painful throat, difficulty swallowing, and drowsiness. The poison halts synthesis in the intestinal walls resulting in death.

Treatment: The stomach is pumped and the patient is given magnesium trisilicate or bismuth subcarbonate to stabilize the stomach.

NAME: BELLADONNA

Other Designations: Nightshade, Hyoscyamine, Hyoscine, Atropine, Scopolamine.

Toxicity: 6 **Damage:** Wn1/hour.

Reaction Time: 2-7 hours, 4 hours average.

Type: Located in Eurasia, found in the U.S. as ornamental houseplants when in season (spring).

Description: A flowering plant, that reaches three feet tall, Belladonna has tiny, fuzzy, delicate leaves, white to pale purple flowers and small green fruit that turns dark purple (almost black) as it ripens.

Administration: Ingestion of any part of the plant. Rabbits who eat belladonna leaves are immune, but they can pass the toxin along to humans in their flesh if consumed.

Symptoms: Impaired vision, difficulty breathing, dilated pupils, hot, dry, red skin, hallucinations, aggression, delirium, muscle cramping, audible, rapid heartbeat, disorientation, dry mouth, burning sensation, coma, eventual death from respiratory failure.

Treatment: Gastric lavage, and wash the stomach with a 4% tannic acid solution and induced vomiting. Pilocarpine or physostigmine is administered to treat the dementia.

Medicinal Purposes: Belladonna is used as used in small, diluted quantities as a homeopathic remedy for migraine headaches, as well as treating colic, asthma, and hyperacidity. It is also used to make the medicine Atropine.

NAME: CASTOR BEAN

Other Designations: Ricin.

Toxicity: 6 **Damage:** Wn1/round.

Reaction Time: 7-24 hours, 14 hours average.

Type: Located in Africa and India, in North America as an ornamental tree

Description: This shrub can grow to seven feet and has thin stalks from which large, star-shaped seven-pointed dark green leaves grow. The flowers are bright red, fuzzy, multiple-petal blooms, and the seeds are a mottled with black, brown, and white.

Administration: Ingestion of the beans. The beans or seeds must be cracked open for the toxin to be released. Just two beans can cause death.

Symptoms: Nausea, bloody vomiting, burning sensation in the mouth and throat, difficulty swallowing, abdominal pain and cramping, lethargy, dizziness, stupor, collapse of circulatory system, destruction of red blood cells resulting in severe internal hemorrhaging, blood in stool and urine, death from shock or cardiac failure.

Treatment: The stomach is pumped. The patient is given magnesium trisilicate or bismuth subcarbonate to stabilize the stomach. Symptomatic treatment as necessary.

NAME: CROCUS

Other Designations: Autumn, Colchicine.

Toxicity: 5 **Damage:** Fw1/hour if ingested; Fw1/round if injected.

Reaction Time: 30 minutes to 5 hours, 3 hours average. If ingested it can take days to die, but death can be almost immediate if injected.

Type: Located in Eurasia, but found primarily in the British Isles.

Description: The flower of this plant has dozens of thin, purple or magenta petals. Usually two flowers sprout from the single, large bulb.

Administration: Ingestion or injection The entire plant is toxic, especially the bulb, which can be mistaken for an onion.

Symptoms: This plant depresses the central nervous system, acting particularly on the kidneys and liver. Symptoms include nausea, vomiting, abdominal pain, painful or burning sensation in the throat and mouth if ingested, difficulty swallowing, intense thirst, weakness, delirium, confusion, convulsions, death from respiratory failure.

Treatment: The stomach is pumped and the patient is given activated charcoal to absorb any remaining poison, and Atropine to help relieve other symptoms. Gastric lavage is useless if the poison is injected.

Medicinal Purposes: This plant is sometimes used to treat gout and various forms of arthritis.

NAME: CURARE

Toxicity: 6 **Damage:** Wn1/round.

Reaction Time: Immediate.

Type: Located in Central and northern South America.

Description: A flowerless vine plant.

Administration: Intravenous or intramuscular injection of extract from any part of the plant. Ingestion is harmless. The sap is the most common extract used.

Symptoms: The toxin in this plant causes paralysis of the muscles, diaphragm, heart and lungs. Death occurs due to respiratory failure. The victim turns blue during death. Autopsy would reveal an inflamed liver.

Treatment: None -- the toxin works too quickly.

Medicinal Purposes: Curare is used in the medical field as an anticonvulsant for tetanus, treatment for spastic paralysis, pre-surgical muscle relaxant, and is used to stop the lungs from working completely so the patient can be put on a respirator if lung surgery is needed.

NAME: ENGLISH YEWE

Other Designations: Taxine.

Toxicity: 6 **Damage:** Wn1/minute.

Reaction Time: 1 hour.

Type: Located throughout the Northern Hemisphere.

Description: Yew trees are wide, stocky, needle bearing trees that can grow to an excess of 50 feet tall. The fruit they bear is red, with the tip of the seed uncovered.

Administration: Every part except the berries are toxic. The poison is ingested.

Symptoms: Hallucinations, giddiness, dilated pupils, rapid pulse, abdominal pain, pale skin, weakness, convulsions, nausea, diarrhea, vomiting, shock, coma and death due to cardiac arrest. The poison is found in the gastric contents at the time of autopsy.

Treatment: Symptomatic treatment and the stomach may be pumped. Survival after such poisoning is rare.



NAME: FOXGLOVE

Other Designations: Digitoxin, Digitalin, Digitonin.

Toxicity: 5 **Damage:** Fw1/minute.

Reaction Time: 20-30 minutes, 25 minutes average.

Type: Located in Northern, Central, and Pacific U.S., and Hawaii. It is commonly grown in gardens throughout the world.

Description: Beautiful white and pale purple flowers that grow on one side of the stem. The plant can grow up to five feet.

Administration: The entire plant is extremely toxic. Cooking does not destroy the toxin.

Symptoms: Nausea, vomiting, headache, dizziness, delirium, blurred and disturbed vision, cardiac arrhythmia, death caused by cardiac arrest due to the violent contractions of the heartbeat caused by the toxin.

Treatment: The stomach is pumped, and the patient is given activated charcoal to absorb the toxin. The heartbeat is monitored with an electrocardiogram and the patient is given potassium chloride unless urine output ceases. The level of potassium is also closely monitored - too much can cause cardiac arrest and hyperkalemia (too much potassium in the body causing irregular heartbeat, weakness, and difficulty breathing).

Medicinal Purposes: Used to stimulate and regulate heart rhythm.



NAME: HELLEBORE

Other Designations: Helleborin, Saponins, and Protoamemoino.

Toxicity: 5 **Damage:** Fw1/minute.

Reaction Time: 30 minutes, death can occur several hours after ingestion.

Type: Located in United States and Canada.

Description: A low flowering plant with long, wide leaves and a white, star-shaped flower.

Administration: The entire plant is toxic. It is ingested.

Symptoms: Nausea, vomiting, blistering where the poison touched the mucus membranes, numbness in the limbs, convulsions, and death from cardiac arrest.

Treatment: The heart is stimulated with Atropine or Amyl nitrate. Symptomatic treatment is given as they arise.

NAME: HEMLOCK

Other Designations: Coniine.

Toxicity: 6 **Damage:** Wn1/hour.

Reaction Time: 1 hour.

Type: Located throughout native to Eurasia, it has naturalized in the U.S., especially in the East and the Pacific Coast.

Description: Evergreen tree.

Administration: The entire plant is extremely toxic. Any part of the plant can be ingested. Cooking does not destroy the toxin.

Symptoms: Gradual weakening of the muscles, which become stiff and painful as the toxin takes effect. The pulse becomes weak and rapid, and the victim goes into respiratory arrest as the lungs paralyze. The mind remains clear and conscious until death.

Treatment: The stomach is pumped, but this is only useful if it is done immediately after the poison is ingested.

Quail are immune to Hemlock seeds, but pass the toxin in their flesh.

NAME: JIMSONWEED

Other Designations: Hyoscyamine, Atropine, Hyoscine.

Toxicity: 6 **Damage:** Wn1/30 minutes.

Reaction Time: 3 hours.

Type: Native to the Southwestern United States, it is now grown as an ornamental plant in Southern England.

Description: Purplish-green herb.

Administration: Any part of the plant can be ingested and is extremely toxic.

Symptoms: Burning sensation, hallucinations, delirium, fever, dry mouth, nose and eyes, difficulty swallowing, urine retention, erratic heartbeat, weak and fast pulse, convulsions, coma, death from cardiac arrest.

Treatment: The stomach is pumped, but this is only useful if it is done immediately after the poison is ingested.



Z NAME: MANDRAKE

Other Designations: Atropine and Mandragorin.

Toxicity: 4 **Damage:** Bk1/hour.

Reaction Time: 5-10 hours after ingestion, 7 minutes average.

Type: Native to the Middle East, it has taken root in Eurasia.

Description: The root of the plant is long and thick, sometimes divided into one shoot, sometimes two. The leaves lie close to the ground and are dark green, flat and run about five inches in length. A single stalk carries small, bell-shaped flowers that are white or white tinged with purple. The mandrake bears tiny fruit which is yellow when ripe and a sickly sweet apple scent.

Administration: Ingested. Except for the leaves, all other parts of the plant is poisonous, especially the root.

Symptoms: Nausea, vomiting, diarrhea, heavy sedation, dilated pupils, lethargy, delirium, hallucinations, convulsions, coma, and death from cardiac arrest.

Treatment: Symptomatic treatment and the stomach will be pumped.

Medicinal Purposes: Mandrake has used in homeopathy throughout the ages as a sedative and painkiller.

NAME: MOONSEED

Other Designations: Alkalides that contain Picrotoxins.

Toxicity: 5 **Damage:** Fw1/hour.

Reaction Time: 5-10 hours after ingestion, 7 hours average.

Type: Native to the Eastern U.S., it is grown throughout the States.

Description: Woody vine bearing purplish-black fruit, which resembles wild grapes.

Administration: Leaves and berries are toxic and are ingested. The toxin can also be injected. Eating the seeds can cause internal damage, as the seeds have strong, sharp ridges.

Symptoms: Convulsions, shock, and bloody diarrhea, death.

Treatment: Symptomatic treatment and the stomach will be pumped.



NAME: OLEANDER

Other Designations: Nerioside, Oldendrin.

Toxicity: 6 **Damage:** Wn1/round.

Reaction Time: Immediate.

Type: Native to Asia, it is used throughout the U.S. (especially the Southern States) and Europe as an ornamental plant.

Description: Small evergreen shrub.

Administration: The entire plant is deadly. It is usually ingested, or the toxic smoke from a burning shrub can be inhaled.

Symptoms: Sweating, vomiting, bloody diarrhea, respiratory paralysis, unconsciousness, violent and erratic heartbeat, fast pulse, and death from cardiac arrest.

Treatment: The stomach is pumped, and vomiting is encouraged. Atropine is administered cautiously, and quinidine is given to control cardiac rhythm.

NAME: PANTHER MUSHROOM

Other Designations: Ibotenic acid, Choline, Muscarine.

Toxicity: 3 **Damage:** Tw1/hour.

Reaction Time: 30 minutes to 3 hours, 90 minutes average.

Type: Located throughout Europe and the U.S.

Description: White speckled with crimson in Europe; the U.S. variety can be solid yellow, brown, olive, cinnamon or orange.

Administration: Ingestion. The entire plant is extremely toxic.

Symptoms: Nausea, vomiting, sweating, dizziness, slowed pulse, convulsions, delirium, lightheadedness, dehydration, severe headache, muscle cramping, staggering, and coma. Death comes from respiratory failure.

Treatment: The stomach is pumped and Atropine is given.

NAME: WATER LILY

Other Designations: Veratrine, Zygadenine, Zygacine.

Toxicity: 4 **Damage:** Bk1/30 minutes.

Reaction Time: 1 hour.

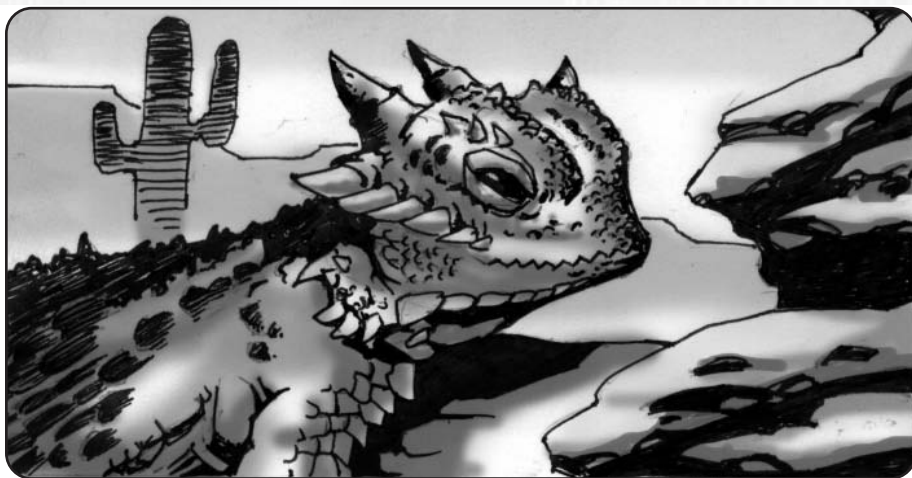
Type: Located in U.S, except for the southeast, Alaska and Hawaii.

Description: Long-stemmed, narrow leaves and greenish or yellowish white petals.

Administration: Ingestion. The entire plant is poisonous, especially the seeds.

Symptoms: Weakness, increased salivation, eventual coma and death from respiratory failure.

Treatment: The stomach is pumped, and symptomatic treatment is administered. There is no reliable antidote.



VENOMOUS ANIMALS

REPTILES

All snake venom contains complex proteins that affect the body, usually arresting heart and lung functions, destroying red blood cells, damaging kidney function, and acting as an anti-coagulant. The venom attaches itself to brain tissue before the symptoms set in. Antivenin is usually available in a local hospital, but the antivenin is most likely only available for a snake native to the area. Zoos with exotic snake species keep their own store of antivenin. When a snake bites, it injects 0-75% of its venom. There are new tests to quickly determine what kind of snake has bitten, but this can also be judged through the spacing of the fangs on the skin and a well-trained eye. It takes about 20 vials of antivenin to treat a snakebite.

Ingestion of venom lessens the effects and toxicity greatly.

SUGGESTED SKILLS: Science: Herpetology, Science: Zoology, Medical: Toxicology

Curiously enough, the ten deadliest snakes in the world are all located in Australia. These include the Brown Snake, the Yellow Bellied Sea Snake, several species of Tiger snake, the Taipan, and the deadliest snake in the world, the Fierce Snake, also known as the Western Taipan.

As a rule, snakes prefer to run and hide rather than fight an opponent. Like most animals, snakes are wary or indifferent to humans. An agent contemplating the release of a venomous snake into a target's home in hopes the snake will attack and kill her off will most likely achieve nothing more than eradicating mice from of the target's basement. Snakes will only bite if they feel threatened, enclosed, or are being handled (or accidentally stepped on) in an uncomfortable or painful manner. A just fed snake or one that is cold is sluggish and easier to handle, however, it will still bite if it feels endangered.

NAME: ELAPIDAE FAMILY

Other Designations: Cobras (Ring Necked, Egyptian Asp, Spitting, Black Necked, and Tree), Black and Green Mambas, Tiger Snake, Taipan, Fierce Snake, Brown Snake, Black Snake, Arizona Coral Snake, Death Adder, and Brazilian Giant Coral Snake.

Toxicity for all Cobras, Mambas, Adders, Coral Snakes, Black Snake: 5

Toxicity for Tiger Snakes, Taipan, Fierce Snake, Brown Snake: 6

Damage: Fw1/minute for 5 toxicity; Wn1/minute for 6 toxicity

Reaction Time: 15-30 minutes. Death will come within 2 hours if no treatment is given.

Type: All Cobras are located in Africa, India and Asia; Mambas and African Coral Snake are located in Africa; Taipan, Death Adder, Tiger Snake Black and Brown Snakes are located in Australia; the Brazilian giant coral snake is located in Brazil, Paraguay, Argentina, Uruguay, and Bolivia; the Arizona coral snake is located in southwestern U.S. All these snakes may be found in zoos all over the world.

Administration: Injection or ingestion.

Symptoms: Pain at the site of the bite, convulsions and death caused by respiratory failure as the lungs paralyze. As the posion takes effect, the victim becomes quiet and lethargic. Survivors of a bite report that they fall into a peaceful, dreamy state where they feel neither pain, apprehension nor anxiety. Says one survivor: "I only felt complete and utter lassitude where nothing seemed to matter – it is not at all unpleasant if this is the way death comes from cobra poisoning."

Coral snake venom damages red blood cells and pushes out the hemoglobin, which collects in the urine. If the venom was sprayed in the eyes, it causes blindness, although the other symptoms will take longer to show up as the poison is absorbed slowly. Autopsy will show massively damaged kidney tubes, and necrotic organs.

Treatment: Keep the limb immobile and below the heart and slow down absorption of the venom by applying an icepack or snugly wrapped bandage a few inches above the injected site. Drain as much venom as possible using a suction cap (available with most commercial snakebite kits). Sucking the venom out is not effective. Antivenin specific to the snake is administered, but the victim must be tested for antivenin sensitivity, as the antivenin itself can kill if the patient is allergic. The antivenin should be given no more than four hours after the bite, otherwise it loses its effectiveness. After 24 hours, it is useless.

NAME: VIPERIDAE FAMILY

Other Designations: Common Adder, Night Adder, Boomslang, Gaboon Viper, Saw-Scaled Viper, Russel's Viper, Levantine Viper, Horned Viper, Sidewinder Rattlesnake, Shore, Sumantran

Toxicity: 5 **Damage:** Fw1/minute.

Reaction Time: Immediate to 5 minutes, 2 minutes average.

Type: Common Adder is located in Europe and Asia, and found as far north as the Arctic Circle; Night Adder is located in Southern Saharan Africa; Boomslang is located in Amazon Basin, and found as far north as Costa Rica; Gaboon Viper is located in Africa; Russel's Viper is located in India to Taiwan and Java; Saw-Scaled Viper is located in Western Africa, and the drier regions of Sri Lanka and India; Levantine Viper is located in North Africa and North Eurasia; Horned Viper is located in Africa to South Asia; Sidewinder (Horned Rattlesnake) is located in Southwest U.S. and Northern Mexico; Shore, Sumantran are located in South Asia.

Administration: Injection or ingestion.

Symptoms: Chills, fever, lethargy, drowsiness, pain at the site of the bite, fever, a peaceful feeling much like the reaction from Elapidae. If bitten on a limb, the entire limb swells and becomes purple. An affected person vomits blood and collapse, death comes within an hour as the heart and lungs go into arrest.

Treatment: Keep the limb immobile and below the heart and slow down absorption of the venom by applying an icepack or snugly wrapped bandage a few inches above the injected site. Drain as much venom as possible using a suction cap (available with most commercial snakebite kits). Sucking the venom out is not effective. Antivenin specific to the snake is administered, but the victim must be tested for antivenin sensitivity, as the antivenin itself can kill if the patient is allergic. The antivenin should be given no more than four hours after the bite, otherwise it loses its effectiveness. After 24 hours, it is useless.



NAME: CROTALIDAE FAMILY

Other Designations: Rattlesnake (Timber, Eastern and Western Diamondback, Canebrake, Mojave, and Pacific); the specific toxin is Acetylcholinesterase.

Toxicity: 4 **Damage:** Bk1/30 minutes.

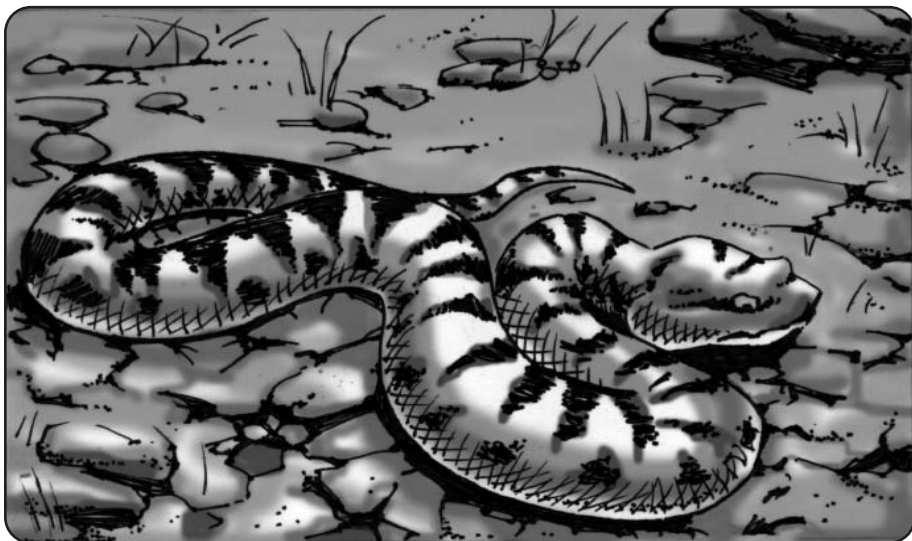
Reaction Time: 15 minutes to 1 hour, 40 minutes average.

Type: Timber is found in Eastern U.S., Minnesota to Central Texas; Eastern Diamondback is found from North Carolina to Mississippi; Western Diamondback is found from Arkansas to Southern California, North and Central Mexico; Pacific is found in Southern California; Mojave is found in West Texas to Southern California; Canebrake is found in Southern U.S. (kin to the Timber Rattler).

Administration: Injection or ingestion.

Symptoms: The injected area is very painful and feels as if it had been poked with a hot needle. The victim suffers from intense thirst, nausea, vomiting, numbness, blurred vision, discolored skin around the site of injection, necrosis, weakness, lethargy, paralysis, shock and possible violent convulsions. A person suffering rattlesnake venom also has intense bleeding around the site of injection, red "spots" on the body (petechial hemorrhages), and destruction of the blood vessels. The venom arrests the respiratory functions, causing death. Severe poisoning will cause yellowish vision and a tingling sensation around the mouth, and the joints swell after two hours.

Treatment: Keep the limb immobile and below the heart and slow down absorption of the venom by applying an icepack or snugly wrapped bandage a few inches above the injected site. Drain as much venom as possible using a suction cap (available with most commercial snakebite kits). Sucking the venom out is not effective. Antivenin specific to the snake is administered, but the victim must be tested for antivenin sensitivity, as the antivenin itself can kill if the patient is allergic. The antivenin should be given no more than four hours after the bite, otherwise it loses its effectiveness. After 24 hours, it is useless.



Z NAME: CROTALIDAE FAMILY

Other Designations: Cottonmouth (Water Moccasin, Copperhead, and Cantil)

Toxicity: 5 **Damage:** Fw1/30 minutes.

Reaction Time: 10 minutes.

Type: Located in the swamplands of Central and Eastern United States. The Cantil is found along the Rio Grande in Mexico and Niagara.

Administration: Injection or ingestion.

Symptoms: A substantial amount of damage is done to the injection site, where the tissue dissolves and become gangrenous. Severe itching, discoloration, and fluid and blood leak from the puncture wound. The victim appears normal and then suddenly goes quiet, and then collapses. An autopsy will show severe hemorrhage in the affected area and smaller hemorrhages in the organs -- the victim bleeds to death in his own tissues. Small hemorrhages in the heart cause the valves to be unable to beat and shut down.

Treatment: Keep the limb immobile and below the heart and slow down absorption of the venom by applying an icepack or snugly wrapped bandage a few inches above the injected site. Drain as much venom as possible using a suction cap (available with most commercial snakebite kits). Sucking the venom out is not effective. Antivenin specific to the snake is administered, but the victim must be tested for antivenin sensitivity, as the antivenin itself can kill if the patient is allergic. The antivenin should be given no more than four hours after the bite, otherwise it loses its effectiveness. After 24 hours, it is useless.

N NAME: SEA SNAKES

Other Designations: Beaked, Banded, Reef, Yellow Bellied, Hardewicke's, Olive-Brown, Yellow-Lipped, Pelagic, Jordan.

Toxicity: 6 **Damage:** Wn1/minute.

Type: All snakes are located in the Indian Ocean, Pacific Ocean, and waters around the Philippines and Vietnam.

Administration: Injection or ingestion.

Reaction Time: 30 minutes to eight hours, death can take several hours to several days.

Symptoms: Blurred vision, numbness in the mouth and tongue, weakness, skeletal pain, muscular pain. Other symptoms include damaged kidneys, heart arrhythmia, and red-stained urine due to the release of potassium and myoglobin from damaged muscles.

Treatment: Keep the limb immobile and below the heart and slow down absorption of the venom by applying an icepack or snugly wrapped bandage a few inches above the injected site. Drain as much venom as possible using a suction cap (available with most commercial snakebite kits). Sucking the venom out is not effective. Antivenin specific to the snake is administered, but the victim must be tested for antivenin sensitivity, as the antivenin itself can kill if the patient is allergic. The antivenin should be given no more than four hours after the bite, otherwise it loses its effectiveness. After 24 hours, it is useless.

NAME: GILA MONSTER

Toxicity: 6 **Damage:** Wn1/hour.

Reaction Time: 50 minutes to 5 hours, 2 hours average.

Type: Located in Southwest U.S. and Northern Mexico

Administration: Injection or ingestion.

Symptoms: Intense pain at site of injection, cyanosis, difficulty breathing, nausea, vertigo, dizziness, ringing in ears, irregular heartbeat. A lethal dose causes the heart to arrest, although fatalities are rare from a bite.

Treatment: No specific antivenin is available.

Notes: Gila Monsters have deep grooves in the teeth of the lower jaw. When the animal bites, venom in its glands flows into the grooves and seeps into its prey. Gila monsters bite deeply, leaving a half-inch deep wound. They usually hang on and worry the wound to allow more venom to enter into the bloodstream.

NAME: POISON DART FROG

Toxicity: 6 **Damage:** Wn1/minute.

Reaction Time: Immediate to 5 minutes, 2 minutes average.

Type: Located in South American rainforest; they are also found in zoos throughout the world.

Administration: The venom is distributed by seeping through pores in the skin, especially on the back. If it is injected (through darts) or ingested, absorption takes longer and may not be as effective.

Symptoms: A nerve toxin similar to pufferfish, the drug paralyzes the central nervous system, heart, and lungs, causing death.

Treatment: Mostly symptomatic treatment, maintaining respiration and heartbeat. There is no known antiserum.

*The poison dart frog loses its venom when bred in captivity.
Most zoos do not have truly venomous poison dart frogs.*





MARINE LIFE

SUGGESTED SKILLS: Science: Zoology, Science: Marine Biology, Medical: Toxicology

NAME: JELLYFISH

Other Designations: Box Jellyfish, Sea Wasp

Toxicity: 6 **Damage:** Wn1/30 seconds (6 rounds).

Reaction Time: Death occurs in minutes.

Type: Located all throughout warmer waters although they do drift up into cooler regions. The more deadly jellyfish, like the Sea Wasp are concentrated around the Australian Coast.

Administration: Rapid absorption through the skin of the caustic toxin, which is located on nematocysts on the tentacles. Each cyst contains a small amount of the poison. The poison can remain deadly for months if the cysts are kept moist with seawater, and weeks if dried. People stung by Sea Wasps look as if they had been beaten with a whip of barbed wire. Survivors suffer permanent scars where the tentacles lay. Trying to brush the tentacles off the skin simple releases more venom.

Symptoms: Intense pain, especially in the stomach and abdomen, difficulty swallowing, necrosis, heart and lung arrest cause death.

Treatment: Antiserum must be administered immediately, and the affected area tourniqueted. Alcohol is poured on the tentacles, which kills the toxin and shrivels the tentacles, making them easy and safe to remove.

NAME: BLUE OCTOPUS

Toxicity: 6 **Damage:** Wn1/minute.

Reaction Time: Immediate.

Type: Located in Indian Ocean, Australia

Administration: Injection.

Symptoms: The toxin attacks the central nervous system, causing gradual paralysis until breathing has ceased.

Treatment: Maintaining respiration until toxin passes through the body.

NAME: PUFFERFISH

Other Designations: Fugu, Tetraodon (the toxin found in the fish's ovaries).

Toxicity: 6 **Damage:** Wn1/minute.

Reaction Time: 10 minutes to 4 hours. 2 hours average. If the victim survives 24 hours, there is a good chance she will recover.

Type: Located in the Indian Ocean, Pacific Ocean.

Administration: Ingestion.

Symptoms: A toxin that effects the central nervous system, it first causes a tingling sensation in the mouth, hands and feet, then rapid paralysis of the lungs, heart and central nervous system causing death.

Treatment: Mostly symptomatic treatment, maintaining respiration and heartbeat. There is no known antiserum.

NAME: ROCKFISH OR SCORPIONFISH

Toxicity: 5 **Damage:** Fw1/30 minutes.

Reaction Time: Immediate.

Located: Warm coastal waters of Australia, India, Asia, South America and Western Africa.

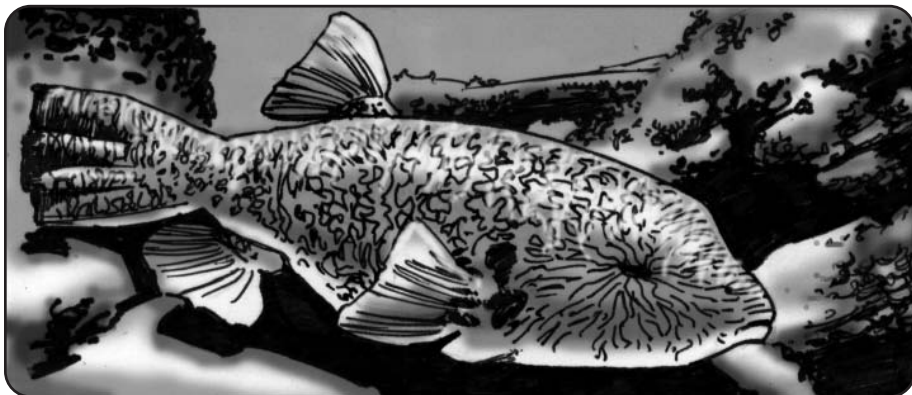
Administration: Injection.

Symptoms: Intense pain, swelling in affected area, convulsions, and eventual cardiac arrest. If the venom was delivered through the spines of the fish, gangrene may also set in.

Treatment: Antivenin is available.

Rockfish/Scorpionfish venom can take months to recover from, therefor healing times are changed.

Wound	Healing Time
Flesh(Fw)	1 Week
Wound(Wn)	2 Weeks
Splatter(Sp)	1 Month





INSECTS AND ARACHNIDS

It is actually very rare (but not unheard of) for a healthy adult to die from a spider bite or scorpion sting. Most deaths occur in children under seven or people who have sensitivity to the venom.

SUGGESTED SKILLS: Science: Zoology, Science: Entomology, Medical: Toxicology

NAME: BROWN RECLUSE

Toxicity: 4 **Damage:** Bk1/hour.

Reaction Time: 2-8 hours.

Type: Located primarily in the Southern and Midwestern United States, although they are found throughout the U.S.

Administration: Injection.

Symptoms: The initial bite is often painless. After two hours, the skin at the site of the bite turns necrotic, red and swollen. The person may also experience nausea, vomiting, fever, cyanosis, delirium or mania, shock, and death from renal failure, which usually occurs about 48 hours after the bite if medical care is not given.

Treatment: There is no antivenin available. Ice compression at the wound if caught early enough slows the venom. Symptomatic treatment is given and is usually enough to keep the patient from dying. Anti-inflammatory steroids may also be administered, though some in the medical field question their effectiveness.

NAME: BLACK WIDOW

Toxicity: 3 **Damage:** Tw1/minute.

Reaction Time: 1 hour.

Type: Located primarily the warmer climates of the U.S. and Canada, although they are found throughout both regions.

Administration: Injection.

Symptoms: The initial bite is often painless, or may feel like a pinprick. Symptoms include numbness, nausea, vomiting, dizziness, muscle or joint pain, restlessness, anxiety, increased salivation and sweating, death is rare but can happen due to cardiac arrest.

Treatment: There is antivenin available, and symptomatic treatment is given, in addition to ice compression at the site of the wound if administered immediately.

NAME: SCORPION

Other Designations: Striped, Common, Devil.

Toxicity: 4 **Damage:** Bk1/hour.

Reaction Time: 24-48 hours.

Type: Scorpions are found in the warmer climates of the U.S., South America, New Zealand, Australia, Africa, India, and parts of the Middle East.

Administration: Injection.

Symptoms: Nausea, vomiting, dizziness, muscle or joint pain, tingling sensation at site of injection, fluctuation in blood pressure, spasms, cardiac arrhythmia, pulmonary edema, and death from cardiac and respiratory arrest.

Treatment: There is antivenin available, and symptomatic treatment is given, in addition to ice compression at the site of the wound if administered immediately.

Most of the highly venomous scorpions are from the smaller species.

NAME: BUTTERFLY

Other Designations: Smoky Wing and Monarch

Toxicity: 4 **Damage:** Bk1/minute.

Reaction Time: 5 hours.

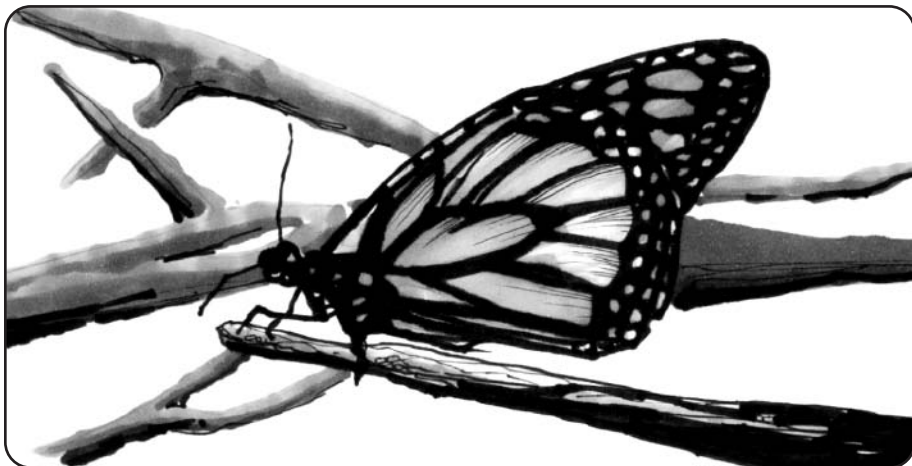
Type: Located in North America.

Administration: Ingestion.

Symptoms: Nausea, vomiting, dizziness, cardiac arrhythmia, profuse sweating, dilated pupils, sensitivity to light and death from respiratory arrest.

Treatment: Symptomatic treatment, remove toxin through vomiting, gastric lavage, or enema.

The butterfly is thought to get its venomous capability from eating the a toxic plant called milkweed.



ALIENS

Little is known about the natural venom capabilities of the alien races. No evidence currently exists of either the Atlanteans or the Greys using natural poisons. It may be considered primitive, unnecessary, or useless to both races. Only the Saurians seem to employ poisons, and only due to a little tweaking in the evolutionary tree.

SAURIAN VENOM

Venomous Saurians are rare, but they do exist, and almost exclusively among the Gna-Tall. Because their non-poisonous kin are not immune to their venom, and seem almost totally incapable of developing immunity even after millions of years, this poisonous breed is highly prized amongst their brethren.

Saurian natural venom is similar to the venom of modern-day reptiles. Made from complex proteins, the venom is a paralytic, which directly attacks the central nervous system and organ function, and was initially used for the dual purpose of catching prey and as a defense mechanism. Saurians cannot spray their poison, but rather work the venom into a bite much like the modern-day Gila Monsters. The lower jaw of this Saurian is grooved, and when he bites down, the venomous saliva flows between the grooves and seeps into the wound. The venom takes effect in minutes, paralyzing and killing their prey.

Damage: Fw1/round.

Administration: Injection or ingestion. The venom is injected through grooved teeth, like the Gila Monster lizard.

Reaction Time: Immediately to 2 minutes.

Symptoms: The area of injection is very painful, and if the venom gets in the eyes it causes blindness. As the venom takes effect, the victim experiences dizziness, drowsiness, lethargy, a numb or tingling feeling, confusion, slow and shallow respiration, rapid pulse, and death due to the collapse of the circulatory system and paralysis of the lungs. The skin at the site of the injection becomes necrotic and an autopsy reveals dead and damaged organs.

Treatment: Keep the limb immobile and slow down absorption of the venom by applying an icepack or tightly wrapped bandage above the injected site immediately. After a minute, this treatment is useless. There is no known or current antivenin, but there are reports of agents surviving after being administered certain types of cobra antivenin, specifically the Ring Necked Cobra. (This will reduce the Difficulty Level of the stabilization test by 1.)

Venomous Saurians have a slightly different mode of attack than their kin. Most Saurians rip, tear and usually dismember if they employ a bite. The venomous breeds bite, hold and worry the wound, then release after pumping their venom into the flesh. The result is an excruciatingly painful wound, deadly because of the injected venom and almost certainly damaged, but suspiciously not as badly mangled and torn as a normal bite would be. A bite from such a Saurian might be mistaken to the untrained eye as a Komodo Dragon bite.

GLOSSARY

Acidosis: An imbalance of acids in the body, which can cause death. Diabetes, loss of bicarbonates, liver damage, and respiratory problems in which the body retains more carbon dioxide than it can release all cause this condition. Persons afflicted with acidosis can become delirious, have difficulty breathing, can have fast and/or erratic heartbeats, or can display irritability, weakness, light-headedness, fainting, nausea, and vomiting.

Alkalosis: An abnormal increase in the body's pH. There are two types of alkalosis: Cardiac, where acids are lost through depletion of potassium, large ingestion of sodium bicarbonate or vomiting, and Respiratory, caused by hyperventilating.

Anoxic: Lacking or without oxygen.

Arrhythmia: Erratic heartbeat.

Cerebral Edema: Swelling in the brain.

Cyanosis: A bluing of the toes, fingertips and face due to a lack of oxygen in the blood.

Cytotoxic: Deadly or damaging to cells.

Gastric Lavage: Removal of the stomach contents through a pump.

Gout: A condition caused by too much uric acid in the body which leads to painful swelling of the joints and arthritic conditions.

Hypertension: Dangerously high blood pressure.

Hyperthermia: Dangerously high body temperature.

Hypotension: Dangerously low blood pressure.

Hypothermia: Dangerously low body temperature.

Jaundice: Yellowing of the skin and eyes due to excessive amounts of bile pigments in the blood. Bile is usually processed and regulated in the liver and gallbladder, but when these organs are damaged, they cause the pigments to leak into the body, creating this condition.

Necrosis: A condition of dead or dying matter.

Pulmonary Edema: Fluid in the lungs from ruptured cells in the lung wall.

Renal Failure: Kidney failure.

Tachycardia: Rapid heartbeat.

Tourniquet: A bandage, cloth, tube, etc. that is wrapped tightly around a limb to completely cut off the flow fluids (blood, poison, etc.). Tourniquets are usually used to stop a person bleeding to death from a wound. Note that tourniquets completely deprive the limb of blood, and the person or animal almost certainly loses the limb as a result.

Ventricular Fibrillation: A condition where the electrical impulses in the heart become violently erratic, shocking the heart.



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SYNERGY

Braving the Spider's Web

WRITTEN BY SUSANNE JOHNSON-HAGGETT



CHAPTER ONE

TANGLED WEB

CHAPTER SUMMARY

Chapter One: Tangled Web includes these introductory remarks. It also provides a summary of the plot and a flow chart of the different clue connections. This overview is intended to give Game Masters a starting point in understanding this multi-part adventure.

Chapter Two: A Little Closer outlines some of the possible hooks and ways to draw the Cell's interest; some are subtle, and some are not so subtle.

Chapter Three: The Spider's Larder gives the details of all locations and the clues located therein, including important people to meet and objects that can be found to help the Cell move along.

Chapter Four: The Spider's Grasp consists of the endgame scenario, which agents can reach only by achieving certain smaller goals, outlined in Chapter Three.

The Appendix provides numerous handouts and maps to be used at the Game Master's discretion, and more specific information on certain secretive subjects.

PLOT SYNOPSIS

A high-ranking Black Book scientist in New Mexico, Bill Dempsey, has been working on ways to maximize humankind abilities through a combination of advanced, alien-inspired technology. There's just one problem. His latent psychic abilities have recently been triggered and they have exacerbated his natural paranoia. Dempsey now believes that the Book intends to terminate him as soon as his research is complete. His current plan is to defect to Aegis. Dempsey's position as a top Book scientist has granted him access to a broad range of very sensitive material and resources. His creeping insanity has given rise to a desperate plan to entice an Aegis Cell.

In order to hint at the scope of his research, and to "test" the Cell, Dempsey lays a careful set of clues. He sets up some monitoring devices in his hometown, Friar's Hill, known for purported alien activities. Once a Cell arrives to investigate, he sends them two letters and two photos, hinting at his identity and trying to get the players interested in some of the townsfolk. Eventually, he will nudge the agents toward three important clues: the development of a new psi-drug, the use of nanotechnology to enhance human performance and the modification of certain advanced Saurian weaponry. As a result of his instability, he alternates between letting the team follow their own investigations and interceding when he feels they need some prompting.

During the adventure, agents will travel from their initial location to several major U.S. cities, taking whatever logical pathway presents itself. This will vary from Cell to Cell. Once the party has investigated the psi-drug, the nanotechnology, and the modified weaponry, they'll be directed to meet their "mysterious benefactor." The finale involves a fast-paced, high-tension mission to extract the scientist, along with his research, right from under the nose of the Black Book.

SCENE LOCATIONS AND INTERCONNECTIONS

This mission is somewhat complex, with a number of locales. To facilitate the Game Master's job, this section details the various scenes and how they relate to one another. The nearby diagram summarizes this information.

Plot Flowchart		
Location	Thread Followed	Next Location
Friar's Hill	investigate James Johnson	Las Vegas
	investigate Lorriers	Philadelphia
Las Vegas	investigate George Dempsey	San Francisco
	investigate Angela Markham	New York City
	investigate advanced technology	White Sands
San Francisco	investigate nanotechnology	Philadelphia
New York City	investigate abducted Cellmates	Philadelphia
Philadelphia	investigate IMM	San Francisco
	investigate Fort Dodge Labs	Atlanta
	investigate Seritrol	White Sands
Atlanta	investigate advanced weaponry	White Sands

The agents start at Friar's Hill, a small town near a large wooded space, such as a national or state park, located close to the Cell. The exact location of Friar's Hill is not important, but the GM will be required to do some modification to place the town outside the continental U.S.

From Friar's Hill, agents may go one of two directions. If they take a strong interest in one USAF Captain James Johnson, they may go out to Las Vegas to meet with him. If they've focused on the local garage owner, Jenna Lorrier, and want to know more about just why their benefactor seems so interested in a car, they may travel to Philadelphia to talk to Jenna's uncle, Kermit Lorrier, who owns Fort Dodge Labs.

If the agents go to Philadelphia at this point, they have only a modicum of information, since much of it is event-triggered by other investigations they have yet to pursue. Further, they will find Kermit Lorrier out of town on business. One important piece of information agents may obtain at this point is the connection between Fort Dodge Labs and a place in San Francisco, called the Institute for Molecular Manufacturing. Most likely, this clue won't be sufficient for players to go to San Francisco, but it will be relevant when they fly out to California for other reasons.



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Once agents have gone to Las Vegas and met with a nervous Captain Johnson, they'll have two more leads, Angela Markham and George Dempsey. Toward the end of their stay in Las Vegas, the captain is abducted. The agents may fly out to New York City to keep tabs on Angela, who mysteriously left town the night of the abduction. Or, the agents may want to fly out to the San Francisco area to speak with George. The clues leading to White Sands are for the endgame, and will not be uncovered at this time.

In San Francisco, George identifies the neural links found in Las Vegas, and directs the party to consider the technological advances being made in nanotechnology. Cell members may choose to visit some people and labs in the area, including the Institute for Molecular Manufacturing (IMM). George also happens to be related to some of the folk back in Friar's Hill, which should arouse the suspicion of even the most grounded Cells. From San Francisco, agents may visit Philadelphia to investigate the connection between IMM and Fort Dodge Labs.

Again, if Philadelphia is visited after the trip to San Francisco (but before a trip to New York), Cell members find that Kermit Lorrier has returned from a trip in Europe and will speak with them if they so desire. An investigation of Fort Dodge Labs turns up an experimental psi-drug, a list of prior test subjects, and a connection to a P.O. Box in Atlanta.

A trip to New York to meet with Angela takes the Cell for a wild ride as they find her hospitalized with a strange brain chemistry problem. Unfortunately for the Cell, Black Book operatives are watching Angela. Once the Book notices the Cell, they may decide to try and kill two birds with one stone by capturing some of the agents and using them as psi-drug test subjects back in Philadelphia.

After visiting Friar's Hill, Las Vegas, San Francisco, New York, and Philadelphia, the agents should possess the nanotechnology and drug testing clues. Cell members may visit Atlanta to tail the P.O. Box or to follow up on some prison inmates, and if they arrive using these clues, a prison break at the local federal penitentiary occurs immediately. If agents have visited all other locations and are not making plans to visit Atlanta, they should be made aware of the prison break using a newspaper article, and encouraged to travel to Atlanta to investigate it. When Cell members look up the local agent in charge of investigating the prison break, they speak with a U.S. Marshall, who is coordinating sting operation to catch Sean Fallon's terrorist group. Fallon is in possession of advanced Saurian-based weaponry.

Once agents have all three clues, they will be directed to White Sands, and then to a Black Book base in order to retrieve the defecting Bill Dempsey.

INFORMATION GATHERING

For the most part, investigative activities are roleplayed normally -- the party asks questions, follows up leads, interrogates, coerces, lies and bribes. Some subjects are too obscure, too important or too sensitive for the run-of-the-mill "in game" encounter. These subjects require Cell members to contact their sources both in and out of their Credentials.

The Appendix to this mission contains Source Information Tables that may be used to assist Game Masters in determining the level of information that characters can gain from their resources, contacts, and pulling strings. These tables list certain Influence Icons, Credentials, Contacts or Connections, and the Target Numbers for securing information. When the player asks about certain subjects, the GM consults the table and determines whether any of the character's traits are listed. If so, a Target Number is given. The player or GM modifies this number by adding the character's Influence attribute. The player rolls 2D. If she rolls equal to or below the modified Target Number, she has successfully gathered information. The amount and type of information is dependent upon the degree of success. Simply subtract the number rolled from the modified Target Number and compare the result to the Success Table. A generic Success Table is displayed nearby.

Success Table

Success

Information Level Obtained

0 or 1

Basic description of subject

2 or 3

Basic description, plus background

4

Basic description & background, plus current affairs

5

Description, background, current affairs, plus deep cover

6

Description, background, current affairs, deep cover, plus secrets

After each Source Information Table, the subjects are described in order of success level -- description, background, current affairs, deep cover and secrets. GMs may simply read the discovered information to the players, or roleplay it out using the material provided.

FINAL COMMENTS

This mission requires both the skills possessed by the agents, and the players' own acumen to put the pieces of the puzzle together. It is recommended that the GM award Aegis Points (see Aegis Handbook) at the end of each game session with a reminder to the players that they may need to use them to get from clue to clue. Additionally, if players seem to be stuck on a particular clue or are following up on too many red herrings, the use of a few Aegis Points may give them a crucial piece of information or allow them to consult with the appropriate expert in the field.

It is important for the GM to pay attention to the players' frames of mind and to give them reminders of resources, contacts, or credentials they may not have used in a while, especially if they obsess on specific details at a single location.

CHAPTER TWO

A LITTLE CLOSER

HOOKS

Agents may be hooked into the adventure through a variety of means. Once the Cell has decided to visit Friar's Hill, they will receive a packet of information from an anonymous individual. Just exactly how the agents decide Friar's Hill is worth investigating should be personalized to each Cell. Some recommendations are discussed in this chapter.

HERMES REPORT

Cell members may be in the habit of downloading the most recent HERMES reports on a regular basis. If so, they learn of some strange occurrences in nearby Friar's Hill (see Appendix, Handout A). A HERMES report discusses fish mutating in a nearby Federal Fish Hatchery. At the same time, the party notices a newspaper article that a tourist site in the area is closing part of its tour due to a rockslide (see Appendix, Handout B). Finally, they find an old report from an Aegis team investigating strange "lights in the sky" in Friar's Hill (see Appendix, Handout D). The case file discusses an investigation into the lights in 1988, but nothing was found.

CELL CONTACT

A Cell member may have a contact in the U.S. Fish and Wildlife Service or a buddy who camps near Friar's Hill. The contact (formal or personal) mentions the fish mutations in passing. This hook is also a great way to use Cell members' hobbies or odd skills as an entry point for some classic networking. They may access HERMES at this point to obtain the additional information. Then they hear about the rockslide and the prior investigation into the "lights."

"RIGHT PLACE AT THE RIGHT TIME"

A Cell member may be vacationing in the area, on an assignment for her real job, or stopped by a flat tire while travelling through. Having an agent on site to do some early reconnaissance can be an interesting entry point, but GM's are cautioned against too much solo work. Reconnaissance work may be done through HERMES or by speaking with the locals, who know more about the "strange lights" than about the fish hatchery or the rockslide. This hook may be most useful for groups that have a difficult time letting go of red herrings, since it drops them into secondary status from the beginning of the adventure.

DROPPING CLUES IN PREVIOUS ADVENTURES

A GM may use non-player characters from previous adventures, or may mention Friar's Hill in the course of a prior investigation. A non-exhaustive list of inhabitants of Friar's Hill is detailed in Chapter Three. For example, Joyce Archer, the owner of the Friar's Hill general store, is a minor character in this adventure. She does a lot of travelling missionary work for her church, however, and might be met by agents during another mission.

THE PACKAGE

Regardless of how the agents decide to investigate, they will receive a package in Friar's Hill. How and when these items are delivered is up to the GM. Bill Dempsey is aware of the recent fish mutations, the rockslide, and is familiar with the "strange lights" stories. In the hope that Aegis will send another team to investigate, Dempsey sets up a number of monitoring devices that he checks regularly. When he feels relatively certain the group is an Aegis Cell, and that they are fairly competent and trustworthy, he sends them a package.

How the package is delivered (U.S. Mail, left on doorstep, messenger service, boy from town, etc.) is left to the GM's discretion, depending on the Cell's investigation. For example, if the group always leaves one Cell member to guard their rooms, Dempsey would not personally leave the package on the doorstep for fear of detection. Regardless of the delivery method, Dempsey leaves town immediately upon setting the delivery in motion. If agents use psychic skills to track Dempsey through the packaging or enclosed items, they find their efforts strangely inhibited (-2R). Regardless, GMs should be purposefully vague on anything they discover.

Enclosed in the package is a short note, which simply states "These might be of interest to you in light of goings-on in Friar's Hill." The package includes two photographs, and two letters (see Appendix, Handout H, I, J, K).

One photograph shows an old car. The other photograph shows an old fashioned gas station, the H-P Garage. The picture shows that D. Lorrier is the owner.

The letters, written to Ruth Werner, are over 60 years old. They do not appear to have any immediate connection to Friar's Hill. The smaller letter is postmarked 1939, and bears a Fort Dodge Labs, Pa. return address. In the letter, Kermit and Jean (Lorrier) talk about their move to Philadelphia. The second letter, dated 1938, is from Halcyone M. Shroyer. The characters can investigate these names while in Friar's Hill.

GM GENERATED HOOKS DURING GAMEPLAY

It may be helpful for GM's to have players make Luck rolls if they are in need of additional information -- on a Good Luck roll, some information falls into their lap or they make an important connection. On a Bad Luck roll, they are pushed towards a red herring. How these dynamics are used is left to GM discretion and should be based on the nature of the players' group.

CHAPTER THREE

THE SPIDER'S LARDER

OVERVIEW

This chapter describes the various locations involved in this mission, the people to be met there, and the clues to be found. The order of the sections, and the details contained in each section, present the information in certain likely sequences. Each Cell's investigation will follow a unique path, however. GMs should be very familiar with all the material in any given section so that variations in the party's path will not disrupt the smooth flow of the scene.

FRIAR'S HILL

Depending on the hook used to bring the group to Friar's Hill, they may be focused on events at the fish hatchery, the caverns, or the "lights." Once at the town, the party discovers that a main road, State Highway 82, intersects the "downtown" area. As it passes through town, Highway 82 is called Birch Avenue. A gas station, a general store, and several other houses are all located along the main road, within a few blocks of each other. Other locations are set back from the highway and may be discovered as the Cell investigates the area and the people.

A map of Friar's Hill is located in the Appendix.

Signs along Birch Ave. point toward the fish hatchery and the caverns. Anyone in town can also direct the party to these locations. If the Cell asks about the "lights," a few have no idea what they are talking about, and some claim that no such things exists. Most have some opinion, however, and refer them to Sam Benton, whose house is in the downtown area. Apparently, Sam is the local expert on the subject.

DOWNTOWN

The downtown area is the only part of town that is well-lit by street lamps at night, and consists of the H-P Garage, the Archer General Store, and a few residences, including Sam Benton's. Residents can be found sitting on their front porches relaxing, perhaps sipping an iced tea or lemonade. The road through town has a number of potholes.

H-P GARAGE

The H-P Garage is open seven days a week, 7am - 9 pm Mon-Sat, and 11 am - 5 pm Sun. Agents can stop in and meet Donald, Jenna, and Jeremy Lorrier.

Once the agents receive the package, they will notice that the gas station looks very similar to the one in the photograph, with only slight modifications (e.g., newer gas pumps). If shown the photograph, the Lorriers, and most others in town, tell that party that the old car belongs to Jenna. Almost everyone knows that it was a gift from her uncle Kermit, Donald's brother. They also know that Kermit runs Fort Dodge Labs in Philadelphia, and has for many years.

The gas station has no connection to the lights in the sky, fish mutations, or the rockslide. Jenna is connected to a flash of light about 11 years ago, at which time she was abducted and experienced missing time. Jeremy was born nine months later. Neither of these events ties in with the main plot of this mission.

Donald
Lorrier

Skills

Brawling 1 Drive: Auto 2 Repair/Build: Mechanical 2

Str 2 Description: Donald looks to be in his late 80s. Conversing with
Siz 3 Donald reveals that lights in the sky have been a common
Agl 1 occurrence for "as long as I can remember." Donald remembers
Ref 2 Ruth Werner moving into the area around 1940, and recalls
Int 3 that she knew Eloise Johnson's mother and father pretty well.
Will 3 He is a very cheerful fellow who is missing most of his teeth,
Per 2 and consequently is difficult to understand. He is anxious to
Luck 2/12 chat with any women in the group.

Skills

Brawling 1 Drive: Auto 2 Repair/Build: Mechanical 3

Jenna
Lorrier

Str 3 Description: Jenna is Donald's niece and looks to be in her late
Siz 3 20s. She has been the owner of the gas station since 1993,
Agl 3 when her father, David Lorrier, passed away. She has one son,
Ref 3 Jeremy, and is not married. She talks with party, but may do
Int 3 so in the midst of repairing a car. If asked about the photos,
Will 3 she is curious about where they came from, but answers hon-
Per 3 estly. She will tell the party that she got the car from her
Luck 2/12 uncle, and tells them about Fort Dodge Labs. If asked about
Jeremy's father, she turns pale, mutters her apologies and
leaves. She doesn't know the identity of his father and the
gaps in her memory from eleven years ago scare her. She lives
on Maple Hill Road with Donald and Jeremy.



Jeremy
Lorrier

Skills
Brawling 1

Trait

Grey-Human Hybrid: Grey Features
Hobby: Playing 3

Str 2 Description: Jeremy is about 10
Siz 2 years old. He is a quiet, withdrawn,
Agl 3 and shy boy. He has a somewhat
Ref 2 pasty complexion and very large
Int 2 eyes. In actuality, he is a meta-
Will 3 human hybrid, but no one in town
Per 3 knows that.
Luck 2/12

ARCHER GENERAL STORE

The Archer General Store is a small building with a wooden porch, large paned windows and signs advertising meat, bread, and milk prices. It is located just down the way from the H-P Garage. Behind a worn counter with a mechanical register stands the owner, Joyce Archer.



Joyce Archer

Str 3 Siz 3
Agl 3 Ref 3
Int 3 Will 3
Per 3 Luck 2/12

Skills

Brawling 1
Drive: Auto 1

Traits

Faith
Prejudice: Alcohol

Description: Joyce is a middle-aged busybody with graying hair pulled back in a bun. She presses the party with numerous questions. Given any chance to turn the conversation that way, Joyce lectures Cell members about the evils of alcohol. About five years ago, her husband died after being hit by a drunk driver. She is also deeply religious. Joyce will give the Cell members leaflets about her church, the First Church of God, and invite them to a potluck in two days time. In time, she points the party toward Sam Benton's house if they ask about the "lights," or if they are looking for a local guide.

SAM BENTON'S HOUSE

Sam Benton lives a block from the garage and general store. His small, red brick house has a very large, sagging, wooden front porch. This is where Sam spends most of his time, cleaning his rifle and/or drinking beer. Old aluminum cans roll around the front porch and spill off into the small, overgrown side yard. The interior of the house is a complete mess. Agents can ask Sam to take them out for a late-night tour, in hopes of spotting lights in the sky. When the Cell members first meet Sam, he is well on his way to being inebriated, regardless of the time of day.

Extensive conversation reveals that he has seen lights in the sky for several years, probably dating back to 1990. Sam notes that he, and his close high school friend Jim Johnson, used to go hunting a lot and would see the lights regularly. Sam describes alternating white and pale green lights that filled the sky, and suddenly receded into the background of stars. He swears that one night he caught a brief glimpse of a "flying saucer." If hypnotized, Sam recalls little more.

If asked about his old friend, Jim, Sam becomes visibly upset, and rails against Jim's decision to join the Air Force. He's kept in touch with Jim since he left home in 1983; they usually talk on the phone once a month or so. He tells the party that Jim is a Captain, and an instructor stationed at Nellis AFB near Las Vegas, NV. He claims that Jim has been up for a promotion for some time, and the pressure is driving him crazy. Sam gladly gives the party directions to Jim's parents' house. With some talking, and a few more beers, he will even give them Jim's home address and phone number in Nevada (if the party calls, they will get an answering machine).

Sam readily agrees to take the group on a guided tour after dinner to look for lights. If Cell members take the late night trip, Sam will be very chatty. He will mention Jim often. The Cell sees no lights that night, or any other.



Sam Benton

Str 3 Siz 3
Agl 3 Ref 3
Int 3 Will 3
Per 4 Luck 4/12

Equipment

Double-Barrel Shotgun
Hunting Knife
Flashlight Compass
Cooler with 6-pack of beer

Skills

Brawling 2 Drive: Auto 2
Small Arms: Rifle 3 Stealth 2 Tracking 3

Trainings

Hobby: Taxidermy 3 Survival: Forest

Traits

Drug Addict: Alcohol Time/Direction Sense
Distinguishing Mark: Reddish Circle on Forehead

Description: Sam is in his late 30s and generally wears outdoorsy gear. He is none too clean and sports a grizzled beard and scraggly brownish hair. For the most part, Sam is actually in quite good physical shape, and he is very friendly. He is the best regional guide, despite the fact that he is an alcoholic. He frequently crushes beer cans on his forehead, which has lead to a strange, callused circular area that agents may notice.

LORRIER HOUSE

The Lorrier house is located just outside of the downtown area, on Maple Hill Road. The house is a large, two-story structure, with an expansive front porch and a separate garage. Both buildings are painted off-white, and the paint is somewhat cracked and peeling. Inside, the house is neat, and the furnishings are worn. Cell members can observe the Lorrier household, and may be able to determine that the car in the garage matches the car in the photograph given to them.

Around 9 pm, Jenna closes up the gas station and comes home for the evening, with Jeremy and Donald in tow. At 6 am, she sends Jeremy off to school and heads off for the gas station, while Donald putters around the house before joining her with lunch around noon. Watching the Lorrier House will reveal no suspicious activity.

JOHNSONS' HOUSE

Mrs. Eloise Johnson lives alone in the house, located on the edge of town. It is a well kept Victorian, painted brightly, with a white picket fence and a flower garden. Eloise is a perfect hostess, offering visitors tea/coffee and homemade cookies.

Eloise's husband, Ted Johnson, is a Colonel in the Air Force, and has the distinction of being a career test pilot. Most test pilots either do not survive, or leave the testing grounds as soon as they are given the opportunity. Col. Johnson, stationed at White Sands, continues to test military aircraft in the prototype stages. Mrs. Johnson doesn't know many of the details of his latest project, since he does keep classified information to himself, but she does know that he was travelling to Oklahoma to inspect a new cockpit design when he disappeared eight weeks ago.

Everyone in town knows about Ted's disappearance, and they agree that Eloise is holding up well under the strain. Few know of her son's paranoid reaction to this recent turn of events, however (see Las Vegas section for further information on Ted and Jim Johnson). Eloise is worried that Jim has been getting more and more agitated since his father disappeared, but it is hard for her to tell how he is really doing since they communicate only over the phone. She talks about the difficulties of having a spouse in the Air Force, but she stands by Ted, "as a good wife should." If she feels that the party is concerned about Jim, she hints around the subject of checking up on him at Nellis AFB north of Las Vegas, NV. After some talking, and if asked, she will give Jim's home address and phone number in Nevada (if the party calls, they get an answering machine).





Eloise Johnson

Str 3 Siz 3
Agl 3 Ref 3
Int 3 Will 3
Per 3 Luck 2/12

Skills

Brawling 1 Drive: Auto 1

Traits

Secret (Jim's real father)
Hobby: Cooking 4

Description: Eloise is fairly tall, with blue eyes and short brown hair, streaked with silver. She is a vibrant woman, and generally puts on a good face. With her husband disappearance eight weeks ago, and her son slipping closer to paranoia, she is on edge. She becomes teary-eyed if either is mentioned, and she apologizes for "overreacting." The government has told her only that Ted was working on a classified mission when he disappeared and they are searching for him. She is becoming increasingly angry and pressures any agents with overt military ties to help her find out the truth.

Eloise worships Ted. They were married in 1961 when he found out she was pregnant with Jim by her high school sweetheart, Bill Dempsey. (Only Eloise and Ted know that Jim is Bill's son.) She has two items in her possession that the Cell members may use to set Jim at ease, namely his grandfather's dogtags (treasured by Ted) and an old baseball of Jim's (from his little league championship game). Eloise's maiden name is Shroyer, and she is a cousin to the Shroyers mentioned in Ruth's letters; her Aunt Halcyone and Ruth Werner Dempsey were very close.

COUNTY COURTHOUSE

The County Courthouse is located on Main Street in Friar's Hill. The building is classically styled, and faced with old marble. Inside, a clerk stands behind a large, heavy wooden desk. He will be happy to help visitors search through records, especially if they are interested in genealogy.

Agents who search through marriage, birth, and death certificates can learn that Ruth Werner (b.1919, d.1994) married Frank Dempsey (b.1917, d.1970) and had one son, Bill (b.1943). They also learn that Donald Lorrier (b.1910) is brother to Kermit (b.1913), David (b.1935, d.1974), Samuel (b.1937), and John Lorrier (b.1940). Jenna Lorrier (b.1972) is David's daughter, and Jeremy Lorrier (b.1992) is Jenna's son (father unknown). They may look into the Johnson family or look for a connection between the Werners and Shroyers. If so, they learn only that Eloise Shroyer (b.1942) married Theodore Johnson (b.1941) and had one son, James (b.1961).

Delving into documents from probate court records will show that Ruth Werner Dempsey left her estate to her son Bill in her will.



W DEMPSEYS' HOUSE

W The abandoned Dempsey house is just a few blocks from the main highway, on Elm Street. The grass is exceedingly overgrown, the flower garden has gone to seed, and the one-story house desperately needs a new paint job. The root cellar is bolted shut but is empty. Cell members can observe and enter the abandoned Dempsey house in Friar's Hill, but will find no relevant information.

Bill Dempsey (not present, only referred to)

Bill was last seen at his father's funeral in 1970. Prior to that time, he had not been in Friar's Hill since he graduated from high school in 1961. He left the area to pursue a job.

FIRST CHURCH OF GOD

W The First Church of God is a brand-new white building with a tall steeple and bell-tower, surrounded by a large lawn and towering oak trees. The Church Potluck Supper is held once weekly, and Joyce Archer will invite the Cell members to attend. If Cell members choose to go, they meet several townsfolk, including Donald, Jenna, and Jeremy Lorrier and Eloise Shroyer Johnson. Other townsfolk will also talk with the agents, and all are aware of Ted's recent disappearance, Eloise's coping, and the fact that Sam is the best woodsman in town. Most know something, or have some opinion, about the town's "mysterious lights." Several townsfolk remember Ruth and Frank Dempsey and their son, Bill. When Ruth died in 1994, she left her estate to Bill, but he never returned to Friar's Hill, just hired a company to collect her possessions. While this is an excellent chance to get information, Cell members also have to endure sermonizing by the Reverend Bellwether. If Cell members approach Joyce, they find her engaged in a conversation with Eloise Johnson, saying "I'm so sorry about Ted. Let me know if there's anything I can do."

W WOODS

U Forested lands pretty much surround Friar's Hill, extending for approximately 100 miles in all directions. This wooded area is especially popular with deer hunters and trout fishermen. Since at least 1990, strange lights have been appearing in the sky near Friar's Hill. These lights don't seem to follow any recognizable pattern, and are not related to known commercial or military activity. The last sighting of lights was approximately five months ago, and divination will reveal that there will be no "lights in the sky" over Friar's Hill during the next three months. Most visitors to the region ascribe the lights to low-flying aircraft.

FEDERAL FISH HATCHERY

The Hatchery consists of a single small building and a number of retaining ponds and pools where the fish are hatched and grown, before they are released into a nearby river. The entire area is enclosed in 8' barbed wire-topped fences, and uses a modest security system, including a few cameras on the perimeter. The officials at the Federal Fish Hatchery allow access to "authorized government officials" if a badge is flashed and bluster is used. Even if attempts to obtain access to the tending pools at the Federal Fish Hatchery have been unsuccessful, Cell members can determine that sluice gates are used to release the mature fish. Agents can take samples of water both up and downstream from the sluice gate. Testing both samples reveals high concentrations of iron and minerals, typical for a stream in this region, but nothing unusual.

There are two individuals on duty, conducting tests and keeping an eye on the fish. If admitted into the facility, Cell members learn that the fish seem to be mutating in the tending pools. The rumor is a toxic leak, but the workers at the hatchery don't believe it because their superiors have conducted tests and they reveal nothing untoward. Fish in the far northwest corner seem to be most affected for some reason. They are, in fact, mutating due to a toxic spill caused by a night watchman that is being hushed up by the government.

LOST WORLD CAVERNS

This downtrodden tourist attraction provides hour-long tours (admission is \$2.95/person) through a warren of limestone caverns, dotted with dramatically lit formations. The formations bear small worn plaques with odd names, supposedly representing their shape and structure. Lost World Caverns is open Wednesday through Sunday, 10:30 to 4:30. When closed, the caverns are sealed with a heavy iron gate, padlocked with one combination lock and one old bicycle lock, which appears to be rusted shut. Cell members can go on a Lost World Caverns tour with Ben (age 19) or Jack (age 44) Colsworth, who note the area of rock-fall near a place called Devil's Tongue.

External investigation will not reveal any mudslide or sinkhole. The cave-in at Lost World Caverns appears to be a result of natural effects. If Cell members attempt to break in at night, there is a substantial chance (4 in 6) they get lost without significant lighting. If lost, they have to wait to be rescued, which is not a pleasant prospect. In the end, the cave-in is a simple rockslide.

Red Herrings

The Fish Hatchery and the Caverns are red herrings. Fairly shortly into the investigation of these sites, the Cell should learn enough to convince them that no alien or supernatural menaces are present. Of course, if properly paranoid, they may believe that the information they unearth is an elaborate cover for something more sinister. It is up to the Game Master to string them along for a bit, but ultimately indicate that no more is involved.

Persistent groups may have to be steered back to the main plot of the adventure. Very stubborn groups should have their covers blown.

LAS VEGAS, NV

Following up on leads obtained in Friar's Hill, Cell members go to Nevada to speak with Captain Jim Johnson about Sam's concerns, or his father's disappearance.

CAPTAIN JOHNSON'S RESIDENCE

If Cell members visit Jim Johnson's residence outside Las Vegas, they note that it is a very large house, with a good security system and a flashy red sports car parked in front. A DMV check on the car reveals that it belongs to Angela Sue Markham, 26, a resident of New York.

A woman answers the door. This is Angela, Jim's long-time girlfriend. She explains that Jim is on duty at the base, but if the party leaves a number, she will give it to Jim. If the party wishes to return later to see Jim, Angela tells them that Jim keeps odd hours and it is best if Jim calls them. If the party insists, they can wait around all day -- Jim notices them inside and makes himself scarce while they are around.

Cell members may wish to investigate the house. Angela will not allow that without a warrant, or serious intimidation (threats to kill). This reveals little more than that Jim is a Star Trek fan and has numerous toys, models, figures and other collectibles. It will also make an enemy out of Angela.



Angela Sue Markham

Str 3 Siz 3
Agl 4 Ref 3
Int 3 Will 3
Per 3 Luck 2/12

Skills

Brawling 1 Drive: Auto 2
Fine Arts: Modeling 4
Photography 2 Language: French 1

Traits

Good Listener

Description: Angela is 26 years old, and is very well known for her work on several major advertising campaigns through the Evelyn Myers Modeling Agency in New York City. She is tall and long-legged, with glossy black hair and dark brown eyes. She owns the Nevada house, and the red sports car in the driveway. Angela is very loyal to Jim and has become increasingly worried about him, since she knows he is not usually prone to suspiciousness. She keeps a low profile in general, and will leave for New York at the same time that Jim meets with the agents for the last time.

Alternative Timing

The party may also investigate Johnson's residence once it has been ransacked (this occurs immediately prior to third meeting with Jim; see below). They can contact the security company that protects the house, and with sufficient credentials can get copies of the monitoring tapes. After several hours of reviewing tape, the Cell can determine that several men entered the house around 9:30 am and left around 4:00 pm, taking nothing with them.

SILVER SLIPPER CASINO

This sprawling casino has several rows of slots, multiple black jack tables, etc. Beyond the main room, there are a number of private gaming rooms, available by reservation only. The Silver Slipper is frequented by a variety of clientele, ranging from "little ol' ladies" to convention goers. Several security cameras monitor the game room, but not the private gaming rooms at the back.

FIRST MEETING WITH JIM

Several hours after the Cell members leave Jim Johnson a phone number either at the house or at the base, he will call. They may be able to hear him say "Angela, we'll talk about your trip to New York when I get off the phone, okay?" in a muffled voice (Df4 Per test). Unless the party is completely hostile and offensive (they should be sure to mention Eloise's worries), Jim indicates a willingness to talk, and agrees to meet the team in the lobby of their hotel in an hour. He does not want to talk about details over the phone.

Jim arrives on time, dressed in casual attire (Df3 Per test to notice the Star Trek pin on his jacket collar). If put at ease (e.g., shown any items from his mother's house), he asks the party to go with him to a "safe place." He drives them to the Silver Slipper Casino. A few words and a quick pass of cash, and the party finds themselves ensconced in one of the private, back rooms to talk. Jim is very nervous and looks around a lot. Although he will not reveal it to the group, he has fears that he's being followed. He also thinks he hears strange clicks on his home telephone. He indicates that he last talked to his father eight weeks ago by phone, and that he wonders now if "he was trying to tell me something." It is apparent that Jim feels responsible in some manner, but can not or will not say why. Jim last saw his father about a year ago, during the holidays, when they both went home to Friar's Hill.

Jim states that he has left phone messages with his father's friend and former co-worker, George Dempsey (his Civilian Service Record is in Appendix, Handout G). Jim has just asked George to call; he's worried about giving too much information over the phone. Jim reports that George retired two years ago to San Francisco. Jim knew George fairly well while he worked at Nellis AFB as a civilian contractor. At this point, Jim will state he needs to get back on base, or he will endanger his military career even further. If he obtains any proof backing up his suspicions, Jim agrees to contact the Cell (unless the Cell has scared him away). If agents ask him to obtain base clearance for them, he is willing to consider this option, but will have to think about it.



W SECOND MEETING WITH JIM

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The next evening, Jim Johnson calls the Cell, and asks them to meet him outside their hotel. Without a word, Jim drives them to the Silver Slipper. When they are in one of the back rooms, he shows the group a photograph of the T-38 cockpit, and indicates two “plugs” or “connections” and a crude “helmet” that do not belong there. A Df4 Pilot (or Df2 Pilot: Jet Fighter) test confirms that the modifications serve no apparent useful purpose. Jim tells the group that he took the pictures this morning, left the base to get them developed, and hasn’t returned to base since then. Cell members may be able to determine, psychically or magically, that the connections relate to some kind of neural link-up.

Jim is very skittish and states that he has little other information. He is becoming more and more afraid to pursue this matter, because he has a gut feeling that it has something to do with his father’s disappearance. Jim is now certain that someone is watching him at the base. He saw four people at the flight school hangar, and they reappeared when he was inspecting an F-15 Eagle at a remote hangar. He refuses to run or hide, however. He is not certain of anything and does not want to jeopardize his career and position. If pressured, Jim will find a way to get the group at least minimal access to the base.

W THIRD MEETING WITH JIM

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Forty-eight hours after the second meeting, Angela knocks at the Cell members’ hotel room door and says “Jim wants to meet you right away.” She presses a Silver Slipper casino coin in a Cell member’s hand and leaves. If Cell members detain her, she doesn’t know any more information. Unless she is an enemy, she will express her concern about Jim’s recent behavior and tell the party that she has to leave Las Vegas for a job in New York City within the hour. She asks that the party keep an eye out for Jim and gives them a slip of paper with “454 W 58 #48, NY” and a 212-area code phone number scrawled on it.

If Cell members go to the Silver Slipper, Jim is waiting in one of the back rooms. He reports that his house was ransacked. He has decided to go AWOL to speak with George, who sent him a postcard from his new place near San Francisco. Jim promises to stay in contact and races out of the room.

U

Cell members may attempt to detain Jim as he races out of the casino, but are unsuccessful. Game Masters should work some method of delaying the Cell (a waiter with a cart of food, a crowd of conventioners, an old lady who wins big and thinks the Cell is trying to horn in, etc.). When they get outside, Cell members see a dark sedan speeding away. The one with the best Perception will notice the post card from George nearby (see Appendix, Handout L). A Df4 Per test reveals Jim’s Star Trek communicator pin laying in the gutter. This may be used as a psychic link for communication attempts only; other psychic powers will be strangely inhibited. Jim has been abducted by the Black Book, but is unharmed, lying on the floor of a car. Attempts to pursue the car will be unsuccessful. The party winds up following the wrong vehicle, which pulls into a fast food restaurant to order six kids meals.

Black Book agents have infiltrated some sections of the Nellis AFB. They have been monitoring Johnson for almost three months, because he has been spending an inordinate amount of time around two test planes that Black Book is almost positive are Aegis projects. The Book had earlier grabbed Ted Johnson as part of a psychic testing program.

Examination of the post card shows two views of the Old Thyme Inn, a bed and breakfast inn near San Francisco, CA, and provides an address. The stamp shows a 1929 Pierce-Arrow -- the same car in the photograph the party received. The postcard was actually sent to Jim by Bill Dempsey. Dempsey's goal was to get Jim out of danger, since he knew the Black Book team was monitoring him. Dempsey used the Pierce-Arrow stamp in case Jim brought the postcard to the Cell's attention. If that happens, Dempsey hopes the party will realize that the postcard is important and follow up on the clue. Attempts to psychically or magically investigate the person who sent the card are strangely inhibited just as any attempt that was made to look into the packet of photos and letters received in Friar's Hill.



Captain James Johnson, USAF

Str 3 Siz 3 Agl 3 Ref 3

Int 4 Will 3 Per 4 Luck 2/12

Influence 2

Skills

Brawling 2 Computer Use 2

Drive: Auto 2

Pilot: Fighter Jet 3 Shadow 1

Small Arms: Pistol 2 Stealth 2 Teaching 3

Traits

Curious Hobby: Star Trek 4 Jumpy

Strong ESP (Hunches) 3

Equipment

Magnum Auto Pistol Cell phone

Description: Jim Johnson stands six feet tall, weighs about 175 pounds, and is well-muscled. He has dark blond hair, with a

small bald spot, and piercing hazel eyes. Jim is 38 years old. Accessing military databases (+1Df due to common name) reveals that he is a Captain in the USAF, with duties related to instruction (see Appendix, Handout G). Jim was recently turned down for a promotion in rank. Jim is highly suspicious and may be considered dangerous. He is a huge Star Trek fan, and can be put at ease somewhat by talking sci-fi "shop."

Colonel Theodore "Ted" Johnson, USAF

(not present, only referred to)

Jim Johnson's father is a USAF Colonel and was listed as "missing in action on a classified mission" eight weeks ago. Cell members can request access to Ted Johnson's personnel file, and may be able to obtain a copy of his file (see Appendix, Handout G). He is listed as being a high-class test pilot, based out of White Sands. His file is missing several pages, and his last review appears to have been in 1994. In truth, the Black Book is responsible for having altered the file and for Ted Johnson's disappearance.

NELLIS AIR FORCE BASE

Nellis AFB is located eight miles northeast of Las Vegas. It is nationally recognized as the "home of the fighter pilot," because anyone who is anyone in the field of aerial combat has trained at Nellis at one time or another. A map of the base is located in the Appendix.

The Air Force Base has security gates, mazes of roads marked only by barracks and unnamed buildings, and an altogether institutional feel. Restricted areas are clearly marked by signs. Most areas have active security guards on duty, and all have some kind of passive security with surveillance equipment. Clearance may be obtained with the appropriate pulling string, or perhaps by contacting Jim Johnson. Once on base, Cell members may be allowed to explore the administrative offices, a museum, the Thunderbirds' Flight School, and a remote hangar.

Background information on the more secretive locations and items -- the Thunderbirds' Flight School, the T-38 Talon and the F15 Strike Eagle -- is available only from contacts. The Source Information Tables are detailed in the Appendix.

ACCESS

Base areas near highways are surrounded by tall fences topped with razor wire. Remote areas have no barrier but are patrolled by two-man teams in jeeps. Before the Cell can move too far into base territory (by all-terrain vehicle or foot), they encounter a patrol. If they have sufficient credentials to get into the base, they are escorted to the main entrance. If not, they are escorted off the base, or arrested (depending on their attitude and cover). If the Cell shoots its way in, the Game Master should throw several more patrols at them before they arrive at anything of importance, and should sound a general alert. If it comes to this, the party is hunted down and shot if they do not surrender.

Of course, the party may just go in the front entrance. A single double-lane highway leads to the main entrance of the base. The gateway is guarded by four soldiers. A corporal thoroughly reviews identification papers. Visitors are directed to the nearby parking lot, and to the administration offices. They are warned that the base has a number of restricted areas and visitors should not wander about. The party can see one of them call in the visit to the administration offices.

Once in the administrative offices, the Cell are referred to Lieutenant General Grace Munson, the base Commanding Officer, and Jim Johnson's superior.

Munson is cold but polite, and will speak at length only with Cell members who have a valid military cover. If requested, she will relay a message to Jim Johnson, along with a contact phone number, that the Cell members have inquired about him. She may even grant permission for the team to speak with Johnson while he is on duty at the base. If the agents express an interest in Nellis AFB, she offers them a guided tour to the non-restricted areas of the base. She calls in Airman Peterson to provide the tour.

Airman Peterson was the last recruit to go up in the T-38, approximately two weeks ago. He will become very embarrassed if asked about it, and may reveal that he felt dizzy and vomited shortly after take-off.

**Lieutenant General
Grace Munson, USAF**

Str 3 Siz 3
Agl 3 Ref 3
Int 3 Will 3
Per 3 Luck 4/12

Skills

Brawling 2 Computer Use 3
Diplomacy: Oration 4 Drive: Auto 2
Engineering: Aerospace 4 Small Arms: Pistol 2

Trainings

Awareness: Lying Communication Politics

Description: An iron-willed woman, with slate-gray hair in a neat bun, Munson is the Commanding Officer of the Nellis AFB. Her voice is very rough -- a result of chain-smoking since she was a teenager. She has noted a change in Johnson's behavior over the past several months, specifically related to hypervigilance and suspicions that people cannot be trusted. She is concerned that he will do irreparable harm to his career. Her primary concern, however, is her duty as an officer and she will not hesitate to discipline him if necessary.

**Airman Todd
Peterson, USAF**

Str 3 Siz 3
Agl 3 Ref 3
Int 3 Will 3
Per 3 Luck 2/12

Skills

Brawling 2, Drive: Auto 1,
Pilot: Jet Aircraft 2, Small Arms: Pistol 2

Description: Airman Peterson is an eager, non-descript soldier with the qualities of an excitable puppy dog. If Munson requests, Peterson gives Cell members a guided tour of the open-access portions of Nellis AFB. He is very enthusiastic about the history of Nellis AFB and walks the Cell members to the base museum. He will also point out the training school and several airplanes, including the Thunderbirds' aircraft. Unless specifically cleared by Munson, he does not escort the party to areas outside the central portion of the base, and does not bring them inside any building but the museum. While he walks, he tells agents about Nellis' extensive testing ranges, including 3 million acres to the northwest.

If the party manages to meet with Jim Johnson on the base, he plays dumb and has nothing much to say. He gets a phone number from them, and offers to call if he thinks of anything. Since Jim is being watched by Black Book, there is a 4 in 6 chance that Black Book decides to tail the party as well; they may even call for additional assistance if the group acts suspiciously.

BASE MUSEUM

Agents may visit the base museum as part of Airman Peterson's tour, or they may search it out to get a sense of the base's layout. The museum is housed in an old hangar. The facility contains a scale miniature of the base, located in a large glass case. Most areas on the model are marked with black and white stripes, indicating the areas are off-limits to unauthorized personnel, but the main section of the base is detailed. A nearby series of bronze placards outline the base's extensive history in the military, pre-dating the existence of the U.S. Air Force. Along one wall, several photos and awards are posted, relating to the Thunderbirds flight team, which is stationed at the base. A large asphalt lot behind the museum holds several Air Force fighters and training craft.

FLIGHT SCHOOL BUILDING

The flight school is located in a relatively large red brick building across from the base museum. It consists of several classrooms, in addition to a testing room and a lab facility. Attached to the building is a hangar that houses a single plane (the T-38). The school is in a low-level restricted area, and only slight pressure on Airman Peterson convinces him to give them a quick tour. A map of the flight school is located in the Appendix.

George Dempsey's Human Factors Lab: The lab is George Dempsey's old stomping grounds (see San Francisco section for details on George Dempsey). His name is still painted on a door, and the lab looks long unused. No one was hired to take George's place when he retired, because the human factors research area is now farmed out to several independent contractors. Further information may be obtained if agents can find a way to access the room without a chaperone. Data on drug trials can be found on the computer's hard drive, if Cell members can puzzle out the archaic user system (Df4 Computer Use). These data demonstrate that subjects became disoriented and appeared to regress to childlike behaviors. Further investigation shows that these files were accessed just four days ago (Df3 Computer Use). It is highly unlikely that agents will be able to find out that the access was made by Black Book agents.

Human Factors

Human factors combines psychology with engineering to design maximally effective equipment for human beings. This field examines response time, the proximity of important controls, visual acuity, and a variety of other factors. Much of the small-scale research can be compiled by a simple computer wired to a training unit; larger scale research requires test batteries and meta-analysis. Currently, a minimal amount of human factors research is done at the Nellis flight school. Typically, a copy of a trainee's flight simulations is downloaded into a central computer, which is compiled every so often to determine if a system redesign of a cockpit might be beneficial. Because human factors tries to streamline accuracy and efficiency, there is always the possibility that less-than-ethical methods, such as drug use, may be used.

Flight Simulation Room: Agents in George's old lab can able to see the flight sim room through a one-way mirror. This room holds human factors testing equipment to measure response time, visual acuity, etc. Mock cockpits and flight simulators appear to be standard. Some have been partially disassembled, it seems, because certain wires and equipment are hanging loose. Some of the loose components are simply disassembled wiring, but some are actually neural connectors (Df4 Engineering: Electronics to determine some of the wires are neural connectors). Again, these items have been tampered with four days ago by the Black Book surveillance team (Df4 Engineering: Electronics to determine items have been tampered with).

Hangar #3A: This hangar is attached to a training school. Cell members may be able to examine the T-38 Talon plane inside the hangar. The T-38 Talon is as Jim Johnson describes it in the first meeting. Examination of the plane reveals wiring and components similar to those in the Flight Simulation room.

On a small desk in the hangar sits a computer terminal. Access to the computer database is confounded by use of military acronyms and archaic access systems. Agents with training and a military background should be able to retrieve personnel information (Df4 Computer Use) as well as documentation on test flights (Df3 Computer Use). If successful in retrieving information in the flight log, agents will be able to determine that the most recent recruit to fly the plane was Airman Todd Peterson. Although this specific plane has no connection to the missing Colonel Ted Johnson, this plane is similar in design to the model that Ted Johnson was testing. An inquiry directed at HERMES, and proper status in Aegis (GM's discretion), reveals that the T-38 in the hangar is involved in a project investigating alien technology. This T-38 is a working prototype for a successor to the Aurora. If Aegis does not clear this information to the Cell, a Df5 Pilot (or Df4 Pilot: Aurora) test will reveal the prototype status of the plane.

HANGAR #23: F-15E STRIKE EAGLE

During meetings with Jim Johnson, agents may learn about an F-15E Strike Eagle housed in a remote hangar, which seems to share some similar modifications as the T-38. Agents may be able to obtain the necessary clearance to the hanger through their credentials, but will be escorted by base personnel unless their credentials are specifically from the Air Force and they have at least an Influence 3.

The canopy of the plane is locked down with a complicated combination mechanism. While most F-15E's have a rear seat for a weapons officer, this plane has more extensive controls in case the pilot trainee loses control during an experiment. At a first glance, it simply appears this plane is used for training, but more in depth analysis shows unknown technology bearing a marked similarity to the neural connectors found in the Flight Simulation room and an advanced array of cut-off switches to transfer control to the secondary pilot, not often found in training jets.

BLACK BOOK: SORT, NELLIS AFB

A five-member Black Book Special Operations Reconnaissance Team (SORT) has infiltrated Nellis AFB, attempting to obtain information about the advances that Aegis has made in avionics technology.

They have located the F-15E in Hanger #23, and have noticed Jim Johnson nosing around the plane. They know he is an instructor of some kind on base. At one point, they see him carrying a camera, and decide to ransack his house, looking for film.

The team is monitoring the F-15E, as they believe it to be part of an Aegis project. Agents have a 4 in 6 chance of being noticed by the Black Book if they examine the F-15E in detail. If failed by Black Book, Cell members may attempt to elude (Df3 for both tests if agents have military identification, Df4 if agents have civilian ID).

The SORT hoped to obtain data on a new Aegis prototype plane. They learn that the F-15E, however, is an older model than the Aurora. They drop their surveillance when they are ordered to "secure" Johnson. The team transports Johnson in a round-about fashion, finally arriving at a safehouse in northwestern Arizona.



Black Book SORT Operative

Str 3 Siz 3
Agl 3 Ref 3
Int 3 Will 3
Per 3 Luck 2/12

Skills

Brawling 2 Drive: Auto 3 Pilot: Jet 2
Repair/Build: Electronics 2 Shadow 3
Small Arms: Pistol 3 Stealth 2

Trainings

Communication Surveillance

Description: While on Nellis AFB, most operatives adopt standard military issue clothing of moderate rank in order to blend in and be able to move about relatively freely. The SORT operatives' military credentials are quite legitimate. Any check into their backgrounds reveals that they were recently transferred to this base, but the purpose of their transfer has been lost in the paperwork.

Off base, operatives dress in casual attire that blends in with the environment. Operatives are equipped with small holdout guns at all times. Other equipment varies depending on the location and the mission.

SAN FRANCISCO, CA

Following up on the postcard lead gained in Nevada, Cell members travel to Half Moon Bay, near San Francisco, CA to speak with George Dempsey. Examining the postcard closely, they discover that he runs a bed & breakfast.

The party may also arrive in San Francisco chasing after a lead found at Fort Dodge Labs in Philadelphia. If so, they will most likely pay a call on the Institute for Molecular Manufacturing.

The Institute for Molecular Manufacturing, the Foresight Institute and the Slyed Research Laboratories have secretive information. Their Source Information Tables and descriptions are listed in the Appendix.

OLD THYME INN BED AND BREAKFAST

The Old Thyme Inn B & B is a quiet, quaint little Victorian house, painted blue with white trim. The main house consists of a sitting room, two large dining rooms, a large kitchen, and five bedrooms. The carriage house, separated from the main house by a small flower garden, contains two luxury bedrooms. The B & B is located just three-quarters of a mile from the Pacific coast and is set back from the main highway. The owners, George and Marcia Dempsey, opened the B & B after George retired from his work in the military about two years ago.

TALKING WITH THE DEMPSEYS

Either Marcia or George greets the Cell. Also, if the party books a room, Marcia and George chat with them while they serve breakfast the next morning. They serve a very tasty layered, apple French toast. George can be drawn into a conversation with Cell members around a variety of topics even if they don't reveal their real intent. After all, he is attempting to be a gracious host. Marcia also talks with her guests, but is more talkative about local attractions and her guests' comfort.

If Cell members barge in waving the postcard, George is confused and denies that he sent the card. He is very puzzled, because the postcard is one of a batch he received from the printers just a month ago, along with his new address labels. If George is informed about Jim's kidnapping, he becomes extremely alarmed. He works a little faster to help the group make connections. If the party tells George about the two planes, and describes them, he suggests that nanotechnology may be involved. This leads to Drexler and Slyed as discussed below. George also tells the group that Angela has always seemed like a nice girl, and he worries about her safety as well. It is up to the party to remember that Angela flew to New York.

In the event that agents do not bring up their association with Jim, but simply act as tourists or visiting business persons, George chats with them happily about his past association with the Air Force or his enjoyment at dabbling with cutting-edge science. In his discussion about technological advances, George mentions that the San Francisco Bay area has a number of groups that focus on a hot new technology -- nanotechnology. He brings up his good friend, Eric Drexler at the Foresight Institute, a group dedicated to the promotion of nanotechnology. George can provide an introduction to Drexler for the Cell. If the discussion proceeds further, George mentions an acquaintance, the prominent Dr. Slyed, who is a frequent contributor to the field. George has an article (see Appendix, Handout C) for Cell mem-



George Dempsey

Skills

Str 3 Siz 3

Agl 3 Ref 3

Int 4 Will 4

Per 3 Luck 2/12

Brawling 1 Computer Use 2

Diplomacy: Hospitality 2 Drive: Auto 2

Engineering: Biomechanical 3

Science: Nanotechnology 1 Science: Psychology 4

Small Arms: Pistol 1

Trainings

Hobby: Cutting-Edge Science Watching 4

Description: George is a dark-haired, stocky man, with thick legs and stubby fingers, and looks to be in his mid-50s. He is loud, gregarious and plain-spoken. He does not fit the stereotype of an intellectual scientist, but his eyes sparkle when he talks about technology. He had been working as a human factors engineer, involved with the USAF for approximately 30 years. When he was last posted to work for the USAF, he was granted Green Alpha clearance -- security clearance sufficient to function as a technician at the flight school. He earned his bachelor's degree from Ball State, double majoring in engineering and psychology in 1962. George's Aunt Ruth and Uncle Frank lived in Friar's Hill, and he became a close friend with Ted Johnson during the summers he visited them.

Marcia Dempsey

Traits

All attributes 3

Luck 2/12

Hobby: Cooking 4

Description: Marcia is a very pleasant conversationalist, but comes across as fragile. Indeed, her slight build, pale hair and skin, and soft voice seem to suggest she'd be blown away with a strong gust of wind. In this way, she is a sharp contrast to her husband, George. She is pleased that George is no longer working such long hours, but wonders if he misses his research. She will be able to direct the Cell members to a variety of local attractions, but has

bers about Dr. Slyed's involvement in the cosmonaut program, and comments that he works in the San Francisco Bay area, and attends conferences on nanotechnology. George has met with Dr. Slyed on a few occasions, when they both focused on human factors research, and George offers to call him to set up a meeting at Slyed's lab if the group desires.

If Cell members engage George in an extended conversation, and bring up his past, he talks about his work with the military. He reveals that he left the military because there was an increasing focus in his division on "maximizing human potential," which he believed was being done through use of drugs and other suspect methods. He is outraged that a high percentage of military personnel expect the human factors division to take an active role in designing psychological warfare tools. If agents reveal they have visited Nellis, and they confront George with the suggestion that his work at Nellis had something to do with nanotechnology, he looks very pensive. If the group has been acting strangely or threatening, he will shrug and say "Well, all technology is connected somehow," and then excuse himself to work on preparing a guest room. If the group has not been acting in an outrageous fashion, he confides that he was once approached by a man to work on a new project, but he didn't feel comfortable around him. George had no knowledge that his work may have included nanotechnology, but if the idea is proposed, he readily accedes to the possibility. If this event occurs, George will insist that the group visit Eric Drexler and Alexander Slyed (see above). If cell members draw a picture of the T-38 or F-15 cockpits, or if they have the photograph on hand, he tells them that there were two flight simulators with similar "connections" that were used by the Thunderbirds. He believes that they experimented with determining if the team members had similar brain patterns when flying in formation. Again, he strongly suggests that the agents visit his acquaintance, Dr. Slyed.

On a side note, George is a car aficionado. The main sitting room is furnished with a number of cabinets, and several contain an extensive collection of cars in miniature. One car is the 1929 Pierce-Arrow similar to the one from the picture supplied to the party. George can easily identify the Lorriers' car as a 1929 Pierce-Arrow. He recalls seeing it in Friar's Hill during the summers he was there.

If asked about his cousin, Bill Dempsey, George describes him as a bit of a loner who he has not seen for some time.

FORESIGHT INSTITUTE OFFICES

The Institute maintains a small office in Oakland, CA where six individuals work full-time, coordinating symposia, conferences, and other events/meetings. The waiting area is marked by photographs and holographs of fractal images, in a multitude of colors. The party will also find material about Slyed's research labs and the IMM. Overall, the lobby and surrounding area exudes a quiet, whimsical presence.

The Foresight Institute is led by Eric Drexler and sponsors conferences semi-annually to promote nanotechnology. The Institute is very welcoming of visitors, including non-scientific personnel, and is eager to promote the use of nanotechnology in the near future. Agents may be suspicious of this seemingly wholesome and well-intended organization, but in actuality, there is very little to be concerned about.



Dr. Eric Drexler

Skills

All attributes 3
Luck 2/12

Brawling 1 Computer Use 3 Drive: Auto 2
Science: Nanotechnology 3 Science: Psychology 1
Small Arms: Pistol 2

Description: Drexler is in his late 40s, and is very intense and gruff. He is chair of the Foresight Institute and eager to discuss how nanotechnology is the wave of the future. Drexler is easily swept into the excitement of nanotechnology, and he will drop the names of two prominent scientists, Dr. Slyed and Dr. Hall. If agents query him directly, he will tell them all he knows about their research. He is aware that Slyed is working on a meta-analysis project and he helped him by obtaining an extended work visa. He knows that Hall is juggling several projects related to the development of nanomachines that would help repair damaged tissues. After revealing this, Drexler slows down enough to notice the time, and politely excuses himself to continue his work. He explains that he is currently coordinating guest speakers for the next two conferences and is very busy. If the party is interested, he offers to set up appointment with Slyed and Hall. He yells out to his secretary "call Josh and Alexander and tell him I'm sending some people over to see them." If agents tell him they've seen Dr. Slyed, and show him a picture or photograph of the connections, along with their suspicion of their use, he'll direct them to speak with Josh Hall. He suggests that with Dr. Hall's focus on human tissue, he'd be the best person to ask about the likelihood of nanotechnology being used.

SLYED'S RESEARCH LAB FACILITY

Dr. Alexander Slyed heads up a small four-person team, researching neural pathways. His research lab is located in a small cluster of offices on the second floor of the Coral Lake office building in Santa Clara, CA. A map of Slyed's lab is located in the Appendix.

With an introduction from George Dempsey or Eric Drexler, Slyed is happy to speak with them. If agents do not have an introduction, there is a 2 in 6 chance Slyed can find time to see them in the next two days. While waiting to meet with Slyed, the Cell cannot help but notice several pamphlets discussing the Foresight Institute and the Institute for Molecular Manufacturing (IMM). Slyed also mentions them during any discussion with the group.

A large portion of Slyed's work consists of computer modeling and meta-analysis of previous research. The data and preliminary results are kept in locked file cabinets in his assistant's office, while copies of the final reports are locked in Dr. Slyed's desk. He rarely keeps copies on disk, preferring old-fashioned printed reports. These documents mention IMM prominently. The connection between Slyed's labs and IMM appears strong.

Dr. Slyed hopes to make advances in this area in order to increase cosmonauts and astronauts' abilities to stay in space for longer periods of time without experiencing depression from lack of human contact. An anonymous donor funds this research, and Dr. Slyed is extremely secretive about the source of his income, for fear that he will experience reprisals from the Russian and/or U.S. governments. If pressured or persuaded, Dr. Slyed or his assistants mention Ellen Rogers as the representative for their anonymous donor. Rogers has an office in the complex but is impossible to contact. She usually calls before she arrives, stays for a few days and then leaves. Slyed has a phone number for Rogers, but the few times he has called, he has always gotten a message. Tracing the number leads to a phone booth in Union City, New Jersey, and a small recording device hidden in a locked compartment behind the phone. This is a deadend. Some of the research studies the team uses in their analysis are from Black Book projects, but they are unaware of this connection, let alone the existence of Black Book or Aegis.

If agents show Dr. Slyed a picture of the cockpit or describe George's suspicion that they had to do something with neural patterns, he does not deny the possibility, but states that he cannot determine it from a picture. He also reiterates that he works more on theory and compiling others' practical applications. If the group would like to talk to someone who might be able to help them, he recommends they speak to Eric Drexler at Foresight, since he knows most of the local people in the nanotechnology field.

Ellen Rogers

(a.k.a. "Anonymous Donor," not present, only referred to)

Rogers is a deep cover Black Book agent who channels funds to Slyed's research team. She purports to be interested in brain chemistry for purposes related to health research, but in actuality, is trying to discover if it is possible to manipulate brain chemistry so that humans can be outfitted with weaponry, much like the Saurian plasma claws. Rogers keeps a very low profile and works for the DOD in San Francisco, CA.

Dr. Alexander Slyed

Skills

All attributes 3
Luck 2/12

Science: Psychology 3
Science: Neurochemistry 3
Brawling 1 Computer Use 1 Drive: Auto 2

Description: Alexander Slyed is an elderly man, with a very careworn face, and brassy gray hair. He has a very nice smile and exhibits a grandfatherly tendency towards anyone under the age of 30. As former psychiatric consultant to the Russian space program, he continues to search for ways to prolong astronauts' abilities to stay in space. He is currently researching the possibility of making some kind of neural connection with the pathways of the brain, but so far, he will divulge only a small portion of his research. Slyed is a Russian national, and currently works in California via a work visa obtained in part through the Foresight Institute. His work is being funded by Ellen Rogers, anonymously, and he has a small research team in California. He knows Eric Drexler at Foresight and Josh Hall at IMM very well, and will mention these names to the group if they ask for more hands-on nanotechnology applications. He will be happy to call ahead to Eric or Josh to set up a meeting.

THE INSTITUTE FOR MOLECULAR MANUFACTURING

IMM is housed in a large gray, industrial-looking building within the city limits of San Francisco. The building has a breath-taking view of the San Francisco Bay. IMM purports to be on the cutting edge of nanotechnology research and will be very vague and secretive about their activities. Anyone but Dr. Josh Hall (see below) will explain that only those employed by the Institute are allowed access to the proprietary information.

The Cell members can meet with Hall only through an introduction from Drexler or Slyed. Otherwise, he will be too busy to see them for at least two days. If they meet, and ask about current research being done, Hall will give them a brief tour of IMM. Along the 20-minute tour, he will explain that a large portion of research being done has to do with the reanalysis of pre-existing research. The ultimate goal of the research is to develop nanomachines that will repair damaged tissue in living organisms. Hall will tell them about Slyed's research lab, unless agents have indicated they've seen Slyed already. If agents show him the cockpit pictures and ask about the possibility that nanotechnology was used, he will look puzzled, but indicate that some kind of neural connector may be involved. He is happy to look into the question, but he won't be able to do so for at least a week. If Cell members are willing to give him the evidence, he actually will start looking into the matter. Unfortunately, the Black Book will make the pictures "disappear" early on into Dr. Hall's inquiries, and he will inform the agents that sadly, he cannot find their pictures to continue looking into the issue.

During the tour, agents will notice a number of crates stacked outside a storage room with the words "FT DODGE" printed on the side. The crates hold Seritrol. If asked about the crates, Dr. Hall will simply say that they are probably part of a chemical solution being used in a nearby lab (the crates will be removed within one hour of the agents seeing them). The team will also notice that they are kept away from any part of the second floor but Hall's office.

In fact, IMM has a research team staffed by Black Book agents who are using a modified version of the drug ECHO-112, called Seritrol. They are experimenting with Seritrol in conjunction with nanotechnology to reduce the addictive properties and the number of fatalities. The team obtains Seritrol from Fort Dodge Labs, a pharmaceutical company in Philadelphia. They also receive test subjects from Philadelphia from time to time. The nanotechnology development team is fiercely protective of their work and allows very few people to see their results, except for Hall. If agents gain entry into the facility and encounter this team without proper authorization, the Black Book scientists will most likely respond in a hostile fashion and alert security immediately.

The Book scientists and their data records are located on the second floor. In a locked file drawer, there are lists of test subjects (see sidebar nearby). Included on the list are names of two inmates from Atlanta, Julian Odell and Vance Anderson. The scientists are currently waiting for the arrival of human test subjects, to be procured by another Black Book team and tested psychically prior to arriving in San Francisco. In another file drawer, there are several files pertaining to "Seritrol." Each file contains a packing slip from Fort Dodge Labs in Philadelphia, as well as reports regarding each shipment's efficacy. There are also a number of names listed, and these names match those of the individuals in the other file drawer.

On any given day, there is a 4 in 6 chance that Right to Life groups will be out in force, picketing the entrance to IMM with 15-20 individuals waving signs and chanting slogans. In fact, the picketers are correct in that IMM is participating in genetic engineering, since IMM is a cover for a Grey genetics-engineering project. This project takes place at a remote site, unbeknownst to Director Hall.

Test Subjects

Attempting to track down any names on this list reveals that they either disappeared from their respective lives in the last several months, and were never heard from again, or recently returned from a several month absence. Those that returned mysteriously go missing again, just as the party is trying to locate them. Game Masters should play up the idea that the party members are arriving just too late to find these people, and that someone is snatching these people away from them. Two names are particularly important, for they lead to further plot developments in Atlanta. The party should be encouraged to find that Julian Odell and Vance Anderson are serving sentences in a federal penitentiary in Atlanta, GA. If they call ahead, the penitentiary guards refuse to talk about the inmates. In truth, they have just escaped (see Atlanta, GA section).



Dr. Josh Hall

All attributes 3 Luck 2/12

Skills

Brawling 1 Computer Use 3 Drive: Auto 2
Engineering: Biomechanical 2
Science: Chemistry 3 Medicine 3
Science: Nanotechnology 3

Description: Hall is in his mid 30s and very enthusiastic about the medical advances made possible by nanotechnology. He sports close-cropped, jet black hair, and wears a very stylish plum-colored suit. He is clean-shaven, and very charming, although a bit fastidious.

Hall is currently working on several projects related to the development of nanomachines that would help repair damaged skin and muscular tissues. Although IMM is already under Black Book control, Hall is not. He is monitored closely, however, and used primarily as an avenue of infiltrating other nanotech-related organizations. The party may well notice the difference between Hall's open attitude and the paranoia displayed by the general scientist and researchers. Hall has little to say about this, but will scoff at the subject of withholding data due to proprietary information.

Black Book Scientist

All attributes 3
Luck 2/12

Skills

Nanotechnology 2 Science: Physics 3
Repair/Build: Electronics 1
Engineering: Electronics 2

Description: All scientists at IMM wear a standard outfit of dress slacks, button-down shirt, and pale blue lab coat. Most of the nanotechnology scientists in this group are a bit paranoid and seem jumpier than usual. This is explained away as due to the media attention and the picketers outside.

Daytime security for the facility consists of five guards, who concentrate on making sure the picketers do not enter the building or trespass on IMM property. There are also security cameras that monitor the exterior doors and the lobby. At night, two security guards are on duty -- they take turns, one person keeps an eye on the security camera displays and the other roams the halls. Since active human security measures are being taken, IMM decided against installing a high-tech system, and relies on simple locks and bolts for all exterior doors. At night, all office and lab doors are locked as well.

A map of the IMM building is located in the Appendix.

Once the agents have visited George Dempsey and been able to meet with Josh Hall and/or obtain information about the Institute of Molecular Manufacturing, they should gain information that nanotechnology or neural connectors were involved in the Nellis AFB equipment. This is all the information available at this time, and the characters should be encouraged to proceed on to another stage of the investigation in another city. If players seem reluctant to leave San Francisco, it would be reasonable to have them stumble across a newspaper article about the hospitalization of a New York model, Angela Sue Markham.

IMM Security Guard

Skills

All attributes 3
Luck 2/12

Autofire 1 Brawling 2 Drive: Auto 2
First Aid 2 Martial Arts 2
Melee Weapon: Knife 1 Small Arms: Pistol 3
Stealth 1 Shadow 2

Training

Physical Training

Equipment

Auto Pistol 4 clips Taser Uniform Kevlar Vest

Description: All IMM security guards are dressed in white shirts and black pants. They wear their vests and side-arms openly. The picketers provide a ready excuse for such a display of force.

Atlantean Plots

An Atlantean, Vadra'lo, is providing samples of nanotechnology to the Institute of Molecular Manufacturing. She believes she is helping the human race to develop new medical breakthroughs and is responsible for IMM's reputation as being a "state of the art institute." The Atlanteans, in general, are silent observers of the human race. If they suspect that the humans can give them an upper hand over the Greys or Saurians or a rival Atlantean, they will certainly act on that possibility. Atlantean society is alternately rife with internal politics, and ominously silent on the matter. Depending on their motives, goals and moods, rival Atlanteans or even Vadra'lo may offer to help the Aegis Cell. Or not. This subplot may be developed as the GM sees fit.

NEW YORK CITY, NY

Cell members may visit New York City in order to follow up on Angela Sue Markham's status and safety. If Cell members arrive in New York City following a visit to Las Vegas, they will discover that Angela Markham has been hospitalized. There is also a slim chance they may arrive here in order to investigate the connection of psychic-related drugs to Black Book. In either case, they will most likely learn something about the utility of these drugs and possible Black Book purposes.

ANGELA'S APARTMENT

Angela's apartment is located at 454 W. 58th St., Apt. 48. If the party did not get this address from Angela, they will have to draw it out of her employer, the Evelyn Myers Modeling Agency. The agency can be easily found in the phone book.

Her building has a doorman who politely opens the door for them. In the foyer, they find a concierge sitting behind a lacquered desk who asks their business. If agents mention Angela Markham, he shakes his head sadly and tells them she has been hospitalized in the New York Hospital. If Cell members attempt to masquerade as delivery persons, the deliveries are intercepted by the concierge, who signs for them. The concierge allows law enforcement officials to pass if they show him a badge and give him a reasonable story. It is also possible to access the building through a rear door that empties onto an alleyway, but that door is monitored by a security camera and is equipped with an alarm system.

Angela's home is very tastefully and expensively decorated, with brocaded curtains and furniture. On a side table, there is a picture of her and Jim, taken at a beach in the Caribbean. There is a reasonable quantity of food in the refrigerator, suggesting that she intended to be in town at least for a while. Searching through her apartment, the Cell will find several professional photographs of Angela bearing the imprint "Evelyn Myers Modeling Agency."

The agents also find two used packets of medication in a wastebasket, which they may confiscate. Each packet has an exterior box, labeled with the medication name, as well as foil and plastic bubble packs. All of the pills have been popped through the foil, supposedly used. Retrocognition may determine that the medication was switched for Angela, and that the packets found were never handled by Angela. Forensic tests will also reveal that neither Angela's or anyone else's fingerprints are on any of the boxes or foil pouches. This is most unusual, and is because the packets have been wiped completely clean.

EVELYN MYERS MODELING AGENCY

Angela Markham's home address is unlisted. The most superficial research on her will reveal that she is represented by the Evelyn Myers Modeling Agency. This agency is exactly what it appears to be. It is pure happenstance that it is housed in a building owned by Arnold Baker, but this makes it a wonderful red herring (see Montague Club below). Evelyn Myers is in her late 70s and no longer works at the agency. Natalie Boxwood oversees daily operations and is a matronly woman who sees individuals only under duress (law enforcement credentials) or with an appointment (Df4 Wil test to make an appointment if not in the modeling industry, automatic success if in modeling industry).



Natalie Boxwood

All attributes 3
Luck 2/12

Skills

Brawling 1 Drive: Auto 1
Fine Arts: Modeling 3
Photography 1 Language: French 2

Description: Boxwood is the managing director, and the only person who will speak about Angela's recent hospitalization at New York Hospital. All other agency representatives have been directed to keep silent. Boxwood was a model herself, approximately 15 years ago, and gracefully left the profession to work behind the scenes. Boxwood knows that Angela has been taking medication for her long-standing depression and bulimia and is concerned about the agency's image if the information were to get out. She will not discuss Angela in any detail without sufficient incentive, either in the form of a badge or a large amount of hush money. If the agent is in the modeling industry or pretends to be, she'll gossip readily.

NEW YORK HOSPITAL

This large, bustling hospital is a sprawling complex with multiple wings, elevators and stairwells. It is extremely easy to get lost (Df4 Perception test to stay on track) and the staff is not very interested in providing directions. Angela is in room #269, which may be discovered at the front desk. Once there, the party may notice that it is possible to watch the room and listen in on conversations in her room from a position in the nearby waiting area (Df3 Perception test).

Dr. Baylor, Angela's attending physician, will answer several questions. He may agree to give the agents the results of the medical tests on Angela when they are available in a few days, if Cell members are sufficiently convincing in their cover story. He believes her condition may be a result of two newly prescribed medications that may have induced serotonin syndrome (see Seritrol Effects Table footnote in Philadelphia, PA section), but cannot confirm this preliminary diagnosis through blood tests. Alternatively, the agents may be able to sneak into her hospital room to take a blood sample directly from Angela (Df2 Medical or First Aid to do so quickly and quietly) and attempt to analyze it (Df4 Medical). If analysis is successful, or if the party gets medical records from Angela's doctor, they will find that Angela's neurochemistry has been radically altered.

In fact, Angela Markham was exposed to Seritrol, a new psi-drug being developed by the Black Book at Fort Dodge Labs in Philadelphia (this may be discovered through psychic powers). Her medication was switched at the pharmacy by a Montague Club splinter group. They are attempting to "shut her down" in case Jim Johnson revealed any information to her. Further, they are always looking for more drug-testing subjects. A second Montague team placed empty packets in her wastebasket at home to cover their tracks.

Angela Sue Markham (present only after Cell members have visited Las Vegas; see picture in Las Vegas section)

Current Description: Angela is a pale imitation of her former self. She is quite drawn out and glassy-eyed, having a hard time focusing on much of anything. Occasionally, she will drool, and clumsily wipe her chin with a limp hand. Often, she sleeps deeply.

If psychic members of the party interact with Angela, they will feel a "draining" sensation, which they had not experienced while in her presence in Las Vegas. Persistent efforts to delve into Angela's mind will result in obtaining warm, happy, fuzzy memories, which also takes its toll. This evidence suggests that Angela is a Psychic Void or Psink. A medical chart hangs at the foot of Angela's bed (see Appendix, Handout M).

OUTSIDE INTERVENTION

If Cell members investigate Angela's hospitalization, it is highly likely that the Black Book, through the Montague Club, may intervene to kidnap a few Cell members for research purposes, particularly if the Cell members have not kept a very low profile up to this point.

If the group splits up, two physicians will approach one or two agents. These "doctors" are Black Book agents who will introduce themselves and then drug their victim(s) with needle rings. Any attempts to contact the agents via link or cellular phone will get no response. If Cell members work to triangulate the signals from links (Df3 Intelligence test), they will find the links, cell phones, guns and other personal belonging in the dumpster behind the hospital. Inquiries with loading dock staff do not provide much information, only that they saw a dark sedan driving down the alley when they came to move a shipment of boxes off the dock. Use of hypnosis may allow agents to obtain the license plate number of the sedan, but otherwise, this information is not readily available. If traced, the car will be shown to be part of a corporate fleet leased to Baker Industries at their New York address.

After being loaded into the sedan at the rear of the hospital, the missing Cell members are immediately transferred to the Montague Club HQ building. This building is owned by Arnold Baker, the same man who owns the building that houses the Evelyn Myers Modeling Agency. The missing agents are bound, gagged, sedated, and "inspected" by members of the Montague Club.

If the group of agents does not split up, the Black Book agents will stand down and follow them instead. If the Cell members proceed to Philadelphia, the New York Black Book group will alert the group of researchers in Philadelphia.

MONTAGUE CLUB HEADQUARTERS, NEW YORK BRANCH

The headquarters for the New York Branch of the Montague Club is in a 62-story glass-and-steel building in Manhattan, owned by Arnold Baker. The offices and associated equipment are held in the name of "Baker Industries," a small financial holding company that also handles corporate real estate. Baker's private suite occupies the entire 62nd floor. He has the interior lavishly furnished with plush chairs and mahogany paneled walls. Baker holds his meetings here, and will have Cell members brought here if they are kidnapped from the hospital.

If kidnapped, Cell members are transported to the 62nd floor without incident. Club members then call for transport to the research facility. A helicopter arrives at the helipad on the roof within 20 minutes and Cell members are transferred to a private jet within 30 minutes. Agents with abilities to track flight logs can trace the helicopter to the airport, but they will be unable to find a flight plan for the jet in less than three days. This jet takes them to Philadelphia, where they are handed over to Book scientists at Fort Dodge Labs. There, they are tested for five days. After that time, they are transported by the Book to San Francisco for additional testing. The main objective of the Book is to eliminate anyone investigating Angela, and to gain test subjects to learn more about their new drug. If they should stumble onto information about Aegis, they file a report with their superiors and follow it up immediately (GM should play this out depending on the particulars of the Cell).



Arnold Baker

All attributes 3

Luck 4/12

Skills

Computer Use 2 Diplomacy (all) 3 Gambling 4
Humanities (Business) 4 Humanities (Law) 4
Hypnosis 3 Language (several) 3 Meditation 3
Occult 4 Ritual: Ceremonial 4

Trainings

Oath-Binding Politics Protection from Magic
Reading the Past Savoir Faire Vortex

Description: Baker is a stern, driven man, and has built a real estate and financial empire worth billions. His eyes blaze with an inner fire, but his physical body appears to be emaciated, and his clothes hang on him. It is difficult to tell his age, since he has no gray hair, but the lines in his face and the skin on his hands belong to a man over 60. He is on the Board of Governors of the New York Branch of the Montague Club, which has allied itself with the Black Book in order to develop stronger psychic powers. Baker is driven to develop psychic potential, to the point that he is often in conflict with club's Executive Council's directives to secure power and financial wealth.

**Heathcliff
Smytheson**

All attributes 3
Luck 2/12

Equipment

Derringer Pistol
2 clips Cell phone

Skills

Computer Programming 1 Computer Use 2
Diplomacy 2 Forgery 1 Hypnosis 2
Martial Arts 2 Disguise 2 Meditation 3
Ritual: Ceremonial 3 Small Arms: Pistol 2

Training

Curse of Ineptitude Prophecy
Scrying Mind Riding

Description: Smytheson is a towering figure at 6'7" tall, and peers down at people with his tawny eyes, like a lion on the hunt. Smytheson is Arnold Baker's right hand man. He is staunchly loyal to him and believes in his goals and in his alliance with Black Book. Smytheson will masquerade as a doctor in order to kidnap one or two of the Cell members and will accompany the group to Philadelphia to oversee testing. Smytheson is adept at mind-riding, a skill which he uses to sample the test subject's experience after being injected with Seritrol.

Dr. Vincent Sabatelli

All attributes 3
Luck 2/12

Equipment

Cell phone, Snazzy suit,
Expensive boots and
briefcase

Skills

Computer Use 2 Diplomacy (Fast Talk) 2
Hypnosis 2 Meditation 3
Ritual: Ceremonial 3 Science: Neurochemistry 2

Trainings

Curse of Ineptitude Prophecy
Scrying Vortex

Description: Sabatelli has been a member of the Montague Club for approximately five years and only recently emigrated from Italy. He is impeccably dressed and dazzlingly charming, with a pronounced Italian accent. He often sports low-heeled boots made from alligator hide, with matching briefcase and billfold. He will accompany Smytheson to Philadelphia, since he has a background in neurochemical research. Sabatelli is being observed by the Executive Council as a possible tool to remove Arnold Baker from power.

Claire Maxwell

Skills

Brawling 2 First Aid 2 Small Arms: Pistol 3

Str 3 Siz 3

Agl 3 Ref 4

Int 3 Will 4

Per 3 Luck 2/12

Equipment

Auto Pistol 3 clips Cell phone

Bulletproof briefcase

Description: Maxwell has dark brown bobbed hair, and soft brown eyes. She was only recently assigned by the Black Book supervising the Montague Club contract in New York. At a first glance, Maxwell appears to be a sweet and innocent young woman, with a cheerful smile and kind mannerisms. Once she is out of the public eye, however, she quickly drops this mask and becomes cold and aloof. She works in New York City as an investment banker, and will accompany Smytheson to the hospital to masquerade as a doctor to kidnap Cell members.

PHILADELPHIA, PA

Cell members may visit Philadelphia straight from Friar's Hill, to follow up on Kermit Lorrier and Fort Dodge Labs. They may also get here after investigating nanotechnology in San Francisco, and seeing the Fort Dodge Labs stencil. Finally, they may wind up here after some of their Cell members have been abducted in New York City.

FORT DODGE LABS

The larger pharmaceutical companies almost pushed Fort Dodge Labs out of business in the mid-80s, but Kermit Lorrier made a number of very wise investments that kept the company afloat (at least that's what he thinks). Also during this time, he hired several new researchers, including Cynthia Marlboro, who has since become the VP of R&D. In fact, the Black Book was partially responsible for Fort Dodge Labs survival. Any reasonable search for records (e.g., the Internet) about Fort Dodge Labs reveals the corporate offices in the city and the separate research facility outside the city.

If Cell members have reached Fort Dodge Labs directly from Friar's Hill, they will only be able to obtain access to the corporate offices in central Philadelphia, not the research facility. They will not be able to see Kermit Lorrier since he is in Europe. If agents come to see him after visiting IMM in San Francisco or after Angela's hospitalization, he will have returned and will meet with them at the corporate office.

A map of the corporate offices is located in the Appendix. A Black Book security officer is stationed at the reception desk (see Hired Security stats later in this section).

Cynthia Marlboro, Vice President of R&D, is a Black Book operative. At the corporate offices, her pass-card secured office is located to the right of the lobby. Her desk contains the master keycard for the research facility. On her wall hangs a picture that shows her, along with two other men, set against the backdrop of the Golden Gate Bridge. One of the men is Josh Hall of IMM, and the other is her late husband. Her files also contain lists of shipments sent to distributors and to other organizations. For the most part, the items being shipped have complete names and batch numbers, with one exception: "ECH-12." These records show that several quantities of ECH-12 have

been shipped to the Institute for Molecular Manufacturing in San Francisco, but it does not include a batch number or match any drug produced by Fort Dodge Labs. ECH-12 is code for the new drug the Black Book is developing, also known as Seritrol. Attached to the front page of this file is a note reading "Per IMM request, samples of batch A16, L51, and J27 sent to P.O. Box 8692, Atlanta GA 30318."

RESEARCH FACILITY

Fort Dodge Labs' research facility is just outside Philadelphia and consists of one main building and several outlying buildings, surrounded by an electrically charged fence and a keycard security system. The larger building is monitored by several security cameras and is two stories tall, with a basement. Half of the basement is accessible only by keycard, and this is where the top-security research is conducted, including work by the Black Book on a new psi-drug. Full records on the new drug, Seritrol, are kept here. There are two rooms in which individuals may be forcibly detained in order to be experimented upon (the testing and recovery rooms). The other rooms in this area are either offices or labs. Whenever experiments are being conducted in the secure section, four specialized security guards are present within the locked-down area. These four guards are actually Black Book security, are heavily armed, and are tasked only to protect the psi-drug project. With Cells smaller than four members, it is recommended that GMs consider scaling down the size of the Black Book security force to two or three.

At night, security for the research facility consists of a single guard to patrol the perimeter (accompanied by a German Shepherd), and two guards that patrol the interior of the main building. Security cameras monitor all exterior doorways as well as the electronically locked gateway into the facility at all times. During the day, one security guard is stationed at the gate to check credentials of individuals who do not possess keycards (i.e., are not full-time research employees), and one guard monitors the displays of security cameras (this room is located in the main building just off the entrance). A third guard makes regular rounds by walking the perimeter and walking through each building.

A maps of the Fort Dodge research facility is located in the Appendix.

If Cell members have reached Fort Dodge Labs after the abductions in New York City (see New York Section for Montague Club personnel), the captives will be located in the secure section of the basement. One captive will be experimented upon with six doses of Seritrol, one dose every half-hour, and subsequent captives will be experimented upon with increasing dosages. (See the table in the subsequent Seritrol section for addictive properties as well as impact on functioning/psychic ability.) After five days, the subjects will be transferred to the Institute of Molecular Manufacturing in San Francisco (see San Francisco section).

Hired Security

All attributes 3
Luck 2/12

Training

Physical Training

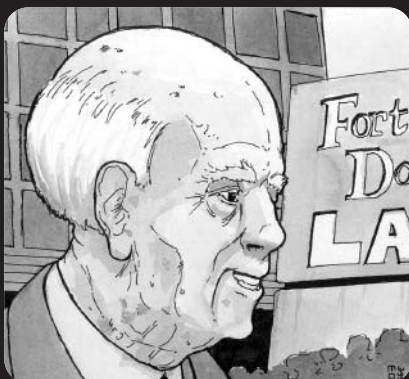
Skills

Autofire 2 Brawling 2 Drive: Auto 2 First Aid 2
Martial Arts 2 Melee Weapon: Knife 2
Small Arms: Pistol 3 Stealth 2

Equipment

Uniform Nightstick Auto Pistol
Taser Flashlight Keys

Description: Classic Rent-A-Cop with blue shirt, sporting closely cropped hair.



Kermit Lorrier CEO Fort Dodge Labs

Str 2 Siz 3 Agl 3 Ref 3
Int 3 Will 3 Per 3 Luck 2/12

Skills

Brawling 1 Drive: Auto 3
Humanities: Business 4
Science: Chemistry 3
Science: Neurochemistry 1

Description: Kermit is 85 years old, but still very spry and engaging, and wears a very stylish suit. He and his wife (now deceased) had no children, but he dotes on his niece, Jenna, and her son, Jeremy. Kermit is an old car buff, and enjoys talking, driving (still!) and buying old cars. He is also exceedingly proud that his company has stood the test of time.

If asked about his business or drugs, he alludes to new breakthroughs, but gives no specifics in the interests of competition for patents with other pharmaceutical companies. If asked about IMM, he will say that he knows a little bit about their goals regarding nanotechnology, but he really doesn't have a personal understanding of that field of research. He mentions that Cynthia Marlboro knows the current director, Josh Hall. Kermit credits Marlboro with helping his company compete with larger research firms successfully.

If agents bring up issues about Friar's Hill, he tells them that he visits there a few times a year to see Jenna and Jeremy. If asked about the Dempsey family, he tells them that his beloved wife was a close friend of Ruth's. If they show him the letters, he holds the one written by his wife and begins to cry. He asks how the group obtained the letters since she died several years ago, and her possessions were removed from the house. Kermit won't be able to tell the group anything about the Johnsons, Angela, or the planes.

Cynthia Marlboro
Vice President of R&D

All attributes 3
Luck 3/12

Skills

Brawling 2 Drive: Auto 1
Humanities: Business 2
Science: Chemistry 3
Science: Neurochemistry 2 Small Arms: Pistol 2

Description: Cynthia Marlboro exudes a certain cold beauty. She is rather attractive, with jet black hair and piercing blue eyes. When she smiles, however, it seems more like a good acting job, than a true emotional expression.

Marlboro, once head researcher at Fort Dodge Labs, has risen very quickly to a position of power. She currently holds the number two position in the company and hopes to take over when Lorrier eventually retires. On the surface, she has a close filial relationship with him. In reality, she is quite frustrated that he won't retire and let her take control. Marlboro has been working for Black Book for almost a decade and is tiring of the continually need to dissuade Lorrier from becoming too involved in current projects, such as the development of Seritrol.

It will be difficult for agents to actually meet Marlboro, as she spends over half her time at the research facility. When she is at the corporate office, she tends to work with her door closed. If agents do meet with her, the meeting will be brief. She laughs at any outright accusations of wrongdoing or associations with Black Book. If directly accused, she contacts her superiors immediately, notifies them of the security breach and awaits further instructions.

Black Book Security

Str 3 Siz 3
Agl 3 Ref 3
Int 3 Will 3
Per 4 Luck 2/12

Skills

Autofire 3 Brawling 1 Computer Use 3
Computer Programming 2 Drive: Auto 2
Gunnery: Energy 2 Martial Arts 3
Pilot 2 Shadow 3
Small Arms: Energy 3 Small Arms: Pistol 3
Small Arms: Rifle 3 Stealth 3

Equipment

Auto Pistol Plasma Claw

Trait

High Pain Threshold

Description: Black Book Security agents are non-emotional and dress in dark, combat-style clothing when on duty. They take their duties extremely seriously, and will back each other up on questionable calls where violence was used.

BLACK BOOK NEUROCHEMISTRY PROJECT

Black Book has a number of research scientists who have been placed at Fort Dodge Labs, due to the timely intervention of Cynthia Marlboro. They work in a secure section of the basement of the main research building. They have been working for the past few years on a variety of drugs to affect neurochemistry, altering mood and central nervous system responses. Recently, they have concentrated on affecting psychic centers of the brain, extending the work originally done on ECHO-112.

ECHO-112 was an experimental agent designed to reduce Seepage levels. While it was found to be an anti-Seepage agent and easy to introduce to the general population via the drug trade, the suppression of Seepage often led to delusions and extreme psychotic behavior. Feeling the risk was too high for exposure, Black Book discontinued this project for several years. Later work done with inmates in an Atlanta prison suggested the project be reopened (see Prison Break hook).

Recently, the Book scientists have been able to induce effects that essentially funnel Seepage into a psychic for short periods of time. During that time, the psychic receives a boost to her psychic power. The chemical agent effectively reduces Seepage production, and has been supported by the Greys. Better yet, it gives Black Book psychics an advantage.

The Fort Dodge team is being assisted by members of the Montague Club to more accurately perceive and record the effects on subjects. They do this only as a result of direct orders. The team is in fact suspicious of the Club and highly protective of their research, reporting only to their immediate superiors.

The Fort Dodge group believes it is close to perfecting "Seritrol" which they expect to be FDA approved within a few months. Once the drug is mass-marketed, they will be able to conduct a nation-wide test to determine the viability of the drug. If threatened, this group will use Fort Dodge security personnel and whatever resources they have at their disposal to fight off intruders.

Black Book Scientist

All attributes 3
Luck 2/12

Skills

Brawling 1
Science: Neurochemistry 3
Science: Chemistry 3

Description: The dress code at Fort Dodge Labs is very casual, and most of the scientists, including the Black Books group, wear blue jeans and a comfortable shirt or sweater. Scientists working in lab facilities always wear the appropriate safety gear as well.

SERITROL

Seritrol is a modified version of ECHO-112, a Seepage-suppressing drug. Seritrol is currently in liquid form, suitable for injection, and Fort Dodge is working on translating it into a capsule form. Once full government approval is gained, Seritrol will be publicly marketed to improve mood, and alleviate depressive symptomatology. It has more important "side effects," however, including inducing a trance-like state in individuals with psychic powers. Exposed individuals should monitor their conditions carefully and expect to experience difficulties using psychic powers. Large quantities of Seritrol are currently being shipped to the Institute for Molecular Manufacturing, where Black Book scientists are experimenting with joint use of Seritrol and nanotechnology.

To determine the effects of Seritrol on affected agents, roll on the appropriate Seritrol Effects Table. For agents with latent psychic abilities, roll on the psychic agents table and apply the results. Then roll 2D separately. On a 10 or higher, a psychic ability has manifested itself (or a latent one has awakened), and the agent will take 2D rounds to control it. For non-psychic individuals, note the possibility of serious adverse reactions. The agent will likely have a few side effects before suffering from serotonin syndrome. Serotonin is a neurochemical affecting pain perception and mood. Overdoses of serotonin in the brain lead to a number of symptoms, including shivering, headache, diarrhea, sweating and confusion. GMs should feel free to add/delete any symptoms for the purposes of gameplay. If caught quickly (within three hours), serotonin syndrome can be treated at an emergency room or similar facility. If not caught within three hours, the affected agent should make a Variable Willpower test to resist falling into unconsciousness. If the agent fails the test, he will be unresponsive for 2D hours, at which time, he will regain consciousness, but be at -3t for all tests for an additional 1D hours. The agent also needs to roll luck. On a Bad Luck roll, the agent has started to go into respiratory failure and will require immediate medical assistance.

Seritrol Effects Table (psychic agents)

- 1 nausea and serious headache
- 2 headache and odd, buzzing sensation in head
- 3-6 extreme clarity of thought, roll 1D and add results to character's Psi Points for 2D rounds, increase Perception attribute by 1 for next 1D rounds as well

Seritrol Effects Table (non-psychic agents)

- 1-3 nausea, migraine, dizziness
- 4-6 impaired motor skills, facial tics, dilated pupils (light sensitive), serotonin syndrome and gross destruction of neural pathways, resulting in nullification of Seepage emanations, finally possible respiratory failure

ATLANTA, GA

Cell members may arrive in Atlanta after learning about a P.O. Box from their visit to Fort Dodge Labs, or after unearthing the clue at IMM about testing two prison inmates. Shortly before they arrive in Atlanta, a prison break will occur leading them to U.S. Marshal Jack Snarr.

POST OFFICE BOX 8692

The P.O. Box to which Marlboro sends her samples is rented by "Peter Gibbons." Strangely, the Post Office has no records of Gibbons' address or contact information. The box is paid for annually by wire transfer. That lead also disappears.

Peter Gibbons does not exist. The box is a drop point for drug samples that are then forwarded onto to IMM, or other Book bases by Sean Fallon under separate accounts and methods not connected to the box.

Fallon's "girl" Maggie O'Bannon picks up the mail sent here once a week. She is extremely difficult to tail (Df4 Shadow with at least 3 different tests), but if agents follow her successfully, she leads them to a small house in the pinewoods just east of Atlanta. Additionally, if agents can obtain a photo of her or a composite sketch, they may be able to search photo archives to obtain her identity. If agents actually kidnap or restrain her, she holds out against all forms of torture, but will reveal information with the use of drugs, psionics, or magic.



Maggie O'Bannon

All attributes 3 Luck 3/12

Skills

Brawling 3 Demolitions 2 Drive: Auto 2
Gunnery: Projectile 2 Heavy Weapons: Projectile 2
Small Arms: Energy 1 Small Arms: Pistol 3
Small Arms: Rifle 3 Stealth 3

Equipment (as courier): Derringer Pistol 2 Clips
Equipment (standard): Sub Machine Gun
Kevlar Vest Frag Grenade (2) Hands-Free Radio

Description: With fiery auburn hair and green eyes, Maggie is Sean Fallon's right-hand woman. She is only 19 years old, but has close to seven years of experience as a soldier. She seems sweet and innocent, but after taking up with IRA when her parents were killed, she's become a real hard case. She has extensive experience working as a courier, under Sean's direction. Their contact is a company called Allied United Shipping. Maggie knows it is a front, but is unaware that the Book calls the shots. Most recently, she's puzzled out how to operate the pseudo-Saurian Plasma Claws that she's helping transport to New Mexico. As far as she knows, Sean is planning to double-cross their employer in order to steal a shipment and reroute it to Ireland.

THE PRISON BREAK

At some point shortly before they arrive in Atlanta, a prison break occurs. If players are following the clue-trail to Atlanta without difficulty, it is feasible to omit this element altogether. However, if they have difficulty making the connection to the rest of the clues, the prison break is a nice way to hook them in. Cell members note newspaper headlines (see Appendix, Handout E) about a revolt at a federal penitentiary in the southeast, with six prisoners escaping. Any party member who has spent any time with the list of drug test subjects found at the IMM facility recognizes two of the escapees.

These two were injected with a modified version of ECHO-112 -- a prototype of Seritrol -- by a Black Book group in California. They came to the Book's attention through their operative, Sean Fallon. The prison break was orchestrated by Book, not only to distract local authorities while Sean moves his shipment, but also to secure these men or to execute them, depending on Black Book's needs. With the appropriate contacts, agents may be able to obtain summaries and descriptions of the escaped inmates (see Appendix, Handout F).

INVESTIGATING THE PRISON BREAK

Agents may use a variety of sources to investigate the prison break. All prison officials are too busy to meet with the agents in person, and initial contacts with local police will indicate a hesitancy to speak with the agents, since federal officials are on the scene. If agents contact the local police department, the prison system, or any other form of law enforcement, they are referred to U.S. Marshall Jack Snarr. All officials are aware that he is heading up the hunt for the fugitives. Snarr has also been following an important lead on Sean Fallon, who he thinks may have orchestrated the prison break as a distraction. If agents have some kind of contact in law enforcement or if they are following up on the Fallon faction, it would be feasible to have a contact recommend Jack Snarr as a source, rather than have the agents go through normal law enforcement or prison system channels.

U.S. MARSHAL'S OFFICE: MEETING WITH JACK SNARR

The regional U.S. Marshall's office is located in a glass-and-steel Atlanta office building downtown. The head of the office, Jack Snarr, is currently investigating not only the escaped prisoners, but also has been following Sean Fallon as part of a special project to combat terrorism and weapons smuggling to the IRA. Snarr has a personal interest in arresting Fallon, since he had arrested him once before in a sting operation, and Fallon got off because of improperly handled evidence. He has been tipped off that Fallon has recently acquired a large quantity of weaponry and intends to catch Fallon red-handed in a warehouse raid, scheduled for the day after the agents make contact with his office. Snarr suspects that Fallon had help in orchestrating the prison break, since his agents had Fallon and his key people under surveillance at the time. He hopes to find out about a suspected second organization that may be involved in this crime. Once he's captured Sean Fallon and raided the warehouse, Snarr is also in a key position to confiscate the contraband, since it is part of a criminal enterprise. He is unaware of the existence of either Aegis or Black Book, but may be willing to help Cell members if they have the right strings to pull or favors to ask.



Jack Snarr
U.S. Marshal

Str 3 Siz 3
Agl 3 Ref 3
Int 3 Will 3
Per 4 Luck 2/12
Influence 3

Training
Investigation

Skills

Brawling 2 First Aid 1 Forensics 3 Shadow 2
Small Arms: Pistol 3 Stealth 2

Traits

Strong ESP (Sixth Sense) 2 Savoir Faire
Distinguishing Feature
(two foot knife scar on right forearm and hand)

Equipment

Auto Pistol 4 Clips Kevlar Vest Hands-Free Radio

Description: Snarr is a gruff, no-nonsense kind of guy, and his clothes and appearance tell of a man who is totally unconcerned with appearances. He often looks as though he's slept in his clothes, and seems to sport a perpetual five o'clock shadow. His brown hair often sticks out at angles, but his eyes are always bright, belying an otherwise careless attitude. Jack has a two-foot long scar along his right forearm, extending to the center of the back of his hand. Snarr was attacked by a crazed woman about three years ago and almost lost the use of his hand.

Taskforce Member

All attributes 3
Luck 3/12

Training
Physical Training

Skills

Brawling 3 First Aid 2 Small Arms: Pistol 3
Small Arms: Rifle: 2 Stealth 3

Equipment

Assault Rifle 3 Clips Hands-Free Radio
Kevlar Vest Helmet Nightscope (varies)

Description: Members of the U.S. Marshal's taskforce are suitably grim and silent. They wear trench coats and suits when not in assault gear.

FALLON FACTION HEADQUARTERS

Sean Fallon and his gang inhabit a small house, tucked away in the woods outside Atlanta. The house is rather rustic, and the three bedrooms contain four army cots apiece, with military style footlockers containing clothing and Kevlar. Also contained in the house are several guns and some odd wiring equipment. Cell members recognize the wiring because it is similar to the "neural links" they discovered in Las Vegas. Faction members are rarely at the house during the day; they spend their time readying for the shipment by obtaining provisions, securing trucks, etc. If agents tail Maggie to the house, she stays long enough to put away her package (locked in a footlocker with a combination lock), and then she heads out again, to the warehouse.

WAREHOUSE

The warehouse is located approximately 10 miles south of Atlanta, off of I-75. Agents may discover the location of the warehouse by speaking with Jack Snarr or by following Maggie on a circuitous route from the post office to the small house, finally leading to the warehouse. The warehouse is rather old and the weather has stripped most of a pale green paint off of the structure. Adjacent to the loading docks is a large parking lot. Surrounding the structure and the lot is a lightly wooded area.

The warehouse has no electronic security system but is well lit at all times. Three of Fallon's goons patrol the warehouse constantly, waiting to transfer the shipment out west. Two hours prior to the shipment being moved out, Sean is met by Maggie, Snake, Steve, and his faction members to load the trucks and clear out the rented warehouse. The warehouse contains a number of crates as well as a large truck and a smattering of automatic weapons. Opening the crates reveals an interesting assortment of what looks to be weaponry. It is clearly very advanced or alien in nature. Agents with knowledge of Saurian technology may recognize some of the pieces as heavy weapons or vehicle weapons (Df4 test). If Cell members have gone in to raid the warehouse with Jack Snarr, he attempts to have the contents of the warehouse packed up and stored as evidence. Fast-talking, string pulling, or simple theft may enable the Cell members to secure one or two items. A week after the items are secured in Marshal storage, they disappear (GM's discretion as to exactly who took them, but the Cell may have some role in it).

A map of the warehouse is located in the Appendix.

Fallon Faction Member

All attributes 3
Luck 3/12

Skills

Brawling 3 Drive: Auto 2
Melee Weapon: Knife 2 Small Arms: Pistol 3

Equipment

Auto Pistol 2 Clips Kevlar Vest

Description: Sean Fallon has a retinue of approximately six members in addition to Snake and Steve. These individuals provide unfailing support when Sean asks them to assist.



Sean Fallon

Skills

Brawling 3 Demolitions 3 Drive: Auto 2
All attributes 3 Martial Arts 4 Small Arms: Pistol 4 Small Arms: Rifle 3
Luck 4/12

Equipment

Assault Rifle 2 Clips Sub Machine Gun 4 Clips
Kevlar Vest Frag Grenade (2) Hands-Free Radio

Description: Fallon is rather athletic and wiry, and sports close-cropped brown hair and a short mustache. He is over 40 years old and has been a member of Black Book for almost his entire life. Shortly after completing his advanced military training, Fallon was assigned the task of infiltrating IRA activities in the states. His Irish background and family connections served him in good stead and he has been very successful in this on-going mission. Fallon is completely sold on the Book's goals and methods, but is not entirely divorced from the IRA's goals. He lives an uneasy double life, but so far has done the best he can in balancing his conflicting loyalties. More than once, however, he has had to sacrifice IRA soldiers as expendable grunts in Book operations. This wears at him.

Fallon is currently in Atlanta to help transport pseudo-Saurian weaponry to a Black Book facility in New Mexico. Fallon, and his right hand woman Maggie O'Bannon, have recently learned how to operate the technologically advanced weaponry they've been transporting. O'Bannon believes that they are planning to double-cross Black Book by stealing a shipment to reroute to Ireland. Fallon hopes his true loyalties will not come out in a way that he is forced to kill O'Bannon. Such a circumstance will sorely test his Book loyalty. Sean will not crack under regular torture or threats, but if probed psychically or through the use of drugs, he may reveal the name of his contact in California, Ellen Rogers. He believes she is working for the DOD and using the weapons on a new type of fighter (all true). He does not know that the weapons are of alien design. He also does not know the location of the facilities in New Mexico or California. Those instructions will be sent to him once he is under way. This is standard procedure.

Wesley "Snake" Grubble

Skills

All attributes 3

Luck 2/10

Brawling 3 Drive: Auto 2

Drive: Tractor-Trailer 2

Melee Weapon: Knife 3 Small Arms: Pistol 2

Description: Snake is a little over six feet high, with a large build. He's about 50 years old and has an extensive criminal record. Raised in Macon, George, his parents' divorced in 1957. His first crime was committed at age 14 -- shoplifting a pocketknife. He then committed a string of armed burglaries and was sentenced to 8 years at Charachas State Penitentiary. Released in 1979, he seemed to have been reformed, however, he shot and killed two federal agents during a sting operation in Vidalia, George in 1989. He is completely loyal to Sean Fallon who he met after his release in 1979, but the authorities cannot prove this connection. If arrested, he may be able to provide some information. Snake shared a cell with Julian Odell, and thinks he was taking part in some kind of experiment by a company in California, to study strength and nutrition. Snake also knew Marcus Carlson, and may say "the guy always knew somethin' was gonna happen, right before it did -- creepy shit."

Steve Earl Burns

Skills

All attributes 3

Luck 2/12

Brawling 3 Drive: Auto 2

Melee Weapon: Knife 3

Small Arms: Pistol 2

Description: Steve is six feet tall, with a moderate, athletic build. He's in his mid-20s and has striking blue eyes and shock blond hair. He's idolized Sean since he first met him at age 14. His association with Sean led to his first crime at age 15, attempted battery during a sting operation in Vidalia, GA. In 1995, he was convicted of aggravated sexual assault, assault with a deadly weapon, assault with intent to kill, and manslaughter in Montgomery, AL. If Steve is arrested, he may be able to share some information. He shared a cell with Peter Smithson, who used to entertain him with stories about the people who'd lived in the cell years ago. Steve thought they were just stories, except one prison guard confirmed half of them. Peter took some kind of medication every morning, too. Steve also knew Vance fairly well, and said that he was taking part in some kind of study about using drugs to make people smarter.

WHITE SANDS, NM

Once Cell members have been uncovered information on (1) the neural links, (2) Seritrol and (3) the Saurian weaponry, they are sent a postcard from their mysterious benefactor, Bill Dempsey, the same person who originally sent them the letters and photos relating to Friar's Hill. Cell members will most likely be in a location different from their starting location, and it will probably unnervingly to no end that they are being directly contacted, but so much the better for paranoia and caution. The postcard is a picture of White Sands National Park, and it simply gives a date and time for Cell members to meet him (see Appendix, Handout O).

WHITE SANDS NATIONAL PARK

The park consists of a picnic area, a visitors' center, and lots of wide open sand dunes which are, of course, white. If Cell members take the trek out, hopefully they will be prepared for the heat and armed with sunblock and water.

At the appointed time, the Cell members should make themselves visible to the general public, either in the picnic area, the dunes or the visitors' center. If so, they see a young mother (Grace Baxter) chasing after her daughter. When she comes near one of the characters, she stops abruptly and pauses to hand over a plastic credit-like card. She has a slightly dazed look on her face as she says "Meet him at the Temple of the Sun." Her face animates again and she rushes off after her child. If stopped, she has no idea who the party is and does not remember that she spoke to them. If the Cell gets heavy-handed, a local police officer will intercede. Unless they let the woman go, he will not be dissuaded from bringing everyone down to the station.

The card is embossed with James Johnson's name and declares him to be a member of the Star Trek fan club. Going to the visitors' center may provide an answer if Cell members are willing to leaf through pamphlets until they find one for Carlsbad Caverns, showing a picture of a stalagmite formation named Temple of the Sun (Df3 Per test). If they think to ask the woman behind the desk at the visitors' center if "the Temple of the Sun" means anything to her, she can tell them it's one of the formations at Carlsbad Caverns, and will tell them how to get there. A more extensive search will reveal similar information, but may take substantially longer. The GM should play that out, but ultimately reveal the connection to Carlsbad Caverns.

Grace Baxter

All attributes 3
Luck 2/12

Skills

Brawling 1 Drive: Auto 2
Hobby: Parenting 3

Description: Grace appears to be in her late 20s, and has short brown hair. She is wearing shorts and a t-shirt, and a pair of sunglasses, and carries a tote-bag with two lunches and her daughter's doll. Grace is a Black Book sleeper agent referred to as a REM. She is typically used for courier assignments because she looks so young and innocent, especially when she's with her children. She arrives at White Sands, accompanied by her five-year-old daughter, Amy, to give a final clue to the Cell. If queried, she will not remember the meeting, nor will she recall any instructions to meet the Cell members.



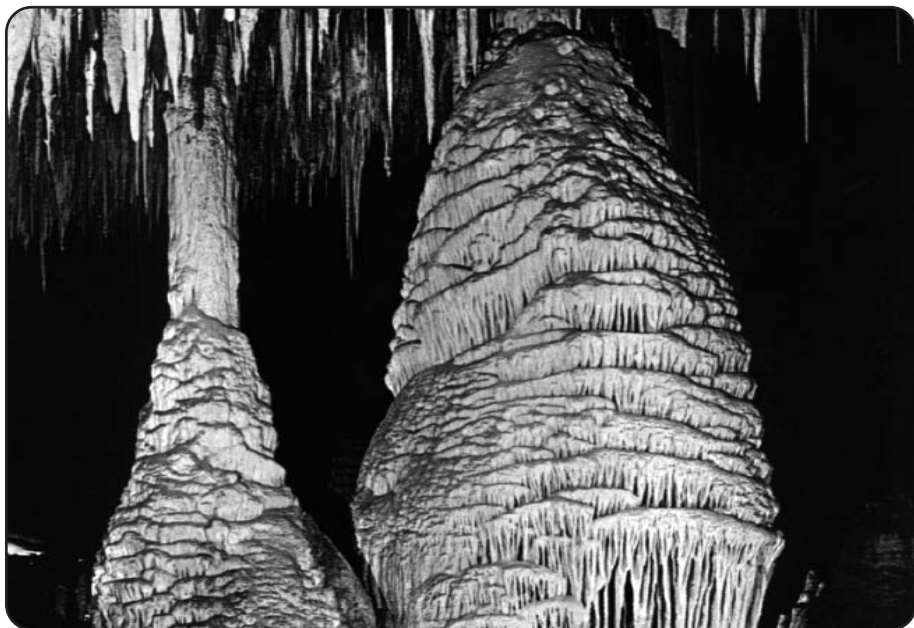
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CARLSBAD CAVERNS, NM

At the Temple of the Sun, the Cell finds Bill Dempsey waiting for them, no matter when they arrive or how long it takes them to locate the Temple of the Sun reference. Bill Dempsey quickly explains that he wants to defect to Aegis and that he can't say much for fear that "They" will know. He states that he needs them to help him gather his important data in the base so that he can carry on his work and he states that he will arrange to have the Johnson men released if the Cell helps him defect. He states he will work only with the Cell and only if they do not advise their superiors. The party should be given the impression that Dempsey is very high strung, and a bit unstable. Dempsey will also hint that he is wired with explosives, and if the Cell does not play along, everyone will die (this is a lie).

Dempsey confirms that the Cell has found his clues and obtained evidence related to three items: pseudo-Saurian weaponry, psychic-altering drugs, and neural links. He indicates that he has extensive notes and files at his office but needs an escort to get them, and him out safely. Dempsey gives the Cell members Level 5 security passes and explains how to find and access the base. He gives them an eighteen digit passkey for the door, and another twelve-digit passkey for the elevator. He then hands them a note detailing how to find his lab/office (see Appendix, Handout N). He cautions the Cell members that they will have only twenty minutes to exit the facility and that it takes approximately fifteen minutes to go from his lab to the exit.

Dempsey then quickly disappears towards the rear of the caverns. If agents attempt to detain him at this point, he glares at them angrily and threatens an explosion. He does not take well to the idea of being forced to abandon his years of research. He also explains that unless he makes a certain call, the Johnsons will be killed. He apologizes but says that such measures are necessary for the good of all.



Bill Dempsey

(a.k.a. Mysterious
Benefactor)

Str 3
Siz 3
Agl 3
Ref 3
Int 3
Will 3
Per 4
Luck 2/12
Influence 3

Skills

Brawling 1 Demolitions 2
Drive: Auto 2
Engineering: Electronics 1
Pilot: Small Plane 1
Repair/Build: Electronics 2
Research 4
Science: Chemistry 3
Science: Physics 3
Small Arms: Pistol 1
UFOlogy 2

Traits

Strong ESP (Hunches) 4
Curious Driven
Extraordinarily Average



Description: Bill Dempsey, son of Ruth and Frank Dempsey, formerly of Friar's Hill, is a balding scientist-type. He is 55 years old and has mousy, fly-away hair, which gives him a slightly wild appearance. He is something of an oddball. Dempsey has been a member of the Book for many years, and has progressed to the upper levels of that organization's scientific community. As with all members of his rank, Dempsey was implanted unknowingly with a JUDAS monitoring and tracking implant. Over time, the psychic-oriented components of the JUDAS implant reacted with Dempsey's mind and triggered his latent telepathy abilities. This had several effects. First, Dempsey became increasingly paranoid and devised a scheme to defect to Aegis (which in his current state seems to be a savior). Secondm the JUDAS implant was neutralized and Dempsey's Book monitors have no idea of his plans or recent activities. Last, Dempsey's particular telepathic power severely inhibits psychic inquiries directed at him or in his area (-2R or impossible as GM desires). Dempsey works in an underground facility, surrounded by old, outdated furniture. He has a number of books stacked up around his office and his desk is a mess, covered with copious notes that seem to make no sense at all. (GMs, feel free to come up with some gibberish on a piece of scratch paper if players wish to see what Dempsey is working on.) Dempsey promises to secure the release of the Johnsons if Cell members help him to defect along with his notes and research materials. Although he will threaten, Dempsey will not act to harm Jim. He discovered shortly before Jim was abducted by Black Book that he is actually Jim's father.

CHAPTER FOUR

THE SPIDER'S GRASP

OVERVIEW OF THE BLACK BOOK BASE

This base's primary function is the retooling of the TD-121 fighter ship. Gna-Tall Saurian MIBs are actively overseeing its development. Saurian agents are restricted on the base to security areas 1-3.

There is a small colony of Greys and Alpha hybrids also on the base. They remain in their secured area, which is restricted to level 4 clearance. Human scientists, technicians, pilots, and support staff take up the remainder of the facility.

Security clearance 5 is restricted to advanced scientific personnel, in addition to Defense Directorate Security (DDS) personnel. Also located in the level 5 clearance area is the node of operations for Bill Dempsey, who has been developing research based on Grey, Saurian, and Atlantean technology. He is assimilating information covertly, and since Black Book is so wrapped up in TD-121, they are paying little attention to Dempsey's latest activities. Dempsey has also discovered how to wire a detonation device in his lab, and has done so, in anticipation of his defection.

A map of the base is located in the Appendix.

TD-121

This advanced technology ship is housed in an underground facility with a corps of scientists, an internal affairs office, a number of technicians, and a few specially trained pilots. Black Book has been using Saurian technology to augment research on the TD-121 at Dulce, New Mexico. The TD-121 is being retooled by Black Book as a weapon's platform for a variety of different weapon systems.

Saurian Gna-Tall MIBs are actively overseeing its development to insure that Black Book does not make too many technological advances too quickly. Once the modified weaponry is received from Atlanta, it will be outfitted on the TD-121. The entire base is readying for the first test of the TD-121, scheduled to begin once the weapons systems are installed and are found to be operational.

GNA-TALL SAURIANS

All Saurian agents on the base are in humanoid form, and for the most part, simply observe the application of technology to the troopship. They are essentially keeping tabs on Black Book's technological advances to insure that Black Book is not in a position to use them against the Saurians. This group of Gna-Tall Saurians is also on the lookout for information about Greys and Atlanteans, but has yet to find anything meaningful. For now, the Saurians are working peacefully with Black Book. They will, however, take any opportunity to advance their knowledge about other alien races and will use force to do so. They are currently unaware of the Grey colony at this base.

GREYS AND META-HUMANS

As far as Black Book knows, the Grey gestalt and their underlings are working to develop a number of neurochemical blockers which will enhance psychic powers.

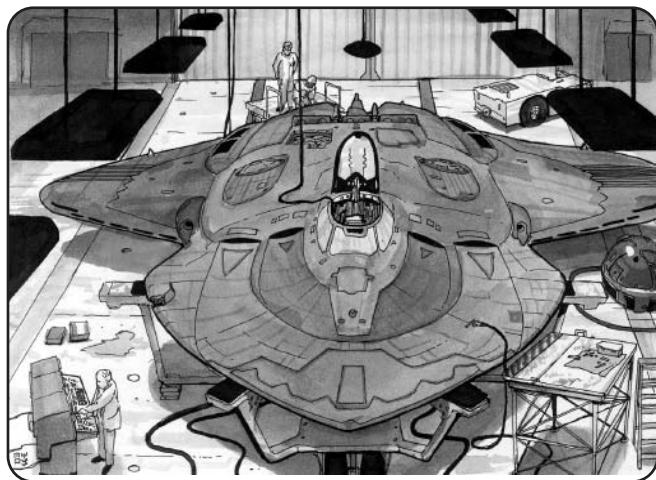
In fact, Grey team is working to develop strains of coral that can be manipulated, in liquid form, to effect changes in the Static by refining it and using it to power psychic abilities. They are also working on extracting a number of highly reactive coral derivatives that make nitro-glycerin seem stable by comparison. The Greys are seriously mentally imbalanced, even from the viewpoint of the Earth-bound Greys. They are quick to respond with violence, but will also investigate anything which catches their collective eye. These two extremes make them extremely volatile and unpredictable.

DEFENSE DIRECTORATE SECURITY OFFICE

Located in Security Level 5 are the offices of the Defense Directorate Security, Department Delta 1. In addition to Delta 1, there is a small cadre of investigators who work with the DDS on specialized cases. Delta 1 agents are referred to as "The Groundskeepers," and most of these agents are responsible for monitoring security, patrolling the base, and initiating clearance tests. When in contact with the public sector, they make a concerted effort to blend in, however, on the TD-121 Base, there is little need to blend in and/or keep a low profile. If a Groundskeeper notes suspicious activity, he will activate a Code 2, signifying that there is currently questionable activity in his sector. If a security breach occurs, this is signified by a Code 4, which authorizes them to take action necessary to lockdown the facility.

DEMPSEY'S PERSONAL RESEARCH PROJECT

Bill Dempsey has been working secretly for six years on ways to combine Grey, Saurian, and Atlantean technology in a uniquely human way. He originally believed that the Black Book had the upper hand with the aliens, but his recently triggered telepathy has rendered him extremely paranoid. Further, he has been stymied in his efforts to learn more about Atlantean nanotech. As a consequence, he urgently wants to defect to Aegis and continue his work there.



4 RUNNING THE ENDGAME SCENE

The number of suspicions or alarms the group sets off will determine Dempsey's state of readiness, as well as possible conflict/combat with Black Book security agents (see Consequences of Attracting Notice below). It is important for the GM to keep a count of the alarms that have been triggered by the agents. The GM should also keep careful track of the time it requires for Cell members to transverse the base and to make their way towards the exit.

4 ARRIVAL

Following Dempsey's oral directions, the Cell arrives at a small shack near an airstrip off of Route 247 in Lincoln County, New Mexico. Entering the code on the electronic keypad unlocks the door and enables the agents to enter. The inside is filled with a large elevator. Once the code is entered, the elevator door opens and the agents can see it will comfortably hold 8-10 people. The only button in the elevator closes the doors. Shortly thereafter, the room descends rapidly for approximately 45 seconds, halts, and then moves laterally, to the south, for almost 5 minutes.

4 LEVEL 1 SECURITY

The elevator doors open to reveal a security guard at a podium, and four Dobermans in a locked cage. The security guard on duty, a Groundskeeper, will let the agents pass if they show their Level 5 security cards, but will be suspicious of them if they pass by in a large group. (Roll 1D if in large group. 5 or 6 indicates a phone call to a superior, which constitutes one alarm) Agents will also trigger additional suspicion if they react in a surprised fashion to the dogs (Roll 1D if surprise reaction to dogs. 5 or 6 indicates a note in the log, which constitutes one alarm).

Walking straight down the corridor past two cross intersections, and taking a left (down the third corridor) will lead agents into the Level 2 security section. (If Cell members choose not to follow Dempsey's route, see "Consequences of Attracting Notice" below.)

4 LEVEL 2 SECURITY

Walking down the long corridor, which is bordered by several non-descript offices, for approximately 500 meters, agents will reach a T-junction. If agents take a right at the junction, they will shortly begin to hear sounds of machinery and construction. Continuing on down this corridor, the agents will pass into the Level 3 security section as they enter a very large hangar.

LEVEL 3 SECURITY

The underground hangar appears to have some type of mechanism attached to the ceiling, perhaps to facilitate a vertical take-off. The matte black ship in the center of the hangar has a very smooth, ovoid shape, and appears to be somewhat smaller than the USAF's F-15 jet fighter. At any given time, a dozen or so technicians swarm about the ship, making modifications, checking wiring and other assorted attachments. Two dark-suited men are stationed in the far-left corner of the hangar, observing the construction and modification process. Any outward signs of curiosity or surprise by Cell members has a 2 in 6 chance of being noticed and commented upon. If noticed, a male and female (two of the senior agents on duty) will politely intercept Cell members and inquire about their presence in the hangar. Flashing a Level 5 Security badge and acting huffy will send them packing. Hesitating will draw the MIBs' attention. If the MIBs investigate, they ask to see identification in addition to the security badge, and regardless of the outcome, make a call to DDS within six minutes. This constitutes one alarm.

Crossing through the hangar to the opposite side reveals a set of sliding doors. The doors open onto a corridor. About 20 meters straight down the corridor, the agents encounter a locked door, with a slot for some kind of card. If agents insert their Level 5 Security badges, the door will swing open quietly. More perceptive agents (Df4 Per) may notice a strange metallic, chemical scent in the air as they pass into Level 4 Security.

Gna-Tall MIB

Skills

Str 4
Siz 4
Agl 3
Ref 3
Int 3
Will 3
Per 3
Luck 2/12

Brawling 3 Computer Programming 3 Computer Use 3
Engineering: Electronic Aerospace 4 Gunnery: Energy 3
Heavy Weapons: Energy 3 Language: English 3
Melee Weapon 3 Pilot: Saurian Craft 3
Repair/Build: Electronic Aerospace 4 Shadow 3
Small Arms: Energy 3 Stealth 3

Traits

Ambidextrous Jumpy
High Pain Threshold

Equipment

Plasma Claw
Level 3 Security Badge

Description: If you've seen one thug in a black suit with shades, you've seen them all.

Senior Black Book Agent

All Attributes 3
Luck 2/12

Skills

Brawling 2 Computer Use 3 Drive: Auto 2
Engineering: Aerospace 2 First Aid 2 Martial Arts 2
Small Arms: Pistol 3 Small Rifle: Pistol 3

Equipment

Auto Pistol 2 Clips Kevlar Vest Level 4 Security Badge

Description: Varies widely, however, most of the personnel at this base tend to be rather withdrawn and quiet. Individuals with unpredictable psychic tendencies have been removed from the facility so as not to interfere with the Greys.

LEVEL 4 SECURITY

Psychic alarms have been set at the entry to Level 4 Security. Two Energy alarms are set up along this corridor, each with a 10-meter/yard radius (see *Shadows of the Mind*, Chapter Six: Mechanism). They are placed 21 meters/yards from each other to prevent overlap and subsequent feedback. If psychics are present, they have a 4 in 6 chance of setting them off if they stay in range for more than one turn. If an alarm is set off, the Black Book psychic on duty will begin tracking the group to determine the psychic's identity and intent, which constitutes one alarm.

If characters take a left at the first intersection, the corridor will look as though it is slightly deformed. In another few meters, agents can easily notice that the walls change suddenly into a slick, but porous substance, and that sharp angles are no longer present. At every opportunity, agents should take the right fork. If Cell members inadvertently take a left fork, they have a 4 in 6 chance of running into either a Grey or a meta-human, who appears to be in his mid-40s. The Grey will respond in a non-hostile, but inquisitive manner, whereas the meta-human will attempt strike up a conversation in a monotonic, jerky manner and ask to see their identification.

If one of the agents is a Grey-Human hybrid, he has a 5 in 6 chance of being identified. If the group encounters a Grey, it will attempt to dominate the hybrid. Any meta-human encountered will merely "tag" him and report back to the Greys. If one of the agents is a Supernatural Focus, she will hurt the Grey or meta-human if she invokes (Fw with a Damage Level equal to the number of Seepage Points expended for the manifestation). If a Focus invokes (intentionally or not), the nearby Grey gestalt has a 5 in 6 chance of psychically reaching out to kill her using Clairvoyance and Bio-PK. If Cell members delay in this area for more than 4 minutes, it draws the attention of the Greys and meta-humans, and a meta-human will be sent to investigate. Any investigation by a Grey or a meta-human will result in a delayed phone call to DDS, which constitutes one alarm. If they follow the path outlined for them by Bill Dempsey, it should take them no longer than two minutes to cross through the Level 4 Security area.

If Cell members have listened to Dempsey's instructions, they will make five turns to the right. At this point, the area becomes less curvaceous and more angular and the walls lose their slick, porous look as they enter Level 5 Security.



Grey

Str 2

Siz 2

Agl 3

Ref 3

Int 3

Will 4

Per 3

Luck 2/12

Skills

Computer Programming 3 Computer Use 3
 Lens Breeding 3 Medical 3 Pilot: Grey Saucer 4
 Research 3 Science: Biology 3 Science: Chemistry 3

Traits

Greater Bio-PK Greater Clairvoyance Greater Psychokinesis
 Greater Telepathy Psychic Link: Gestalt

Trainings

Bilocation Bodywork Domination Grey Ship Tuning Jinx
 Lens Tuning Teleport Remote Cardiac Manipulation

Description: The Greys have a small colony here to do biochemical research. There are approximately nine Greys and six meta-humans, all conducting research into developing coral derivatives.

Meta-Human

Skills

All attributes 3

Luck 2/12

Computer Use 3 Research 2
 Science (any appropriate sub-skill) 2 UFOlogy 2

Trainings

Lens Tuning

Traits

Grey/Human Hybrid: Varies Lesser
 Telepathy Lesser Psychokinesis

Description: These hybrids are fairly easy to spot in a crowd, given that they lack the socialization skills necessary to blend in with society. If they speak at all, it is with guttural, chopped sounds, and their bodies do not move very smoothly.

LEVEL 5 SECURITY

Walking straight down the hall, the agents will find Dempsey's research office at the sixth door on the right. More perceptive agents (Df4 Perception) or those with Direction Sense may realize that they have made a wide arc from the point they have started. Unbeknownst to them, if they had taken a more direct route from Level 2 to Level 5 Security sections, they would have walked right past a collection of four DDS offices, dramatically increasing their chances of detection.

CONSEQUENCES OF ATTRACTING NOTICE

In the event that the agents do not take Dempsey's route, they either add substantial time to their trip, or they walk through a DDS office. Refer to the main map to determine what attention they may have invited. If they blunder into a lab or an office or the cafeteria, they can always flash their badges and walk away. If they are in a residential section, there is a 1 in 6 chance the residents will recognize they do not belong and call security to investigate immediately (this constitutes an alarm). If the agents delay in the hangar or the Greys' area for too long, follow the likeliest course of events as listed above. If agents pass by a DDS office, they have a 5 in 6 chance of being detected, due to the low traffic volume and the keen eyes of the staff who know everyone on base. If detected, the Groundskeepers will immediately send out a squad of no less than one dozen personnel to round up the infiltrators. They will make some attempt to speak with the accused infiltrators, but will rapidly resort to terminal force.

DEMPSEY'S READINESS AND DDS RESPONSES

If the agents take the route that Dempsey described, there are a number of obstacles that may trigger alarms, but it is far safer than taking a direct route and walking past more security stations. Alarms may have been triggered according to the specifics listed under each security section, and they may be raised by any action that results in a call being made to DDS (GM's discretion). For example, the Groundskeeper at the entrance may simply note on his log that a large group arrived, and may not think to call anything in for several minutes. Once he does so, however, an alarm is triggered for purposes of the climatic scene. Likewise with the MIBs in the hangar. Once the alarms are sufficient in number, they reach a critical mass, and security begins to take some action. The alarm scenarios below detail likely responses depending on the agents' ability to avoid detection. GMs should feel free to modify the scenarios depending on the size of the party and their actions. The amount of time it takes agents to find relevant articles or to complete tasks is found in the section below "Meeting With Dempsey."

If 0 alarms have been triggered, Dempsey is waiting alone in his office, ready to depart, notes packed, timer set on the bomb in his office. He makes the phone calls to release the Johnsons while the group collects his things, and there is no time pressure, at least initially.

If 1 alarm has been triggered, Dempsey is alone in his office, almost ready to depart, still collecting his notes, and noticeably agitated. He has set the timer on the bomb, but is still completing the detonation sequence. He makes the phone calls to release the Johnsons once the detonator is set.

If 2 alarms have been triggered, one of Dempsey's co-workers is leaving the office just as the group walks down the hall. There is a remote possibility of a hostile encounter (1 in 6 chance) if group members are acting out of the ordinary and the co-worker stops to question them. Dempsey is wild-eyed and afraid when Cell members arrive and babbles "I think they know something's up!" while he starts to collect his notes. Once he sets the detonator, he calls to have the Johnsons released.

If 3 alarms have been triggered, Dempsey is conferring in his office with a co-worker (Perception checks can detect this prior to knocking/opening the door) when the agents arrive. The conversation goes on for approximately two minutes before the co-worker exits the office. There is a possibility of a hostile encounter (2 in 6 chance) if group members are acting out of the ordinary. Dempsey is wild-eyed and terrified when Cell members come in. He babbles "I think they know something!" while he tries to collect his notes. He needs the group's help finding his set of green files before he calls to have the Johnsons released. If the group takes longer than five minutes to collect everything and leave, they are met in the hall by two Groundskeepers and one Black Book senior agent.

If 4 alarms have been triggered, Dempsey is conferring with a co-worker in his office for approximately 3 minutes before the group can enter. There is a possible hostile encounter (3 in 6 chance) if group members are acting out of the ordinary. Dempsey is almost paralyzed by fear and is babbling "They know! They know!" He tries to collect his notes and is totally disorganized. He tells the group he needs his green files before he calls for Jim and Ted's releases. If the group takes longer than four minutes to collect everything and leave, they are met in the hall by two Groundskeepers and two Black Book senior agents.

If 5 alarms have been triggered, Dempsey is attempting to exonerate himself from accusations by a fellow co-worker that he is conspiring against Black Book when the group arrives. The co-worker threatens loudly to turn him over to DDS and reaches for the phone. If not stopped by group, he completes his phone call and six Groundskeepers will be on their way in three minutes. Dempsey still needs his green files, but he is noticeably more calm if group members intercede to prevent phone call in any manner possible. If the group takes longer than three minutes to collect everything and head out, they are met in the hall by four Groundskeepers, and two Black Book senior agents.

If 6 or more alarms have been triggered, the group members arrive in time to hear Dempsey's co-worker speaking to DDS, reporting Dempsey's treason. Chief Investigator van Hoordt arrives in two minutes, along with six Groundskeepers. A separate group of interceptors, consisting of three Groundskeepers, two meta-humans, and three senior Black Book agents, also arrives in approximately four minutes to investigate possible suspicious personnel in Level 5.

Groundskeeper

(Delta 1 Agent)

Str 3

Siz 3

Agl 3

Ref 3

Int 3

Will 3

Per 3

Luck 2/12

Skills

Autofire 2 Brawling 2 Drive: Auto 2 First Aid 2

Martial Arts 2 Melee Weapon: Taser 2

Small Arms: Pistol 3 Stealth 2

Trainings

Awareness: Detect Intruders Investigation Surveillance

Equipment

Auto Pistol, 4 Clips, Kevlar Vest, Hands-Free Radio

Description: Each officer is primarily trained as a surveillance expert, but they are also fairly well trained in combat.



Celeste van Hoordt

Chief Investigator

Str 3

Siz 3

Agl 3

Ref 3

Int 4

Will 3

Per 3

Luck 4/12

Skills

Autofire 3 Brawling 1 Drive: Auto 2 First Aid 2

Martial Arts 4 Melee Weapon: Knife 3

Small Arms: Pistol 3 Stealth 2

Trainings

Awareness: Detect Intruders Investigation

Savoir Faire Awareness: Detect Lies

Equipment

Auto Pistol 4 Clips Kevlar Vest

Knife hidden in low-heeled boots

Description: Van Hoordt is the Chief Investigator for Security at the TD-121 base. She has blonde hair and blue eyes, and is approximately 45 years old. She has risen steadily in the ranks of Black Book, and many have come to fear her. She is called "The Little Dutch Girl" outside the office, and finds this very amusing. She has been doing more paperwork than combat lately, but her combat skills are far from rusty.

MEETING WITH DEMPSEY

Group members need to take with them (a) the green files, (b) a timer (for his bomb) (c) the keys to unlock elevator system manually, (d) a box of gadgets and (e) a rack of chemicals. The green file folders are in three different filing cabinets -- two sets are easily found, but the third is stashed away under the grimy coffee table, in an expandable brown folder. The timer is sitting underneath Dempsey's discarded lab coat and patched tweed jacket. A set of bronze keys for the elevator's manual override are located on a rack next to the door. A box of gadgets is sitting on the coffee table and the contents are rather heavy (approximately 40 lbs). Finally, the rack of chemicals is on a side table. (Note that the chemicals are a coral-derivative, and will have a volatile, if not explosive reaction, if they come into direct contact with the hallways in the Grey section.) Each item to be found requires a separate Variable Perception text. Each test, whether successful or not, takes one minute to complete. Up to three people can search the office at the same time (and test Perception).

GETTING OUT

Once agents have dealt with the consequences of attracting notice and gathered up materials in Dempsey's office, it's time to leave. Agents must turn left out of Dempsey's office, and follow the corridor into the curvaceous hallway. Dempsey leads the way out, and if the agents choose not to follow him, he continues on his own, desperate to leave the facility. Dempsey actively fights any attempt to take a different route. If the group backtracks for any reason and takes a wrong turn, see above details for impact regarding possible Grey or meta-human contact.

If Cell members leave Dempsey's office without confronting DDS, they proceed through the curvaceous section without incident. Dempsey leads them left at all intersections. Walking straight down the corridor leads to a door, which can be opened from the Level 4 side with no security card. Psychic alarms have been set at this juncture of Level 4 Security. Check, as above, to see if energy alarms are set off. Going through the set of sliding doors and crossing through the hangar to the opposite side allows agents to backtrack their steps. Again, any outward signs of curiosity or surprise by Cell members has a 2 in 6 chance of being noticed and commented upon. Walking through the door on the opposite side, agents reach an intersection. They turn left and walk down the long corridor back through Level 2 security. Turning right and walking past two cross intersections leads them back to the elevator.

If the Cell members have confronted DDS at Dempsey's office, they have less than five minutes to exit the facility. Walking from his office to the hangar will take approximately five minutes if they move quickly, and by this time, DDS will have stationed personnel at all exits, effectively locking down the facility. If the agents have triggered more than three alarms, Dempsey takes the group on a detour to the far end of the Level 4 Security area to loop back to the elevator. He winds his way past the residential area and the cafeteria, leading the group back to the elevator.

Regardless of the route taken, or whether or not DDS has cordoned off the exits, upon emerging at Security Level 1, all hell breaks loose. A loud explosion rocks the facility as Dempsey's bomb goes off. Dogs bark ferociously. All agents must make agility checks (Df3) to see if anyone loses his balance and falls. Check for potential damage to goods being transported. Alarms will go off, lights will flicker and go out, and a horrible burning smell will fill the immediate (Levels 1, 2, 3) area. Lights will come back on in 1D turns.

The elevator can be opened only by manual override key, and will take approximately eight minutes to transport the group to the surface. If the group needs to take Dempsey's detour route, it takes them an additional five minutes to reach the elevator. During this time, security personnel position themselves on the surface.

The group also needs to clear the facility immediately to avoid being trampled by a mob trying to exit the base. If DDS agents have been stationed on the surface to intercept them, the Cell members have essentially three options: (1) assume the role of Black Book agents and freak out about what just happened down there, (2) gun their way out or (3) hand over Dempsey and his notes, thereby possibly distracting Black Book long enough to slink out with their tails between their legs.

Getting Dempsey out is a major success, but one that will be difficult to exploit. His files and items are of secondary importance, since only he really understands what they all mean. He will be outraged if his belongings are damaged or lost, but will be so relieved at being rescued that he will contain his anger readily. On the other hand, the shock of his forced removal from the Book base will enhance his paranoia. The extent of Dempsey's mental damage is up to the Game Master, but a fitting end to all the party's efforts is a deranged scientist with vastly important secrets locked in his mind!

SPIN-OFF INVESTIGATIONS

The spin-off investigations from this campaign are virtually endless, and it is recommended first and foremost that GM's attend to players' favorites and use them for further missions. Playing through this campaign may give agents connections in the Air Force, Groom Dry Lake, the U.S. Marshal's Office, Silicon Valley Nanotechnology, the Irish Republican Army, the Montague Club, or even Black Book if played effectively. A few investigations may include following up on the Black Book DOD agent in California, looking into the fish mutation cover-up by the government in West Virginia, ferreting out Baker if his faction in the Montague Club goes underground, or reviewing the security at Nellis AFB given the Black Book infiltration. A number of non-player characters included in this campaign have been fully fleshed out to make it easier to include them in subsequent GM-designed adventures.

SOURCE INFORMATION TABLES

The tables below lists all the possible subjects that characters may investigate using their information sources. Where no information is available, N/A replaces the usual Target Number. Information for using these tables appears in Chapter One.

The subjects are Thunderbird Flight School (TFS), T-38 Talon (T-38), F-15 Strike Eagle (F-15), Institute for Molecular Manufacturing (IMM), Foresight Institute (FI), Slyed Research Labs (SRL), New York Montague Club (MC), Fort Dodge Labs (FDL), Fallon's Faction (FF), and Atlanta Prison Break (PB).

	TFS	T-38	F-15	IMM	FI
Military	4t	3t	3t	2t	2t
Intelligence	2t	2t	2t	3t	2t
Science/Research	2t	2t	2t	3t	4t
Criminal	2t	2t	2t	2t	2t
Police	2t	2t	2t	3t	2t
Media	4t	2t	2t	4t	3t

	SRL	MC	FDL	FF	PB
Military	2t	2t	2t	3t	2t
Intelligence	3t	3t	2t	2t	3t
Science/Research	3t	2t	5t	2t	2t
Criminal	2t	2t	2t	5t	7t
Police	2t	2t	2t	2t	6t
Media	2t	2t	2t	2t	5t

	TFS	T-38	F-15	IMM	FI
ATF	N/A	N/A	N/A	N/A	N/A
CAPS	N/A	N/A	N/A	N/A	N/A
Customs	N/A	N/A	N/A	N/A	N/A
Groom Dry Lake	6t	8t	7t	N/A	N/A
Marshals	N/A	N/A	N/A	N/A	N/A
MKULTRA	2t	4t	2t	2t	3t
Moondust	4t	5t	4t	N/A	N/A
DOD	5t*	6t*	5t*	N/A	N/A
NASA	2t	4t	2t	2t	2t
Black Book	2t	3t	5t	N/A	N/A
DOJ	N/A	N/A	N/A	3t	2t
Prisons	N/A	N/A	N/A	3t	2t
HHS/CDC	N/A	N/A	N/A	4t	2t
Black Book	N/A	N/A	N/A	5t	2t
Montague Club	N/A	N/A	N/A	N/A	N/A
Police Connection#	N/A	N/A	N/A	3t	N/A

* If Air Force, increase by 1t

Only if Police Connection is in city where subject is located.

	TSRL	MC	FDL	FF	PB
ATF	N/A	N/A	N/A	4t	3t
CAPS	N/A	4t	2t	N/A	N/A
Customs	N/A	3t	2t	3t	2t
Groom Dry Lake	N/A	N/A	N/A	N/A	N/A
Marshals	N/A	N/A	N/A	6t	5t
MKULTRA	4t	3t	4t	N/A	N/A
Moondust	N/A	N/A	N/A	N/A	N/A
DOD	N/A	N/A	N/A	3t	2t
NASA	5t	N/A	N/A	N/A	N/A
Black Book	N/A	N/A	N/A	3t	3t
DOJ	3t	N/A	N/A	4t	4t
Prisons	2t	2t	3t	6t	8t
HHS/CDC	3t	2t	5t	N/A	N/A
Black Book	2t	3t	3t	N/A	N/A
Montague Club	N/A	8t	4t	N/A	N/A
Police Connection#	N/A	2t	3t	4t	7t

Applies only if character has Police Connection in city where subject is located.

Information Gathering After Sub Rosa

Sub Rosa: The Conspiracy Creation Sourcebook slightly modifies character creation, pulling strings and Influence. For those playing Synergy after incorporating Sub Rosa into their campaign, the Source Information Tables must be altered slightly. Two influence areas are renamed in Synergy, the Media Influence Icon becomes the Civilian Sphere of Influence and the Police Influence Icon becomes the Law Sphere of Influence. Other than swapping terms, the Source Information Tables can be used as is for these two influence areas. A new Sphere of Influence, Paranormal, was added. Simply take the Target Numbers listed under Science and Research and subtract 1t if the subject relates directly to aliens, psychics or the supernatural (Game Master's discretion). Otherwise, add 1t. For the listed Credentials, simply apply the appropriate Profession. For those not covered, the Game Master must designate the proper numbers based on the Target Numbers provided.

SUBJECT DESCRIPTIONS

The following subjects are detailed by secrecy level. Once discovered, the GM may read the appropriate level (and any less sensitive material listed above it), or role-play out the encounter based on the information discussed below.

THUNDERBIRDS' FLIGHT SCHOOL

Description: The flight school is well known for training pilots that join the Thunderbirds Aerial Team. It also trains the bulk of pilot recruits at Nellis. It is considered an honor to be selected for training at this facility.

Background: The facility is known for challenging its trainees to "push the edge of the envelope," and many recruits log endless hours in flight simulation cockpits to enhance their performance. A lab is located next to the simulation room, where technicians can monitor the equipment and maximize pilots' potential. Occasionally, seasoned pilots will also work in the simulators to work off steam; trainees often idolize them.

Current Affairs: Currently, the flight school is functioning simply as a training facility. Since George Dempsey retired, there has been little emphasis on experimentation, especially since he voiced his concerns so strongly before he left.

Deep Cover: The flight school typically functions just as a flight school. Over the years, Aegis has been able to make a few requests to shape testing to include experimentation with drugs and "other agents." For the most part, the technicians who administer these experiments are merely following their orders. Most recruits do not protest at the experiments either, since it is such an honor to be trained at Nellis.

Secrets: Through ongoing experimentation, Aegis has been able to obtain a large amount of information about response time and pilot tolerance that has been beneficial for the Aurora project.

T-38 TALON

Description: The Talon has back-swept wings, a streamlined fuselage and tricycle landing gear with a steerable nose wheel. The ailerons, flaps, rudder and other flight control surfaces are powered by two independent hydraulic systems. The two-man crew sits in tandem on rocket-powered ejection seats in the comfort of a pressurized, air-conditioned cockpit. The T-38 needs a minimum of 695 meters of runway to take off, can climb from sea level to nearly 9,000 meters in one minute, and can reach up to Mach 1.08 at sea level.

Background: The T-38 Talon is a twin-engine, high-altitude, supersonic training jet used in a variety of roles because of its design, high performance, exceptional safety record, economy of operations, and ease of maintenance. Air Education and Training Command uses it primarily for undergraduate pilot and pilot instructor training. National Aeronautics and Space Administration, Air Mobility Command and the Air Combat Command also use the T-38 in a variety of roles.

Current Affairs: Student pilots fly the T-38A in order to learn supersonic techniques, formation, night and instrument flying, cross-country navigation, and aerobatics. Over 50,000 pilots have earned their wings in the T-38A. Air Education and Training Command uses a modified version, the AT-38B, to prepare pilots for fighter aircraft including the F-15, F-16 and F-111. The National Aeronautics and Space Administration uses the T-38A aircraft to train astronauts and to use as observers and chase planes on programs such as the space shuttle.

Deep Cover: An ongoing program to enhance the structural life for the T-38 integrates a dozen modifications, including major structural renewal, into one process. As a result, T-38s are often in various stages of overhaul.



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Secrets: The T-38 Talon located in the hangar adjacent to the flight school has been substantially modified. It has been modified to capitalize on a two-man crew working in tandem, rather than a single pilot. This is a very new Aegis project, and requires highly trained personnel. For that reason, it was moved to the Thunderbirds' Flight School.

F-15E STRIKE EAGLE

Description: The Strike Eagle is an excellent tactical fighter, spanning 19.43 meters in length, 5.69 meters in height, with a 13.06 meter wingspan. The crew sits under a single canopy, and consists of one pilot and one weapons officer. Both cockpits feature flight controls although the weapons systems officer is typically not a qualified pilot. The F-15E can reach speeds of Mach 2.5-plus at sea level and has a range of 3,450 miles. The redesign of the F-15E allows for up to 9g of maneuvering.

Background: The F-15 Eagle is an all-weather, extremely maneuverable, tactical fighter designed to gain and maintain air superiority in aerial combat. The first F-15A flight was made in July 1972, and the first flight of the two-seat F-15B trainer was made in July 1973. The first F-15B was delivered in November 1974 to the 58th Tactical Training Wing, Luke AFB where pilot training used both the F-15A and B. F-15Cs, Ds and Es were deployed to the Persian Gulf in 1991 in support of Operation Desert Storm, where they demonstrated a superior combat capability with a confirmed 26:0 kill ratio.

Current Affairs: The Eagle's air superiority is achieved through a mixture of unprecedented maneuverability and acceleration, range, weapons and avionics. It is designed to penetrate enemy defense and to outperform any current or projected enemy aircraft. The most recent versions of the F-15 have electronic systems and weaponry to detect, acquire, track and attack enemy aircraft while operating in either friendly or enemy-controlled airspace. Its weapons and flight control systems are designed so that one person can safely and effectively execute air-to-air combat.

Deep Cover: Through an on-going improvement program, the F-15 is receiving extensive upgrades including the installation or modification of new and existing avionics equipment. All F-15s are being retrofit with an avionics system that include heads-up display (HUD), advanced radar, flight instruments, UHF communications, and both inertial and tactical navigation systems. Most flight-ready F-15Es have been equipped with a tactical electronic warfare system, friend-or-foe identification system, and electronic countermeasures.

Secrets: The F-15E located in Hangar #23 was modified approximately seven years ago when Aegis was compiling data on pilot performance for the Aurora. At that time, it was crucial to have access to aircraft that could handle high g turns, and also was equipped for a two-man crew.

THE INSTITUTE FOR MOLECULAR MANUFACTURING

Description: The Institute for Molecular Manufacturing (IMM) is a nonprofit foundation formed in 1991 to carry out research aimed at developing molecular manufacturing (molecular nanotechnology). The goal of this organization is to increase the rate at which nanotechnology is developed.

Background: Dr. Josh Hall, who is a very well meaning man, has headed this organization for the past six years. He is frustrated that IMM is regularly picketed by Right to Life groups, who believe he is genetically engineering children.

Current Affairs: For the most part, IMM is engaged in experimentation related to manipulation at molecular levels. IMM pursues molecular modeling research on molecular machinery and quantum modeling of nanoelectronics. Ostensibly, IMM bridges research with applications in the health field. Their research is frequently disturbed by a number of Right to Life groups, who form picket lines outside their facility.

Deep Cover: IMM is almost completely under Black Book control, but IMM's director, Josh Hall, is unaware of what is going on right underneath his nose. Josh Hall is being used, primarily to infiltrate other nanotech-related organizations.

Secret(s): IMM is carrying on a number of projects that go far beyond the theoretical, and into the practical. Rumors have it that a separate facility may be in operation without the knowledge of Josh Hall.

FORESIGHT INSTITUTE

Description: Foresight Institute is a member of a group of non-profit organizations founded to help society prepare for the future. The primary goal of this organization is that nanotechnology be developed safely and beneficially.

Background: The Institute consists of multiple members and sponsors comprised of people, corporations, and organizations in the allied advanced technology fields. It also functions as a place to disseminate information on nanotechnology to the general public and is primarily a public-relations forum for scientists and researchers. As such, a large database is kept on advances in nanotechnology, however, this database is available to members only.

Current Affairs: The Foresight Institute is compiling a list of invited speakers to its annual conference, to be held in Europe in approximately ten months.

Deep Cover: A number of physicists from the eastern bloc have become involved in the Foresight Institute, partially due to Dr. Slyed's involvement. They have made overtures to Dr. Drexler, asking for a work visa in order to live in the U.S.

Secrets: The database on current research includes a number of Black Book-sponsored projects, as well as data from teams, such as the one at IMM. Those individuals involved with upkeep of the database are unaware of these issues.

X 1 2 3 4 5 6 7 8 9 10 11 12 SLYED RESEARCH LAB

Description: Dr. Alexander Slyed is working with members of his research team to find ways to prolong astronauts' abilities to stay in space. He heads up a small research team (three graduate assistants from nearby schools), researching neural pathways. Their research lab is located in Santa Clara.

Background: Slyed is a strong supporter of the Foresight Institute in San Francisco, and believes advanced technology can offer cosmonauts and astronauts' improved psychological health and well-being. Slyed is currently researching the possibility of making some kind of neural connection with the pathways of the brain, using advanced computer modeling.

Current Affairs: Slyed hopes to make advances in this research field in order to increase cosmonauts and astronauts' abilities to stay in space for longer periods of time without experiencing depression from lack of human contact. Currently, cosmonauts suffer bouts of depression due to lack of human contact, which decreases their effectiveness and leads to negative publicity.

Deep Cover: An anonymous donor helps funds this research, and Slyed is extremely secretive about the source of his income, for fear that he will experience reprisals from the Russian and/or U.S. governments.

Secrets: Some of the research studies the team uses in their analysis are from Black Book projects, but they are unaware of this connection, let alone the existence of Black Book or Aegis.

NEW YORK MONTAGUE CLUB

Description: The Board of Governors includes eccentric billionaire Arnold Baker. Arnold Baker owns a number of buildings in New York City, but maintains a low profile as an independently wealthy eccentric. In matters concerning the Club, he takes a personal interest in advancing psychic powers. Heathcliff Smytheson and Dr. Vincent Sabatelli are his two favored members, and they will feature prominently in the struggle to enhance psychic abilities through any means necessary.

Background: This group of Club members is currently under contract with Black Book. They hope to profit by obtaining access to drugs and other vehicles to enhance their psychic abilities. Arnold Baker's obsession with this area of interest alarms the Executive Council in San Francisco.

Current Affairs: The New York Branch is barely on speaking terms with the Executive Council, since Arnold Baker seems to become more unglued with every passing day.

Deep Cover: The hidden agenda of this group is to continue to infiltrate Black Book's psychic studies, to insure that the Club has lucrative contacts. In some cases, the Club will actually create problems for Black Book that they will then "solve" for a hefty sum of cash.

Secrets: Given the opportunity, Club members will steal the latest version of Seritrol. Arnold Baker's genuine interest in this area is supposed to take a back seat to developing industrial connections and currying favor with Black Book, but he is rarely in compliance with the Executive Council's directives. The Executive Council is considering how best to deal with him at this point.

FORT DODGE LABS

Description: Fort Dodge Labs consists of two facilities. One facility, a small office building containing their business and sales offices, is located in Philadelphia. Fort Dodge Labs' corporate office is a small building with virtually no security. The other facility is just outside Philadelphia in a large complex that is well maintained and armed with a good security system.

Background: Fort Dodge Labs is a pharmaceutical company used to be struggling financially. It received an influx of cash from investors and new clients in the last few years and is about to market a new drug, Seritrol, to treat depression. This medication supposedly has fewer side effects than most SSRI's on the market. Fort Dodge Lab's aging CEO, Kermit Lorrier, worked his way up through the ranks and dearly loves his company.

Current Affairs: Fort Dodge is preparing to market Seritrol once they receive FDA approval in approximately six months.

Deep Cover: Seritrol is actually a modified version of Black Book's ECHO-112, which is being used to reduce Seepage production, and maximize psychic abilities.

Secrets: Kermit Lorrier is unaware that this medication is anything other than an anti-depressant, however, Cynthia Marlboro, his VP of R&D is an agent of the Black Book and is working to ensure the viability of Seritrol. As a consequence, it is easier for her to bribe necessary officials to push through FDA approval of Seritrol.

FALLON FACTION

Description: Sean Fallon's group is based in the United States and is composed of ex-IRA gunmen, IRA sympathizers, and numerous violent ex-cons. Their power-base has been located in Atlanta for the past six years. Prior to that time, they operated out of Dallas, Texas.

Background: Sean Fallon was honorably discharged from the U.S. Army in 1979. He traveled to his family's home in Ireland and became a gunman for the Irish Republican Army prior to coming to the States in 1988. Fallon is suspected of gun-running for a nation-wide organization (to date, unnamed), and he has been under surveillance on a number of occasions, but this has not resulted in the collection of any hard evidence against him. Fallon has a long history within the IRA (as reported by an anonymous member of the IRA) of being one of their best "Lads" (referring to assassin-style killings) and he has been practicing martial arts recently as well. He has been known to spend time with two convicted felons, Wes "Snake" Grubble and Steve Earl. His two companions were convicted of murder and assault, in the southwest US, which appear to be unrelated to Fallon.

Current Affairs: The group is waiting for a shipment to arrive from Florida which will then be shipped to a facility in New Mexico.

Deep Cover: While Fallon has yet to be caught red-handed, the Department of Justice frequently monitors his movements. Fallon is in Atlanta, GA at the moment.

Secrets: The group has been working for Black Book for approximately eight years.

ATLANTA PRISON BREAK

Description: Two cell blocks of prisoners revolted at a federal penitentiary in Atlanta, with six prisoners escaping (see associated newspaper article for additional details).

Background: All six of the escapees told fellow inmates that they were expecting help from the outside on the date of the revolt.

Current Affairs: Two of the prison escapees are affiliated with Sean Fallon in Atlanta, and they are looking to join up with him.

Deep Cover: Two of the escapees were involved with an experiment being conducted with some kind of anti-depressant drug from Fort Dodge Labs. Another two escapees were part of another study that some place in California was conducting.

Secrets: The prison break was orchestrated by some kind of outside agency, supposedly to distract local authorities while an important shipment was being moved. Rumors are that this agency is looking to recruit the escaped prisoners.

PLAYER HANDOUTS

The player handouts included in this portion of the Appendix are intended to supplement and add color to the game sessions. To conserve space (and keep the price of the book down), we have grouped more than one hand-out per page. GMs should photocopy the pages and hand out the material when appropriate.

> HERMES QUERY: LOCAL ALERTS

//Fish mutations occurring in Federal Fish Hatchery//

A source within the U.S. Fish and Wildlife Services confirms abnormalities in fish raised at the Federal Fish Hatchery just outside Friar's Hill. Several species of trout have been developing extra sets of gills and have shown signs of two-tail development as a result of skeletal restructuring. Current analysis suggests that these mutations occurred approximately three weeks after the fish were hatched, and have occurred in three of the hatching "wells" located in the NW corner of the facility, closest to the main retaining pond, from which the mature fish are released. It is unlikely that any chemical agent is responsible for this type of mutation.

HANDOUT A

Permission granted to photocopy.



Rockslide Disrupts Tour

The Daily Register: UPI - A rumbling sound and a slight vibration were all the warning that a tour guide and three visitors at Lost World Caverns had before a rockslide swept over a limestone formation known as "Devil's Tongue" yesterday afternoon. The quick thinking tour-guide, Jack Colsworth, led the group to a secure location off the trail, where they waited out the tremors and were able to get back to the main entrance, shaken, but unharmed. Mr. Colsworth said "I never had anything like that happen here, and I've worked here fifteen years." Part of the tour has been closed until visitors' safety can be insured, but most of the tour is still open to the public.

HANDOUT B

Local Scientist Promotes Advanced Technology

San Francisco, CA -- Dr. Alexander Slyed, formerly a leading Russian scientist in the cosmonaut program, is currently doing research in the San Francisco area. He is working with members of his research team to find ways to prolong astronauts' abilities to stay in space. Currently, astronauts suffer bouts of depression due to lack of human contact, which decreases their effectiveness and leads to negative publicity.

Dr. Slyed is currently researching the possibility of making some kind of neural connection with the pathways of the brain, using advanced computer modeling. Dr. Slyed is a strong supporter of the Foresight Institute in San Francisco, and believes advanced technology has much in the way to offer cosmonauts and astronauts' space exploration, in terms of psychological health and well-being.

HANDOUT C

Permission granted to photocopy.

Prison Break Frees Five

AP Wire Service

Atlanta, GA. -- Atlanta police officers looked on in horror as inmates of the Atlanta Maximum Security Federal Penitentiary fired upon several prison guards, and publicly performed acts of sodomy in the exercise yard. Warden John Turnbull called in local law enforcement and made a request for National Guard reinforcements early this morning, when a number of Death Row inmates broke free and held several guards hostage. Warden Turnbull stated, "Unfortunately, negotiations became impossible when the inmates killed their hostages and set fire to their bedding, thus disabling some of the older security features of the facility."

Federal officials have publicly expressed their condolences for the family members of the hostages and praised their bravery. Georgia Representative Maxwell Gendarmes comment-

ed, "If not for the courage of those officers, this situation could have become much, much worse."

Following the execution of hostages and removal of security measures, several inmates continued their revolt into the exercise yard. Through a joint effort of the National Guard and the Atlanta Police Department, the revolt was contained in less than five hours and the facility placed under lockdown.

Headcount at this time indicates that six prisoners are missing: Wes "Snake" Grubble, Steve Earl Burns, Vance Anderson, Julian Odell, Marcus Carlson, and Pete Smithson. Residents of the Atlanta area are advised to take precautions, and searches of the immediate area are being conducted. If you see any of these men, please contact local law enforcement officials and do not approach.

HANDOUT E

Permission granted to photocopy.

Federal Bureau of Prisons Brief Datasheets

Name: Wesley "Snake" Grubble, **Height:** 6' 3", **Weight:** 250 lbs., **Hair:** Brown, **Eyes:** Brown, **Birthdate:** 3/29/49. Raised in Macon, GA in a broken home following his parents' divorce in 1957. First crime committed at age 14, shoplifting a pocketknife. Committed string of armed burglaries and was sentenced to 8 years, served at Charachas State Penitentiary. Released in 1979, he seemed to have been reformed, however, he shot and killed two federal agents during a sting operation in Vidalia, GA in 1989. Suspected of having connections to a nation-wide organization that funnels money to the IRA, but this cannot be proven.

Name: Steve Earl Burns, **Height:** 6' 0", **Weight:** 225, **Hair:** Blonde, **Eyes:** Blue, **Birthdate:** 4/8/73. Raised in Albuquerque, NM by his mother. First crime committed at age 15, attempted battery during a sting operation in Vidalia, GA. In 1995, he was convicted of aggravated sexual assault, assault with a deadly weapon, assault with intent to kill, and manslaughter in Montgomery, AL. Suspected of having connections to a nation-wide organization that funnels money to the IRA, but this cannot be proven.

Name: Marcus Brandon Carlson, **Height:** 5' 9", **Weight:** 150 lbs., **Hair:** Black, **Eyes:** Brown, **Birthdate:** 10/30/76. Raised in Aurora, MI, he was found guilty in 1994 of 8 counts of criminal sexual assault, and 4 counts of armed robbery. He has been sentenced for 5 years. No known connections. No other criminal activity. Carlson was part of a experiment in prison to alleviate depression.

Name: Peter Elias Smithson, **Height:** 5' 11", **Weight:** 175 lbs., **Hair:** Blonde, **Eyes:** Blue, **Birthdate:** 12/9/75. Raised in Four Corners, NM, he was convicted in 1996 for 18 counts of arson, 8 counts of attempted murder, and 9 counts of sexual misconduct. He has been sentenced for 15 years. No known connections. No other criminal activity. Smithson was involved in a drug-trial experiment in prison related to depression.

Name: Julian Odell, **Height:** 6' 5", **Weight:** 300 lbs., **Hair:** Light Brown, **Eyes:** Brown, **Birthdate:** 3/28/65. Raised in Peoria, IL, he killed six members of his family and went on to murder 8 more people in a nation-wide killing spree in 1982 before being apprehended in Atlanta, GA. He was placed on Death Row in 1989, and appealed his sentence in 1993. He was later given thirteen consecutive life sentences and found to be ineligible for parole. Odell was well known in prison, due to his physical presence and strength.

Name: Vance Leslie Anderson, **Height:** 5' 4", **Weight:** 135 lbs., **Hair:** Dark Blonde, **Eyes:** Brown, **Birthdate:** 7/25/41. Raised in Hollow Hills, AL by an aunt, abandoned by mother. Convicted on a number of counts related to sexual assault and aggravated battery from age 15 to age 35, and spent approximately 17 years total in prison during that time. Most recently, convicted of second-degree murder in 1980. Up for parole in 2010. No known connections.

HANDOUT F

Permission granted to photocopy.

• **Military Service Record:** Captain James Andrew Johnson
• USAF, 675-20-9021, b. 09/16/61, 6', 198 lbs., blond hair, hazel
• eyes, A-blood. Reading over Captain Johnson's abbreviated
• service record shows that he has been working as an instructor
• at the Academy for the past six years, and is posted to Nellis
• AFB to assist with the Flight School there. He was recently
• turned down for a promotion when routine psychological test-
• ing showed he was demonstrating paranoid tendencies -- an
• anomaly in his otherwise spotless record.

• **Military Service Record:** Colonel Theodore Maxwell Johnson
• USAF, 673-23-2073, b. 10/23/41, 6'2", 180 lbs., brown hair,
• brown eyes, A+ blood. Reading over Colonel Johnson's abbre-
• viated service record shows that he has been working as a test
• pilot for advanced prototypes for the past 30 years. His record
• states that he is based out of White Sands, however, this infor-
• mation seems to be over 5 years old. The only information
• more recent than 1994 is documentation that he was listed as
• "missing in action on a classified mission" 8 weeks ago.

• **Civilian Service Record:** George Dempsey, Nellis AFB,
• Clearance Green Alpha. BS Ball State University 1962:
• Engineering & Psychology. A review of George Demspey's
• abbreviated service record shows that he has been working as a
• human factors engineer for the last 30 years. A few years prior
• to his retirement in 1998, he was working at the Flight School
• at Nellis AFB to "maximize human potential."

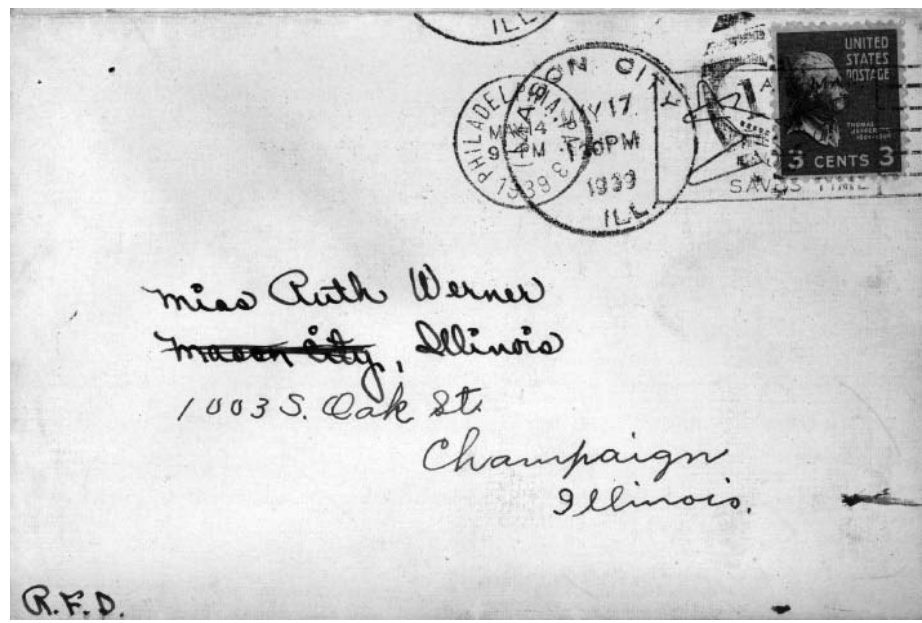
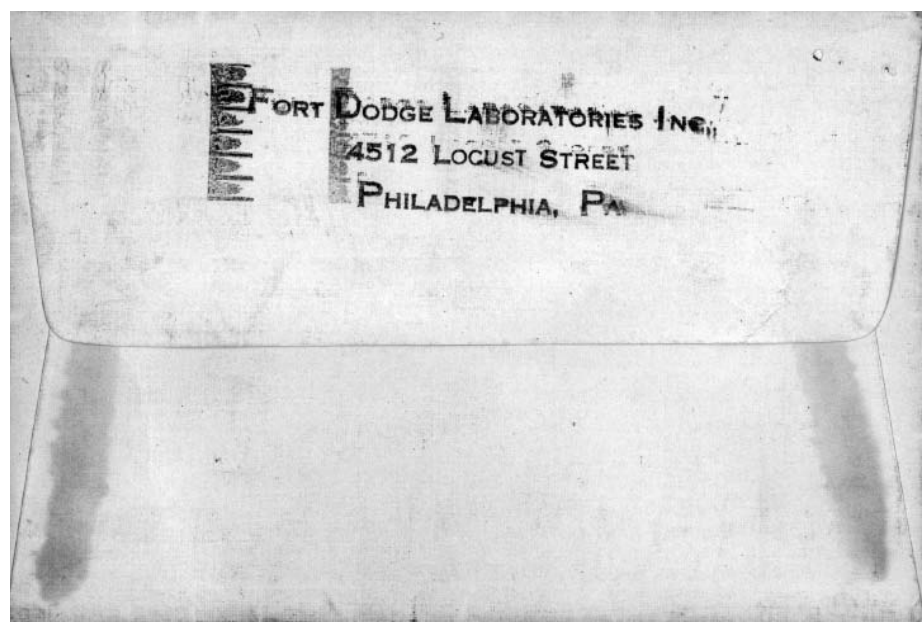
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in a school room and told
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HANDOUT H

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4512 Locust St.
Philadelphia, Pa.

Dear Ruth:-

I don't know whose turn it is to write, but I do know I haven't heard from you for a very long time - in fact I don't even know if you're at school home, or working.

I don't know whether anyone has written you the latest or not - anyway, Kermit and I are now living in Philadelphia. We have been here better than a month now and like it as

-2-

much.

We left Fork Dodge in such a hurry it was a shock to everyone. Kermit is

managing the branch office out here for the same company he worked for in Fork Dodge and they were anxious for us to get out here, so we packed up and left in a week. Then we had almost another week to get out here in.

The trip was good, we drove our own car and that way got to see so much more of the country.

HANDOUT H

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ng to a private
had local police and other
school room and told
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By the time our furniture
arrived here we were pretty
tired of living in hotels and
staying out - from for a change
though.

Butt, what are you doing
now? you will have to wait
me a long letter telling me all
the latest about yourself.

I had a letter from Doris
last week and she is going steady
with some fellow up at school. few
more years - wonder no though
she was quite happy. - like she
always is when she has some

very on the string.

Aline is working harder than
ever. She has her intense
appointment to come straight
in Denver, Colo. She is back
want to announce their engage-
ment, but are afraid to announce
what Dr. Olsen will think.
Anyway, she has a car now
and they are together day and
night.

Guess that is about all
the gossip I know.

Love,
Kimber's fan

HANDOUT H

ALIENS

Lincoln, Illinois,
March 20, 1938.

Dear Ruth;

It is Sunday night and I am at the office waiting for the Boy Friend so maybe you can stand a letter from the Shroyers.

To-day was a perfectly lovely day and we started to Bloomington to see Julia and went by Dads for a minute and she and her family were down here so we went to the country instead. However they came to dinner to-night so I worked instead of loafing. It takes lots of food to feed seven men and three women, Believe it or not.

How is every thing with you? I suppose you are so busy that you never miss letters and that you wouldn't know what one was if you saw one. How about it?

I spent five days last week in Chicago with one of the girls from here, attending a convention and did we have a good time! The Boy Friend says that I can't go again. Now I ask you, aint that sumpin'?

Here is some real news, we expect to start soon fixing the house. We hope to shingle the outside of the house, ~~remodel~~ remodel the kitchen, refinish the floors, paint all the woodwork and paper, put in a hardwood floor in the dining room and take off the front porch. How does that sound? The Boy Friend says he hopes it will keep me busy all summer. That sure sounds bad for me. Besides that I will have to get Del ready to spend six weeks in Colorado. Which is no small job in its self.

Dave hopes to get a job on a farm this summer and if he does and Dick goes to visit two or three places, the Shroyers certainly can make whoopy, that is if the Missus is abt

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ng to a private
had local police and other
in a school room and told
they show

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after all that painting.

Mr. Schilz organized a camera club and we meet at the college every Tuesday night. It certainly is interesting. He lectures on the why of everything and he surely knows his onions.

The forsythia is budding, also the lilacs. The lilies of the valley(I can't spell) are up. So are the iris so it wont be long now. The spring can't come to soon to suit me.

We have been quite fortunate this winter. Aside from Dave and Dick each having a cold and a week in bed for me we have had no other sickness. Larry tried to take the flu but he didn't make it. Dad has been just fine and Grandmother, she will be 94 this year, is real well.

The Man of the family is ready to go so I must hurry too. Hope the shock of this letter leaves no ill effects.

Write when you can for we do enjoy hearing from you.

Oh yes, the Boy Friend sends his best regards.

As ever,

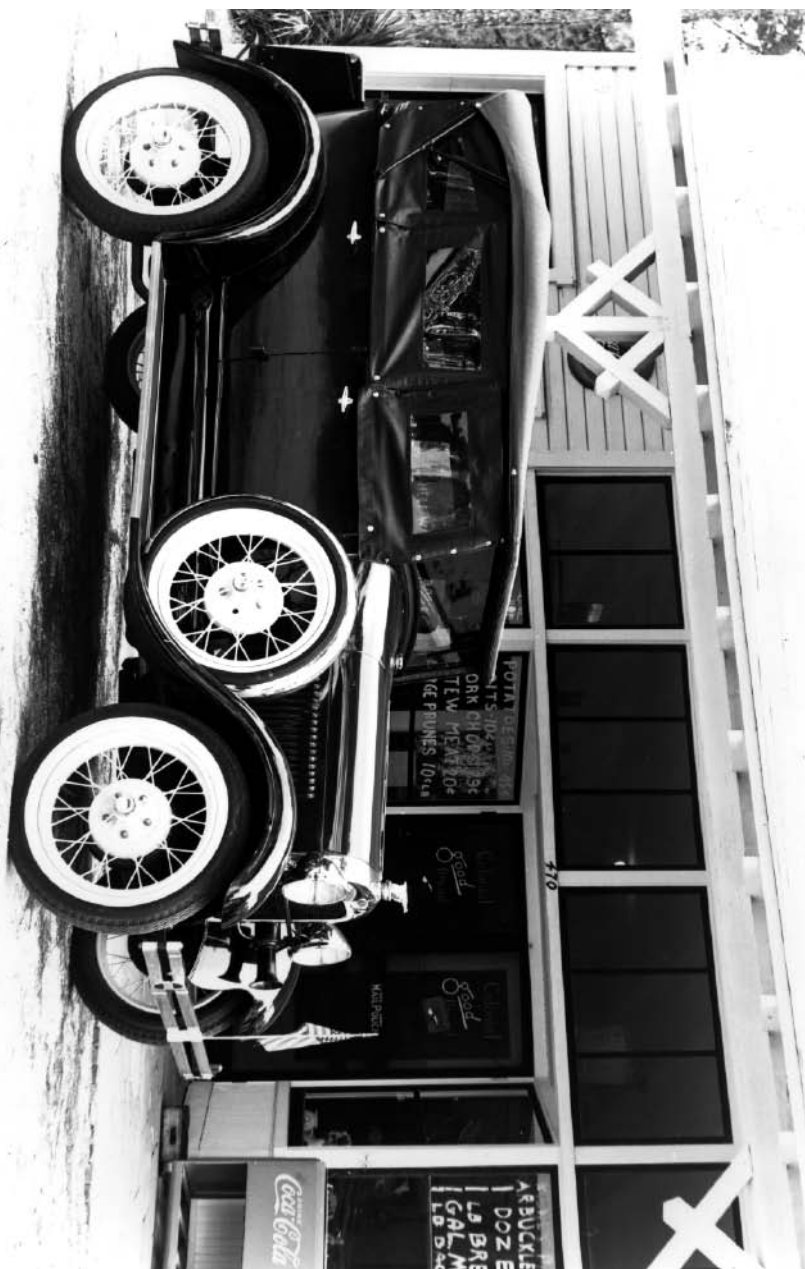
Halcyone M. Shroyer

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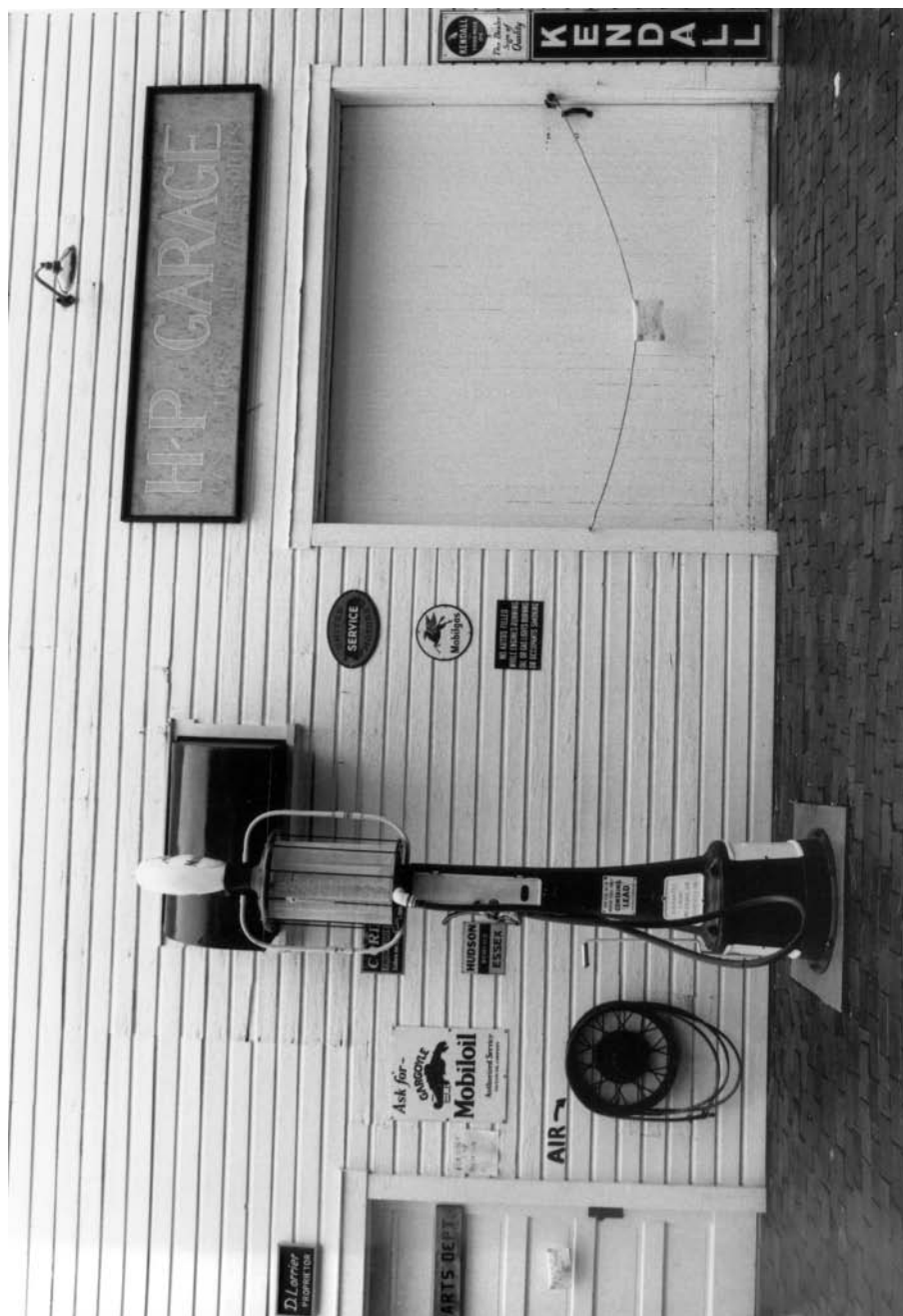


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George & Marcia Dempsey
The Old Thyme Inn
779 Main Street
Half Moon Bay, CA 94019

DOING UP
N STREET

1929 PIERCE-ARROW
P60392

*We are 26 mi from San Francisco and 40 mi. to Santa Clara. Come see us soon,
Regards, George*

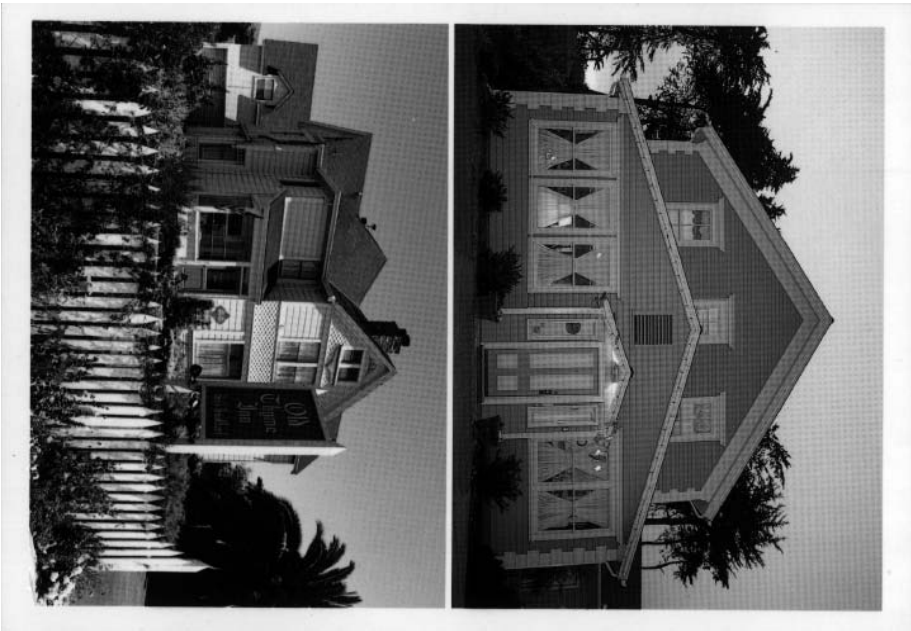
Post Card

JAMES JOHNSON
P.O. Box 796
LAS VEGAS NV
87920-0796

Produced by George W. Gardner Photography, Hillsdale, NY 12529, 518/325-3026;
Old Thyme Inn photo by June Smith

Two restored Victorian houses on historic Main Street.

- Antiques • Double-size whirlpool tubs with fluffy towels • Fireplaces • Garden settings • Evening beverages around the fire • Hearty breakfasts



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- Patient currently stable but continues to be non-responsive at times.
- Patient's medical record shows recent prescriptions of Serzone and Depakote, suggesting adverse reaction to SSRI medication, in the form of serotonin syndrome.
- Extent of neurochemical imbalance is underdetermined at this point.
- Patient has retarded psychomotor activity, and has difficulty visually tracking stimuli.

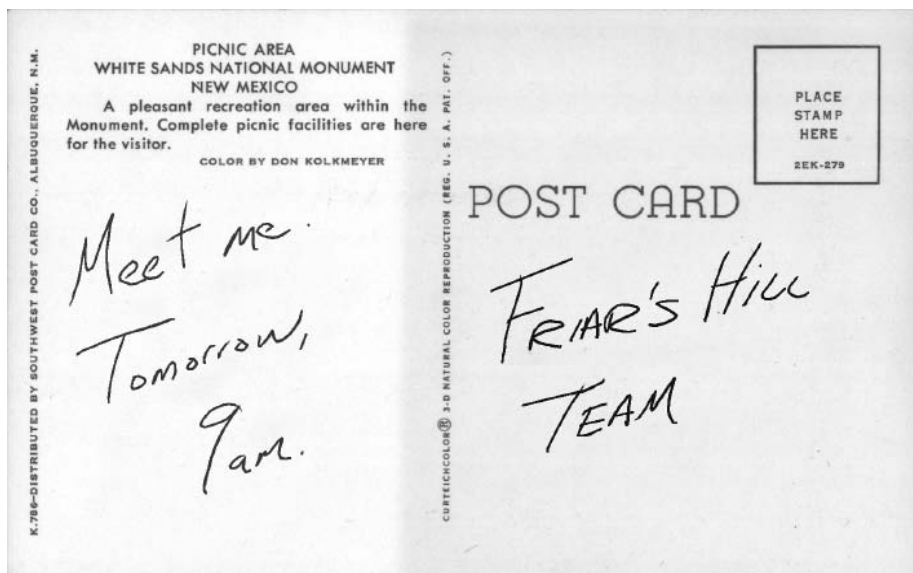
○○○

Through intersection. Make next right.
First door on right.

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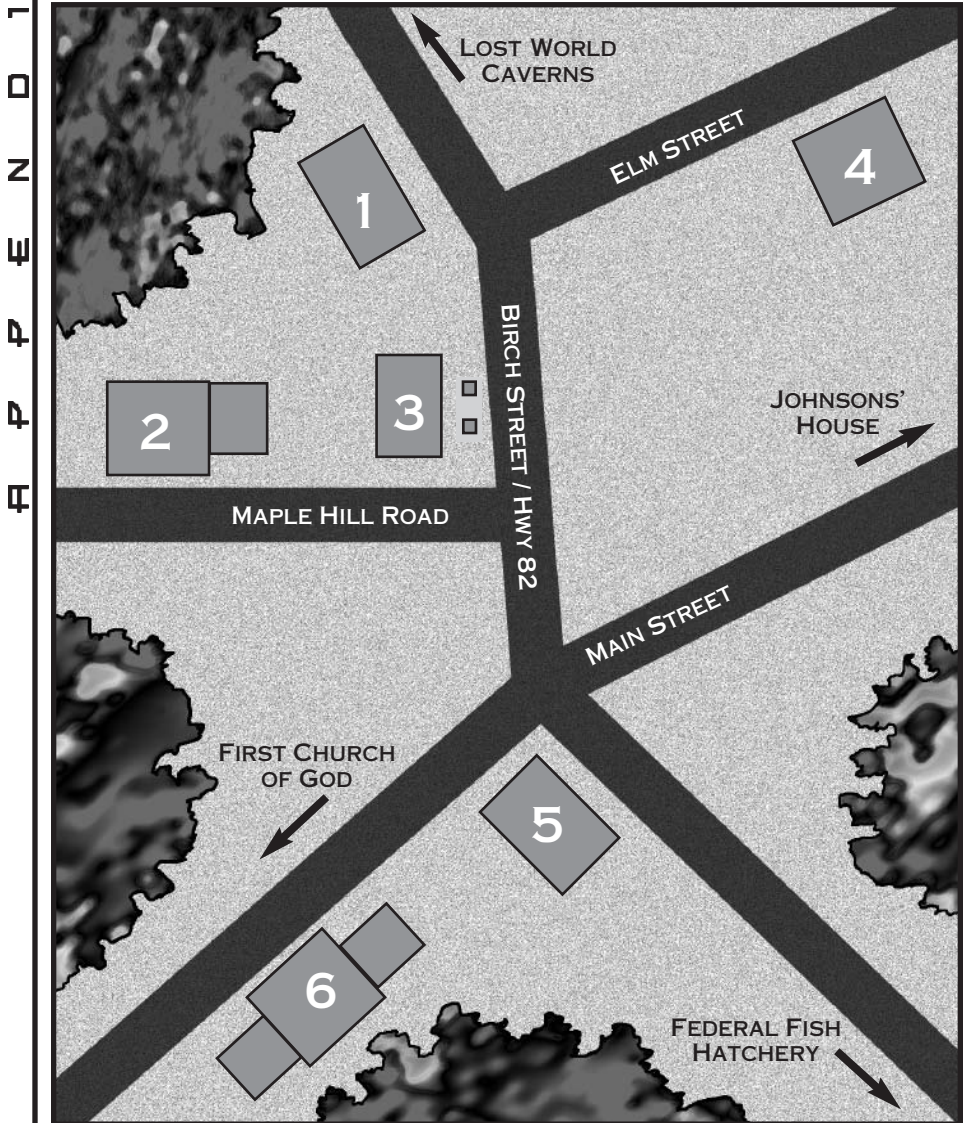
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HANDOUT O

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X FRIAR'S HILL TOWN MAP

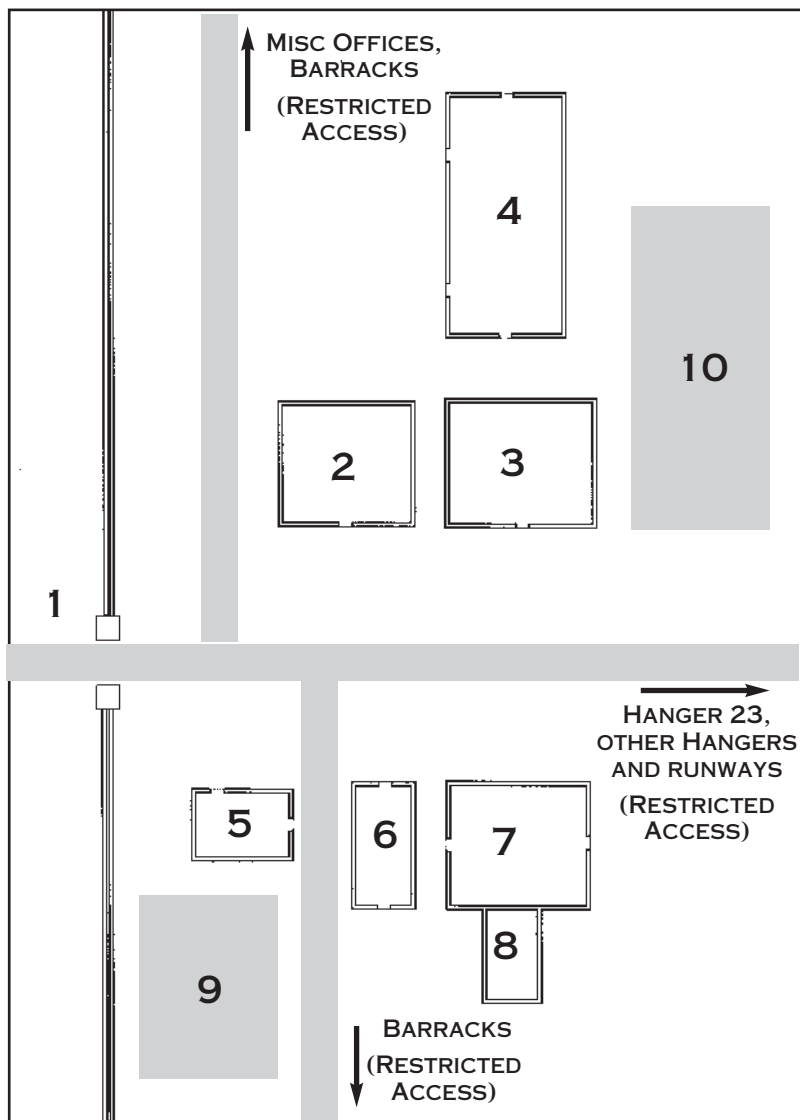


- | | |
|-------------------|-------------------|
| 1 GENERAL STORE | 4 DEMPSEY'S HOUSE |
| 2 LORRIER'S HOUSE | 5 BENTON'S HOUSE |
| 3 HP GARAGE | 6 COURT HOUSE |



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NELLIS AIR FORCE BASE



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X FLIGHT SCHOOL AT NELLIS AFB

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- 1 HANGER #3A
- 2 CLASSROOM
- 3 DEMPSEY'S LAB
- 4 FLIGHT SIM ROOM
- 5 COMPUTER LAB

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4

3

TOWARD
RESTRICTED
AREA
←

2

→
TO BARRACKS

2

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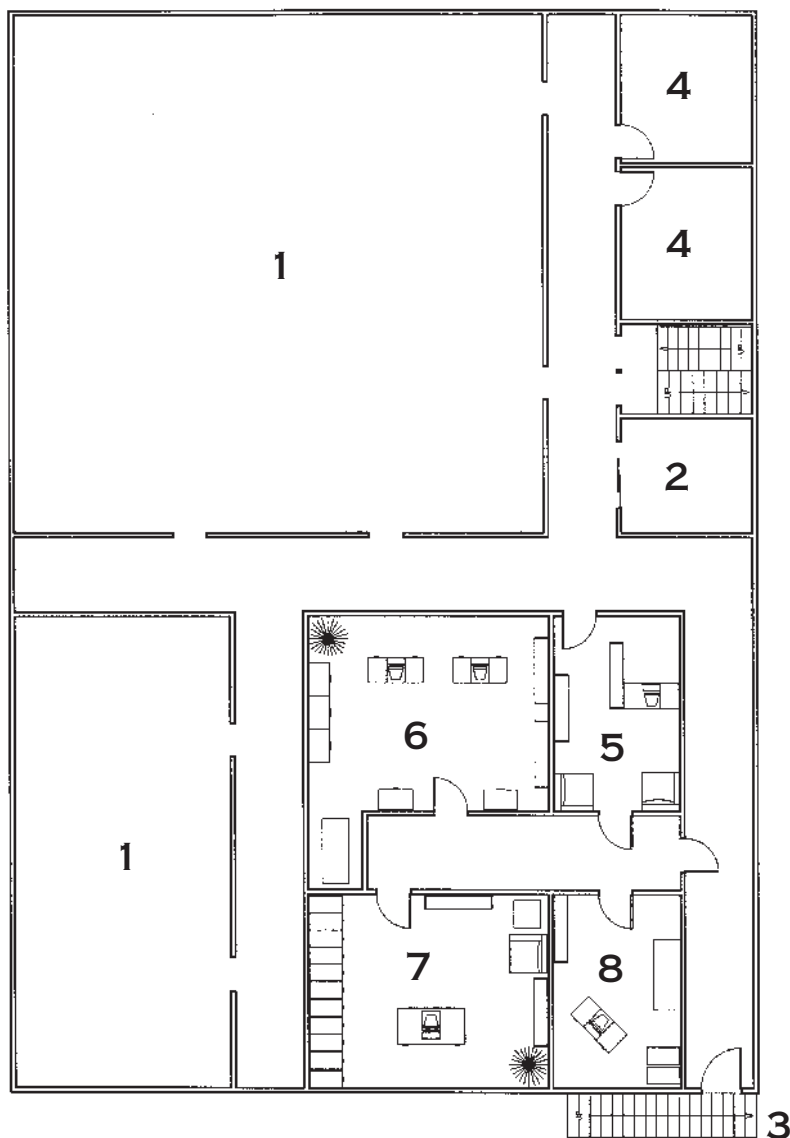
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TO MAIN ROAD

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DR. SLYED'S OFFICE



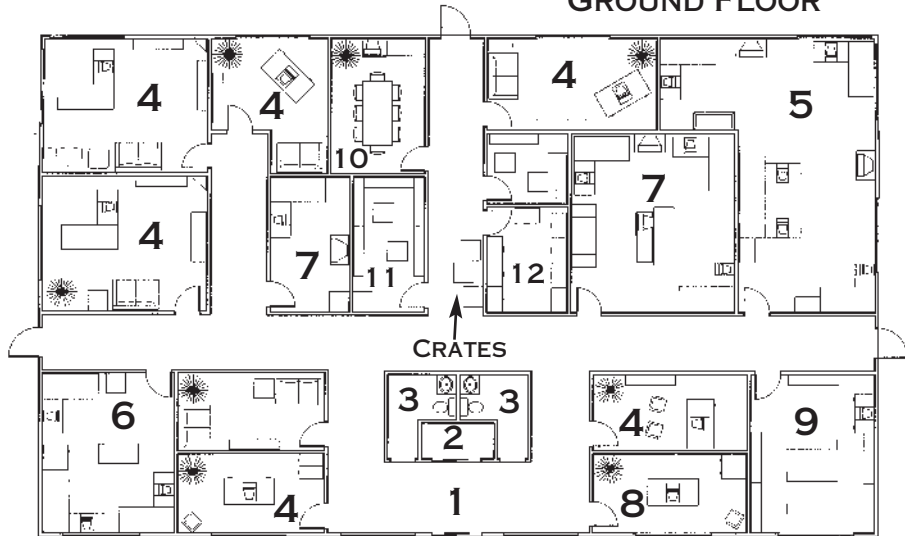
- 1 MISC. OFFICES
- 2 ELEVATOR
- 3 FIRE ESCAPE
- 4 RESTROOM

- 5 RECEPTION
- 6 ASSISTANT'S OFFICE
- 7 DR. SLYED'S OFFICE
- 8 FILE ROOM

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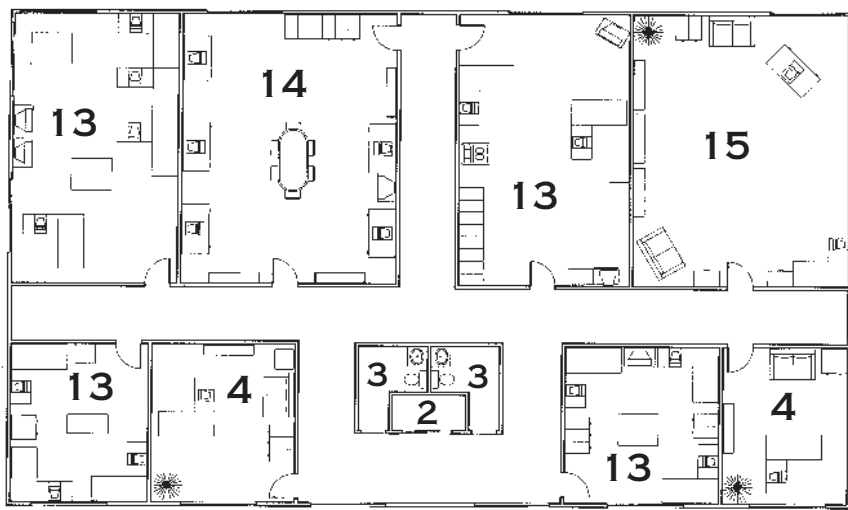
X IMM'S LAB

GROUND FLOOR



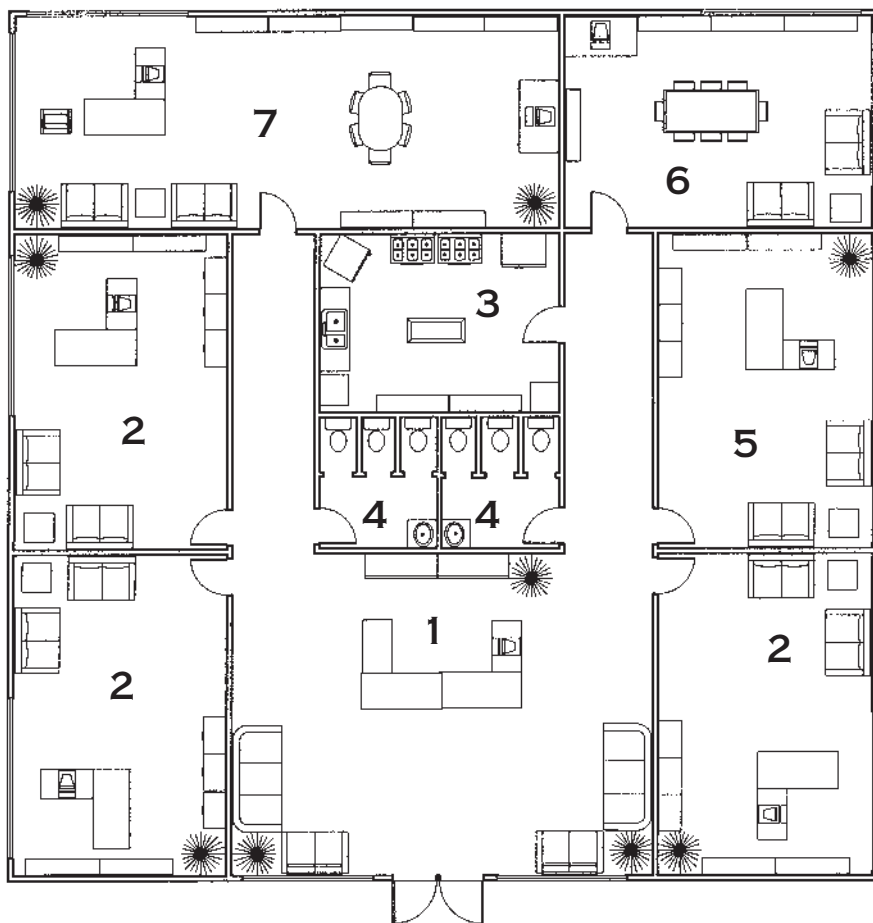
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|----------------|----------------------|------------------|
| 1 LOBBY | 7 APPLIED LAB | 12 FILE STORAGE |
| 2 ELEVATOR | 8 PR OFFICE | 13 LAB |
| 3 RESTROOMS | 9 LIBRARY | 14 BLACK BOOK |
| 4 OFFICE | 10 CONFERENCE ROOM | SENIOR LAB |
| 5 COMPUTER LAB | 11 EQUIPMENT STORAGE | 15 HALL'S OFFICE |
| 6 MODELING LAB | | |

SECOND FLOOR



Permission granted to photocopy.

FT. DODGE CORPORATE HEADQUARTERS



- 1 RECEPTION
- 2 OFFICE
- 3 KITCHEN
- 4 RESTROOM
- 5 MARLBORO'S OFFICE
- 6 CONFERENCE ROOM
- 7 LORRIER'S OFFICE

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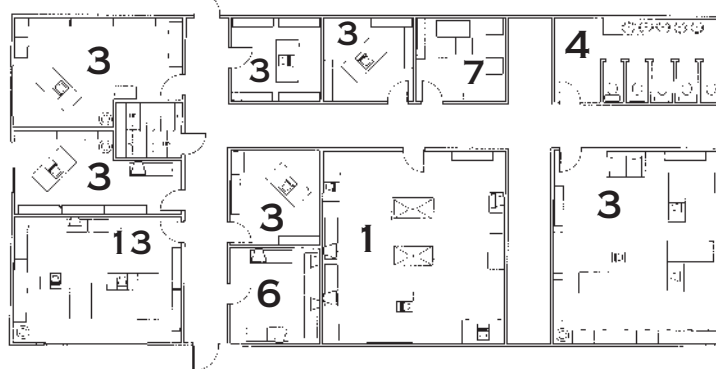
FT. DODGE LABS RESEARCH FACILITY

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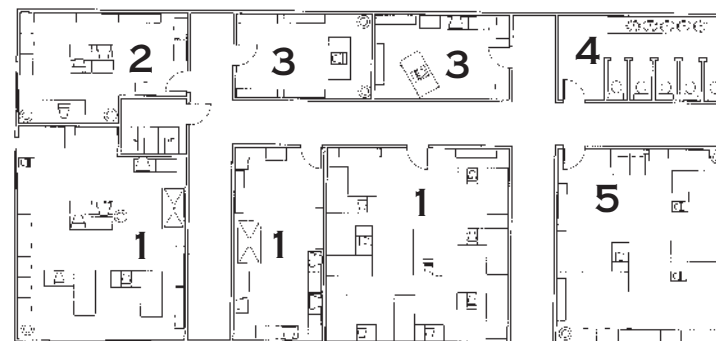
BASEMENT



GROUND FLOOR



SECOND FLOOR



1 LAB

2 RESEARCH LAB

3 OFFICE

4 RESTROOM

5 REFERENCE LIBRARY

6 SECURITY OFFICE

7 STORAGE ROOM

8 FILE ROOM

9 RECOVERY ROOM

10 TESTING ROOM

11 CHEMICAL SUPPLY

12 EQUIPMENT STORAGE

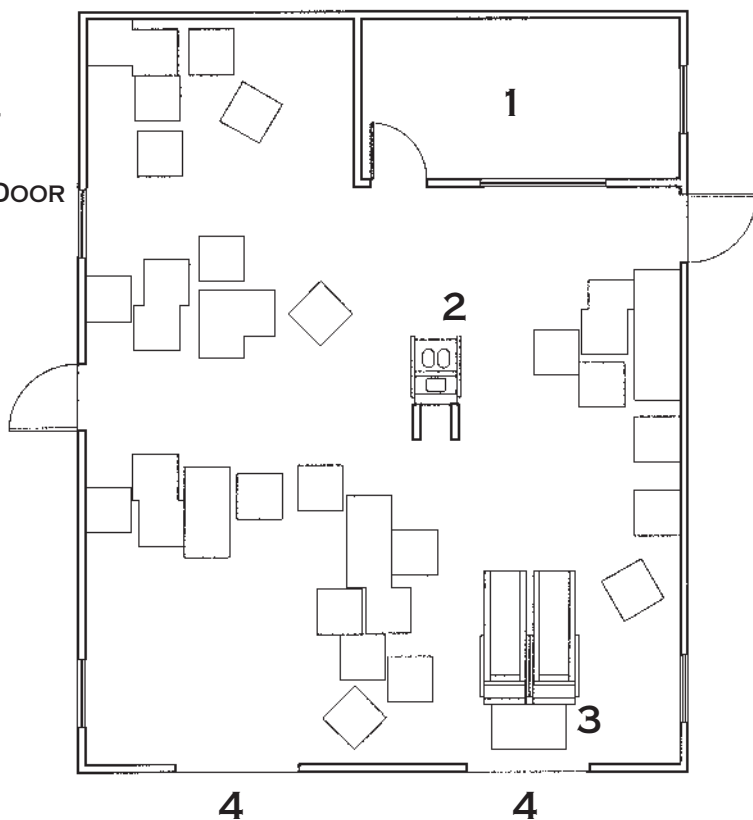
13 SECURITY OFFICE

14 LOCK-DOWN AREA

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FALLON'S WAREHOUSE

- 1 OFFICE
- 2 FORKLIFT
- 3 TRUCK
- 4 GARAGE DOOR



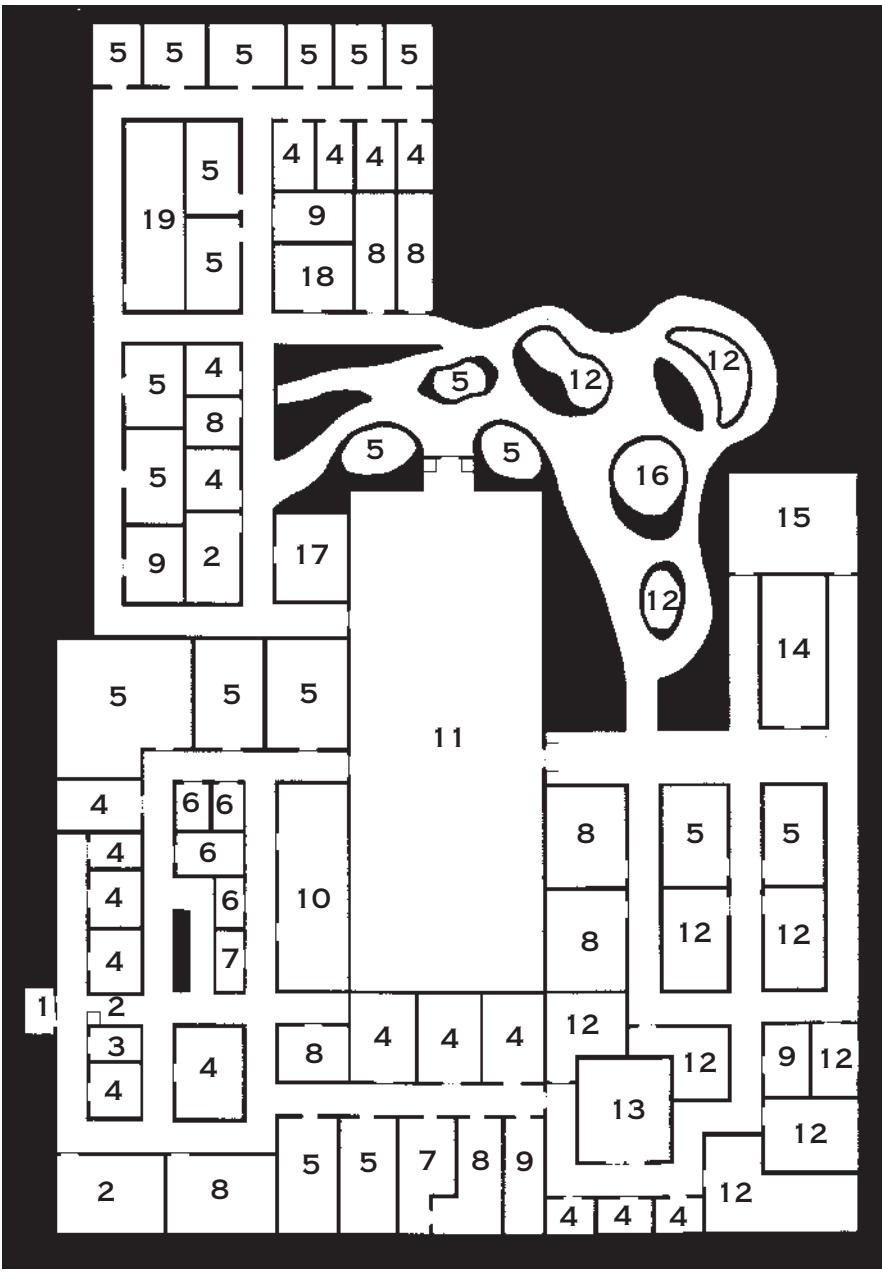
BLACK BOOK BASE

- | | |
|------------------------|--------------------------|
| 1 ELEVATOR | 11 HANGER |
| 2 SECURITY POST | 12 RESIDENCE |
| 3 KENNEL | 13 CAFETERIA |
| 4 OFFICE | 14 OBSERVATION ROOM |
| 5 LAB | 15 TEST SUBJECTS |
| 6 TECH SUPPORT | 16 NUTRITION BATH/GARDEN |
| 7 MAINTENANCE | 17 VAN HOORDT OFFICE |
| 8 STORAGE | 18 LIBRARY |
| 9 CONFERENCE ROOM | 19 DEMPSEY LAB/OFFICE |
| 10 INFORMATION SYSTEMS | |

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X BLACK BOOK BASE

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Conspiracy X™ Main Rulebook

Product Code: EDN00023 **Price:** \$28.00

The world as you know it gets a hell of a lot more paranoid. This premier conspiracy role-playing game is set in the world hiding just around the corner. The players are part of Aegis, a national conspiracy dedicated to fighting a covert war against extraterrestrial and supernatural threats. The main rulebook includes character creation, Cell formation, combat and everything else needed to introduce your players to a world full of UFOs, aliens, psychics, supernatural horrors and a whole lot of lies. The revised edition comes complete with a new character sheet, detailed index and a new module. 232 pages - softcover. ISBN 1-891153-23-4



Game Master's Screen

Product Code: EDN00911 **Price:** \$16.00

A must-have reference for Conspiracy X Game Masters. This four-panel screen is filled with easy to use reference charts and tables, from unarmed to ranged combat, to vehicle out-of-control, to hacking, to damage tables. The flip side of the screen delights the players with full color HERMES downloads illustrating the three alien races that plague Aegis. Also included is a ready-to-run 48-page introductory adventure with a pregenerated Aegis team. The adventure may be used with the included characters or inserted into a preexisting campaign. ISBN: 1-891153-20-X

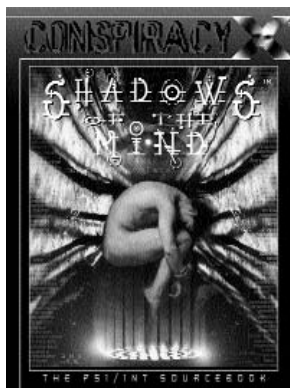


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You are mankind's only hope. What the public doesn't know will hurt them and keeping the truth secret is the only way to protect them. With expanded Aegis recruitment, new backgrounds, more character traits, and the newest equipment, you are now prepared for what lies ahead. This sourcebook also details how to conduct investigations and cover-ups. Learn where your Cell fits into the Aegis organization and how to create your own child Cells. 208 pages - softcover. ISBN: 1-891153-48-X



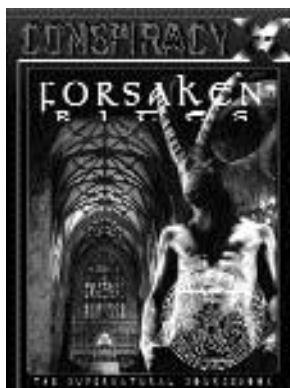


Shadows of the Mind™

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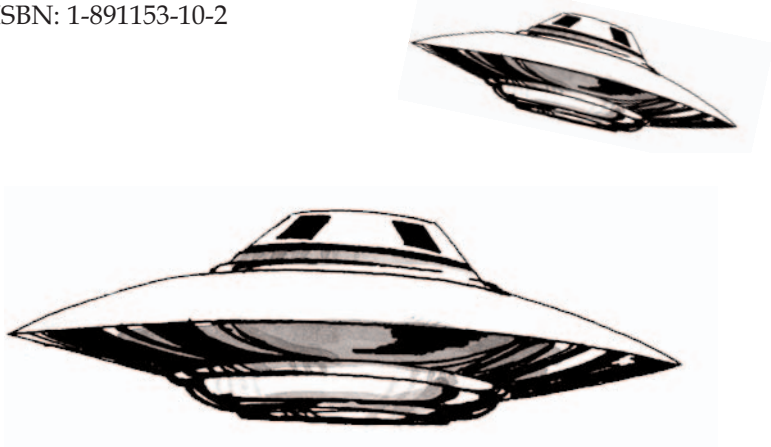
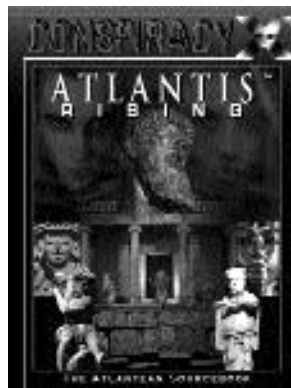
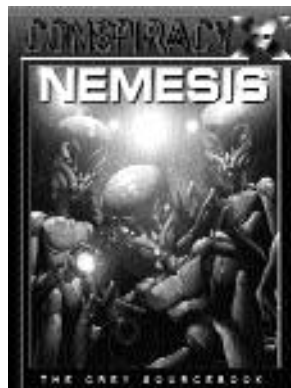
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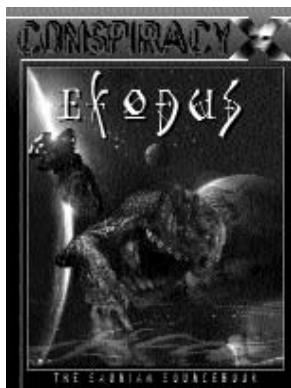
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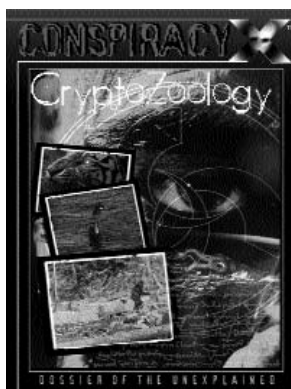


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