



LAUNDRY FILES: AGENT 7 HARDBOOK



By Jason Durall, Gareth Hanrahan and John Sneed
Based on the 'Laundry Files' novels by Charles Stross



The Laundry Files

Laundry Files: Agent's Handbook

Based on the Laundry Files novels by Charles Stross.

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Published by Cubicle 7 Entertainment Ltd, Riverside House, Oxford, OX2 0ES, UK.

www.cubicle7.co.uk

Printed in the USA

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Introduction

[He] knows what's coming. He knows exactly what is going to bleed through the walls of reality, when the stars burn down from the pitiless heavens and our ever-thinking numbers corrode the structure of reality. And he believes we're his best hope for his own survival.

Like I said: the only god I believe in is coming back. And when he arrives, I'll be waiting with a shotgun.

– The Fuller Memorandum

The Laundry compartmentalises itself. Secrets are hidden behind closed doors and codewords. Walk down one of the endless corridors (beige or hospital-green paint peeling from the walls, carpets worn bare or oddly stained) and you pass an endless succession of equally anonymous doors. Who knows what's behind those doors? Open one at random, and you might find some office drone at a desk piled high with paperwork, or a meeting room where grey-suited bureaucrats debate the cost/benefit of replacing that oddly stained carpet, or an archive crammed with three-ring binders... or you might lay a hand upon that handle, turn it, and be instantly snuffed out by the invisible warding spell. The Laundry does not encourage curiosity.

The Agent's Handbook is a much, much safer way of learning about the Laundry's inner workings than wandering the corridors of power. This book gives new options and new tools for your field operatives. Maybe, just maybe, these new weapons and tricks will let you survive long enough to learn a few of the Laundry's deeper secrets...

So, what's in the book?

Chapter 1: Tradecraft describes the art of spying. There's more to it than sitting in an office reading reports. Sometimes, you get to be James Bond and put the luxury hotel room and the champagne on the company credit card, and sometimes, you get to strangle some guy in an alleyway with his own tie.

Chapter 2: Bell, Book & Candle covers equipment, vehicles and other gadgets. Pinky and his ilk never sleep, not when there are things they can miniaturise and/or stick summoning grids into. Cutting-edge spyware and experimental occult gadgets, safehouses, and rules for driving like a lunatic. What's not to like?

Chapter 3: Firearms covers a long, long list of ways to turn chemical energy into kinetic energy via the medium of small pieces of hot lead. While most agents in the Laundry are unarmed or packing plastic Glocks, the opposition may

be carrying M4 Carbines or Mossberg 590A1s, so it's good to know if you're going to need a new protective amulet – or a body bag, when the shooting's done.

Chapter 4: Bureaucracy is all about the Laundry's endless red tape. How to survive it, how to navigate it, and how to use it as a weapon. The pen is mightier than the sword, especially when the pen's used to inscribe runes of binding and banishing on someone's end-of-year appraisal.

Chapter 5: Character Templates is all about creating new player characters quickly. If your agent just got eaten by something with tentacles, and you need a quick replacement, just pick one of the template characters here to get back in the game.

Chapter 6: Training Courses has new courses for Laundry employees, ranging from a solid grounding in Health and Safety to making binding oaths to alien gods. Just remember to fill in a time-sheet.

Chapter 7: Weird Characters describes post-human and non-human Laundry employees. Agents with the Innsmouth Look, sentient zombies, ghosts and gorgons and stranger things.

Chapter 8: Outside the Laundry contains rules for playing civilians, freelance spies, employees of other OCCINT groups, and even semi-competent cultists. You can either play a game where the player characters are working outside the Laundry, or the Game master can use these rules to create suitable opposition for your characters.

Chapter 9: Laundry Campaigns in Other Eras describes how to run games set during the history of the Laundry. Fight Nazis in World War II; fight Commies in the 1960s; fight fashion sense in the 1970s.



The invisible history of the 20th Century is full of middle-aged men in trenchcoats and business suits, skulking around the capitals of Europe in a secret ballet of spies and deceptions, all conducted as an overture to nuclear armageddon. The techniques used by these men for avoiding capture and concealing their activities are collectively referred to as *tradecraft*. Brush passes, dead drops, honeytraps, the arcana of the shadow war – the Laundry instructs its field officers on all these techniques.

In the mundane world – the part of the intelligence community that frets about frivolities like terrorist bombings, industrial espionage and dirty bombs – tradecraft is slightly outdated. Electronic communication and encryption makes the art of the secret message less relevant; SIGINT has replaced HUMINT as the primary focus of conventional intelligence.¹ Your average MI6 officer is more likely to be sitting behind a desk in Whitehall, analysing intercepted traffic from GCHQ, than sitting in a cafe in Prague waiting for a man with a red carnation in his lapel who'll enquire about the price of oranges.²

The old tricks of the SIS, KGB, CIA and other sinister TLAs are still an important part of the Laundry's field ops. Firstly, we've got certain... issues with technology. There are times when you absolutely don't want to be listening in via a hidden microphone, and there are ways to occlude a phone that bypass conventional interception methods entirely. Edison experimented with a GRAVEDUST-powered necrophone in the 1900s; these days, we can route 3G mobile signals through the dead and get you coverage anywhere on the globe as long as there's a corpse handy. Relying on SIGINT won't cut it in our line of work – and anyway, our access to SIGINT is limited since we don't have the same close relationship with UKUSA pact members that the SIS has with their counterparts. The NSA don't seem to want to take our calls.

Secondly, we deal a lot with unique or rare artefacts. You can't email a fire-and-forget banishment talisman to an undercover agent, and if you're trying to smuggle an ANNING BLUE SKULL fragment out of Chile, you need to be able to do a brush pass in person. The human factor still means something when it comes to hungry ghosts and observed-mediated incantations.

Thirdly, and most importantly, we've got to keep up with the opposition, and not just the Thirteenth Directorate or the Black Chamber.

The lifespan of your average potentially-dangerous cult is about five years. Someone reads a book full of really bad ideas (like worshipping prehuman deities that seek to consume all our souls) and thinks *'my, these guys sound great. Sure, they've devoured all their other worshippers, but I bet this time, it'll be different!'* Mr. Cult Leader acquires a little power, enough to draw in other impressionable idiots, schizophrenics, rebellious teenagers or just ordinary people hungry for a taste of the divine; we're hardwired to worship those things bigger and more powerful than we are. Anyway, our little model Cthulhu cult lasts, on average, about five years before it collapses into schisms (*'you're holding the sacrificial knife all wrong!'* *'heretic!'* *'splitter!'*), suicide pacts (*'I can see Great Cthulhu rising... but that might be the weedkiller I just injected into my eyeball'*), apathy (*'I can't be bothered catching alley cats for sacrifice on Walpurgisnacht... let's just get takeout instead'*) or occupational hazards (*'hey, let's summon this thing!'*).

If the cult does really, really well, then they crop up on the Laundry's radar, and some of our nice men take the survivors away to Camp Sunshine. Think of these cults as small terror cells, radicalised kids who plot bombings without training or support and usually end up killing themselves.

The bigger, older cults, though, are a different kettle of faintly suspicious squid. The Brotherhood of the Black Pharaoh, for example, hasn't survived more than a century in its current incarnation³ without being as thoroughly paranoid and security-conscious as any intelligence organisation. The larger cults have spread their bloody tentacles all over the world, and they can play the game very well indeed. They've got their hooks into every aspect of our civilisation, and they could be anywhere. Any sleepy country village could have a cell of the EOD (Esoteric Order of pissed-off abandoned fish hybrids) or the Children of the Goat. Your bank manager could spend his weekends scrimshawing runes into the teeth of murdered children. That's the thing about old cults – they're embedded into society, a hidden cancer running under all our history, invisible until it kills us.

If we're going to beat them, we need to know how to find them, how to watch them, and how to survive.

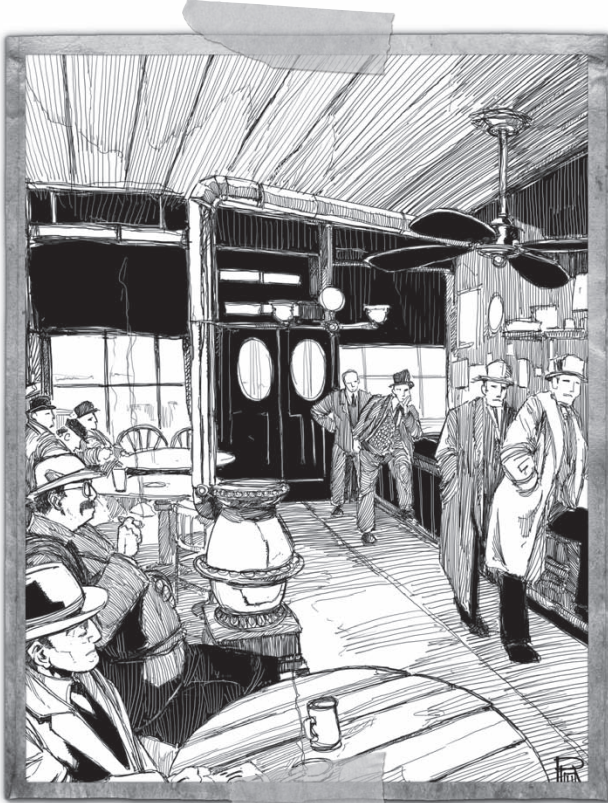
1: Which is a problem when the bad guys are living in caves in Tora Bora and not generating lots of juicy ECHELON traffic.

2: One of the big losers in the post-Cold War world are the pigeons and ducks of St. James Park in London, whose primary source of breadcrumbs and crusts dried up sharply around 1990.

3: There's moderately convincing archaeological evidence to support the cult's claim to date back to the Third Dynasty.

The Spy in the Laundry Basket

Espionage is all about clandestinely gathering information that other people want to keep hidden. Information is literally power, in the field we work in. The spy must not only acquire the information needed, but he must also ensure that his efforts go unnoticed by the opposing side. If the enemy knows or suspects that they are the target of espionage, they may respond with hostile action (starting World War III, for example) or turn the espionage against the spy's masters by feeding him false or misleading information.



The Laundry's intelligence-gathering efforts are targeted at multiple groups and areas. The current breakdown is classified, but it's roughly a 50/20/30 split between domestic (mainland UK), European (EU and other partners) and overseas (the rest of the world). Domestically, our primary focus (70% of espionage efforts) targets cults, corporations, universities and research groups, with the remaining 30% being aimed at foreign groups operating in the UK, including a limited amount of spying on certain non-human residents of our fair nation (or, more accurately, our coastal waters).

Within the EU, espionage efforts break down along similar lines. When dealing with international cults, we liaise with our European partners under the auspices of the JIFCI;⁴ if

we're spying on, say, a cult in Amsterdam, we'll work with the AIVD and they'll provide local intelligence and an interface with civilian authorities. The Laundry is the pre-eminent occult intelligence group in the EU, though, so we get to do a lot of the heavy lifting. (We also spy on our European partners. If the French get *les brains* eaten by possessors from Dimension X, they're not going to volunteer it at the next JIFCI meeting; we need to know who we can trust.)

Outside the safe waters of the European Union, the Laundry's operations are a mix. There's the usual keeping-tabs-on-cults-and-potential-outbreaks, but there's a lot more emphasis on investigating state actors and military research. We're moderately sure that no government in Europe is going to deliberately tunnel to an anti-De Sitter space using the Dirac-Hite Conjecture, but if North Korea's RDEI got their hands on that formula, they'd hold the world to ransom (until someone calls their bluff, and reality Blue-Screens).

The goals of the spy in the Laundry basket are to:

- Identify threats to the security of the United Kingdom and its interests
- Maintain the secrecy and security of the Laundry
- Clandestinely acquire information about these threats using any available means

So, what are those *any available means*?

Open Source Information

Open Source Information is information gathered from the public domain. A large part of a spy's day involves reading newspapers, although different agencies focus on different sections. A spy from the SIS starts by reading foreign news and political commentary, but a spy from the Laundry skips straight to 'two-headed lamb born in Dorset' or 'librarian eaten in suspicious circumstances'. We live in the funny papers and the local interest segments of the nightly news.

Scientific journals, university publications and research abstracts are also of interest to the Laundry. We need to stay ahead of the exponentially accelerating pace of research, so we can subtly mug any mathematicians who are on the verge of recreating one of the nastier Dho-Nha curves, or interrupt well-meaning marine biologists before they inadvertently breach the Benthic Treaty. Don't neglect the importance of old records and libraries – our definition of 'current information' works on a longer timescale from those of other agencies. Troop movements and tribal politics in Kashmir are out of date within days, but the location of certain geomagnetic anomalies in Srinagar hasn't changed in recorded history.

4. Joint Intergovernmental Framework on Cosmological Incursions

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The biggest source of Open Source Information is the Internet. Google has saved the world more than once. The first step in any investigation should be a quick web search, to see what's publicly available. Laundry analysts keep tabs on occult websites and chatrooms; it's in everybody's best interest to ensure certain images don't go viral.

Informants

Informants are individuals with access to privileged or semi-privileged information. Most informants are contacts cultivated by the Laundry officer, who can provide the inside scoop on a topic. The janitor at a university can tell us about after-hours work in the physics labs and suspicious bloodstains. A barman in the right pub knows about skinhead gangs with far-right links. A bureaucrat in a central African airport provides us with a list of recent travellers who always fly during thunderstorms. Some informants think of the agent as a friend or acquaintance, but others are paid for their services. Obviously, try to avoid paying money unnecessarily – once the informant starts monetising his data, he will start holding information back in order to sell it later.

The distinction between an informant and an agent is a fuzzy one. In general, an agent is willing to take action to acquire information or complete assignments, while an informant is a passive source, just passing on information that they acquire as part of their everyday duties. Still, an informant – especially a paid informant – may be in danger if discovered, so take precautions when setting up meetings.

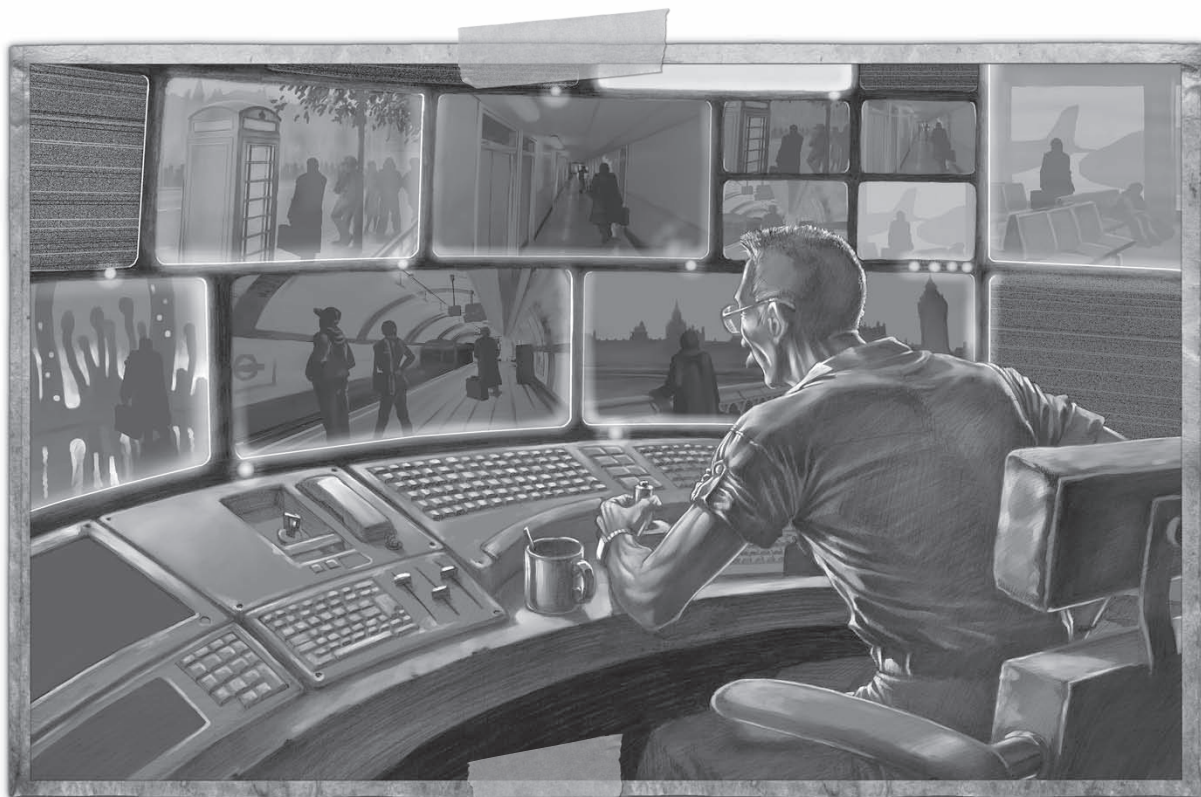
Agents

Agents are individuals who are willing and in a position to aid intelligence-gathering efforts. Often, an agent holds a senior role within the target organisation, such as a bureaucrat in a government department, or a scientist in a research laboratory. Other agents are uniquely capable of acquiring information or completing missions. There's a sizable crossover between con artists and espionage agents.

Agents are potentially the richest source of HUMINT. Get an agent into a cult, and you can learn more from a single debriefing than from years of observation and research. Agents can get you the keys to the kingdom, but they must be treated carefully. The officer assigned to managing an agent is referred to as his *handler*, and the relationship between the two is always a complex one. The handler must understand the agent intimately, be able to anticipate the agent's needs and emotions, and be willing to support the agent through the intense pressure of undercover work. However, the handler must never trust the agent, and must always be on guard for the possibility that the agent has been turned.

Surveillance & Eavesdropping

Wifi-enabled rocks, fibre-optic cameras threaded around lightbulbs, laser microphones picking vibrations off a window, bugs planted in altars, or just sitting in a car all night watching a graveyard. Bugs and other means of direct



or indirect surveillance are a potentially invaluable source of information. Planting the bug can be dramatic and dangerous and may require covert operations; analysing the data it records can be a dull slog.

Covert Operations

Finally, covert operations are the most direct and the riskiest way of gathering information. If there is no other way, then you can try breaking into the cult stronghold or climbing in the windows of the Chinese embassy. Direct action of this sort is exactly what you don't want to do if you can possibly avoid it, as it's both embarrassing (for the Laundry) and lethal (for you) if you're caught.

Intelligence Sources

HUMINT: Human Intelligence - informants, agents, spies, boots on the ground. The primary focus of this document.

SIGINT: Signals Intelligence - information garnered by intercepting signals, such as telephone conversations, email, data transfers.

IMGINIT: Image Intelligence - information gathered by camera, especially drones or satellites.

OSINT: Open Source Intelligence - information already in the public domain.

OCCINT: Occult Intelligence - information obtained by non-linear methods, such as divination, precognition, remote viewing, sensitives and other supernatural sources.

Cover Identity

As a spy, you will inhabit many cover identities over the course of your career. False identities do not necessarily mean undercover work. When meeting with an agent, for example, it may be necessary to adopt the identity of a fictional Laundry officer, even if the agent knows he is working for the Laundry. If the agent is later turned by the opposition, he can only tell them of your false identity. A false identity also provides added protection against magical attacks.

Cover Identities: When operating undercover, you may be assigned an identity by the Laundry, or given free reign to create one. A good cover is plausible for whatever field you are operating in (a Defra⁵ sustainable development consultant in rural areas, a cultural attache or insurance claims investigator when overseas); has a reason to do a lot of travelling, especially at odd hours and to obscure locations; and is dull enough to deflect suspicion when questioned.

In every case, live your cover. The smallest detail can give you away, so prepare as much as possible and be ready to improvise when questioned. Even if the cover identity is only intended to last for a short time, a good spy fleshes it out as much as possible. Be ready to answer questions about your childhood, your friends, your hobbies, your political opinions, which local sports team you support, your tastes in whiskey or internet porn, and why you were caught sneaking across the Kyrgyzstani border with six metres of copper wire, a car battery, two bags of B-negative blood and a glowing idol.

Passports & Papers: The Laundry can provide cover documentation, including false UK passports, official letters, identity cards, entry visas and travel documents. These, coupled with a flash of the warrant card, can bypass most problems. Travelling under a false passport can result in arrest and deportation, and the Laundry may be obliged to deny knowledge of your existence.⁶

Maintaining an Identity: A cover identity has to be more than a name and a false passport. It has to leave all the expected traces in the world. It has to have a credit history, with a suitable trail of purchases that would be visible if the opposition ran a credit check. It has to have a home address, ideally one with a nice, stable boring family and 2.4 children. It has to have a favourite brand of jeans, a usual drink at the bar, medical records going all the way back... it has to appear to be a real person. More, it has to be a living person - it has to continue all these established habits, even if the history and habits were all invented by a committee last Tuesday.

Histories can be faked. Use a Laundry safehouse or a rented property (ensuring that the property appears to have been rented years ago, in case anyone checks) as your home and bring in another Laundry officer to act as your spouse or partner. Borrow someone's kids and put them playing in the lawn. The more solid the identity appears, the more convincing it is. No-one trusts the mysterious salesman who lives out of his suitcase in a hotel.

Existing Identities: The Laundry maintains several dozen cover identities to be used as necessary. These identities have solid credit histories and backgrounds in their cities of residence, with long-established homes, jobs with excellent

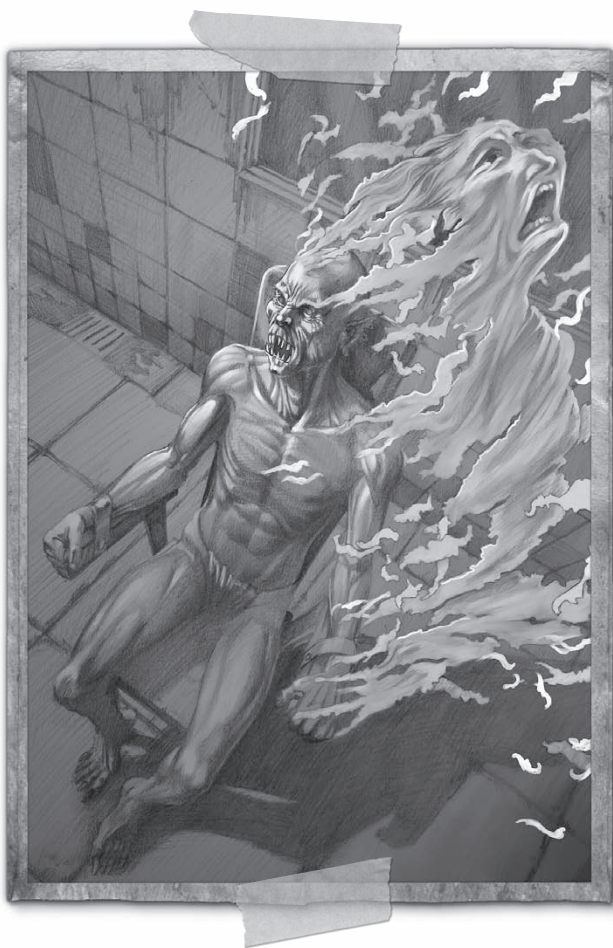
5. Department For Environment, Food & Rural Affairs

6. Payroll may keep denying you exist for weeks afterwards.

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credentials (there are several rare book dealers in the mix, along with conspiracy theory writers, film location scouts, photographers – all the sorts of people who might take an interest in the occult, and be out of town unexpectedly for long periods). When an officer needs a strong cover, he can take on one of these long-running identities and maintain it for the duration of his case.

Occult Cover: A simple glamour can paper over cracks in a hastily-constructed false identity. A more powerful glamour (Level Three) can even be used in place of a cover identity, as observers will fill in the blanks themselves. Relying on authority glammers can cause problems with multiple observers, as their individual perceptions of you may not correlate with each other.



In our line of work, a cover identity needs to be able to withstand occult investigation as well as mundane methods, and that isn't easy. Magic can peer into your mind and read the stains on your soul. You can fake the ritual burns of the chen tao, but you cannot fake the spiritual brand of the initiation rite – at least, not easily.

Basic occult cover methods first – if you're using the identity of a dead person,⁷ you should also use a GRAVEDUST system to establish a link between you. Otherwise, divination spells will show suspicious interference between your cover's horoscope and your actual one.

Glamours can be a liability when working undercover. The presence of a glamour is a giveaway that you are trying to conceal your true identity, and glammers can be detected by low-level scrying spells. If you must use a glamour, make sure you have a cover story to explain it (*'if you saw my true form, mortal, your mind would break and you would run into the night like a whipped cur'*).

Your personal possessions and your home pick up your psychic imprint, and this can be detected using sympathetic magic. Establishing this imprint takes time – or a properly configured entropic field and a spray can full of a bonding agent and your aerosolised blood. It's possible to make a suit of clothes or an apartment feel spiritually 'lived in' within five minutes.

The killer app of undercover occult investigation is destiny entanglement. With a sufficiently strong entanglement, an agent can masquerade as another individual in the eyes – or equivalent psychic organs – of extradimensional entities and magic. When infiltrating a target organisation known to employ significant occult countermeasures, the standard protocol is to entangle the infiltrator with a suitable member of the organisation (ideally, a friendly agent or a cult member who has already been captured, but it is possible to entangle a subject with an unwitting partner⁸).

Running Agents

The value of a well-placed agent is considerable. During the Second World War, Germany sent dozens of agents into England, but all of these were identified and a great many turned against their masters by means of the Double Cross system pioneered by J. C. Masterman. By the end of the war, MI5 *'actively ran and controlled the German espionage system'* in the United Kingdom. As a counterexample, we need look no further than the 'Cambridge Five,' who obtained positions of influence within British intelligence while reporting to the KGB.

This section discusses how to contact, assess, recruit, handle and eventually terminate an agent. It can also be applied to handling of informants.

7. A lot of cover identities are founded on dead infants; having a birth certificate that roughly matches your real ethnicity and date of birth opens up a lot of bureaucratic doors and makes establishing your *bona fides* much easier.

8. cf Project Q5208, *Mirror of Soul Stealing*.

In the past, the Laundry has recruited agents in

- Foreign governments
- Foreign intelligence agencies
- Foreign militaries
- Paramilitary and terrorist groups
- Cults and religious sects
- Corporations
- Research institutions

In rare cases, non-human agents have been recruited, but exonomes/BLUE HADES/WOOD LOUSE all present such unique challenges that the techniques here do not entirely apply. It's very hard to be discreet and covert when your contact has glowing green eyes and smells of sulphur.

Identifying agents

A good candidate for an agent is a resourceful, discreet and motivated individual with the ability to gain access to secret information, either through their trusted position (employee of a corporation, member of a cult), their existing contacts (arms dealer, occult historian) or their talents (thief and saboteur, sorcerer). The agent must be able to obtain the desired information without arousing suspicion. In many cases, the agent will volunteer their services, either by contacting the authorities⁹ or, if they are already in contact with a Laundry officer, by confiding in him.

The reasons for why someone would take the risk of betraying their associates and working with the Laundry as an agent are varied, and can be summarised as MICEGUT. This stands for Money, Ideology, Compromise, Ego, Geas, Unholiness and Terror. These are the seven classic handles by which a spy can be manipulated.

Money: The agent wants to be paid for their services. This is a time-honoured tradition; spying is the second oldest profession, of course, and bears a striking resemblance in this case to the first. A large portion of the Single Intelligence Vote (black budget) has always gone on paying bribes.

In the Laundry, extracting money from the accounting department to pay for agents is an order of magnitude more difficult than recruiting the agent in the first place. (That said, some potential agents can be recruited for comparatively trivial amounts of money. Cultists are often poor at managing their cash flow, and black candles aren't cheap.)

Agents who are motivated by money tend to demand more and more as time goes on; the handler must keep a tight

grip on the purse-strings and avoid paying too much too soon. However, not paying the agent is an open invitation for betrayal.

Ideology: The agent truly believes in a cause, and thinks that betraying his associates is the best way to serve that cause. Some agents consider themselves to be patriots, or are committed to a religious faith or belief system that is at odds with the target group. When dealing with an ideologically motivated agent, the handler must take care to appear to be in full agreement with the agent's beliefs, while also restraining the agent's enthusiasm – such agents are more likely to take risks. See **False Flag**, on page 10.

Compromise: The agent has been compromised in some fashion, and can be blackmailed by the handler. Ideally, the handler has proof, such as incriminating photographs or financial records, but it is possible to recruit an agent through deception, by hinting that the handler possesses damaging information.

Once an agent has been approached, he may already be considered compromised; the handler can threaten to secretly inform the agent's associates that he has betrayed them.

Ego: The agent is willing to risk his life out of a taste for excitement, fame, challenge or some other internal motivation. Some agents want the thrill of danger and tradecraft. Ego-driven agents are unreliable, so the handler should take steps to deepen the agent's commitment (through compromise, geas etc) before the agent changes his mind. Never let an ego-driven agent get bored. They're like hyperactive children; you have to keep them occupied.

Geas: The agent is geased to serve the Laundry. A simple compulsion geas may suffice, but usually it takes a specially crafted enchantment to alter the agent's behaviour without arousing suspicion. Obviously, cultists and other occult operatives have protections or counter-geases, or are routinely scanned for signs of magical subversion. Methods such as an Imp of the Perverse or the Maskelyne Ploy can temporarily hide the presence of a geas, but geased agents will almost certainly be uncovered eventually. (Unless the target organisation is totally clueless about sorcery, in which case break out the warrant cards and nuke their free will.)

Unholiness: Also known as *unheimlich*, this category of agents are motivated by fear of the supernatural. The manifestation of genuine entities from beyond or witnessing actual magic is deeply unsettling, especially for those who were previously wavering in their loyalty to the group.

9. Basically, a guy walks into the local police station or the British embassy and rants about how the gods are coming back and everyone is going to die. The police think he's a nutter and stick him in a cell to dry out, and a nice chap from the Laundry pops down with a cup of valium-doped tea and a warrant card. Happens more often than you'd think.

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The aftermath of a cult ceremony or summoning is an excellent opportunity to pick up wayward or inexperienced cult members and recruit them as spies. To make a convincing *unheimlich* recruitment ploy, the handler must present himself as willing to believe the prospective agent's story, but also reassuringly confident and capable of dealing with such occult horrors. Gibber, weep and go fetal on your own time.

Terror: This category refers to agents who have seen the potential result of their activities and have had a 'road to Yuggoth' conversion. It happens only rarely, but a formerly committed cultist may have a moment of clarity and realise that the Great Old Ones have no love for their followers, and that there is no 'winning side' in an apocalypse. Terror-driven agents must be recruited and secured quickly, before they start thinking irrationally again.

Recruitment

Once a potential agent has been identified, the process of recruitment can begin. The handler must gather as much information as possible about the spy, to ensure he is not a double agent or the bait in a trap. If the agent did not volunteer for the role, then he must be prepared for his intended purpose. The handler might plant the suggestion of acting against the agent's associates, then wait for the agent to seize upon the thought and volunteer.

Honeytrap: A honeytrap is a means for obtaining blackmail material on an agent. Traditionally, this involves using an attractive member of the appropriate gender to lure the prospective agent into a compromising position. Obviously, it works better on some targets than others.¹⁰ Glamours help with this, as the Laundry budget rarely stretches to high-class hookers who are willing to bed goat-smelling cultists.

False Flag: A false flag recruitment is aimed at agents motivated by ideology, and involves the handler pretending to represent another group instead of his actual allegiance. For example, during the Cold War, KGB officers recruited spies in the United States by claiming to be CIA officers who needed to spy on potential Communist infiltrators. Their recruits were convinced they were patriotically helping America, when in fact they were providing information to the enemy. The Laundry has utilised similar methods in the past (Yellow Sign brotherhood/Operation PALLID MASK). Occult false flag ops are best conducted using summoned exnomes; just call up something scary to impress the mark.

Training: If the agent lacks the necessary skills and tradecraft to carry out his operation (such as lockpicking, photography, computer cracking, scrying, countermagic),

the handler must provide training. Usually, this is done at a temporary training camp where the agent is kept from learning too much about the workings of the handler's organisation. Where necessary, the Laundry carries out agent training at the Village.

Contacting Agents

Communication between agent and handler must be kept secret, especially after recruitment. The agent should meet the handler only on rare occasions, and only when necessary. Such meetings must never take place in the same location twice, and the agent should be informed of the time and location of the meeting at the last possible moment (the usual solution is to inform the agent of the location using a cut-out).

The primary method of communication between agent and handler is **Covert Messages** (see page 11). The handler should use intermediaries whenever possible, and these intermediaries should have no knowledge of either the handler or the agent. Compartmentalisation of information is key. Telephones should be avoided, as they can be intercepted. Letters or emails should be enciphered or encrypted (see **Stenography**, page 13). The agent should be provided with some method of secretly informing the handler that he is writing under duress, such an innocuous word that can be included as a warning.

Missions

Agents inevitably have a high degree of autonomy, and the handler must accept that whatever task he assigns to his agent will be accomplished in the agent's own fashion. At best, the handler can advise and assist. A good agent may be able to acquire specific information (*'we need you to photograph the cult's grimoire'*), but often agents just take whatever opportunities arise to acquire information.

Occult sabotage missions can be especially fruitful. Most organisations attempting invocations, summonings and other arcana have no real understanding of the Dee-Turing theorem. Their magic is based on the brute-force application of poorly comprehended principles. When one of their rituals fails, they have no debugging protocol, and hence it is simple for a well-placed agent to sabotage the ritual without being caught. A powerful invocation can be cut short just by connecting the summoning grid to earth before the Dho-Nha curve is drawn. Introducing a tiny impurity into the Birthing Wine of Celeano can prevent the Messengers from Afar from manifesting.

10. Don't sleep with the fishes.

Handling Agents

Spying is a stressful and harrowing task for anyone, and many of the people the Laundry is obliged to employ are not especially stable even before they become agents. A good handler must be aware of his agent's emotional state, so he can judge when to threaten and when to reassure, when to ask for more and when to let the agent rest for a time. He must also ensure that the agent never gets the upper hand in the relationship – as soon as the agent starts dictating terms to the handler, the relationship is unlikely to be salvaged.

When dealing with an agent, the handler should keep the agent from learning anything about the true workings of the Laundry. The more the agent knows, the greater the risk should the agent be captured or turned. Be prepared to completely abandon your cover as a handler if the agent is turned – the whole cover identity should be ready for roll-up at a moment's notice. At the same time, agents are more likely to trust their handler if they believe the handler is also at risk, so a good handler 'accidentally' lets slip personal details, becomes the agent's confidante, and may even introduce the agent to his family (other Laundry operatives using temporary cover identities).

The handler must also review the information that the agent provides, and examine it carefully for inconsistencies and fabrications. Ideally, this information is crosschecked against intelligence gathered from other sources that the agent is unaware of, so the veracity of the agent's information can be confirmed. Never let an agent know whether or not the Laundry has other ways of getting the information he provides. If possible, put the agent under a truth geas during debriefings.

Terminating Agents

Eventually, every agent outlives their usefulness. At this point, the handler must resolve the agent's status. If the agent knows nothing useful about the Laundry, and is no longer at risk of being turned or captured by his former associates, then the agent can be realised back into civilian life (after signing Section III, of course, and being suitably geased and brainwiped to ensure operational security.)

If the agent knows too much about the Laundry, then more powerful geases can be employed. In some cases, the agent may even be recruited into the organisation where we can keep an eye on him.¹¹ If this is not an option, the agent's file should be sent to the Accounts department to be closed out.

11. Specifically, a disembodied human eye that seems to turn up everywhere he goes. Sometimes, it's stuck to the ceiling. Sometimes, it's peering out from under a pile of leaves, or on the far side of a crack in the wall. Sometimes, it's staring out at him from his daughter's eyesocket... but it's always the same eye, and it's always watching him.

Double Agents

Double agents are agents who are working for both sides simultaneously. The agent may claim to be really working for the Laundry against the opposition, but the agent invariably has some amount of loyalty or commitment to the other side too. Double agents require especially delicate handling, as they are in a unique position either to do damage or to provide results.

When dealing with a double agent, assume that everything you do and say to him will be relayed faithfully to the enemy. Anything you reveal to him is likely to fall into enemy hands. With that caveat in mind, can the agent still be useful?

Often, the best use of a double agent is to feed disinformation back to the opposition. A carefully orchestrated campaign of misinformation and half-truths can manipulate an enemy organisation. If a double agent passes on the secret location of a necromancer's crypt that is of great interest to the enemy, the Laundry can arrange for that crypt to be wired with SCORPION STARE. More subtly, a hostile organisation can be directed down fruitless or hazardous paths of occult research.

If an agent is suspected of passing secrets to the opposition, the handler should begin feeding him what is termed a 'barium meal.' A barium meal is a packet of information whose dissemination can be traced. For example, a suspected double agent might be informed that the Laundry is tapping a cult's cellphones. If the cult suddenly stops using their cellphones, this is strong evidence that the agent has been turned.

Covert Messages

Stolen secrets are worthless unless they can be conveyed without detection. There are a variety of ways to secretly communicate with another agent without being noticed by observers. A good spy never assumes that he is safe from prying eyes; at any time, there could be agents of the opposition shadowing him. Communication methods must be covert, and they must also protect the recipient from detection. If an agent is observed sending a message, that compromises the agent, but if that message can be followed to its destination, that can compromise the whole Laundry.

Ideally, when passing a message, the sender should not know the identity of the receiver, the receiver should not know that of the sender, and any intermediaries should be equally ignorant. This can be accomplished through the use of cut-outs.

Cut-Out

A cut-out is a method of sending messages that can be trusted by both sender and receiver. A cut-out might be an unremarkable office where the receptionist takes messages for 'Mr. Smith,' a particular teller in a bank, a bicycle courier or a pizza delivery boy – anything that the agent can access without arousing suspicion can function as a cut-out.

In the past, the Laundry has bought out several local dry cleaners and uses them as cut-outs. Dry cleaners are ideal for this – you have a stream of people going in and out, contact with the staff is kept to a minimum, and a freshly cleaned suit can have its pockets stuffed with secret messages.

Another form of cut-out is the 'dead drop' or hidden post-box. This is a cache for written messages and small objects. The agent puts the message in the dead drop and walks away. At some point, another agent collects the message without the two ever having to meet. Dead drops are located in public places, but need to be hidden from casual observers. A dead drop might be a hollow statue, a post office box, or behind a loose brick in an alley wall. Another dead drop variant uses a small magnet clamped to the underside of a park bench; the agent can casually slip a small metal container, such as a box of mints, under the bench where it adheres to the magnet, out of sight but is easily retrievable.

Brush Contact

A brush contact or brush pass is used when a message must be passed both quickly and covertly. It is riskier than using a cut-out, as the messenger must be able to identify the recipient. The messenger approaches the recipient in a crowd or other public place, and hands over the message swiftly and surreptitiously. The classic brush pass involves both parties carrying identical suitcases. The messenger 'accidentally' bumps into the recipient, both briefcases fall to the ground, and in the moment of faked confusion, the two suitcases are exchanged. A simpler brush pass just has the messenger slip a folded piece of paper into the recipient's pocket, or whisper a message into his ear.

One key use of a brush contact is to pass a ward to an undercover agent (usually just before a dangerous thaumic discharge.)

Brush contacts are often used to direct the recipient to a nearby dead drop or a meeting.

The key to a successful brush pass is speed and secrecy. The contact must look trivial and accidental to external

observers. Ideally, a brush pass should be combined with a momentary distraction, such as a loud public argument or car crash, that draws the attention of any observers away from the recipient.

Signalling

Covert signalling involves sending messages that blend into their surroundings unless you know what to look for. The colour of the sheets hanging from a washing line, for example, might signify different alert conditions. White sheets indicate that all is well, blue sheets that a cult leader is in town, green sheets that a cult ceremony takes place tonight, and red sheets that the agent is under suspicion and requires extraction.¹²

Most signals need to be agreed upon beforehand, as part of mission preparation or an agent's training regimen. A spy can improvise a signal in the field if he knows his fellow players well enough to come up with a signal that friendlies will spot and decode, but enemies will ignore. For example, Agent WINDOW was undercover in a Manchester-based cult when his cover was blown. The cultists put him under house arrest and planned to sacrifice him as punishment for betraying them. His telephone and ward were taken from him, leaving Agent WINDOW with no direct method of calling for assistance. He was allowed access to a television, and used his Laundry credit card to rent a series of pay-per-view movies. These purchases were noticed by accounting, who contacted WINDOW's handler to complain. This tipped the handler off and WINDOW was rescued.

Occult signalling is a useful adjunct to conventional methods. If the agent has access to sorcery in some form, he can create effects that are visible only to scryers. A Level One incantation lets an agent brand objects or individuals with invisible runes, or conjure a thaumic burst perceptible to anyone with the skills to see it.

Even if the agent lacks the ability to generate magical effects, he can still leave emotional patinas on objects through concentration and strong emotions. Strong associations can be detected with scrying magic, and an extremely out-of-place emotional trace can alert observers (*'why is this bus ticket dripping with terror?'*).

Letters

Yes, people still communicate by snail-mail. Letters can be intercepted and opened, so they should be coupled with stenography if the agent needs to communicate secretly.

12. The use of brown sheets is left as an exercise for the reader.

Physical writing has an occult power; signing a letter carries a lot more oomph than appending a .sig to your email,¹³ which is why we still use letters of binding and release and sign contracts.

Telephones

Mobile telecommunications have changed the landscape of espionage and tradecraft. It's a lot simpler to send a text message saying *'am about to be fed to shoggoth'* than it is to fiddle around with dead drops and carefully arranged bunches of flowers in the window. Phone tapping and surveillance techniques are discussed on page 16, but remember that the opposition may be able to use these tricks on you. Laundry-issued phones are encrypted, but officers should also carry a pay-as-you-go disposable phone for use in situations when a work phone would be suspicious.

Undercover agents should have their phones tapped as part of standard surveillance; they should also be instructed to have a backup phone in a secure hiding place in case they need to communicate secretly. Agents should clear their recently called list and sent messages regularly, in case the phone is searched by enemy security.

Obviously, never give your work number to anyone outside the Laundry. All calls from outside must be routed through the Switchboard.

Calling Cards

Laundry business cards are blank white pieces of cardboard that tingle slightly to the touch. If an individual with a warrant card handles the card, they can see a faint image of the person who issued the card. If a business card is held next to a telephone and concentrated on, the holder of the card can call the Switchboard, but they have memory of the number they just automatically typed. The Switchboard can route the call to the person who issued the card.

Computers

Email, instant messaging and other computer-based communication can be an excellent way to stay in touch with an agent, as long as it is used sparingly. Obviously,

the handler should set up a false email address or use a cut-out (sending emails to an undercover agent from your work email address is a rookie mistake). Agents must be encouraged not to overuse electronic communication, which can be hard. An undercover agent is in a dangerous and lonely position, and the temptation to confide in a handler excessively can be overwhelming. If the undercover agent's computer is searched, any suspicious messages will be discovered.

If possible, the agent's computer should be equipped with a concealed secondary operating system. This second OS is installed on a hidden partition in the computer's hard drive, and its data appears to be random noise if examined. Using a hidden OS is especially vital if the agent needs to install specialised software, such as cryptography or occult applications.

Stenography

Stenography is the science of 'hidden writing,' which means codes and ciphers. Briefly, a cipher is a method of encrypting data so it cannot be read unless you've got the key to decipher it, or you've got the processing power to break the cipher. Modern cipher algorithms are massively computation-intensive, so you can't reasonably do them by hand (with the exception of one-time pads). Fortunately for the Laundry, one of the side benefits of getting to play with the Dec-Turing theorem is that we can torpedo virtually every cryptosystem below the waterline. The mundane portion of the theorem, before you get to computationally generating Dho-Nha curves, converts NP-complete problems into P-complete problems; this means that an encryption that should take millions of years to crack can be solved in a lazy afternoon. We can't break every encryption, but anything your average cult or third-world country can muster is easy prey.

Of course, if the enemy is aware of the Turing theorem (as opposed to using old-school, brute-force, virgin-on-the-altar-and-my-brains-leaking-out-my-nose magic), then they too can crack most forms of encryption, so agents should be trained in using the few secure methods left to us, like one-time pads and codes.

One-Time pads

A one-time pad consists of a string of random numbers. To send a message, you just add the number to the numeric equivalent of the first letter of the message (A=1, B=2 etc) using modular addition, so the resulting value is between 1 and 26.

13. As per HR Directive 643.10, employees are requested to keep their signatures below three lines, and not to include any glyphs, incantations, soul traps, glimmers or unapproved text.

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You then translate that back into a letter. You keep going for your entire message, using each number from the pad once in sequence. The resulting cyphertext is perfectly secure, as it gives no information about the original message to the attacker.

There are several downsides that make one-time pads impractical for long messages. The first problem is that your pad has to be at least as long as the message you want to send – if you plan on encrypting a 12-gigabyte text file, you need 12 gigabytes of perfectly random data as the key.

Secondly, both sender and receiver need access to that key. The usual approach is to send the agent into the field with a small booklet of tear-off sheets, each of which contains a key string. These sheets are burned after use. The receiver has a matching booklet. For longer texts, USB sticks with longer key strings can be used.

Thirdly, if the key string is known to the enemy, deciphering the message is trivial.

The Laundry continues to favour the use of one-time pads (and not just because there are still thousands of the buggers in a warehouse, dating back to the SOE years), and has experimented with alternative methods of key-text delivery, such as radio broadcast via numbers station, temporary possession, post-hypnotic suggestion and entangling the agent's psyche with a single copy of the one-time pad.

Codes

A code system is a set of signals that are known to both parties in a communication. The elements of the code system are meaningless in themselves, but if both sides know that *'purple monkey dishwasher'* means *'these bastards just opened a Class IV gate to somewhere terrible – call the bloody SAS'* the message can be sent in the clear without worrying about interception.

Microdots

Another traditional spy method largely eclipsed by modern telecommunications, but still occasionally handy. A microdot is a photograph the size of a period mark. Examined under a microscope, each microdot contains pages of text or images. Microdots are prepared using a special camera. Traditionally, you stick them into letters, but they can be concealed anywhere. Microdot cameras can be obtained from Q Division; their use is recommended when copying occult tomes. There's some writing that should be kept away from any computation device, even a scanner or a Mark I Human Brain.

Electronic Stenography

Electronic stenography conceals data within seemingly innocent files, usually image files. You can stick a lot of text into the code of a .jpg without significantly affecting the picture. A specialised application is needed to encrypt or recover the data, but the resulting cyphertext – the image – does not arouse suspicion.

Using this method on magical incantations can have unexpected side effects. Thaumic energy can leak and cause bit rot, warping the image in disturbing and dangerous ways.

Occult Stenography

An entropic manipulation Somebody Else's Problem effect can convince casual observers to ignore a message, but the presence of an active thaum field can trigger opposition security. Sympathetic magic allows the use of arcane encryption keys, such as soul-based or blood-based encryption.

One of the earliest books on stenography, *Stenographia* by Johannes Trithemius, used occult language to disguise the true nature of his treatise on cryptography. The names of the angels were used as encryption keys. The suppressed fourth book, however, contains genuine summoning formulae that are still valid; the summoned entity encrypts the message, and can be invoked on the far side to decrypt it again. All the recipient needs is the ciphertext and the symbolic name of the entity to invoke.

A modern stenographic method combines conventional encryption with a reverse invocations of Trithemius' angels of the message. This means that whenever an attacker tries to break the encryption using conventional techniques without first placating the angel, the spirit will introduce errors into the decryption process and ruin the decryption.

Fieldcraft

Fieldcraft is a collection of techniques used by spies and thieves, covering evasion, tactical awareness and surveillance in the field. While all Laundry employees are given a brief course in fieldcraft as part of introductory training, field officers should hone their evasion and observation skills to a higher level. Poor fieldcraft has been the death of many spies.

Fieldcraft Rules

Spy-vs-spy duels should be handled through opposed Hide and Spot rolls. Depending on the circumstances, skills like Disguise, Stealth, Knowledge (Streetwise) or even Climb or Fast Talk can also come into play. Characters may use their Knowledge (Espionage) skill as a complementary skill when using fieldcraft, adding 1/5th of the skill's total as a bonus to their rolls.

Tailing

Tailing is the art of following someone without being spotted. The tail should keep the target in sight as much as possible, by taking up a position a few metres behind him and staying in his blind spot whenever possible. The tail should vary his gait and position; crossing from one side of the road to the other, stopping to window shop, pretending to talk on the phone and so on, especially if there is little other foot traffic to provide cover. If the target spots (or 'makes') the tail, the tail should try to allay suspicion (say, by walking past the target, or entering a nearby building), evade the target, then change his appearance and re-establish pursuit.

Floating Box: A floating box is a more effective method of tailing a target, but requires several tails. The 'floating box' is drawn around the target by the tails; members move to keep the subject in the box at all times. One or two members keep the target in view, while other members move ahead of or parallel to the target. The member with the best view of the target is said to 'have the eyeball,' and if visual contact with the target is lost, he has 'lost the eyeball'. If the target changes direction, the member he moves towards takes up surveillance. Members swap positions within the box regularly, never staying in one position long enough to arouse the target's suspicion.

Ideally, the members of a floating box are linked by radio or telephone so they can co-ordinate their surveillance.

For example, three agents (A, B and C) are following a target Z. At the start of the tail, A has the eyeball and is directly behind Z. B follows on a parallel street, while C walks ahead of Z. After a few minutes, A hands the eyeball off to C; C pretends to examine a restaurant menu while Z passes him, at which point he takes up position behind Z. Meanwhile, B comes down a connecting street and takes up C's old position at the front of the box, while A goes to the parallel street out of sight of Z. By rotating who has the eyeball, the agents ensure that Z never registers that any one person is acting suspiciously.

On Foot

When following a target on foot, the agent should adapt his movements to the environment. On a crowded street, it is safer to stay close to the target; the crowd helps conceal the agent, but also increases the likelihood of losing the eyeball. In less busy places, the agent should hang back and avoid being seen if possible. If the target moves to a very open area where a tail would be obvious, the best solution is to keep the target in sight using binoculars, and get a second tail to pick up the eyeball when the target leaves the open area.

By Car

Following a target in a vehicle uses the same principles as tailing on foot, but requires an intimate knowledge of local streets and traffic patterns so the tails can predict where the target can go, and move assets into position to pick up the eyeball.

Occult Tailing

A simple contagion link between the target and a suitable instrument (compass or pendulum for traditionalists, but you can use a GPS) allows a target to be tracked. A contagion link needs something of the target as a link, but this can be something as trivial as a scrap of fabric from the target's jacket (obtainable with a brush contact and a pocket knife). A low-intensity contagion link does not last long, and can be disrupted by external factors. Any high-energy or high-entropy source can disrupt the trace, so if the target crosses running water or goes close to a power line, the link may break. Stronger contagion items, such as an important personal item or a tissue sample, provide more resilient links.

Entropic manipulation spells can fuzz probability, making it more likely that the target takes certain routes, as can a targeted glamour to make the target mistake one place for another. Entropic occlusion (invisibility spells) and glammers can substitute for mundane tradecraft by making tails invisible.

Avoiding Tails

The best way to avoid being tailed is to avoid being picked up in the first place. If an agent suspects the enemy knows she is at home, then they probably have a tail waiting outside the front door. A good spy will leave by the window instead, dodging the tail. Agents should vary their routes as much as possible. Similarly, an agent should change his appearance at times. If the enemy are looking for a tall man in a business suit, the agent should slouch, stoop his shoulders and put on a grubby hoodie with the hood pulled up.

Spotting a Tail

Cultivate a good memory for faces, and look for recurring faces in the crowd. Change your pace and course randomly, and consider cutting across open ground or through crowds if you suspect you are being followed. Avoid looking directly at any suspected pursuers; shop windows, rear view mirrors and other reflective surfaces can be used to discreetly observe a suspected tail. Mobile phones with cameras can also be used to scan a crowd without turning around.

If you spot someone following you, do not panic and do not immediately employ more extreme evasive tactics – if the tail realises they have been made, they may hand off surveillance to another agent who you have not identified. Stick with the tail until you have a better appraisal of the situation. If you do decide to evade the tail, wait until a good opportunity presents itself – it is better to be patient and let the tail observe you until you can make a clean escape.

Evasion

Evasion is predicated on either breaking line of sight or preventing the tail from pursuing.

Line of sight can be temporarily broken by moving behind obstacles, ducking into a building, entering a crowded area or taking advantage of environmental factors such as weather. Once line of sight is broken, the agent should leave the area as quickly as possible using an unpredictable and hard to follow route (fire escapes, alleyways, service doors, cutting through buildings and so on).

The agent should also change his appearance – even a simple alternation can greatly decrease the opponent's chances of reacquiring the agent.

- If you are carrying a distinctive object, such as a backpack or briefcase, get rid of it or hide it. Such objects are easy to spot.
- Change your torso clothing, as this is the largest surface area on the body and hence the easiest to recognise from a distance. If you are wearing a jacket, remove it; if you are not wearing a jacket, acquire one. Your new appearance should, if possible, blend into your current surroundings. Ironically, high-visibility jackets worn by workmen can be excellent camouflage, as they are ubiquitous in many cities.
- Change your gait, posture and body language.
- Change your appearance; glasses, facial hair, hairstyle and colour can all be altered quickly.

In urban areas, take advantage of the environment. Most buildings have multiple exits, so enter via one door and exit through another (if possible, an unexpected one like a cellar door). Use transport and traffic to your advantage – for example, in London, it is possible to shake a tail by making rapid changes from one underground line to another and getting off at random stations.

Occult Evasion

Occult evasive techniques build on conventional methods. Obviously, against enemies without divination, the use of entropic manipulation spells to render the agent invisible and inaudible can make evasion much easier.

Sources of thaumic energy can interfere with divination, making occult surveillance less effective. Take routes that pass through graveyards, along ley lines, past emotionally resonant symbols or structures. Flowing water can disrupt thaumic traces; still water preserves or reflects them, and hence can be used as a decoy. Conduct a low-level exorcism of yourself to wash away any tracer spells or contagions.

Surveillance

Surveillance is usually conducted using electronic means (see **Electronic Surveillance**, below), but when budgets are tight or the situation is fluid, there's no alternative to sitting in a car for thirty-six hours straight, living off junk food and watching some Cthulhu cult bake sale or college dormitory. A good surveillance position has a wide, elevated field of view and allows observers to come and go without being seen by the target.

For short-term surveillance of a few hours, disguises like telephone repair technicians work well. A van can conceal electronic surveillance equipment, telephone poles offer an elevated vantage point, and officers may even be able to effect entry to the target's home by claiming to be 'checking the phone connections.'

For longer-term surveillance, consult with local police authorities or SCD-10 of the Met; the police can request the use of a private room in a suitably positioned house for conducting surveillance.

Photograph anyone entering or leaving the target area, as well as any vehicles used. Thermal cameras can pick up movement inside a building, but are easily blocked by a heat source in the walls. Parabolic and laser microphones should also be employed during surveillance operations.

Track the waste, especially papers; dumpster diving and trash sorting can turn up pearls of useful intelligence.

Countersurveillance

If in a residence or office that you suspect may be under enemy surveillance, follow these precautions: keep blinds or curtains drawn whenever possible. Track whatever vehicles are regularly parked in the vicinity – new vehicles that are parked for a long period of time may be in use as watchposts. Look for food waste, empty coffee cups and so forth around suspect vehicles – if you are under surveillance, the enemy probably has agents watching you through the night, and even cultists get hungry at four AM.

Electronic Surveillance

Electronic surveillance and bugging can yield vast amounts of data, although only a fraction of this data is useful.¹⁴ Modern bugs and other surveillance devices are so small as to be virtually undetectable without a thorough search, and are more powerful and accurate than ever before. Nonetheless, they are not infallible and proper procedures must be observed if the bugs are to be used correctly.

Installation

Getting a bug into place is often the most challenging part of a surveillance mission. Most bugs have only a short range, so they must be placed within the target structure or on the target individual, which means having access to that target for several minutes.

- Agents may be able to gain access to the target in disguise, by claiming to be workmen carrying out necessary structural repairs, plumbing and so forth. If the target is a private residence, then the agents will need a stronger excuse to gain entry (a gas leak is a classic cover, and it is easy enough to engineer a sewer blockage or power cut as justification for carrying out repairs in or near the target.)
- Bugs can be planted in trojan horses of some sort. A bug could be planted in a suitcase, and then swapped for the target's real suitcase during an airport security check or using a brush contact. Get creative – if the targets order pizza regularly, but only put out the trash once a week, then a bug in a pizza box could gather up to six days worth of information.
- Not all bugs require physical access. If the targets are within the United Kingdom, or friendly authorities

are willing to co-operate, phone and data lines can be tapped via the telecommunications companies.

- If all else fails, the last recourse is a risky black bag job – break in at night, plant the bug and get out.

There are three major concerns when planting a bug – concealment, coverage and retrieval.

Concealment: A bug has to be hidden and secure. Ideally, it should be placed out of easy reach, so it is not found by chance, and drilled into a wall or other object so it cannot be seen. Make sure that any debris from installing the bug is removed; it's a shame to spend an hour drilling a hole in the ceiling to thread a snake-cam into the terrorist's secret base, only for a few flecks of paint and plaster dust to give the whole game away. Bugs give off electromagnetic signals, so they should be placed close to other sources of EM interference to disguise their presence. Hiding bugs near power cables, electrical appliances, light fittings and so forth can help shield them from a security sweep. Obviously, placing a bug too close to interference is counter-productive.

Coverage: A bug needs to be placed to maximise the amount of information it gathers. Consider the room layout when planting the bug – are the targets more likely to congregate around the table in the dining room, or on the couch?¹⁵

Retrieval: Some bugs broadcast the information they pick up, so retrieving their data is simple (but these bugs need an aerial and are much easier to detect). Other bugs save up their data, and transmit it once every few hours or days or when their onboard memory is full. Again, these bugs need an aerial, but are only easy to detect when squawking, and the burst transmission conserves battery life. These days, bugs that piggyback on local wifi and 3g networks to transmit their data are often the best solution.

Occult Surveillance

The primary methods of occult surveillance are:

- Scrying, using a link to an object or individual. The scryer can see the area immediately around the target object. For this, a sympathetic link is needed, but the actual scrying spell is quite simple. Scrying can be defeated by exorcising the target object, thus breaking the link, or by putting anti-scrying wards around the target.

14. And that is why God gave us junior officers, who get to listen to 400 hours of Subject #3 screaming about how the Freemasons put tiny men under his skin.

15. If it's a geek cult, then put the camera above the comfy seat, so you can shoulder-surf their passwords. If it's a cell of terrorists, then put the listening device near the largest concentration of cigarettes – people talk while they smoke.

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- Remote viewing, by projection. Remote viewing is notoriously finicky and unreliable; apply to the Laundry's Predictive Branch for advice on the field use of remote viewing.¹⁶
- Variations on the Rune of Al-Harijoun, allowing the perceptions of an observer to be viewed remotely. Traditionally, the rune was inscribed on animals, making them familiars, but the rune can be inscribed on any lens, including that of a camera.

Security

Basic security procedures for any building or residence not already secured by Security Management:

- A defensive ward is to be established around the perimeter as quickly as possible.
- Never let anyone into the building without checking their credentials. Observe visitors at all times, and never leave them alone.¹⁷
- Regularly scan for listening devices.
- Regularly exorcise or scramble the thaumic fields, if possible.
- Kill any mice or other pests; they could be familiars.

In Conclusion

Despite advances in SIGINT and OCCINT, success still requires HUMINT, and safe handling of HUMINT assets calls for the skills developed during the last century of espionage. All officers should be aware of the techniques of tradecraft, and be prepared to exercise them when necessary.

Ninety-nine times out of a hundred, these precautions will prove utterly pointless, and you will feel like a silly bugger hiding in the bushes when the suspected tail turns out to be Mrs. Frobisher out walking her dog. One day, though, it will be a thing wearing Mrs. Frobisher's skin,¹⁸ and tradecraft will save your life.



16. The response will probably be 'hazy – try again later.'

17. Not even in the loo.

18. Or her dog's skin. There's a direct correlation between brain complexity and the magnitude of the entity that can possess it – if you try to stick a Level Four entity into a dog, you'll be wiping fur off the ceiling for weeks. At the lower magnitudes, though, you can have something with a roughly human level of cognition in a much smaller body... Brown Jenkins wasn't just a big rat.



Bell, Book and Candle

...and machine gun, and tank, and hidden safehouse. The right tool for the job.

Q Division are always creating new devices and adapting captured devices for their own use. In addition, other agencies and corporations that work with the occult, either legally or not, also regularly create their own new technologies. The Laundry may issue some of the following devices to operatives, others may be created by various rival organisations, and a few are known only in rumours (and your superiors will be exceptionally pleased with you if you manage to retrieve a working example that the R&D department can examine). However, they aren't going to be sufficiently pleased that they'll let you keep an experimental, one-of-a-kind device, so use it while you've got it; after you turn it in, you're likely to never see it again.

Not every piece of specialised gear your agents are issued will be inscribed with silver intaglio banishment glyphs or feature hidden Bluetooth capability. Some amount of what the Laundry does falls into the realm of conventional spycraft, and conventional spycraft frequently requires tools that fall specifically outside of the realm of specialised, exotic or even high-tech gear coveted by most Laundry agents. This section covers a variety of equipment used in espionage of the non-supernatural sort, adding to the conventional spy gear presented on pages 99-102 of the core rulebook.

Normal vs. Experimental Technologies

Although every unusual device issued by the Laundry, including both occult gadgets and high tech devices, are specially built items that are not available to the public, the vast majority are well tested devices that are known to be safe and reliable, if likely also expensive and difficult to produce. However, new technologies don't just spring forth from the lab fully functional and ready to use. Once the techs have completed basic testing procedures, the next step in finalising a device is testing it under actual field conditions. This means experienced operatives are occasionally issued experimental devices. On the positive side, this means that these operatives get access to tech that their opponents not only don't have, but likely haven't even heard of. On the downside, not all field tests are successful. Sometimes devices can fail utterly at just the wrong moment, and on rare occasions they can have unforeseen and typically unfortunate side effects. Q Division is required to let operatives know if a device they've been issued is experimental, but they can't tell the operative when or how it might go wrong - if they could, it wouldn't need to be tested. Operatives are expected to make a full report on any experimental device that they were issued. They are also expected to return it, even if it breaks. Operatives who are about to be captured while carrying an experimental device should hide or destroy it. Allowing an experimental device to be captured by an enemy organisation is often cause for a formal review of the operative's record.

The techs in Q Division aren't the only people testing experimental devices. Various other occult organisations, both friendly and hostile, often also do the same thing, including devices that the Laundry either has only heard rumours about, or which are entirely new to the Laundry. Operatives are expected to deliver comprehensive reports about any previously unknown devices that they encounter. Photographs of the device, and other hard evidence, including the bodies of anyone killed by the device, are also considered important, if they can be obtained without jeopardising the operative's mission. Obtaining the device itself is going above and beyond the call of duty, and is always worth at least a commendation. It's also important to note that even if an operative has heard of a particular experimental device, they are not authorised to request it. Experimental devices are issued according to the needs of Q Division and the directives of the Predictive Branch.

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An operative with friends in Q Division can always suggest that they be the one to test a particular device - sometimes this tactic even works - however, during testing a single operative will never be issued a device for more than one mission. Seeing how a device works for different operatives is part of the testing procedure.

Rules for Experimental Devices

Experimental devices have all been tested under normal conditions, and under normal conditions they work perfectly well. However, if the device is dropped, struck hard, or exposed to high levels of heat, electricity, or radiation, it may malfunction. In addition, exposure to Level Three or higher hauntings, trips through magical gates, or close proximity to the summoning of a Level Three or higher entity can also negatively affect both occult and ordinary experimental devices. If any of these unfortunate incidents occur, the device may malfunction. In such situations, the player rolls 1D10. If the roll is 4 or higher, the device functions normally. If the roll is a 2 or 3, then the device fails to operate, but may work the next time it is used; every time the device is used again until its next service, the operative must make the same roll. If a 1 is rolled, then the device does something unexpected, fails, and will not work again until it has been serviced. These unexpected results can range from the device exploding or catching fire, to it working too well, like a weapon designed to incapacitate a target accidentally killing or severely injuring him instead.

Experimental Devices Operating Under Unusual Circumstances

Roll	Result
1	The device produces an unexpected and problematic result and then breaks.
2-3	The device fails to operate, but may work if used again - roll again each time it is used.
4-10	The device functions normally.
10	The device functions, but there's an unexpected side effect or problem.

Automatic Lock Pick

Availability: Average

A small handheld mechanical device used to automatically open a conventional lock. Quality of automatic lock picks range from rubbish to professional locksmith quality, though fortunately the Q Division has only purchased the best. Using an automatic lock pick makes any attempt at opening a conventional lock using the Fine Manipulation skill *Easy*.

Display Glasses

Availability: Average

This little piece of geek heaven has recently completed testing and is being considered for widespread adoption by

the Laundry. Display glasses consist of a pair of glasses with a miniature web cam installed in the centre, tiny projectors next to each lens and microphones and speakers on the temple pieces. Anything that can appear on a computer monitor can be displayed on these glasses in a format that only the wearer can read. These glasses can be made for any prescription and function as sunglasses. Display glasses allow operatives to use augmented reality and to view data in an exceptionally discreet fashion. To use them, the operative pairs the glasses with a recent smartphone using the built-in Bluetooth connection. Display glasses work wonderfully with the latest model of the Necronomiphone (*Laundry RPG*, p. 96) and similar devices.

To fully use this item, the phone is also given access to special government servers to allow the user to navigate the web and use their phone solely by means of whispered voice commands, supplemented by a combination of camera and projected images that allows the user to turn any surface into

a virtual keyboard. The user need only discreetly touch the virtual keys that they see on the wall or the sleeve of their jacket. This device allows remote technical staff to discreetly feed real-time data to operatives. Also, operatives can swiftly and accurately draw magical diagrams by simply tracing over the lines that the glasses project in front of their eyes. The only downside is that all display glasses have somewhat thick plastic rims and operatives who are surfing the web on their glasses may miss events occurring around them.



Display Contacts (Experimental)

Availability: Not Available for Request

The major limitation of display glasses is that someone nearby could still potentially hear the wearer whispering commands, or catch a glimpse of the images being displayed on their glasses. Also, glasses with thick plastic rims are perfectly reasonable geek wear, but are not appropriate for all cover identities or all situations. To solve these problems, the Laundry has developed an experimental unit consisting of long wear contact lenses fitted with miniature video displays. They are used with an adhesive microphone designed to pick up subvocalisations, affixed to the user's throat and covered in flesh-coloured plastic, a miniature webcam on a ring or pendant, and miniature speakers that can be fitted to earrings or simply stuck behind the user's ears. When properly applied, these devices function identically to a pair of display glasses as long as they are within 20 metres of the user's smartphone.

In addition, the subvocal microphone allows the user to communicate or control their phone without making even the slightest whisper or moving their lips at all. It's not possible to talk and subvocalise at the same time, but anytime the user isn't speaking, they can subvocalise commands or talk to someone on the phone with no chance that they can be overheard.

Unfortunately, these devices remain experimental and prone to problems. There are two common reported bugs. The contact lenses have been known to bluescreen, rendering the user temporarily blind until the unit reboots or the user removes the contacts, both of which require at least one minute. In addition, subvocal microphones are notoriously imprecise. They occasionally pick up some of the user's inadvertently subvocalised thoughts, which can lead to problems if his supervisor listens to a broadcast while he's thinking less than pleasant thoughts about both the mission he is currently on and the individuals responsible for sending him on the mission.

Electronic Drop Cloth

Availability: Average

A number of computational sorcery spells require the operative to draw a large diagram in conductive ink. Sometimes operatives do not have time to do so, or are on a surface not suitable for conductive ink, and that's where this device comes in. It's a thin, highly flexible sheet of synthetic fabric 2.5 m on a side, weighing 50 grams. The cloth can be easily folded so that it fits in a coat pocket or handbag and can be spread out over any vaguely flat surface in one round. The cloth contains conductive electronic ink and a Bluetooth connection. Using a smartphone or laptop with the correct software, the operative can instantly cause the cloth to display the desired conductive diagram. Accomplishing all this is the work of a few seconds, where fumbling for a conductive pen and drawing on the ground can take as long as a minute or more. Electronic drop cloths can also be disguised as carpet, beach towels, or the lining of an overcoat, as the occasion demands. Replacing someone's welcome mat or carpet with an electronic drop cloth can be an ideal way to surprise an opponent with a geas or a powerful offensive ward.

Field Medical Kit

Availability: Average

A basic medical bag containing bandages, sutures, antiseptics, swabs, painkillers, antibiotics, and associated pharmaceuticals to handle a wide range of injuries and conditions up to the point of severe trauma. With this, an

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agent could perform a tracheotomy, stitch up a middling flesh wound, or handle first-degree burns, but it is no substitute for an emergency room. Using the field medical kit adds +10% to any First Aid attempts.

Forensics Kit

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Availability: Average

Certification Required: Science (Forensics) 25%

A basic forensics kit includes a variety of storage solutions (vials, bottles, canisters, slides, tubes, plastic envelopes, etc.) and tools for collecting evidence (magnifying glasses, infrared and ultraviolet lamps, tweezers, mini-vacuums, etc.), and noncontamination tools (gloves, plastic boot covers, sterile surgical masks, goggles, etc.) for use in gathering evidence to analyse with the Science (forensics) skill. All of this is packaged in a mid-sized case made of shatterproof plastic. A forensics kit will add +20% to any attempts to find evidence using the Search skill.

Goggles of Good and Evil

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Availability: Rare

Certification Required: Knowledge (Philosophy) 50%

These enchanted goggles are the part of the regular working equipment of the combat epistemologist. The goggles show the spiritual and emotional taint of everything the wearer sees. This is similar to the enhanced perceptions offered by a Tillinghast Resonator, but instead of seeing every spirit and thaumic stain, the wearer only sees the work of human (or human-like) evil. Wearing the goggles gives a +20% bonus to Insight rolls, allows the user to make Insight checks to tell friend from foe, and makes the use of certain spells and items possible.

Invisibility Shield

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Availability: Average

Certification Required: Technical Use (Electronics) 25%

This device is constructed of advanced metamaterials that bend light in ways that do not allow viewers in front or to the side of the device to see this object or anything immediately behind it. This device renders objects behind or beneath it invisible to both visible and infrared light. Folded, this device can easily be disguised as a large folding umbrella. However, when unfolded it vanishes from sight, at least from the front. The adjustable struts in this device allow the user to unfold it into hemisphere between 1 and 3 meters across and between 0.5 and 1.5 metres high. From the back, the device looks vaguely like a complex folding umbrella.

If this device is set up on a flat surface, so that it appears to be a dome sitting on the surface, it and anything underneath it is invisible from all angles. Unfolding it as a hemisphere 1.5 metres in diameter is sufficient to cover a single crouching person. If desired, this device can be fitted with tiny rollers, which allow anyone underneath is to move the invisibility shield at a rate of up to 3 metres per round. However, while the shield is moving, it can be made out as a slight visual distortion, on a special success on a Spot roll. If the invisibility shield is moved faster than 0.5 metres per round, viewers need only make a *Difficult* Spot roll. If the user remains stationary, the device is perfectly invisible, and from the front, the only way anyone can notice this device is if they bump into it or drop something on it. However, walking around the side of this device allows the user to see the back of the device.

Although Laundry operatives usually prefer using an invisibility spell, this device is not affected by any sort of sorcerous wards, and most sorcerers do not know that technological invisibility shields actually exist. This device weighs half a kilogram and is 40 cm long and 5 cm in diameter when folded. Folding or unfolding the device requires one full round. Up to four people can fit underneath this device if unfolded to its full 3 metre diameter. Some field operatives have fully unfolded this device and used it as an invisible tent.

Invisibility Cloak (Experimental)

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Availability: Not Available for Request

This advanced and experimental version of the invisibility shield is made in the form of outwear. It comes as either a hooded poncho or a long, loose hooded coat, made from a relatively thin, flexible material. When turned off, this device looks like a rain slicker made of some sort of plastic. If examined, it appears to have some sort of faint pattern on the surface. When activated, low-level electric current reshapes the metamaterials that make up the device's surface and it works exactly like an invisibility shield.

Since the user is wearing it, this device functions in all directions. To prevent the user's face from showing, the hood has an additional section that can be pulled down over the user's face, leaving only two small openings for the user's eyes. If the user remains stationary, or moves at no more than one metre per round, observers will only notice a slight visual distortion if they make a special success on a Spot roll. However, if the user moves faster, the visual distortion can be spotted on a *Difficult* Spot roll. If the user doesn't mind crowding, he can fit up to one other person of approximately his size underneath the cloak.

Lockpick Set

Availability: Average

A small nylon case containing a variety of precision tools useful for picking conventional locks. Using a lockpick set adds +20% to any lock-opening attempts using the Fine Manipulation skill. Complex locks, such as those on safes and/or electronic locks, require specialised equipment specific to the nature and model of the lock.

Magnetic Mind Control Device

Availability: Difficult

Certification Required: Medicine (Neurology) 25%

Known as an MMCD, this device uses a focused magnetic field from a powerful superconducting magnet to alter the target's mental and emotional state in predictable ways. Unknown to conventional intelligence operatives who use this device, these magnetic fields affect the target's inner ear in a manner that duplicates the effects of a siren's or banshee's powers. Both conventional and occult intelligence services use this device, and its major limitation is that it must be worn by or implanted in the subject, no more than half a metre from their head. An MMCD can be used to affect any mammal, including humans, dogs, and cats. This device is typically made into the form of a collar for pets, or a choker or pendant for humans, but models have been built into shoulder holsters and clip-on ties. The device is a disk 1 cm thick and 4 cm in diameter.

This device is almost always given to the target without their knowledge, since it allows the person operating the device to control the target. The MMCD contains a transceiver and a GPRS chip identical to the one found in many mobile phones, as well as a speaker and a sensitive microphone. The user can call the device with a mobile phone, determine the target's location, and listen to any sounds in their vicinity. In addition, by entering a special code, the user can induce one of four overwhelming mental states in the target and can do so as often as once every 10 minutes. Unless the target can make a POW x 1 roll, they are affected by this mental state. The MMCD can induce any of the following four mental states in the target.

- **Berserk Rage:** The target attacks the nearest person, or anyone visible who actively attracts her attention. She continues to attack for 1D6+6 rounds, but may make a POW x 1 roll once every round to cease attacking if immobilised by being restrained or handcuffed. Knocking a berserk character unconscious also immediately ends their berserk rage.

- **Hallucinations:** The target hallucinates randomly and is unable to separate hallucinations from reality for 1D6+6 rounds. He will talk and react to people and objects that are not there, and will often ignore the people and physical world around him. If he is able to take a useful action at all while hallucinating, all *Easy* rolls become *Average*, all *Average* rolls become *Difficult*, and all *Difficult* rolls become *Impossible*.
- **Hypnotic Trance:** The target rapidly sinks into a deep trance where she largely ceases to notice the world around her. In this state, the target talks to anyone who addresses her clearly and automatically believes any remotely reasonable lie. If no one addresses the target, she simply sits or stands motionless, unaware of the world around her for the duration of her trance. Once the trance is over, the character remembers nothing and will almost certainly assume she either took a short nap or perhaps had some sort of seizure. This trance lasts for 1D6 minutes, but the target may make a POW x 5 roll to resist it if she is actively engaged in combat, driving a car in difficult conditions, or otherwise performing a potentially dangerous physical activity that demands much of her attention. In addition, characters who are injured automatically and instantly leave the trance state.
- **Terror:** The character is overcome with a feeling of intense terror. If able to do so, he flees in a random direction for the next 1D6+6 rounds. If there is some obvious threat, he flees from the threat. However, if the character is trapped or restrained, he will attempt to fight his way to freedom and will attack anyone who attempts to keep him from doing so.

Even if the target succeeds in the POW x 1 roll to resist this device, she still feel the device's effects, and as long as it is on, must make another roll if she is in any situation where an emotional response similar to the one the device is broadcasting would make sense. For instance, if the device is broadcasting terror, someone who avoids being affected by this terror must make another POW x 1 roll to resist if they experience any situation that would normally cause them to experience even mild fear.

Magnetic Mind Control Device (Experimental)

Availability: Not Available for Request

Certification Required: Medicine (Neurology) 25%

This ranged version of the MMCD uses a focused superconducting magnetic field to affect targets as far away as 5 metres. The user must aim the MMCD at the target's head; unless the target is stationary, the user must make a successful hit roll.

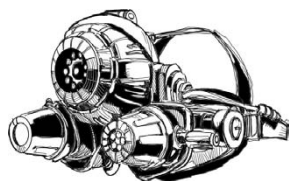
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This device measures 12 cm x 5 cm x 2 cm and is often disguised as a large smart phone or a medium-sized flashlight. Because it is not attached to the target, it is considerably less reliable. If the device's magnetic field strikes the target, the target makes a POW x 2 roll to resist the device's effects. If the target successfully resists, she spends one round restraining herself and being too distracted to take any other action, but is otherwise unaffected. In addition, the berserk rage, hallucinations, and terror induced by this device only last 1D6+1 rounds and the hypnotic trance only has a duration of 1D3 minutes. One of the most common mishaps with this device is inducing the wrong mental state in the target, perhaps causing the target to enter a berserk rage when the user was attempting to induce a hypnotic trance.

Night-Vision Imaging Goggles

Availability: Average

The technology dates back to World War II, although the steady advances in night vision goggles have taken immense strides with the advent of microcomputers.



From the earliest German 'Vampir' night-vision system used for snipers to the gargoyle-like AN/PSQ-20 Enhanced Night Vision Goggle system in use by the US military, night-vision has proven to be of immense tactical advantage on any battlefield. Current fourth-generation night vision equipment incorporates advanced imaging software and panoramic view, image-intensification, telescopic view, and other enhancements. While using night-vision imaging goggles, reduce by 20% the penalty to any Spot or Search checks from darkness.

Pentacle Gun (Experimental)

Availability: Not Available for Request

Certification Required: Science (Thaumaturgy) 25%

In the 1990s, several military contractors attempted to create guns that fired large nets that would entangle the target. All of these experiments ended in failure; the weapons were too bulky and too clumsy to use. For better or worse, Q Division acquired some of the discarded prototypes and reworked them. One of the problems was that tossing a weighted net over them isn't going to keep someone clever and determined restrained for very long. However, if the net is instead a protective pentacle designed to restrain summoned beings, and the target is a summoned being, then if the net strikes the target, the target isn't going anywhere. One of the advantages of using a protective pentacle worked into a net is that the net can be a great deal

lighter and less tightly woven, since the target is incapable of attempting to rip and tear it. As a result, this weapon is considerably more portable and has a greater range.

A pentacle gun has a range of 10 metres and appears to be a cylinder 6 cm in diameter and 40 cm long. It can easily be disguised as a tube for carrying posters or blueprints. It weighs only 1.5 kg and fires a lightweight circular net 3 metres across. If any portion of the net touches a summoned being or someone who is possessed, the target is stuck to the pentacle net; grabbing it or struggling just results in more of the target being stuck. Also, the target cannot use their strength to attempt to tear the net. Summoned or possessed targets are magically bound to the net and cannot attempt to remove or destroy it. This weapons is somewhat clumsy and awkward to aim and fire, making it no more likely to hit its target than a pistol in spite of the large size of the net. If used on a target who is not a summoned being or possessed, the net incapacitates the target for one round, after which the target can easily throw off the net and act normally.

Satellite Phone

Availability: Average

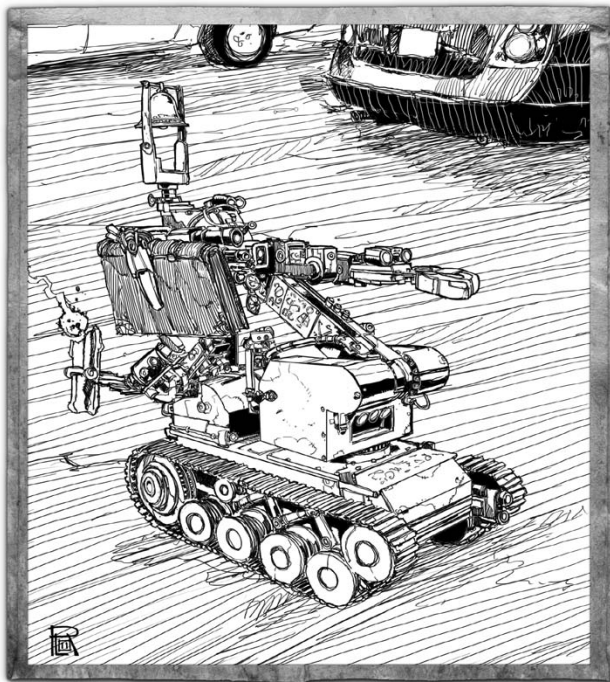
A satellite phone (or satphone) connects with geostationary or low-Earth orbital satellites rather than using the conventional cellular network. Satphones are frequently used by ships or remote travellers, and are capable of sending and receiving from almost anywhere on the planet, rather than being constrained to normal cellphone coverage. They have the normal capabilities of most modern phones (voice, text, internet access, even video), and recent models are indistinguishable from regular smartphones in appearance, with the only noticeable difference being the slight signal delay when using them. Like conventional phones, it's possible to trace the location of a satphone using doppler shift calculations, but the results are fairly inaccurate and only of general use. The excessive cost-per-minute of satphone calling makes the Auditors frown on their use.

Security Robot

Availability: Difficult

Often, the best security is the most discreet. Several intelligence agencies and large multinational corporations have adopted various types of armed security robots, the most common of which is simply a modified robot vacuum cleaner. This robot still looks like and functions as an effective automated vacuum cleaner, but has been fitted with visual, infrared, and RFID sensors as well as ultrasonic movement sensors, a speaker and a sensitive microphone.

The robot can detect the presence of individuals and, using either its facial recognition software or the RFID reader to detect the presence of the appropriate ID badge, it can determine if an individual is authorised to be in the facility. It can also often tell if a person is carrying an ID badge that does not match their face. Most security robots are fitted with either tasers or wireless tasers (see below). However, a few are also fitted with lethal weaponry, typically a 9 mm pistol. Both the robot's sensors and its weapons are concealed until activated; the robot simply appears to be a normal robotic vacuum cleaner until it attacks. At the operator's discretion, the robot can also electrify its outer casing, causing anyone who touches it to suffer the effects of a taser attack. A few exceptionally paranoid organisations, most notably the Black Chamber, have security robots that are designed to attack anyone who seems to be unauthorised, but most other individuals and organisations instead program these robot to contact someone in a position of authority. Security robots used in the homes of Laundry operatives typically call the operative, and if they cannot reach them, someone in Laundry security. The person it contacts can then use a computer or smartphone to either observe what is going on, issue a verbal challenge to the intruder, or simply attack without warning.



Autonomous Security Robot (Experimental)

Availability: Not Available for Request

Certification Required: Technical Use (Robotics) 25%

Robots that are advanced enough to reliably perform autonomous security work have proven to be extremely

difficult to create. However, as an alternative, some occult agencies and computational sorcerers summon and bind a Level Two spirit into a security robot, creating a fully autonomous security robot that should precisely obey the summoner's instructions. Unfortunately, most Level Two spirits are relatively bloodthirsty and will take any loophole in their instructions to cause harm. Laundry operatives are advised not to summon extradimensional entities into security robots that have been issued to them. Having other loyal Laundry personnel harmed by possessed security robots is grounds for both an immediate revocation of the operative's right to possess a security robot, and a review by the Auditors. The Black Chamber is rumoured to use such robots in several of their most secure facilities.

Thermal Imager

Availability: Difficult

A thermal imaging camera detects, records, and displays light in the infrared range rather than the visible light spectrum. It is useful for recognising telltale thermal shifts from exonomic activity, as well as temperature changes to an object or environment when conventional sight is inadequate. Images from infrared radiation are called thermograms, and the colour spectrum is usually depicted in a range from deep purple (cool) to bright yellowish-white (hot), although the imaging software can be reprogrammed to display the colour shifts in any other colour combination. Thermogram outputs frequently display an onscreen temperature gradient. While using a thermal imager, add +20% to the Spot or Search skills for any applicable beings or environmental aspects that would potentially be better revealed in thermograms. Modern thermal imaging cameras are digital and can be readily hooked up via USB, micro-USB or I/O port to a laptop, palmtop, or even some smartphones.

Wireless Taser

Availability: Average

Certification Required: Firearms (Exotic) 25%

An ordinary taser requires the user to shoot a dart attached to a wire into the target. This device replaces the dart and the wire with a low power ultraviolet laser beam that ionises the air between the weapon and the target. The electricity travels down this beam and strikes the target, exactly as if an actual wire was connecting the weapon to the target. This device works exactly like a conventional taser, except that it has a range of 20 metres and doesn't require either darts or wires. The unit is 20 cm long and 5 cm in diameter, weighs half a kilogram and looks like a mid-sized flashlight.

Experimental Wireless Taser

Availability: Not Available for Request

Certification Required: Firearms (Exotic) 25%

This device is a larger and more powerful version of the wireless taser. In addition to having a longer range, it has several other specific uses. It is designed to incapacitate both people and automobiles. However, this device is considerably larger than a normal wireless taser. It weighs 5 kg and is the size of a large hardback book: 25 cm x 15 cm x 6 cm. At the user's request, this weapon can be built into a bag or briefcase, firing either from a lens in the side of the bag or from a handheld unit like a small flashlight, attached to the weapon with a thin one-metre cable.

This weapon has a range of 100 m and fires a series of extremely rapid pulses, allowing the user to sweep it across multiple targets. If aimed at a single target, the weapon

works like a conventional taser. If used on multiple targets, the user can strike up to four targets standing within 5 metres of one another, but the user must make a separate roll to strike each target. This device is powerful enough that the target suffers the effects of being struck by a taser for 1d3 rounds. If desired, the user may sweep the beam back and forth over the same several targets for multiple rounds, but must continue making rolls to hit each target.

When used on cars, the electrical beam disrupts the circuitry in the car's engine, instantly cutting all power to the car and shutting it down. This weapon affects gasoline, hybrid, and electric vehicles, regardless of where they were manufactured, but only affects cars with electronic ignition systems, meaning that it has no effect on cars made before the late 1970s. The user must strike the car's engine compartment, but any hit on this area automatically stops the car.

Tasers and the Possessed

'...she raises a highly illegal taser, and there's a snap and a blue flare as she zaps the feeder. The cadaver collapses like a marionette with its strings cut, its rider temporarily banished back from whence it came: beings who are basically patterns of energy bleeding through from a parallel universe to ours don't respond well to high voltage electrical noise.'

- The Fuller Memorandum

Comprised, as it were, essentially of hostile energy matrices, exonomes are extraordinarily vulnerable to electrical current. Electrical arcs and currents are frequently used to contain exonomes, and they react poorly to the direct application of current. If an exonome-possessed being suffers direct contact with a high-voltage electrical charge, from a taser, shock-stick, cattle prod, or even exposed wires, the entity must make a resistance roll with its POW vs. the rolled damage done by the attack.

- If the entity is successful in resisting the damage, it is not evicted and merely suffers the damage normally inflicted.
- If the exonome fails the resistance roll, it is immediately expelled from the host body and is banished back to its dimension of origin. The host takes the damage instead. More powerful entities may be able to retain control of the body despite being disrupted; in such cases, the possessor reasserts its control after a few rounds.

If the exposure to electrical current is from something other than a weapon, determine the damage as follows: light current (small household appliance) 1D6; moderate current (large household appliance) 2D6; high current (industrial appliance or power line) 3D6; extremely high current (high-voltage power lines or generators) 4D6+.

Protective Gear

Investigations don't generally require Laundry agents to need more protection than that conveyed by the standard-issued ballistic wards, but there are times when it's vitally important to go better prepared. This section lists an assortment of conventional means of protection against firearms and other environmental hazards.

CBRN Suit: A protective garment used by the military to protect against Chemical, Biological, Radiologic, and Nuclear threats. CBRN suits are designed for battlefield deployment, allowing the users to fight with minimal impairment, making them ideal for groups like the Laundry's Toshers, OCCULUS, and the Artist's Rifles. They offer the equivalent of 15 points of protection against the listed threats, subtracting the protection from the potency of the radiation (see **Radiation** on page 53).



Fire Kit: Conventional firefighting gear, including tough multilayered coveralls, a flame-retardant coat, a helmet with SCBA (self-contained breathing apparatus), gloves, a nomex hood, and visored helmet. In addition to the (nominal) armour protection, a fire kit provides eight points of protection against fire.

Fire Proximity Suit: A hooded silvery bodysuit used by firefighters when they must enter fiery areas. Originally called an asbestos suit, these suits are now manufactured of vacuum-deposited aluminised materials. With an integral SCBA, the fire proximity suit is the best conventional defence against Level Two entities such as Fire Vampires. A fire proximity suit provides 16 points of protection against fire.

HAZMAT Suit: A hazardous materials suit is worn when dealing with potential biological agents, toxic chemicals, highly infectious disease, or increased levels of radiation. They are generally paired with SCBA and an internal two-way radio, and are relatively hot, stiff, and uncomfortable to wear for extended periods. There are six grades of HAZMAT suit: statistics are provided for Type 1, the suit offering the highest level of protection. A HAZMAT suit offers 10 points of protection against fire as well as complete coverage from poison gases, chemical weapons, and infectious materials. Subtract the HAZMAT suit's protection value from the potency of any radiation exposure.

Riot Gear: Heavy gear for dealing with public gatherings, this includes a heavy ballistic jacket, armoured plates on legs and arms, a helmet with clear plastic visor, and heavy boots and gloves. Usually accompanied with some type of combat harness.

Riot Shield: A large, reinforced square shield – usually made of a transparent, high-strength polycarbonates – used by riot police and militaries worldwide. They provide 12 points of protection from low-velocity or thrown weapons, and six points of protection from firearms. Statistics for riot shields as combat weapons are in the miscellaneous weapons table (page 52).

Tactical Ballistic Vest: Mentioned in the entry for the concealed ballistic vest described on page 99 of *The Laundry* rule book, a tactical ballistic vest is a heavy and obvious piece of body armour worn by police or military forces. A tactical ballistic vest offers 6 points of armour protection against melee weapons and 12 points against firearms, in addition to a variety of straps, pockets, loops, and buckles for personal gear.

Armor	Availability	Armor Protection	Skill Modifier
CBRN Suit	Difficult	Special	-5% to
Fire Kit	Average	2 and 8 vs fire	-10% to
Fire Proximity Suit	Difficult	16 vs. fire	-20% to
HAZMAT Suit	Difficult	Special	-10%
Riot Gear	Difficult	8	-10% to
Riot Shield	Difficult	6	None
Tactical Ballistic Vest	Average	6	None

Vehicles

'The Smart is insanely cute and compact, does about seventy miles to a gallon, and is the ideal second car for nipping about town; but I'm not nipping about town. I'm going flat out at maybe a hundred and fifty kilometres per hour on the autobahn while some joker is shooting at me from behind with a cannon that fires Porsches and Mercedes. Meanwhile, I'm stuck driving something that handles like a turbocharged baby buggy.'

– The Jennifer Morgue

Despite generations of spy films showcasing 'the chase' as part and parcel of any espionage-related operation, the unfortunate reality is that secret agents just don't get to whip around in Aston Martins customised to the roof with secret weapons, defences, and amazing utilities. Investigations don't usually include car chases racing through picturesque European cities or segue into high-speed pursuit in luxury sport-boats, and rarely do agents need to defend themselves while in vehicles. It just doesn't happen, they'll tell you in the

road safety training seminars. So you can console yourself with that certainty the next time you're half out the window of a rented VW Golf VI as it races through the winding streets of Tallinn, popping shots off with your sidearm in the general direction of the Mercedes full of former KOLIVAN branch terrorists, most of whom are busy firing automatic weapons at you from their own open windows. 'This sort of thing never happens,' you can remind yourself as your fellow agent wrenches the wheel and nearly sends you spilling into the street.

This section describes in game terms a variety of vehicles identified in the **Movement Rates** table from page 52 of *The Laundry* core rulebook. Your agents may end up using these vehicles, or the GM may use them as guidance for creating additional types of vehicles. The attributes provided here are samples based on estimated averages, and the GM is encouraged to expand these listings or alter statistics as desired. This table contains attributes utilised in chases (described on page 33 of this chapter) and for use with other game systems (such as combat).

- **Type:** The general category of vehicle.
- **Skill:** The skill used when piloting it.
- **Handling:** A modifier applied to skill rolls when piloting this vehicle.
- **Rated Speed:** The maximum speed of the vehicle, an abstract value used in the chase system on page 33 of this chapter.
- **ACC:** Acceleration, the number of increments the vehicle can accelerate or decelerate from its current speed each combat round. This is also used in the chase system.
- **MOV:** The maximum speed of the vehicle in a round is expressed with its Move (MOV) characteristic. For comparison, characters generally have a MOV between 1–5 meters.
- **Armour:** The vehicle's own resilience and the amount of protection it confers upon the crew or passengers. Two values separated by a slash indicate different values for the fuselage and the window. Attacks on passengers are usually through a window or open section of the cabin; the GM should determine whether a character has full or partial protection while in the vehicle. Attacking someone in a vehicle through a window or open door is usually Difficult.
- **SIZ:** The vehicle's weight and volume are abstracted as a SIZ score.
- **HP:** The vehicle's hit points.

- **Crew:** The number of characters required to pilot and maintain the vehicle at full effectiveness while in use. Vehicle-related skill rolls may be Difficult if the vehicle is under-crewed.
- **Passengers:** The number of passengers the vehicle can comfortably accommodate. You can double this if comfort and safety are not concerns.
- **Cargo:** The amount of SIZ the vehicle is designed to accommodate in cargo. You can double this if safety and comfort are not concerns, though you can't double passengers and cargo at the same time.
- **Availability:** This modifies any Status rolls Laundry agents must make to procure the services of this vehicle. Vehicles may be assigned regardless as part of an operation's parameters; being assigned a vehicle does not require a Status roll.
- **Notes:** Additional notes about the vehicle and its capabilities, including armament or special equipment.

Though circumstances can bring almost any type of vehicle into play, this section deals primarily with vehicles that can be controlled or affected significantly by Laundry agents in an investigation. For example, an industrial ship the scale of John Billington's *Glomar Explorer* might play a significant role in a mission, but is more a feature of terrain than an actual vehicle to be interacted with.

Vehicle Descriptions

This section describes all manner of vehicles, organised alphabetically from the vehicle table above.

Compact Car: A small, energy-efficient vehicle, usually for the budget conscious. Fuel-efficient and nondescript.

Smart Car: A small, light-framed vehicle powered with a combination of an electric battery and a fuel-efficient engine. The Smart Fortwo coupé is an excellent example of a smart car.

Luxury Car: A deluxe, high-end automobile, with an elegant interior and all of the extras, such as the Mercedes S190.

Saloon Car: An average four-door automobile, the most common vehicle used for offices and government functions.

Sports Car: An extremely fast, two-door, two-seat, high-performance automobile, such as a Jaguar XJ6, an Aston-Martin, or an Audi TT sports coupé.

Pickup Truck: A four-wheel-drive pickup truck with a bed large enough to haul cargo. The cab is either a two- or four-seater.

Minivan or SUV: A small-to-mid-sized van, popular for families or delivery services. Can seat six to eight comfortably, more less so.

Van: A largish van featuring a roomy interior space filled with two (or more rows) of seats, or left open for cargo. Popular for police stakeouts and maintenance workers.

Utility Van: A large square-bodied truck with ample interior space, favoured by utility companies, maintenance workers, etc. Often boasting interior shelf and storage space for tools, supplies, and other required paraphernalia. Also popular for stake-outs.

Ambulance: A medium-to-large van with space in back for rapid transport of patients to the hospital and potentially emergency medical procedures in the field or en route. Storage space is filled with medical supplies, equipment, and life-saving devices.

Police Car: A typical panda car fitted with police gear and modified for the rigours of police work. Most police vehicles are equipped with a variety of communications and security devices. Despite extensive use by the Counter Possession Unit, police cars (and their drivers) are not a taxi service.

Fire Engine: Used for civil fire-fighting, this large vehicle contains storage space for firefighting and emergency medical equipment, ladders and extendible ladders, winches, pumps for water dispersal, floodlights, etc.

Motorcycle: A two-wheeled motor vehicle with room for a driver and one passenger. Sidecar optional. These range from compact speed bikes to heavy choppers.

Lorry: A large commercial truck with a small cabin and a long cargo compartment.

Tank: A heavily armoured tracked combat vehicle equipped with a large-calibre central gun as well as other armaments. You know, the kind of thing you see rolling through the Middle East on CNN.

Boat, Motor: A smallish motorboat with a single propeller and a small forward cabin.

Boat, Small Rowed: A small two-bench rowboat.

Hovercraft: A commercial hovercraft ferry suitable for around 20 passengers on relatively still water.

Propeller Plane: A small propeller-driven passenger plane.

Jet Fighter: A relatively small, highly manoeuvrable jet designed for aerial combat and light bombing strikes.

Bomber: A huge propeller- or turbine-driven aircraft utilised for long-range bombing missions, usually equipped with several machine-gun turrets.

Passenger Jet: A commercial airliner, with seating for anywhere from a dozen to more than a hundred passengers. Luxury jets seat fewer but include more amenities and greater comfort. An agent travelling on a passenger jet while on assignment should expect to be seated in coach.

Helicopter: A smallish rotary blade-powered helicopter, such as those used by hospitals, news stations, wealthy industrialists, etc.



Military Helicopter: A heavy helicopter, used for field combat, armored with troop compartments, gun mounts, etc.

Land Vehicles													
Type	Skill (Specialty)	Handling	Rated Speed	ACC	MOV	Armour	SIZ	HP	Crew	Passengers	Cargo	Availability	Notes
Compact Car	Drive (Automobile)	+5%	12	±5	134	10/2	40	35	1	3	16	Average	
Smart Car	Drive (Automobile)	+5%	10	±5	100	8/2	32	30	1	1	12	Average	
Saloon Car	Drive (Automobile)	–	12	±7	134	12/2	50	45	1	3-4	24	Average	
Luxury Car	Drive (Automobile)	–	12	±5	134	14/2	54	50	1	3	28	Difficult	
Sportscar	Drive (Automobile)	+5%	15	±8	200	10/2	45	45	1	1	8	Difficult	
Pickup Truck	Drive (Automobile)	–	12	±7	134	12/2	55	65	1	1 or 3	36	Average	
Minivan/SUV	Drive (Automobile)	-5%	12	±5	134	12/2	60	65	1	5	32	Average	
Van	Drive (Automobile)	-5%	12	±5	134	12/2	65	70	1	1-8	40	Average	
Utility Van	Drive (Automobile)	-5%	10	±5	100	14/2	70	75	1	1-4	52	Difficult	
Lorry (18-wheeler)	Drive (Automobile)	-10%	10	±4	100	16/2	90	90	1	3+	72	Difficult	
Ambulance	Drive (Automobile)	–	12	±6	134	12/2	65	70	1	3+	36	Unavailable	Medical supplies, etc.
Police Car	Drive (Automobile)	+5%	14	±6	172	14/4	50	50	1	3	18	Unavailable	Police gear/weapons, wi-fi, radio, etc.
Fire Engine	Drive (Automobile)	-10%	10	±4	100	14/2	80	80	1	8+	36	Unavailable	Contains firefighting gear, ladder, hoses, medical kit, etc.
Motorcycle	Drive (Motorcycle)	+5%	13	±8	166	10/–	18	25	1	1	6	Average	Offers driver no armour protection.
Tank	Drive (Tank)	–	8	±4	83	24/18	90	140	2	–	12	Impossible	Armed with tank gun, machinegun turret, grenade launcher, etc.

Water Vehicles													
Type	Skill (Specialty)	Handling	Rated Speed	ACC	MOV	Armour	SIZ	HP	Crew	Passengers	Cargo	Availability	Notes
Rowboat	Pilot (Boat)	-5%	2	±1	4	4/-	18	20	1	1	12	Average	
Motorboat	Pilot (Boat)	-	8	±2	83	6 -	40	40	1	5+	24	Average	
Hovercraft	Pilot (Hovercraft)	-5%	4	±2	42	10/-	80	40	2	20+	48	Unavailable	
Speedboat	Pilot (Speedboat)	+5%	10	±3	100	8/-	32	30	1	3	18	Difficult	

Air Vehicles													
Type	Skill (Specialty)	Handling	Rated Speed	ACC	MOV	Armour	SIZ	HP	Crew	Passengers	Cargo	Availability	Notes
Propeller Plane	Pilot (Propeller Plane)	–	15	±1	200	4/1	55	55	1-2	2+	12	Expensive	
Bomber	Pilot (Bomber)	-10%	17	±1	334	6/2	105	105	6+	4+	48	Impossible	Armed with machinegun turrets, bombs, etc.
Passenger Jet	Pilot (Jet Airliner)	–	30	±2	1084	8/3	110	110	1-2	48+	48	Impossible	
Jet Fighter	Pilot (Jet Fighter)	+10%	33	±10	1334	6/2	80	80	1	–	2	Impossible	
Helicopter	Pilot (Helicopter)	–	15	±10	200	4/2	48	48	1	3+	12	Difficult	

Vehicular Weapons

Vehicles such as the OCCULUS wagon are equipped with weapons, larger than personal scale and mounted to the vehicle. This section gives a brief description of a number of vehicular weapons, with SIZ incorporated into the overall SIZ of the vehicle.

For automatic weapons like the minigun and machinegun turret, the damage listed is not per-bullet: it represents

an entire round of burst or automatic fire consisting of potentially hundreds of bullets expelled, blanketing an affected area up to the radius listed. An attacker must roll a separate attack against each target within the affected area at the normal skill chance. If the automatic weapon attack is against a single target, the attack chance is *Easy*. Additionally, Dodge attempts against mounted automatic weapon fire are *Difficult*. Mounted automatic weapons are extraordinarily lethal and only a complete idiot would do anything but seek cover when one is brought to bear.

Name	Avail.	Skill (Specialty)	Base	Damage	RoF	Special	Mal	Range	HP	Ammo
Grenade Launcher	<i>Special</i>	Heavy Weapon (Grenade Launcher)	15%	3D6/2 metres	1	Crushing, Knockback	99-00	40	16	4
Minigun	<i>Special</i>	Heavy Weapon (Minigun)	15%	4D6+4/4 metres	1 (Auto)	Impaling	98-00	150	14	4,000
Mortar	<i>Special</i>	Heavy Weapon (Mortar)	05%	10D6/2 metres	1	Crushing, Knockback	00	800	18	1
Machinegun Turret	<i>Special</i>	Heavy Weapon (Machinegun Turret)	05%	6D6+4/4 metres	1 (Auto)	Impaling	98-00	65	48	1,000
Rocket Launcher	<i>Special</i>	Heavy Weapon (Rocket Launcher)	05%	10D6/5 metres	1/3	Impaling, Knockback	00	400	12	1
Tank Gun	<i>Special</i>	Artillery (Tank Gun)	05%	15D6/4 metres	1	Impaling, Knockback	00	700	36	1

An OCCULUS Wagon

'...the wagons are painted cheerful cherry-red with luminous yellow stripes; if they weren't armed to the teeth with automatic weapons you'd swear they were only here because somebody had phoned in a toxic chemical release warning. But the pump nozzles above the cabs aren't there to spray water, and that lumpy thing on the back isn't a spotlight - it's a grenade launcher.'

- The Concrete Jungle

Skill: Drive (Automobile)

Handling: -10%

Rated Speed: 12

ACC: ±6

MOV: 134

Armour: 18 body / 4 windows

SIZ: 72

HP: 120

Crew: 1 driver

Passengers: 12

Cargo: 48

Availability: Difficult

Notes: Disguised as a fire engine or other emergency vehicle appropriate to the region it's being utilised in, an OCCULUS wagon is one of the most useful vehicles at the Laundry's disposal, serving as a mobile headquarters, rapid response vehicle, and troop transport. OCCULUS wagons are full of useful equipment and weapons, including concealed roof-mounted grenade launchers, tear gas sprayers, Nitesun floodlights, loudspeaker systems and an extendible ladder. The ample storage space is kitted out with everything that might be required in the field, from firefighting equipment, breathers, additional weapons and ammo, conventional explosives, a field tool kit, medical supplies and equipment, personal body armor, bomb defusing equipment and suits, radiation suits, HAZMAT suits, radiation gear, wireless connectivity, a secure two-way radio, cell/radio/wireless jammers, an occult field kit with basic supplies to perform a field exorcism or banishment, and more as required.

Damage to Vehicles

In the course of a mission, a vehicle may be attacked or suffer damage as the result of a chase. Vehicles do not suffer the effects of Major Wounds (page 65 of the core rulebook), and a special success will simply ignore the vehicle's armour, striking a vulnerable spot and doing normal rolled damage.

- A vehicle reduced to 50% of its total HP makes all skills using it (such as Drive, Pilot, etc.) *Difficult*. Its Rated Speed, ACC, and MOV are reduced to half, and its armour values are also reduced by half (round up in all cases).
- At 5 HP or less, the vehicle ceases to function. If it is in motion, it continues to careen along its trajectory for another 1D3 rounds until crashing.
- A vehicle reduced to 0 HP has been destroyed and cannot be rebuilt. Its armour value is quartered.

A successful Repair (Mechanical) skill roll may restore 1D3 HP to the vehicle, taking 1 hour per HP restored. A special success restores 2D3 HP. The GM should determine what happens to the passengers inside, based on the nature and location of the vehicle, referring to spot rules covering explosives, falling, fire, radiation, etc. as appropriate.

Chases

An honest-to-Cthulhu pursuit or vehicular combat during an operation is a rarity, but can happen if things get completely out of hand. These rules provide guidelines for handling chases and other situations involving pursuit or moving combat. They are simplified and abstract: a GM wishing for additional detail can elaborate on the results suggested. Chases are conducted along the Range Track (see below), with the GM showing participants' positions with coins, miniatures, or other markers. These are defined by position, range, with modifiers to combat based on each range. Ranges are general, not specific, and each 'round' of the chase can represent a longer amount of time: the default 12 seconds, minutes, or even hours. The GM should adjust the participants' positions on the Range Track each round the chase continues, until the chase ends.

Side by Side	Two Lengths	Close	In Sight	Out of Sight
Range 1	Range 1	Range 1	Range 1	Range 1
Ranged weapon attacks are unmodified.	Ranged weapon attacks are <i>Difficult</i> (½ chance)	Ranged weapon attacks are at ¼ chance.	Ranged weapon attacks are at 1/8 chance.	Ranged weapon attacks are <i>Impossible</i> .



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Each round, the GM should determine the following:

- Participants in the chase can change speed, if possible.
- Determine the outcome of manoeuvres and potential crashes.
- Individual characters can move or act on their DEX ranks.

The following concepts are used while describing chases:

- **Rated Speed:** The maximum sustainable speed of the vehicle or character. Both may travel at the top Rated Speed, or any Speed less than this. All entities in a chase begin at Speed 0, and accelerate up to travel speed.
- **Range:** This represents the distance between entities in a chase. There are five ranges, as shown on the Range Track (above). For every Speed increment faster than an opponent, a vehicle can move one Range increment closer to or further away from the other vehicle per round – if ahead, the leader moves further away from the pursuer; if behind, the pursuer moves one Range increment closer.
- **Accelerate, Decelerate:** A vehicle can accelerate/decelerate a certain number of Speed increments in a round. These are provided in the vehicles section in this chapter.
- **Handling:** This is the ease and responsiveness of a manoeuvre. Add or subtract the Handling modifier for the vehicle from the driver/pilot's appropriate skill.

Generally, once a participant is out of sight, the chase is at an end. Tracking or other means of locating the 'escaped' party must be utilised before a new chase can be initiated. Relevant skills for chases include Drive, Pilot or Ride; additional skills such as Navigate, Spot or even Track may be required for the chase to continue uninterrupted.

Manoeuvres

Whenever the driver (or pilot) makes a manoeuvre, he must make a Drive test. Manoeuvres are described in the Skill Roll Modifier chart. When a manoeuvre is failed, roll on the Chase Trouble Table.

- **Turn:** Turning may require a vehicle to decelerate by 1 or more Speed increments. A U-turn always requires the vehicle to slow to Speed 1. Success for this manoeuvre under normal circumstances is *Automatic*.
- **High-speed Turn:** When a vehicle attempts a high-speed turn, the driver must succeed in the relevant skill, with a -10% modifier applied.

- **'Bootlegger' Reverse:** A classic manoeuvre that can be applied to a variety of vehicles, using brakes to make the vehicle suddenly skid and spin to one side, eventually ending up facing the direction it came from. To accomplish this, the driver must make a relevant skill roll with a -25% modifier. Success places the vehicle in the reverse direction, and the driver may accelerate to Speed 2 in the next round.
- **Ram/Collide:** The vehicle smashes into or sideswipes a moving or stationary target. A ram manoeuvre does 1D6 HP damage per level of Speed to the vehicle it collides with; subtract the vehicle's armour rating, the passengers within each vehicle take 1D3 HP damage per level of Speed. Adequate protection (seatbelts, airbags, etc.) can reduce the damage suffered by the passengers by 1D3 points (roll 1D3 and reduce the damage taken). Exceptional protection such as crash harnesses can reduce the damage suffered by 2D3 points.

While vehicles are side-by-side, characters can move inside or even on the outside of vehicles, attempt to move to one other, or attack each other, or some other activity. The GM may impose penalties on skills attempted while in or atop a moving vehicle. If a character misses a skill check while outside a vehicle, the GM should require the character to make a Luck or Agility roll (as appropriate) to grab something to prevent from being thrown away or falling off the vehicle. Falling off a moving vehicle causes 1D3 points of damage per Speed increment, with a successful Agility roll reducing rolled damage by half.

Skill Roll Modifiers

All modifiers from the tables below are cumulative and can be applied to any relevant appropriate activities performed by the drivers or passengers of the vehicles.

Type of Modifier	Specific Condition	Skill Modifier
Weather	Fog	-10%
	Night	-10%
	Rain	-10%
	Rain, Heavy	-20%
	Wind, Strong	-10%
	Wind, Severe	-20%
	Wind, Storm	-50%
	Oily, Icy	-20%
	Snow	-20%
Manoeuvre	At Speed 1 or 2	+10%
	At maximum speed	-10%
	High-speed turn	-10%
	Bootlegger reverse	-25%
Terrain	Gravel road	-10%
	Long downhill grade	-10%
	Dirt road	-20%
	Limbs, rocks	-20%

Chase Trouble Table

Use this table whenever a manoeuvre is failed or when a vehicle is damaged, with the GM's discretion to interpret

inappropriate results. Additionally, the GM should personalise each result based on the type of vehicle and environment it is moving through. If a re-roll on this table gives a result greater than 10, roll again and use both results.

D10 roll	Result	Effects
1	Flat Tire	This slows the vehicle to Speed 1 until repaired. It can also indicate minor damage to an engine, jet, wing, etc.
2	Engine Damage	This slows a vehicle by 2 additional Speeds each round until stopped. The vehicle cannot start again without a successful Repair roll being made.
3	Fuel System Damage	This has no effect until the vehicle takes additional damage, though long-range travel is limited severely. To restart the vehicle, the fuel tank must be repaired or replaced, and the fuel must be restored. Leaking fuel may pose an additional hazard.
4-6	Skid	Lower the driver's appropriate skill (Drive, Pilot, etc.) by -20% for the next round only.
7	Minor Fishtail	Lower the driver's appropriate skill (Drive, Pilot, etc.) by -10% for the next round only.
8	Moderate Fishtail	Lower the driver's appropriate skill (Drive, Pilot, etc.) by -15% for the next round only, then roll again on this table with a +2 modifier.
9	Severe Fishtail	Lower the driver's appropriate skill (Drive, Pilot, etc.) by -30% for the next round only, then roll again on this table with a +4 modifier.
10	Roll	The vehicle careens widely off the intended path, rolling once per Speed travelled. Each roll does 2D3 HP damage to the vehicle, and 1D3 HP to each passenger (see above for protection from seatbelts, etc.). For fueled vehicles, allow a 10% chance of a fire or potential explosion.

Safe-houses

"They changed the locks today," he says conversationally, "departmental orders, apparently." There's a new mat inside the front door, and when I look closely I can see silvery lettering in a very small font stitched into its edges. "They came in and swept the house for listeners and actors then renewed the wards on all the windows, the doors, the air vents – even the chimney."

– The Atrocity Archives

Though the notion of a 'safe-house' is laughable in the wake of an extinction-level event such as CASE NIGHTMARE GREEN, the Laundry (like many espionage organisations) occasionally sees the need to keep someone secure, for their safety or the safety of others, either as a short-term accommodation or a semi-permanent residence. Safe-houses can range from nondescript apartments in an innocuous building, to temporarily-secured hotel rooms, to hidden sections of public facilities, to small cottages in the countryside.

Under a long-standing arrangement with MI5, the Laundry has access to their safe-houses in addition to the more 'secure' safe-houses classified solely for its own use. (Incidents where a subject is mistaken for a KGB defector and get treated to killer sushi hardly ever happen.) The group known as the Plumbers are in charge of all safe-house security, operating under the aegis of the Housing department (formerly a division of Facilities). All safe-

houses used by the Laundry are identified by a three-digit code sequence made up of one or two letters and one or two numbers.

The most secure safe-houses utilised by the government and available to the Laundry have some or all of the following characteristics:

- Security systems (motion control sensors, burglar alarms, perimeter alarms, hidden cameras, etc.) ranging in quality from average to those restricted for government use only.
- Presumably unknown to the enemy: a compromised safe-house is never used, unless as a decoy.
- Easily defensible in the event of a conventional assault.
- 'Off the grid,' with limited communications in and out.
- Limited and controlled means of entry and egress.
- Infrequent-to-frequent security sweeps for bugs, bombs, or other security threats.
- One or more security personnel onsite at all times, working in shifts, drawn from one of the groups described in the core rulebook's **Chapter Twelve: The Directory**.

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Because the Laundry deals with some unusually resourceful enemy organisations, each of their safe-houses can have additional enhancements or peculiarities, such as:

- A panic button that alerts a 24-hour on-call rapid-response and extraction team (a sample Cleaner is described on page 177 of the core rulebook).
- A secure line to the Capital Laundry Services offices.
- Occult countermeasures and defences, including: defensive wards and exclusion sigils situated at all entries/exits, as well as windows, air-vents, fireplaces, mail slots, etc.; glamours designed to dissuade the property from being noticed, or to mask unusual activity within; and banishment grids hidden within design motifs or under large rugs. **See Chapter Ten: Tools of the Trade** in the core rulebook for more information.
- A safe room with an armoured door and reinforced walls, with several days supplies and a dedicated emergency line out.
- In severe cases, the safe-house can offer a region of utter electronic blackout with no land- or signal-based electronic communication in or out.

Designated Premises

'It's best not to mention specifics: the house we share is subsidised accommodation, provided by the Laundry for employees like us – otherwise there's no way we could honestly afford to live in Central London on two civil service salaries – and the flip-side of this arrangement is that if we start discussing state secrets the walls grow ears.'

– The Jennifer Morgue

Due to the high cost of living in the London metropolitan area, employees of Capital Laundry Services are often provided with subsidised housing, handled through the Housing division. To save on costs, unmarried employees are often asked to share housing. In all likelihood, one's career as a Laundry agent often begins sharing quarters with an unlikely assemblage of fellow employees. This is an intentional edict from Mahogany Row: fraternisation with employees across departments builds camaraderie and increases efficiency, as well as limiting the chance that secrets will be inadvertently spilled with non-Laundry roommates.

The majority of these housing options are fairly mundane and otherwise undistinguished and have been acquired through years of slowly appropriating rental properties and paying off mortgages. The turbulent nature of the housing

market in London requires Capital Laundry Services to play it safe and keep on hand a number of ideal and less-than-ideal properties and make them available for employee housing: it would not do to have a new agent, with access to state secrets and even worse things Man Was Not Meant to Know, to be forced to find a room via Craigslist. Occasional austerity drives and budget cutbacks require designated premises to be sold off or released, but due to the extensive security measures required for employee housing, once a safe-house has been established, it is kept and used until compromised.

Frequently though, investigations into reality-threatening activities can cause new properties to become available to the Housing office. Just as real estate can be confiscated as a punitive effort by law enforcement, or homes are occasionally seized by the government after the owners are imprisoned, the Laundry occasionally assumes proprietorship of various properties. It is able to use them as it sees fit, usually as designated premises: temporary or long-term housing for Laundry employees. Behaviour that draws the attention of the Laundry generally involves a better class of lunatic than drug dealing or straightforward crime, and cultists are if anything more discreet than simple criminals. Thus, they tend to inhabit higher-quality residences. For this reason, a great number of formerly cult-held properties are converted into designated premises and made available to Laundry employees.



An unfortunate side effect of claiming properties seized as a result of Laundry operations, is that there are occasional irregularities and unconventional issues inherent to such properties. These sites often see violent activity committed within their walls, and often boast evidence of traditional occult activity: pentacles painted on floors, arcane symbols scratched into walls, mysterious burns, bloodstains, etc. In more severe cases, these premises feature telltale signs of more advanced uses of magic, such as curious ozone smells that never quite dissipate, disquieting psychic echoes, or stray occult energies that have soaked into the wood- and

stonework and continue to radiate the misery and horror once committed inside.

Unusual Characteristics for Designated Premises

When Laundry agents are provided with designated housing, the GM should roll D100 on the chart below to determine what quirks, if any, are present. Agents may attempt to deal with these quirks in an appropriate fashion, or simply accept them in the manner of many 'renter beware' discoveries.

Result	Unusual Characteristic
01-30	Residence is unremarkable, with no unusual characteristics.
31-45	Residence was the site of minor cult activity. Occupants may find remnants of ineffectual occult paraphernalia or activity, such as unusual blood stains, unmistakable smell of patchouli, mystic symbols scratched into walls, pentagrams painted onto flooring beneath rugs, etc.
46-55	Residence was the site of significant cult activity. In addition to two or more of the telltale signs listed in result 31-45, occupants may find material remnants of cult activity hidden in a crawl space or concealed part of the residence. Possibilities include a (non-functional) traditional grimoire, ceremonial elements such as a dagger or human fat candles, vials containing sacred herbs and oils, etc.
56-65	As with 46-55, but with the additional complication that fellow/rival cultists connected to the previous occupants of the property may return, either to retrieve cult paraphernalia or for ritual purposes. See pages 227-229 of the core rulebook for more information about cultist groups.
66-70	Neighbour is a conspiracy theorist convinced that the occupants of the residence are up to no good. Is keeping a journal on their activities and may attempt to confront them, or (even worse) break into the residence to collect evidence.
71-75	Something indefinable and unnatural occurred in the premises. Despite all efforts by the Plumbers to detect and eradicate it, living within the residence causes a gradual and almost undetectable erosion of sanity, characterised by unsettling dreams, a feeling of being watched, turbulent and unexplained emotions, etc. All residents must make a Sanity Check once per month or lose 1 SAN.
76-80	Human sacrifice was performed within the premises, leaving a resident supernatural entity that somehow went undetected by the Plumbers. 'Haunt' is a Level One exonome repeater ghost as described on page 201 of the core rulebook.
81-85	A summoning within the premises was at least partially successful, bringing to Earth (and the premises) a Level One exonome along the lines of a poltergeist or ectoplasm wallah as described on page 200 of the core rulebook. The Plumbers are getting extremely sloppy.
86-90	Despite best efforts by Housing and the Plumbers, the premises has been compromised and is known to a hostile organisation such as the Thirteenth Directorate, the Chinese Ministry of State Security, or other groups described on pages 122-123 of the core rulebook, or even a minor group like the White Knights of Britain (page 231 of the core rulebook). Interference may involve surveillance, attempted wiretapping and breach of security, and possible hostile incursion.
91-95	Residence is still inhabited by something more frightening and difficult to deal with, a Level One or Level Two exonome such as an Imp of the Perverse, a Lesser Horror from Beyond, a Feeder in the Night, or a Gremlin, as described on pages 200-202 of the core rulebook.
96-00	Roll twice more on this table, ignoring any further result of 96-00.

Sample Laundry Safe-houses

Following are two examples of designated premises, provided to the GM and players for use as agent housing. As player-character agents of the Laundry are likely assumed to be sharing quarters, these environments create a unique 'home base' that agents can unwind in after missions, a retreat from the vicissitudes of the office and the mind-numbing tedium (or mind-shattering peril) of the average work-day. Larger groups of player-character agents may inhabit more than one of these designated premises.

Safe-House Bravo Delta Two

'Behold, a typical London family home: recently renovated kitchen, dining room with French doors opening onto a patio in the garden, lounge with bay window out front, staircase in hall, under-stair closet, side-door leading into garage, bedrooms and bathroom upstairs. Why the creeping dread, then?'

— The Fuller Memorandum

Located at 34 Hazelhurst Road, Safe-house Bravo Delta Two has recently become available for Laundry employees and may be assigned to agents who have distinguished themselves in the pursuit of duty. Formerly reserved solely for management, recent history has caused it to become downgraded for general assignment. Despite this reclassification, the house is a fine example of an utterly nondescript two-storey London town-home, built in the mid-1930s and located in a quiet residential neighbourhood. It is reasonably spacious, with three bedrooms, a front lounge with bay window, a renovated kitchen, an enclosed garage, and hedge-enclosed back yard with patio. The interior walls are painted in charming magnolia, and the flagstoned back patio has recently been dug up and replaced, stone by stone. Though the hedges and yard show signs of neglect, it would take very little effort to restore the yard to respectable condition. Additionally, the French-style back patio doors have been replaced, frame and all, and the walls and carpet in one of the three upstairs bedrooms has just been redone.

Should an occupant choose to make a careful examination of the property using all of the occult detection means at his or her disposal, they will discover a slight emanation of negative energy from the back yard in the vicinity of the patio, and may find tiny, barely-detectible stains of blood in the repainted bedroom.

Safe-House Charlie Twenty-Two: 'Chateau Cthulhu'

'Chateau Cthulhu is a mid-Victorian terrace, an anonymous London dormitory unit distinguished mainly by having three cellar rooms and a Laundry residential clearance, meaning that it's probably not bugged by the KGB, CIA, or our enemies in MI6.'

— The Atrocity Archives

Formerly occupied by agents Robert Howard, Dominique O'Brien, and two employees of Q Division identified only as 'Pinky' and 'Brains,' this two-storey, mid-Victorian terrace has re-entered the Laundry's housing lottery and is available for occupation by a new generation of agent tenants. The nickname was conferred by Howard and his roommates and has stuck with the property, along with a curious hand-wagging gesture that has continued despite no apparent means of transmission. In addition to four double-bedrooms (each with its own door lock), Chateau Cthulhu boasts a full kitchen, a dining room, and a full washroom, the unit has undergone a substantial and nigh-unto-illegal upgrade to its electrical system and supports secure high-speed DSL with a bewildering amount of bandwidth.

Chateau Cthulhu is aligned due east-west and situated at the corner of an equilateral triangle of streets, a fortuitous location for certain magical practices and beliefs. Prior to being appropriated by the Laundry, the property's prior tenants were cultists, with one cellar room clearly devoted to attempts at magic. These tenants were investigated by the Laundry and remanded into custody, and now inhabit maximum security facilities in undisclosed locations. The landlord of the property is a Mr. Hussein, who remains blissfully unaware of the activities of either his former or current tenants.

The furniture is vintage, worn, and bordering on a health threat. The plumbing is substandard and gurgles throughout the night, the paint is discoloured and peeling, and the carpet is dated, stained, and should be replaced (but likely will never be), but Chateau Cthulhu is not without its charms. One closet holds an enormous bin of plastic Lego pieces (a remnant from previous tenants), enough to fashion a table or desk.



Firearms

‘Contrary to popular fiction, there is no such thing as a “license to kill.” Nor do secret agents routinely carry firearms for self-defence. Me, I don’t even like guns – I mean, they’re great fun if all you want to do is make holes in paper targets at a firing range, but for their real design purpose, saving your ass in a life-or-death emergency, no: that’s not on my list of fun things.’

–The Fuller Memorandum

Accounting practices notwithstanding, the Laundry operates with a robust budget, no small amount of that financing being tied to practical (i.e. non-magical) weapons inventory and equipment. Field assignments may pit Laundry agents against entities beyond comprehension and unbound by mortal weaknesses, in which case no physical weapons are likely to be of use. Despite this, there are inevitable comforts to be had in having the right tools and equipment at hand. This section covers a variety of firearms, firearm equipment, hand weapons, ranged weapons, explosives, protective gear, and other useful odds and ends of gear that may be of use in the field.

Firearms

Private ownership of firearms in the United Kingdom is rare, though not unknown among criminal elements. With the rise in terrorist and anti-terrorist activity, guns are nonetheless becoming more commonplace. Working for Capital Laundry Services doesn’t mean that you’re automatically issued a firearm any more than you’ll ever fire one if you do have it.

Most employees of the Laundry will never handle a firearm and may never even see one used in the field. Unfortunately, field agents routinely face a variety of threats – of the human and extraterrene, squiddy variety – and as a result the usefulness of firearms in the line of duty is an entirely different cuttle of fish.

Sidearms

Other than a mobile phone, the sidearm is likely the most useful piece of equipment your character will use in the course of duty. The Glock 17 and the Walther PPK are standard-issue for Laundry agents, and are described on pages 102-103 of the core rulebook, but experienced agents are not prohibited from using other sidearms. This section lists a variety of popular and/or interesting sidearms your character may potentially requisition or encounter in the field.

American Derringer Mini COP: Despite the compact size and limited ammo capacity, this unique four-barreled derringer fires .357 magnum rounds. The COP (Compact Off-duty Police) is no longer being manufactured, though it remains popular among gun collectors and private owners.

AMT Automag V: A large single-action semiautomatic pistol, this sidearm fires a .50 Action Express cartridge. Though it has a limited magazine (five shot capacity), its heavy cast-steel frame makes it an excellent impromptu club.

Auto-Ordnance ZG-51 Pit Bull: A newer model of the incredibly popular Colt M1911A, this pistol fires .45 ACP (American Colt Pistol) rounds. A serviceable update to a reliable handgun that’s been in continuous and widespread use for a century.

Beretta Vertec: An update of the Beretta 92 family of pistols, this Italian-made automatic fires a 9 x 19 mm Parabellum cartridge. Though the factory clip holds 15 rounds, for many years versions sold in the USA were restricted to a 10 round magazine capacity.

Beretta Model 21A Bobcat: This Italian-made, pocket-sized derringer is available in two varieties: one fires a .22 LR (long rifle) cartridge and has a seven-round capacity, while the other fires a .25 ACP round and has an eight-round capacity.

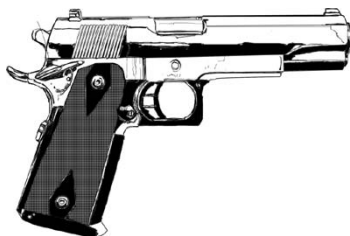
Beretta Model 950BS Jetfire: Another compact pistol from Beretta, the Jetfire is known for being reliable and simple to operate and maintain. It has an eight-round magazine and fires .25 ACP rounds, with a flip-top barrel that makes it easy to clear misfires or jams.

Browning Hi-Power: One of the most popular handguns in the modern world, the Hi-Power is used in the armed forces of more than 50 countries. Firing 9 x 19 mm Parabellum cartridges from a 15-round magazine, the HP has been manufactured and utilised for three quarters of a century.

THE LAUNDRY

Colt 380 Government Pocketlite: A scaled-down version of the M1911A, this firearm is also called the 'Mustang.' It chambers .380 ACP with a six-round magazine capacity.

Colt M1911A:



Simply put, the most popular handgun in the world. This semiautomatic handgun uses the .45 ACP cartridge and has an eight-round capacity. Named for the year it was first introduced, the M1911A (and variants) is used by militaries throughout the world.

Colt Detective Special: A compact snub-nosed revolver, this firearm is popular among old-school police detectives for its convenience as a concealed weapon. It has a six-round cylinder and fires .38 Special rounds.

Colt King Cobra: A sturdy and dependable medium-framed double-action revolver, the King Cobra is chambered for either the .357 Magnum or .38 Special cartridges, and has a six-round cylinder. Though not manufactured for over a decade, an enormous number of these are still in circulation, used by private citizens and police forces across the world.

Heckler & Koch P7: A German semiautomatic compact pistol introduced after the massacre at the 1972 Olympics in Munich, the P7 fires the 9 x 19 mm Parabellum cartridge and has a seven-round magazine.

Heckler & Koch MK23 USSOCOM: Developed for use by the United States Special Operations Command, the MK23 is equipped with a suppressor and laser aim module. It fires .45 APC rounds and has a 12-round magazine. The pistol component of the MK23 is considered a 'match grade' pistol, superior in accuracy, reliability, and ease of maintenance.

Intratec TEC-9: Technically a semi-automatic handgun, the TEC-9 boasts a 30-round magazine mounted before the trigger. It is chambered for 9 x 19 mm Parabellum. Because of the configuration of the magazine, it is difficult to conceal. Despite this, it is a popular weapon among terrorists and criminals because of its high capacity and mostly polymer construction.

Intratec TEC-22: Like the TEC-9, the TEC-22 has a large, forward-mounted 30-round magazine, and is chambered for .22 long rifle. As with the TEC-9, it is difficult to carry concealed.

Llama Mini-Max II: A scaled-down version of the classic M1911A, the Mini-Max is available in several calibres, from 9 mm Parabellum, .38 Super, .40 Smith & Wesson, and .45 ACP, with clip capacities of eight, eight, seven, and six, respectively. Though popular among law enforcement and military, it was discontinued in 2005.

Magnum Research Desert Eagle .50:



This large-frame pistol is one of the most powerful handguns in the world. Gas-operated and semiautomatic, the Desert Eagle is available in a variety of calibres, with the most impressive being the .50 AE (Action Express). It has only a seven-round magazine, but any situation requiring more than seven shots from a Desert Eagle .50 is beyond a ballistic resolution.

Makarov PM:



This Russian-made semiautomatic pistol was the default sidearm for Soviet military use from 1951 until roughly 2005. Though it was officially replaced, the Makarov is still used widely throughout former Soviet countries and their trade partners. It is chambered for the unique 9 mm Makarov round, as well as versions chambered for .380 ACP. The Makarov has a 12-round magazine.

Norinco Type 54: This Chinese-made semiautomatic pistol is a knock-off of the Russian-made Tokarev T-33, and has been in continuous use by the Chinese military and government for almost sixty years. Popularly called the 'Black Star,' this pistol uses 7.62 x 25 mm Tokarev rounds and has an eight-round magazine. It is very easy to get on the Chinese black market, and thusly is popular in the field of international terrorism.

Rossi Model 972: This heavy revolver is available only in .357 Magnum calibre, with a six-shot cylinder. Made by an American company but manufactured in Brazil.

Ruger P90: Yet another variant of the M1911A, the Ruger P series of pistols are American-made semiautomatic revolvers popular among law enforcement and private citizens worldwide. The P90 is chambered for .45 ACP and has an eight-round magazine.

SIG P226: This sturdy, reliable semiautomatic pistol is an evolution of the immensely successful SIG P220, as used by US Navy SEALs. Manufactured by SIG Sauer, it is chambered for the 9 x 19 mm Parabellum round and has an astounding 15-round magazine.

Smith & Wesson Model 19 Combat Magnum: First manufactured in the 1950s, the Model 19 was the original .357 Magnum revolver, popularised by US law enforcement and still in use more than half a century later.

Smith & Wesson Sigma:



Made almost entirely of high-strength polymers, this semiautomatic pistol is extremely similar to Glock's line of automatic pistols. The majority of these are chambered for the .40 S&W (Smith & Wesson) cartridge, though it's also available for .380 ACP and 9 x 19 mm Parabellum. It has a 15-round magazine.

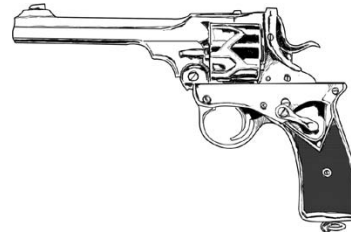
Walther P5 Compact:



A compact version of the popular Walther P5 (itself a variant of the PP/PPK model) chambered for 9 x 19 mm Parabellum ammunition, with an eight-round magazine. Used principally by the Royal Army and still in active use.

Walther P99: A semi-automatic pistol in 9 x 19 mm Parabellum, this highly-ergonomic sidearm was introduced in 1997 with incremental improvements over the earlier P5 and P88 Walthers. Part of the marketing push involved making it the official gun of a relaunched international spy film franchise.

Webley Revolver:



A break-top revolver chambered for .455 Webley rounds, this was the standard sidearm for British armed forces from 1887 through 1963, a weapon of immense influence and history. Though retired in favour of more modern sidearms, the Webley is a sentimental favorite of the old guard, the type of pistol you're likely to find in a desk-drawer on Mahogany Row if you should be so daring as to look.

Name	Avail.	Skill	Base	Damage	Attack	Special	Mal	Range	HP	Ammo*	SIZ
American Derringer Mini COP	Difficult	Pistol	20	1D8+1D4	1	Impaling	00	5	8	4	.5
AMT Automag V	Average	Pistol	20	2D6+1	1	Impaling	00	20	12	5	1
Auto-Ordnance ZG-51 Pit Bull	Average	Pistol	20	1D10+1	2	Impaling	00	20	10	7	1
Beretta Vertec	Average	Pistol	20	1D10+1	3	Impaling	99-00	20	10	15	1
Beretta Model 21A Bobcat	Average	Pistol	20	1D6	3	Impaling	00	5	6	7-8	.5
Beretta Model 950BS Jetfire	Average	Pistol	20	1D6	3	Impaling	99-00	15	8	8	.5
Browning Hi-Power	Average	Pistol	20	1D10	2	Impaling	00	20	10	15	1

Name	Avail.	Skill	Base	Damage	Attack	Special	Mal	Range	HP	Ammo*	SIZ
Colt 380 Government Pocketlite	Average	Pistol	20	1D8	2	Impaling	00	15	9	6	1
Colt M1911A	Average	Pistol	20	1D10+1	2	Impaling	00	15	10	8	1
Colt Detective Special	Average	Pistol	20	1D10	2	Impaling	00	15	10	6	1
Colt King Cobra	Average	Pistol	20	1D8+1D4	1	Impaling	00	20	10	6	1
Heckler & Koch P7	Average	Pistol	20	1D10	3	Impaling	99-00	20	8	7	1
Heckler & Koch MK23 USSOCOM	Difficult	Pistol	20	1D10+2	2	Impaling	00	20	9	12	1.5
Intratec TEC-9	Average	Pistol	20	1D10	3	Impaling	98-00	15	8	30	1.5
Intratec TEC-22	Average	Pistol	20	1D6+2	3	Impaling	98-00	15	8	30	1.5
Llama Mini-Max II	Average	Pistol	20	1D10	2	Impaling	99-00	15	9	6-8	1
Magnum Research Desert Eagle .50	Average	Pistol	20	2D6+2	1	Impaling	94-00	30	11	7	1.5
Makarov PM	Average	Pistol	20	1D8+1	2	Impaling	98-00	20	8	12	1
Norinco Type 54	Average	Pistol	20	1D8+1	2	Impaling	96-00	15	8	8	1
Rossi Model 972	Average	Pistol	20	1D8+1D4	1	Impaling	00	20	11	6	1
Ruger P90	Average	Pistol	20	1D10	2	Impaling	00	20	9	8	1
SIG P226	Average	Pistol	20	1D10	3	Impaling	00	20	10	15	1
Smith & Wesson Model 19	Average	Pistol	20	1D8+1D4	2	Impaling	00	20	12	6	1
Smith & Wesson Sigma	Average	Pistol	20	1D10+1	3	Impaling	99-00	20	7	15	1
Walther P5 Compact	Average	Pistol	20	1D10	3	Impaling	00	15	8	8	.5
Walther P99	Average	Pistol	20	1D10	3	Impaling	00	15	8	15	1
Webley Revolver	Difficult	Pistol	20	1d8+1	2	Impaling	97-00	15	8	6	1

* Most semiautomatic pistols can carry an extra round in the chamber, adding +1 to ammo

Rifles, Assault Rifles, Submachine Guns, and Machine Guns

Traditionally, field agents are equipped with little more than smartphones, warrant cards, and (occasionally) sidearms. Occasionally, though, agents may feel that situations require more significant firepower in the form of assault rifles or machineguns. This is generally an incorrect assumption, as the assumption that an assault rifle is needed indicates that a situation has escalated past the point where any amount of firepower will be of use.

That said, following are examples of such weapons in the unlikely event agents ever lay hands on them.

Barrett M107 Long Range Sniper Rifle: The 'Light Fifty,' this .50 calibre heavy semi-automatic rifle is a consummate sniper's weapon, recoil-operated with an integrated bipod. It can be mounted on military vehicles, and is often paired with advanced telescopic sights. An evolution of the M82, the M107 has been adopted by dozens of world militaries.

Colt M4 Carbine: An evolution of the M16, the M4 is a recent entry into the US military's arsenal, using 5.56 x 44 mm NATO ammunition, with selectable semi-automatic or three-round burst fire. It is regularly used with a bipod and integrated telescopic/red-dot sight, and is capable of mounting a M203 grenade launcher under the barrel. Though it has not yet been adopted by the UK, it is rapidly becoming a weapon of choice for many world militaries.

Colt M16 Rifle:

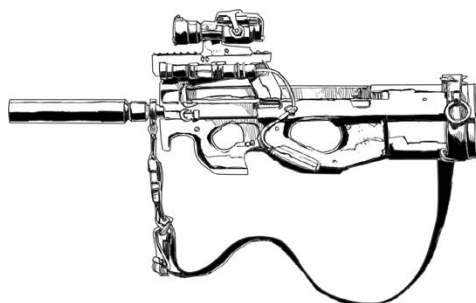
An immensely popular and reliable rifle, the M16 and its variants (the A1, A2, A3, and A4) have been used by militaries worldwide for half a century. Highly customisable, the M16 fires the 5.56 x 44 mm NATO cartridge. It is currently being phased out of US military use in favour of the M4, above.

CZ Skorpion vz.61: The Skorpion is a pistol-sized 7.65 mm machine gun developed by the Czechs back in the 60s and still popular in former Soviet bloc countries and the Middle East, as well as some African and Southeast Asian nations. It fires 7.65 x 17 mm Browning SR ammunition and has an 'over the top' folding shoulder stock. It can be fired in semi-automatic and full-auto mode. If a villain in a film is firing two automatic pistols simultaneously, they're probably using Skorpions.

Enfield L85 Rifle:

Agents operating alongside British troops are going to be familiar with the the L85, as it's been standard issue for the British Armed Forces since 1987. Chambered for 5.56 x 44 mm NATO ammo, it's a bulky weapon with a bullpup design and an integrated flash suppressor, and can be fitted with a grenade launcher or bayonet.

FN Minimi: A Belgian-made light machine gun used in most NATO countries and elsewhere, Fabrique Nationale's Minimi is chambered for 5.56 x 45 mm NATO rounds and fed by a 100-round disintegrating-link belt, or can be fitted with a smaller 30-round magazine. It is fitted with a flash suppressor and can be fired in normal and adverse mode (adverse being a higher rate-of-fire).

FN P90 Personal Defence Weapon:

A Belgian-made selective fire rifle, the FN P90 is possibly the strangest looking weapon agents will ever encounter. An extremely organic bullpup configuration and a top-mounted magazine make it look like nothing else in the field. It fires 5.7 x 28 mm ammunition and can be set for semi- or full-automatic fire. It's often kitted out with tactical lights, red-dot laser sights, sound suppressors, and other fun extras.

Heckler & Koch G36 Assault Rifle: Adopted by the UK's Metropolitan Police Service and used by other militaries and police forces across the globe, the G36 is an assault rifle firing 5.56 x 45 mm NATO ammo, with a 30-round magazine or a 100-round detachable drum magazine. It is usually equipped with red-dot and telescopic sights, and variants are fitted with bipods, skeletonised folding stocks, grenade launchers, and even bayonets.

Heckler & Koch MP5 Submachine Gun:

With the 'MP' short for 'maschinenpistole,' the MP5 and its variants are among the most internationally popular submachine guns agents are liable to encounter, used by most branches of the British armed and police forces, as well as in police and military organisations worldwide. It chambers 9 x 19 mm Parabellum, can be set for semi- or full-automatic fire, and is frequently paired with extras such as a flash suppressor, a rifle grenade launcher, a tear gas grenade launcher, optical sights, tactical lights and red-dot sights, and has a collapsing, extendable stock.

Ingram MAC-11: A scaled-down variant of the M10 (which went out of production in the mid-70s), the MAC-11 machine pistol is chambered for the .380 ACP round. It can be set for semi- or full-automatic fire.

THE LAUNDRY

Kalashnikov AK-47:



One of the most commonly-used and widely-copied assault rifles ever made, the Russian-made Avtomatik Kalashnikov-47 was introduced in 1949 and is still used worldwide today. The AK-47's popularity stems from its durability and reliability. There are dozens of copies and variants, including the Chinese Type 56, Iraq's Tabuk Sniper Rifle and Israel's IMI Galil, and nearly all use the 7.62 x 39 mm M43 cartridge. Different varieties have 10-, 20- and 30-round magazines, and the black market offers 40-round box and 75-round drum magazines.

Kalashnikov AK-74M:

An update of the Kalashnikov line of weapons, the AK-74M has become the premier Russian military assault rifle since its introduction in 1991. It (and other AK-74 variants) fire a 5.45 x 39 mm cartridge, and can be set for semi- or

full-automatic fire. It accommodates a barrel-mounted grenade launcher, bayonet and flash suppressor, and uses either a 30- or 45-round magazine, with a folding shoulder stock and built-in mounting for optical sights.

Mini-Uzi: A scaled-back version of the Uzi (described below), the Mini-Uzi trades a slightly lower muzzle velocity for an increased rate of fire. The Micro-Uzi (recently updated as the Uzi-Pro) has similar statistics, but is even smaller (reduce SIZ by .5).

Ruger MP9: A US-made machine pistol, the MP9 is similar to the Uzi in design. It can fire semi- and full-automatic, and uses the 9 x 19 mm Parabellum cartridge, with a 32-round box magazine.

Uzi: Developed by Israel Military Industries and named for its designer, Uziel Gal, the Uzi has been the premiere submachine gun in Middle East conflicts, although its popularity has waned somewhat in the last decade. Variants fire the 9 x 19 mm Parabellum or .45 ACP rounds. It has an extendable stock, and box magazines come in 10-, 16-, 20-, 32-, 40-, and even 50-round capacity.

Name	Avail.	Skill	Base	Damage	Attack	Special	Mal	Range	HP	Ammo	SIZ
Barrett M107 Long Range Sniper Rifle	Difficult	Firearm (Rifle)	25%	2D8+6	1	Impaling	0	300	10	10	4
Colt M4 Carbine	Average	Firearm (Rifle)	25%	1D10	1 or 3	Impaling	0	100	12	30	4
Colt M16 Rifle	Average	Firearm (Rifle)	25%	1D10	1 or 3	Impaling	99-00	90	14	30	4
CZ Skorpion vz.61	Difficult	Firearm (Submachine Gun)	15%	1D8	3 or burst	Impaling	96-00	20	6	10 or 20	1.5
Enfield L85 Rifle	Average	Firearm (Rifle)	25%	1D10	3 or burst	Impaling	99-00	110	12	30	4
FN Minimi	Difficult	Firearm (Assault Rifle)	15%	1D10	1 or burst	Impaling	97-00	100	11	100 or 30	4
FN P90 Personal Defense Weapon	Difficult	Firearm (Assault Rifle)	15%	1D8+1	3 or burst	Impaling	0	100	12	50	4
Heckler & Koch G36 Assault Rifle	Average	Firearm (Assault Rifle)	15%	1D8+1	3 or burst	Impaling	99-00	110	12	30 or 100	3
Heckler & Koch MP5 Submachine Gun	Average	Firearm (Submachine Gun)	15%	1D10	2 or burst	Impaling	97-00	45	10	15 or 30	2.5
Ingram MAC-11	Difficult	Firearm (Submachine Gun)	15%	1D8	3 or burst	Impaling	96-00	20	7	32	1.5
Kalashnikov AK-47	Difficult	Firearm (Assault Rifle)	15%	2D6+1	2 or burst	Impaling	0	90	12	10	4

Name	Avail.	Skill	Base	Damage	Attack	Special	Mal	Range	HP	Ammo	SIZ
Kalashnikov AK-74M	Difficult	Firearm (Assault Rifle)	15%	2D8	2 or burst	Impaling	97-00	120	12	30 or 45	4
Mini-Uzi	Difficult	Firearm (Submachine Gun)	15%	1D10	2 or burst	Impaling	96-00	30	8	20 or 32	2
Ruger MP9	Difficult	Firearm (Submachine Gun)	15%	1D10	2 or burst	Impaling	97-00	40	9	32	2
Uzi	Difficult	Firearm (Submachine Gun)	15%	1D10	2 or burst	Impaling	98-00	40	8	10	2

Shotguns

'Harry pulls something that looks like an M-16 on steroids off the wall and picks up a drum magazine the size of a small car tyre. "Can I interest you in an Atchisson AA-12 assault shotgun? Burst-selectable for single shot or full auto? Takes a twenty-round drum full of twelve-gauge magnum rounds, and I've got a special load-out just for taking down paranormal manifestations – alternate FRAG-12 fin-stabilised grenades, white phosphorus rounds, and solid silver triple-ought buck, each ball micro-engraved with the Litany of Khar-Nesh – right up your street, my son." He racks the slide on the AA-12 with a clattering clash like the latch on the gates of hell.'

– The Fuller Memorandum

The popular misconception of the shotgun is that it's a clumsy, imprecise firearm. The reality is that few weapons are as versatile and devastating when used properly. Shotguns are indispensable in tactical situations: breaching doors, destroying obstacles, and in laying down more firepower over a larger area than a sidearm is capable of. Laundry agents will rarely, if ever, be issued shotguns as part of assignments, but sometimes may find them useful in situations... evolve.

Benelli M3 Super 90: An Italian-made semi-automatic or pump-action shotgun, the Super 90 can be fitted with a tactical flashlight or a red-dot sight. It is chambered for 12- or 20-gauge shells.

Daewoo USAS-12: Designed by US-owned Gilbert Equipment Company as an improvement to the popular Atchisson line of shotguns, the USAS-12 is manufactured in South Korea by Daewoo. This 12-gauge combat shotgun is popular throughout Asia, and has made its way into the black market through those channels. It is fed by a 10-round box magazine or a 20-round drum magazine.

Mossberg 590A1: A combat shotgun designated and designed for use by law enforcement and the armed forces, the 590A1 is heavier than civilian models, 12- or 20-gauge ammo, and comes in three different barrel lengths, each equipped with a red-dot laser sight.

NeoStead 2000: A South African-made combat shotgun, the NS2000 is pump-action and was designed for police and security use. It has a bullpup configuration, fires 12-gauge shotgun ammunition, and has an outstanding 12-shell magazine. In the UK, the NS2000 is the shotgun of choice for the S.A.S.

Saiga-12:



A Russian-made 12-gauge combat shotgun manufactured on the versatile Kalashnikov pattern design. Saiga-12 variants come with folding stocks, optics, and expanded drum magazines. Though the Saiga-12 is not used much outside the Russian Federation, Laundry agents operating in Russia may end up on the wrong side of one of these.

Name	Avail.	Skill	Base	Damage	Attack	Special	Mal	Range	HP	Ammo	SIZ
Benelli M3 Super 90	Difficult	Firearm (Shotgun)	30%	4D6/2D6/1D6	2	Impaling	00	10/20/50	12	7	3
Daewoo USAS-12	Difficult	Firearm (Shotgun)	30%	4D6/2D6/1D6	1 or auto	Impaling	99-00	10/20/50	10	10 or 20	4
Mossberg 590A1	Difficult	Firearm (Shotgun)	30%	4D6/2D6/1D6	1	Impaling	00	10/20/50	12	9	3
NeoStead 2000	Average	Firearm (Shotgun)	30%	4D6/2D6/1D6	2	Impaling	99-00	10/20/50	12	12	4
Saiga-12	Difficult	Firearm (Shotgun)	30%	4D6/2D6/1D6	2	Impaling	00	10/20/50	12	10 or 20	4

Exotic Guns

The following list of weapons are not easily categorised, serving a variety of purposes. Requisitioning any of these weapons as part of a normal mission would be highly unusual and should be undertaken in only the direst of circumstances. Even though the lunatics in the Armoury are more than willing to release this kind of firepower, an agent actually signing one of these items out is likely to get their dossier flagged for closer inspection by Operational Oversight, Financial Control, or (shudder) the Auditors. Proceed with caution.

Flare Pistol:



This isn't that unusual an item, and is a ready part of any water-going craft's emergency supply kit, but carrying one around is bound to raise a few eyebrows. No sane person would choose to use one of these in combat, but there are times that setting a target on fire is a welcome occurrence.

Hydroar LC T1 M1 Flamethrower: Though the use of conventional flamethrowers in combat is highly frowned upon by the terms of the Geneva Convention, field agents routinely encounter beings not covered by that pact. The Brazilian-made LC T1 M1 replaces the antiquated American-made M2 in many world armouries.

Tranquiliser Gun: A gas-powered pistol or rifle that fires ballistic syringe ammunition, usually filled with fast-acting paralytics or sedatives. Tranquiliser guns are relatively quiet, and though they are rarely used in military activities, they are frequently used in 'black bag' operations. Though most tranquilisers used in these guns were developed for animals, and have not been approved for use on humans,

lessened or weakened doses are frequently (and illegally) used on humans. Common brands are Immobilon (M99) or Fentanyl. Injection follows the same procedures as poison (see page 62 of the core rulebook), with dosages ranging from potency (POT) 12 to 18 and effects mirroring that of chloroform. Calibrating a correct dosage requires an *Easy Science* (Pharmacy) roll.

Higher doses run the risk of causing heart failure or other severe reactions in the target. A target receiving a dose greater than their CON must make an Endurance roll to avoid a reaction: failure costs the target 1D6 damage per 6 points of the drug's potency (rounded down).

XM25 Counter Defilade Target Engagement System:

Simply put, the state of the art in assault weaponry. Developed by the US military and recently deployed in Afghanistan, the XM25 is a stubby 'smart' grenade-launching rifle with explosive ammunition that can be programmed to detonate at a desired range, rendering most cover useless.

Firing specialised 25 mm grenades with an astonishing effective range of 750 yards, the XM25 is every gun fetishist's dream. It has an integral thermal sight, laser rangefinder, optical sight, and integrated ballistic computer, offering +20% to the base chance to hit. If operated correctly, the XM25 reduces the penalty to hit from cover by half, meaning that shots that would be ½ chance (*Difficult*) are reduced by only ¼ the chance to hit.

Name	Avail.	Skill	Base	Damage	Attack	Special	Mal	Range	HP	Ammo	SIZ
Flare Pistol	Average	Firearm (Exotic)	25%	1D10+1D3 fire	1	Fire	00	10	11	1	2
Hydroar LC T1 M1 Flamethrower	Difficult	Firearm (Flamethrower)	10%	2D6 fire per round	1	Fire	93-00	25	6	10	5
Tranquiliser Gun	Difficult	Firearm (Exotic)	05%	1 + special	1	Special	99-00	10	8	Varies, usually 1	1 or 2
XM25 CDTES	Impossible	Firearm (Assault Rifle)	15%	Burst	1	Knockback	98-00	300	10	12	1

Firearm Equipment and Customisation

This section covers a variety of additional equipment to customise, augment, expand, or enhance a firearm's capabilities. Most of these are nonstandard and must be requested in addition to the regular firearm, although in some cases they are assigned already integrated into or in conjunction with the firearm. For the most part, Q Division takes a dim view on agents modifying their own equipment, so modifications such as these are at the agent's risk.

Bayonet: A barrel-mounted combat knife, these may be used in commando activities, but for obvious reasons are rarely used in Laundry operations. If the rifle itself cannot handle the target, there is little chance a pointy bit of metal will do the job. Stats for a bayonet are in the Miscellaneous Weapons chart on page 48.

Combat Grip: An ergonomic handgrip customisable to the operator's hand shape, a combat grip adds +5% to the chance of hitting. These are available for most weapons.

Extended Magazine: Many firearms can accommodate an extended magazine, increasing ammo capacity by anywhere from +25% to +100% normal. Rather than provide a detailed list of each model of firearm and what additional ammo capacity the extended magazine confers, the Game Master should assign an availability rating based on the amount of expansion, from *Easy* (+25% ammo), *Average* (+50% ammo), or *Difficult* (+100% ammo). The SIZ modifier is negligible, but an expanded magazine makes the weapon more difficult to conceal, with modifiers of -5%, -10%, and -20% respectively.

'Match Grade': Technically a quality of equipment rather than a specific item, match grade refers to a level of quality in firearms, firearm equipment, and ammunition suitable for competition, such as competitive marksmanship events. Match grade components are manufactured to exceedingly high standards and at a level of precision beyond conventional manufacturing, and are routinely as much as 10 times as expensive as comparable components (bump up one Value/Availability level for purposes of procurement).

Specific classes of match grade components have the following effects:

- **Ammunition:** Match grade ammunition lowers the chance of a misfire (malfunction) by 1%, though the ammo will still misfire on a roll of 00.
- **General Manufacture:** A weapon of match grade quality has 1 additional hit point and a +5% modifier to the attack chance, and the chance of a jam is reduced by 1%, though the weapon will still jam on a roll of 00, even if used cumulatively with match grade ammunition.
- **Sights:** Match grade sights and/or scope adds +5% to the attack chance when using aimed attacks (page 57 of *The Laundry* rulebook), cumulative with other modifiers.

Speed-Draw Holster: Normally, drawing a weapon takes 5 DEX ranks. As described in the core rulebook on page 58, a speed-draw holster reduces this amount to 3 DEX ranks.

Tactical Light: A flashlight affixed to the barrel of the weapon. Infrared varieties are often paired with night-vision goggles.

Trigger Lock (Conventional): A conventional trigger lock is recommended when the firearm is not in use. These take 5 DEX ranks to install or remove with the key. Opening a trigger lock without the key requires a successful Difficult Fine Manipulation roll. Regulations prohibit Laundry agents from using conventional trigger locks for requisitioned weapons: they must instead use the standard enchanted trigger guard issued by Q Division (described on page 97 of *The Laundry* core rulebook).

Name	Availability	Effect	HP	SIZ
Bayonet	Average	See Misc. Weapons chart, page 52	15	+5
Combat Grip	Average	+5% to attack chance	+1	—
Extended Magazine	Average	+25% to +100% ammo capacity	—	+5
'Match Grade' Ammunition	Difficult	Lowers chance of malfunction by 1%	—	—
'Match Grade' Manufacture	Difficult	+5% attack chance, -1% to chance of malfunction	+1	—
'Match Grade' Sights	Difficult	+5% to attack chance when aiming	—	—
Speed Draw Holster	Average	Reduces draw time from 5 to 3 DEX ranks	—	1
Tactical Light	Easy	Illuminates target	2	—
Trigger Lock	Easy	Keeps firearm secure	—	—

Specialised Ammunition

Though *The Laundry* core rulebook describes occult ammunition such as banishment rounds (page 92 of the core rulebook), such armament is hardly standard issue. Most weapons are issued with conventional ammunition, and generally enchanted, advanced, or otherwise specialised ammunition must be requested. Firearm range and damage values provided here and in the core rulebook are assumed to be based on conventional ammunition unless otherwise specified. The specialised ammunition described in this section modifies these values. Unless otherwise specified, these ammunition types are for pistols, rifles, and automatic weapons, not shotguns or other specialised firearms.

Armour Piercing: Designed to penetrate protective armour or barriers, armour piercing ammunition ignores half of the armour protection of a target, although it does -1 to the rolled damage.

Baton: Plastic bullets meant to avoid causing lethal harm to the target, baton rounds are traditionally used in crowd/riot control situations. Baton rounds do ½ rolled damage within point blank range, and the value of any armour protection worn by the target is doubled. Beyond point blank range, baton rounds do the firearm's minimum damage, and armour protection for the target is doubled.

Beanbag: Flexible baton (or beanbag) rounds are fired from a shotgun and used for non-lethal conflict. Beanbag ammo is almost what it sounds like, a small flexible bag of resilient plastic containing small hard rubber shot. Beanbag ammo knocks people down without killing them, and is used in situations where casualties are absolutely unacceptable. Beanbag ammo has half the range of normal shotgun ammo, and does minimum rolled damage.

Blank: Primarily used for military simulation exercises, blank ammunition contains gunpowder but no actual shot. Used safely, they are harmless, but within 1 yard range they

do ½ the normal rolled damage, and at a 5 yard range blank ammunition will do 1 point of damage.

Breaching: Breaching rounds are fired from shotguns and are intended for use punching through door locks without risk of ricochet. They consist of metal powder bound into a solid slug round, and are usually fired with the shotgun barrel inches away from the door lock. The slugs dissipate into harmless powder instantly upon impact. They are ineffectual against living targets, doing full damage only within three feet of the shooter. Beyond that range, they do minimum damage and the value of any armour protection the target is wearing is doubled.

Glaser Safety Slug: Created by a US ammunitions manufacturer, the Glaser Safety Slug is a relatively lightweight, hollow-tipped round with a polymer tip, the hollow filled with fine bird shot. Glaser Safety Slugs fragment almost immediately upon impact, trading penetrating power for wide dispersal of ammunition fragments into a wound. The relative lightness of the bullet and its design minimises its use at long range or against armoured targets. Halve the range of a firearm loaded with Glaser Safety Slugs, and double the armour protection value worn by the target, but add +4 to the rolled damage.

Hollow Point: Designed to minimise collateral damage and to inflict increased soft tissue damage, these bullets have a hollow space in the tip that causes the bullet to collapse and mushroom (or shatter) when hitting a solid target. This minimises penetration but increases the diameter of the bullet itself. The armour protection value of any armour a target is wearing is increased by +1 against hollow point ammunition, but the rolled damage of the round is increased by +2.

Tracer: Tracer ammunition has a small pyrotechnic charge that burns brightly when fired, providing a visible streak of light along the bullet's trajectory. They're generally utilised in one of three ways: loading one out of three rounds so that

one tracer is fired in each burst; for squad leaders to load a clip entirely with tracers to mark a target for the squad to fire upon; and using them as the final few rounds in a clip to signal that it's almost empty. When used for the former

two methods, tracer rounds add +5% to the attack chance for one round for the shooter and anyone adjacent aiming at the same target. Tracer rounds do the same damage as conventional rounds.

Name	Availability	Effect
Armor Piercing	Difficult	Halves armour protection, -1 rolled damage
Baton	Average	½ rolled damage and double armour protection within point blank
Beanbag	Average	½ range, minimum damage
Blank	Easy	½ damage within 1 yard, 1 point damage at 5 yards, harmless past 5 yards
Breaching	Average	Full damage within 1 yard, minimum damage past that and double armour protection
Glaser Safety Slug	Difficult	+4 rolled damage, double armour penetration, half range
Hollow Point	Difficult	+2 rolled damage, +1 to armour protection
Tracer	Average	+5% to attack chance for one round

Occult Shotgun Shells

The following shells can be fired from any 12 Gauge shotgun, including the AA-12 Assault Shotgun. Different versions of the same shells can also be fired from one-shot flare pistols.

Exorcism Rounds

Availability: Average
Certification Required

Just as banishing rounds are designed to pack the effect of a banishing spell into a bullet, Q Division has created two types of exorcism rounds that produce the effects of an exorcism spell on anything they strike. The first is a shotgun shell containing a miniaturised grounding array capable of dispelling a Haunting of up to Level Four. This shell merely needs to strike anywhere within the haunted area to exorcise it. This shell has no effect on Level Five Hauntings.

The other variety of exorcism shell is designed to dispel spells. This shell is designed to dispel any spell of up to Level Four on the target it strikes. If the spell has been cast upon a person, then the shell must strike the person. Fortunately, this shell is relatively fragile and shatters upon impact. As a result, anyone struck by this shell suffers only 1D4 damage.

Alternately, immediately before firing the shell, the user can say a designated code word that causes a minor shift in the structure of the thaumic grounding array inside the shell so that the shell affects an area instead of a single target. If used in this fashion, the shell dispels all spells up to Level Two within 5 metres of the shell's point of impact. Higher level spells are unaffected by this shell when it is used to affect an area.



Thaumic Release Rounds

Availability: Difficult

Certification Required

Exorcism safely grounds thaumic energy. However, sometimes operatives find releasing this energy to be more useful, especially if several dozen members of a dangerous cult are all standing in or near an area affected by a Level Three Haunting. When fired at a target, this shell duplicates the affects of an ungrounded, improperly done exorcism. For safety reasons, this shell is specifically designed so that it only effects haunting up to Level Four. The shell is not powerful enough to improperly ground a Level Five haunting. However, operatives are strongly advised not to test this safety feature.

Rules Note: If an operative fires this shell into a Level Five Haunting, the GM should roll 1D10. On a 1, the shell functions, causing large scale destruction and temporarily opening a gateway to another dimension. On a roll of 2-10, the shell has no effect.

Thaumic Attack Rounds (Experimental)

Availability: Not Available for Request

Certification Required

Releasing thaumic energy makes an excellent weapon, if you are lucky enough to have your opponent standing in a haunted area. However, the clever folks over in Q Division have decided to find a way around this problem. This shell is literally haunted.

The details are secret, but there are more than a few stories of Q Division interns tossing these shells through small magical gates or sorcerers summoning a powerful demon to spend some time juggling them. Regardless of the details, these shells are subject to a Level Three Haunting, and when they strike a target, they produce a rapid thaumic energy discharge (*Laundry RPG*, p. 138) of the appropriate Level, destroying electronics and causing 2D6+2 damage to everyone and everything within 10 metres of the shell's target. Operatives are strongly advised to only fire at targets at least 15 metres away.

Operatives should use extreme caution when firing this shell in or near areas that are already haunted. This shell duplicates the effects of the thaumic release shell, in addition to producing its own effect. Also, although this has not yet been tested, this shell could possibly improperly ground a Level Five Haunting, resulting in a large scale disintegration effect and the opening of a temporary Level Four gateway to a dimension associated with this haunting. Deliberately using a thaumic release shell inside a Level Five Haunting is grounds for an automatic review by the auditors - if there is anything left to review. There are rumours that some large cults or possibly the Black Chamber have created thaumic attack shells that pack the punch of a Level Four Haunting. Operatives are advised to use extreme caution if they encounter anyone possessing such weaponry.

Name	Availability	Effect
Exorcism	Average	Exorcise haunting up to Level 4
Single Targer Exorcism	Average	1d4 damage, dispels spells up to Level 2 within 5m of impact
Thaumic Release	Difficult	Exorcise haunting up to Level 4, dumps thaumic energy in vicinity
Thaumic Attack Round	N/A	Blasts target with thaumic release

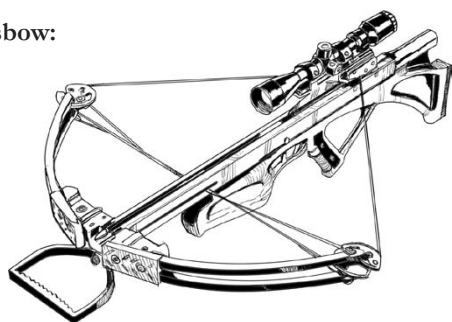
Miscellaneous Weapons

When push roars past shove and escalates into full-blown violence, these weapons may come in handy. Most of these weapons are self-explanatory in nature: any special rules relating to their use are presented here.

Bow: Most modern bows fall into two categories: compound bows, which use resistance, levers, and pulleys; and laminated bows, made of layers of different materials laminated together.

Cosh: Also called a sap or blackjack, a cosh is a small metal weight sewn into a leather or nylon bag, used to expertly deliver nonlethal blows to a victim's head with the purpose of knocking him out.

Crossbow:



A modern crossbow is a sophisticated piece of equipment, often incorporating pulleys and integral cranks. They are still used by several modern militaries for clandestine operations, and by some police forces against foes armed with explosives.

Crossbow, Pistol: A scaled-down crossbow, these are rarely used in combat and are primarily used to deliver zip-lines or other payloads.

Pepper Spray:



Legal only for police use in the UK, pepper spray is a concentrate of capsicum sprayed into the eyes and face of an opponent, causing considerable – though non-lethal – pain and distress. If an attack is successful, the target must make a *Difficult* Stamina roll or be stunned for 2D10 rounds.

Push Dagger: A small blade set perpendicular to the handle, a push dagger is usually disguised as part of a belt or piece of equipment.

SA121 Shockstick: An electrified baton used by guards and riot police, a shockstick delivers a nonlethal charge when the trigger button is pressed. If an attack is successful and the wielder wishes to stun the target, the target must make a resistance roll of CON versus 12. If the roll is a failure, the target is stunned for 1D6 rounds.

Shuriken:



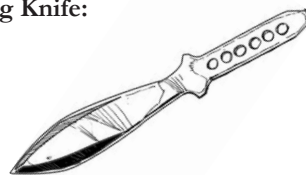
These star-shaped throwing knives are popular distraction weapons, but rarely lethal.

Spear Gun:



Designed for use underwater, spear guns occasionally find service on land due to their relative silence and lethality.

Throwing Knife:



A slender knife without a crosspiece guard, balanced for throwing. Not commonly used, though still a part of the old-school commando's repertoire of means to deliver death at range.

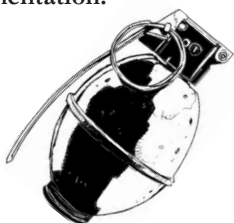
Name	Avail.	Skill	Base	Damage	Attack	Special	Range	HP	Ammo	SIZ
Bayonet	Average	Melee Weapon (Bayonet)	25%	1D4+2+db	1	Impaling	—	15	—	1
Bow	Average	Missile Weapon (Bow)	10%	1D8+1+½db	1	Impaling	100	12	1	3
Cosh	Average	Brawl	25%	1D8+db	1	Crushing	—	10	—	.5
Crossbow	Average	Missile Weapon (Crossbow)	25%	2D4+2	1/2	Impaling	50	15	1	2.5
Crossbow, Pistol	Average	Missile Weapon (Crossbow)	25%	1D6+2	1/2	Impaling	20	10	1	2
Pepper Spray	Average	n/a	DEX x 5%	Special, see description	1	Special	½ DEX in feet	4	25	.5
Push Dagger	Average	Melee Weapon (Dagger)	25%	1D3+db	2	Impaling	—	12	—	1
Riot Shield	Expensive	Melee Weapon (Shield)	30%	1D3+db	1	Knockback	—	16	—	4
SA121 Shockstick	Difficult	Melee Weapon (Club)	25%	1D6 plus special, see description	1	Stun	—	15	20	2
Shuriken	Easy	Missile Weapon (Shuriken)	10%	1D3+½db	1	Impaling	20	5	—	—
Spear Gun	Average	Missile Weapon (Spear Gun)	25%	1D6+2	1/2	Impaling	20	10	1	3
Throwing Knife	Easy	Missile Weapon (Throwing Knife)	15%	1D4+½db	1	Impaling	20	10	—	.5

Explosives

'Ahead of us, Pike picks up the controls on something that looks like an electric street cleaner — the kind of wheeled cart you walk behind — and drives it forward to the doors. It nudges through and the gale almost sucks me forward; I follow in his wake, trying not to think about the cart's payload.'

— The Atrocity Archives

Grenade, Fragmentation:



Also known as an antipersonnel grenade, this has an explosive core surrounded with a metal or hard plastic shell designed to fragment easily and deliver shrapnel into and beyond the blast radius. Laundry agents will most likely have access to the L109A1 HE Fragmentation Grenade.

Grenade, Incendiary: A grenade filled with self-igniting white phosphorus, these horrific weapons were developed during World War 2. Banned for use against civilians, white phosphorous grenades are almost exclusively used in battlefield conditions. The American-made M15 White Phosphorus Grenade is a recent model, though an unsettling

number of the British-made Model 76 Special Incendiary Grenade are still in circulation, having gone on walkabout from munitions dumps where they were carefully stored.

Mine, Antipersonnel (AP): An explosive mine purposed to eliminate enemy combatants, with an emphasis on wounding them rather than terminating them.

Mine, Antitank (AT): A mine designed to cripple tank treads or other vehicles triggering it by driving over it.

Molotov Cocktail: An improvised firebomb made with any flammable liquid, a bottle, and a fuse such as a piece of cloth. Usually, Molotov cocktails only show up in riots, in the hands of juvenile delinquents or thugs, or manufactured in desperation.

Nuclear Bomb: A weapon of last resort, nuclear bombs are available to OCCULUS teams for extradimensional incursions, utterly destroying any enemy presence and neutralising any major threats. Only the most unlucky of Laundry agents will ever encounter a nuclear bomb, or, in the event of CASE NIGHTMARE GREEN, all Laundry agents will likely become very familiar with them. Rules governing radiation are presented on the opposite page.

Pipe Bomb: A small improvised explosive, usually utilising easily-purchased or household components such as PVC pipe. Not particularly effective, a pipe bomb is an amateur weapon generally used against vehicles or property.

Name	Avail.	Skill	Base	Damage	RoF	Special	Mal	Range	HP	Ammo	SIZ
Grenade, Fragmentation	Difficult	Demolition	Throw%	4D6/ 4 metres	1	Impaling	99-00	Thrown	8	1	1
Grenade, Incendiary	Difficult	Demolition	Throw%	2d6/ 2 metres	1	Fire	96-00	Thrown	6	1	1
Mine, Anti-personnel (AP)	Difficult	Demolition	—	4D6/ 5 metres	—	Impaling	99-00	5 metres	9	1	3
Mine, Antitank (AT)	Difficult	Demolition	—	6D6+6/ 3D6+2/1D6	—	Impaling	99-00	10/25/50	12	1	3
Molotov Cocktail	Easy	None	Throw%	1D6 fire per round	1	Fire	95-00	Thrown	1	1	2
Nuclear Bomb	Impossible	Demolition	01%	400/200/100	Special	Fire, Knockback, Radiation	00	1/2/4 mile radius	64	1	12
Pipe Bomb	Easy	Demolition	—	4D6/ 3 metres	1	Knockback	95-00	3 metres	3	1	1

Radiation

Exposure to excessive amounts of radiation or radioactive material is usually harmful to living beings. Radiation poisoning (properly known as acute radiation syndrome) is the equivalent of a poison and direct burns. Though radiation's intensity is properly measured in rads, for the purpose of simplicity it is merely classified as low

through fatal intensity exposure, with associated effects (see chart). The GM should assign a potency value for each exposure to radiation. An agent exposed to radiation must make a resistance roll using CON versus the radiation's potency. Success means that the agent avoids the effects for the period listed. Following are some general guidelines for different levels of radiation and effects from exposure:

Radiation Effects Table

Potency	Description	Effects
5	Low intensity radiation	Roll every 30 days. Failure means that the victim suffers irritations such as skin rashes, headache, shedding skin, minor hair loss, mild nausea, diarrhoea, etc.
10	Moderate intensity radiation	Roll every week. Failure means that the victim suffers a bout of incapacitating illness (cannot rise from bed, tremors, shaking, etc.) that lasts 2D10 hours, in addition to the above symptoms. Two failures in a row mean that the victim has developed cancer (GM's discretion).
15	Medium intensity radiation	Roll every day. Failure means that the victim suffers a bout of incapacitating illness lasting 2D10 days, cumulative with other failed rolls. The victim also suffers 1 point of general burn damage, in addition to suffering from one or more heightened symptoms of low intensity radiation, described above. Failing this roll twice in a row inflicts 1D10 days of temporary blindness on the victim. Failing this roll three times in a row means that the victim has developed cancer, at the GM's discretion. Other people coming into close contact with the victim are at risk for low-level radiation (see above).
20	High intensity radiation	Roll every hour. Failure means incapacitating illness as above, cumulative. The victim suffers 1D3 points general burn damage as above, as well as other symptoms. Blindness is automatic if roll fails. If blindness continues for ten consecutive days, it becomes permanent. A victim failing a roll of CON x 1 becomes permanently sterile. Two failures of this roll indicate terminal cancer. Other people coming into close contact with the victim are at risk as per moderate level contamination (see above).
25	Acute intensity radiation	Roll every minute. Failure equals all of the above symptoms, though blindness and sterility are immediate. Burn damage is 1D6 points per turn, and the victim will inevitably die in CON/2 hours unless provided with suitable medical assistance. All physical skills are Difficult and require a successful Difficult Stamina roll to attempt. The victim's corpse presents a health risk to others.
30+	Fatal intensity radiation	Roll every combat round. Failure equals all of the above symptoms. Burn damage is 1D4 points per combat round. Movement or action is impossible. The victim is wracked with excruciating pain and dies in 1D3 combat rounds.

Radiation poisoning is clearly quite deadly. There are few means of reducing exposure to radiation in the modern world other than distance and protective gear. First Aid is useless against radiation exposure, and the Medicine skill can do little to stave off its effects and is mostly only useful as a diagnostic method.



Black Budget, Red Tape

"That wasn't very clever, Bob, winding Harriet up like that."

"I know." I shrug. "It's just that every time I see her I get the urge to drop salt on her back."

"Yes, but technically she's your line manager. And I'm not. Which means you are supposed to phone in if you're going to be late on a day when you've got a kickoff meeting, or else she will raise seven shades of low-key shit. And as she will be in the right, appeals to matrix management and conflict resolution won't save you. She'll make your annual performance appraisal look like it's the Cultural Revolution and you just declared yourself the reincarnation of Heinrich Himmler. Am I making myself clear?"

I sit down again. "Yes, for very bureaucratic values of clear."

— The Atrocity Archives

The horrors of the many-angled ones who wait, timeless and terrible, in the gulfs between the slumbering stars are as nothing compared to the Laundry's ISO9001-certified bureaucracy. Blizzards of incomprehensible forms that are processed by overly-literal bureaucratic zombies. Procedures for writing procedures. Quintuple reports to account for every fifteen minutes of your day and every penny of your departmental accounts. And the meetings; the endless, unbearable meetings. It's a running joke down in the basement levels that the Laundry's paperwork is designed to be psychically indigestible. The Great Old Ones will eat our minds, but we'll taste like canteen sandwiches.

The Laundry is obliged to recruit anyone who has witnessed occult phenomenon,¹ and once they're recruited, they have to be put to work somewhere. If the new draftee happens to be an expert in non-Euclidean geometry or C++ programming or Etruscan folklore, then the Laundry can put them to actual productive use. Most recruits lack skills that are immediately useful, so they get hung on the bureaucratic org chart like an ornament on a structurally unsound Christmas tree. Player characters cannot escape the Laundry bureaucracy. It engulfs them like a red-ink shoggoth, pushing squamous tentacles into their inboxes and dragging them off to the seminars of madness.

1: Assuming they can't be memory-wiped, geased, intimidated, bribed, appealed to or otherwise convinced not to go to the Daily Mail.

How I Learned To Love The Paperwork

We assume that you're playing the *Laundry Files* because you want to have fun (for esoteric geek values of 'fun') and not because you:

- a) are working out deep seated issues of self-loathing and fetishisation of paperwork.
- b) really like filling out forms and going to planning meetings.

Neither of which are commonly considered fun. So, while your unfortunate player character has to endure the torments of Human Resources, you don't have to play through every soul-draining minute of it, any more than Sir Paladin the Crusader has to play through every aspect of his explosive dysentery. Remember, 99% of your characters' time in the Laundry is taken up with writing reports, reading reports, attending meetings and filling out forms. Game sessions focus on the 1% involving mortal danger and tentacled horrors, but the bureaucracy is still lurking in the background. Here's how to bring it into the game.

Humour

The incongruity between a secret agency battling eldritch evils and an underfunded government department obsessed with timekeeping and quotas is a rich source of humour. You might save the world or thwart the machinations of an ancient cult, but you still have to fill out a timesheet. If you retrieve the fabled tablets from the cavern of Ubbo-Sathla, you had better have a receipt for them. As *Laundry Files* players, you are exhorted and encouraged to moan about the bloody Laundry until your throats are dry. Come up with assignments and drudgery for your character to endure. Mix eldritch horror with the most soul-sucking bits of your real-world job. Mutter darkly about how your character has spent the last sixteen hours reading reports on sewer

blockages in the Greater London area, to determine how many of them were caused by ghoulish nests (answer: zero). Get into contests with other players about how ghastly your character's job is ('sewer blockage reports? Luxury! I had to spend six weeks rewriting our document management database so it's compliant with the new schema - and then they cancelled the project and some berk in archives deleted the original, so I had to spend another six weeks putting everything back in by hand').

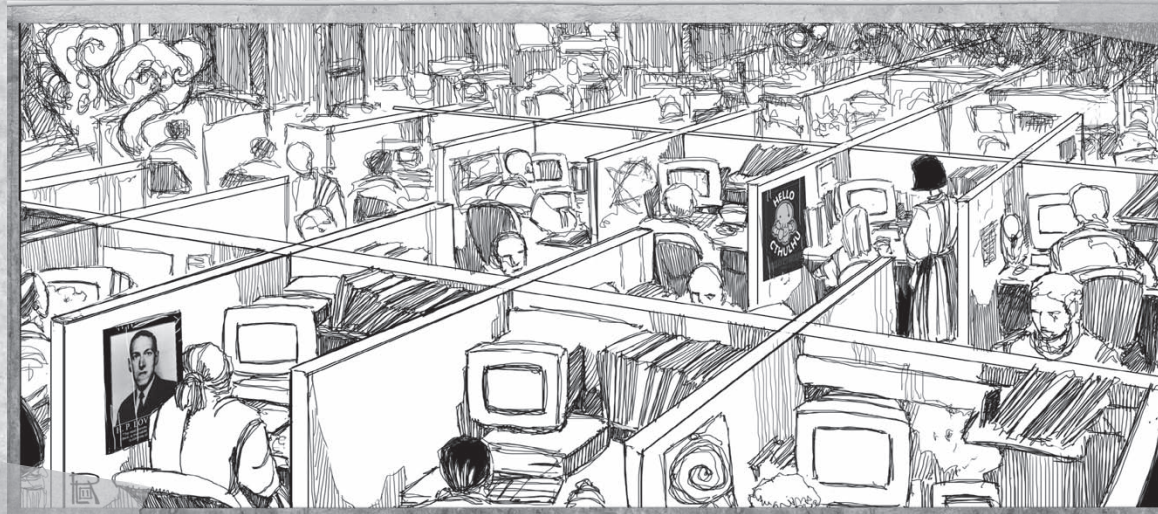
It can be hard to maintain an atmosphere of dread in a roleplaying game. There's always the urge to crack jokes and make light of the situation; doubly so in a Laundry game, where the threats are often deliberately absurd and the characters are often smart-aleck geeks.² If you can use the bureaucracy jokes at the start of the game session to get the laughs out of your system, then it's easier to concentrate on the horror.

Realism

The *Laundry Files* are set in something approximating our world. Unwanted behavioural gas fields aside, Bob's not Bond. The reality of the Laundry is a grubby, mundane one, alien space bats and fractal magic notwithstanding. Your player characters might be battling cults and impossible gods, but they also have to worry about mortgage payments, about pensions and timesheets and performance reviews. The occasional intrusion of realism keeps the game grounded, and reminds the characters that there's a world out there beyond the Laundry that needs defending.

When playing, remember that you're a civil servant, not a secret agent with a licence to kill. Real spies spend most of their time doing mundane paperwork and arguing over budgets and costs, too. You have to act within the limits of the law and the Laundry. Embrace the restrictions; it's much more satisfying to beat both the bad guys and the system than it is to shoot your way out of every problem.

2: The divide between 'player' and 'character' is thin indeed.



Bureaucracy & Status

These two skills are of paramount importance when it comes to building a long-term career in the Laundry. Status, really, is your long-term career, boiled down into a number. The higher your Status, the more the Laundry trusts you. It correlates more-or-less directly to pay grade, responsibilities and security clearance. If you've a low Status, then you're:

- A new recruit
- Someone who recently fucked up and has the Auditors breathing sulphurously down your neck
- Someone who doesn't give a damn about their career, and isn't a team player

High Status means long service, competence, the right connections and a string of successful assignments. You can draw on your Status to get shit done within the Laundry.

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The Bureaucracy skill is your ability to navigate the system, your attention to detail when it comes to paperwork and forms, your talent for speaking managementese, and what you've learned about loopholes and exemptions. A low Bureaucracy implies you're new to the Laundry or don't have the patience to deal with paperwork.

For most characters, Status and Bureaucracy go hand in hand. Angleton, for example, has a high Status, but also has enough Bureaucracy to squish Bridget in *The Concrete Jungle*. A low Status coupled with a high Bureaucracy... as a foulness shall ye know them, the spawn of Human Resources. Examples of high Status/low Bureaucracy in the *Laundry Files* are harder to come by, but you could argue that Ramona Random (post-defection) would have a moderately high Status thanks to her BLUE HADES contacts, but only limited Bureaucracy.

Budget Manipulation Revisited

As described in the main *Laundry Files* rulebook on page 108, you can use Bureaucracy to disguise Departmental Budget expenditures when on a mission. You can wring a few extra quid out of a travel-and-subsistence budget through creative accounting, or pay the costs of calling in the SAS out of your department's payroll. A high Bureaucracy skill lets you hide these expenditures under a bushel of spreadsheets and paperwork; if you're lucky, your questionable expenditures won't be discovered until after you've retired.

You have to come up with some justification, however tenuous or improbable, for your expenditure.

Remember, you only need to justify purchases from your Departmental Budget, not your Mission Budget. The Mission Budget, tiny as it usually is, can be spent as you see fit (well, as long as you don't spend it on blow and hookers, or amazon.com, and even then you should get a receipt).

Note that while the Departmental Budget is technically unlimited, that doesn't mean you use for it absurd purchases, like calling out the entire Royal Air Force or turning the Hubble telescope into a SCORPION STARE weapon. Drawing more than 25% from your Departmental Budget will be noticed instantly.

Example: Peter-Francis Young, sent off on his first field mission, decides that he really could use one of those shiny 3W lasers. The Mission Budget is 0, so he dips into the Departmental Budget to pay for the shiny. He makes a Bureaucracy roll to hide the purchase cost in the tame black hole Bob uses as a filing system.

Cleanup

"I'd like to see a written report of your trip" Bridget adds before I can close the door behind me. "Documented in accordance with Operations Manual Four, chapter eleven, section C."

— The Atrocity Archives

The Games Master should also call for Bureaucracy checks after a mission, to ascertain the quality of the characters' reports and other paperwork. The difficulty of this check increases if there are certain facts that the characters want to conceal from their superiors. If the check fails, then there are problems with what the characters filed. They may have forgotten to include all the supporting evidence, or misfiled a document in the wrong section. These mistakes lie dormant in the Laundry's archives, waiting for the day when they are exhumed. A cruel GM could even make the Bureaucracy checks secretly, so the players are unaware of any errors their characters have made.

Missions fall into two categories — projects and non-conformances. Projects are planned in advance, and fall under the remit of Project Management. To get full sign-off, someone needs to have filed a Project Initiation Document (PID) and a Project Plan, and a complete Project Review Document must be compiled afterwards.

Non-conformances are unplanned emergencies and responses to ongoing situations, and are overseen by Quality Assurance. The mission briefing is outlined in the first half of a Non-Conformance Report (NCR) which lists a Description, and possibly a Cause. If the Cause is known, it might give orders called Remedial Actions. If the Cause is unknown, then there is only a Description, and the player characters must investigate the Cause, then propose and carry out some Remedial Actions of their own (possibly requiring approval from their manager). After the mission is completed, the Non-Conformance Report is completed by adding an Impact Assessment and suggesting some Future Corrective Actions. The NCR must be signed off by a manager.

If the characters cannot get sign-off from all necessary parties, their expenses will not be refunded. Even if they get sign-off, one of the characters still has to make a Bureaucracy roll to reclaim the team's personal expenses from the Laundry. Whilst major costs such as borrowing a tank would be invoiced directly to the Finance department, day-to-day living costs, meals, personal transport and accommodation would not. Player characters would have to fund these out of their own pocket and then claim them back, usually by filling in an Expenses Claim Form complete with receipts at least five working days before pay-day. Failed Bureaucracy checks might indicate that a player is out of pocket personally. If the players drove several hundred

miles in their own cars or in hire cars in the UK or Western Europe, then the cost of petrol alone could be financially crippling to anyone below an Affluent wealth level.

Note that it is exceptionally rare nowadays for the Civil Service to pay for first-class travel or lunch, and breakfast would only be paid for if it were included in overnight accommodation. Hotels will be capped at something only slightly above motel rates, and evening meals are likely to be limited to a very meagre amount, around a typical chain restaurant. If players are on an expenses-paid assignment, then they will not be in a five-star hotel ordering caviar and champagne, unless they want to pick up most of the tab personally. If players attend a restaurant as a group then they may need a roll against Knowledge (Accounting) simply in order to obtain a suitable receipt.

Example: After his little trip to the United States as part of OGRE REALITY, Bob has to write up a report. The mission to contact Dr. O'Brien was a project with full signoff, but Bob's impromptu rescue mission complicates things, as that brings Quality Assurance into the fray, waving Bob's business-class plane ticket like a bloody red banner. To avoid being hit with the cost of his return flight, Bob needs to make Bureaucracy rolls to pacify Quality Assurance.

Investigation

Bureaucracy can be used along with Research to search through records and files. Combined, the two skills can be used to investigate other Laundry departments and personnel. If the target of an investigation has failed to properly file reports in the past, or has concealed their screw-ups or bad decisions, an investigation can bring these to light. Investigation is the precursor to an Internal Inquiry or even an audit (see page 60).

A Bureaucracy or Status of 50% or more means the character is sufficiently well-connected, or sufficiently paranoid, to be alerted if someone starts investigating his past work through official channels. Characters without the requisite Bureaucracy or Status will only find out about an investigation through random chance, or when they're called to a very uncomfortable meeting.

Example: Suspecting the worst, Bob digs around the files relating to his new manager. After all, the last four have been dangerous, manipulative, psychotic or actively plotting the downfall of humanity, so a little caution is warranted. He turns up several records relating to conflict resolution processes involving his new manager, all of which were resolved using intrusive geases and Helms of Opposite Opinions. Ungood.

Worse, because the manager has a Bureaucracy score in the 60s, she knows that Bob was digging into her files...

Turf Wars

The Laundry's internal organisation is as mutable as a formless spawn. New departments spring into being at the whim of the Board; other sections are renamed, folded into each other, repurposed or shut down with little notice. Keeping track of who's in charge of what is almost impossible. Every day, managers fight bloody and bitter invisible wars behind the cubicles, where memos are artillery weapons and meetings are pitched battles. The Bureaucracy skill helps characters survive this onslaught, and even thrive in the office trenches.

Every few months of game time, the Games Master should call for a Bureaucracy roll from all players, representing their ability to survive the reshuffles and reorganisations. The result of this roll affects the character's Status.

Fumble: The character is a casualty of the bureaucratic war; his job is eliminated and he is transferred to a new department. He might not have the right skills to excel at his new role, but no doubt he will muddle through somehow. His Status is reduced by 1D10%.

Failure: The character is transferred to a new role within the department, or is left behind while co-workers advance, with a commensurate loss of influence; reduce the character's Status by 1D6%.

Success: The character manages to hang on to his current job, which is a success of sorts. His Status is unchanged.

Special Success: The character manages to grab greater responsibility or takes charge of a new project; his Status is increased by 1D6%.

Example: Bob and Mo both make Bureaucracy checks to cope with the changes in the Laundry structure. Bob barely passes his check, so his situation is unchanged. Mo, by contrast, gets a Special Success. There's an opening for a field agent, and she qualifies...

I Hit You With My Bureaucracy

Finally, the Bureaucracy skill can be used as a weapon against your enemies in the Laundry. You can make trouble for other personnel by swamping them in requests for information, nitpicking their reports, spreading rumours, stalling on projects and a thousand other petty ways of inconveniencing them. To attack another character in this fashion, decide how much of your Bureaucracy skill you wish to allocate to attacking them; the target's Bureaucracy is temporarily reduced by twice the amount allocated by the attacker.

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Example: Harriet wants to soften up Angleton before launching her coup attempt. She therefore floods the Counter Possession Office with petty problems, time-sucking meetings and requests for forms last filed in 1971. She allocates 25% of her Bureaucracy score to making trouble for Angleton; his Bureaucracy is temporarily reduced by 50% while he deals with Harriet's mischief.

Your Own Department

A character with a Status of 40% or more may be assigned subordinates or even put in charge of a subsection. Having your own subsection means many things - a better office, the chance of more pay, a bit more pull in office politics, and your very own minions. You're responsible for your subordinates - or partially responsible, anyway; it may be that you're their line manager, and someone else takes care of their administration, or vice versa.

If you are in charge of a subordinate, then you may have to make a Bureaucracy roll at the whim of the Gamesmaster to sort out all the boring stuff, payroll and expenses and lunch vouchers and all that. Success goes unnoticed; failure means the added weight of management has caused some problem for you.³

Requisitioning Items

The primary use of the Status skill is when requisitioning items or resources from the Laundry (see page 104 of the main rulebook). Select the weapon, item or support you need, apply any difficulty modifiers, and roll against your Status. If you succeed, you get what you asked for. If you fail, you can spend points from your Mission Budget or Departmental Budget to make up the difference.

There are a few caveats you should be aware of.

Firstly, you still have to justify your requisition request, even if you're not drawing on a budget. A senior Laundry manager has the Status to grab a Hand of Glory, but he still needs to explain where he's taking the invisibility generator/deadly laser gun. There is accountability at all levels.

Secondly, all requests must be reasonable. The armoury might let you borrow multiple guns, if you argue that you're

going to keep one in your office and one at home, but they won't let you requisition a dozen submachine guns for an unspecified length of time. (There's personal security, and there's laying the groundwork for an armed takeover.)

Thirdly, while you can use your Status on behalf of others, you become responsible for their actions. If Bob uses his Status to requisition a gun for Peter-Francis, and Peter-Francis blows his own head off, then the wrath of the Laundry will fall even more heavily on Bob than it would have otherwise. Making a Requisition roll means taking responsibility for the weapon or support that was requested. One player character with a high Status can do all the requisitioning for the team, but this is a fast track to rapid Status loss. In general, characters should take charge of their own equipment.

Reputation

Status also measures reputation in the Laundry. A character with a low Status is a forgettable nobody; a high-Status officer is either senior management or infamous. Of course, the Laundry is so secretive that 'infamous' translates to 'rumours, half-truths and wild speculation.' Just because you have heard of someone by reputation does not mean that you know anything accurate about them.

Optionally, characters can pick up a reputation modifier. A reputation modifier is a short description of the character's best-known trait ('creepy,' 'problem with authority,' 'ex-cultist,' 'hot') that adds a circumstance modifier of up to +20% to their Status, but only when rolling for recognition. Similarly, a character who deliberately cultivates anonymity can have a negative reputation modifier; he has a very high Status, but no-one outside senior management know he exists.

I Hit You With My Status

Like Bureaucracy, Status can be used offensively. A character can spread rumours about a rival, throw his influence against him, undermine senior management's trust in the rival and eventually hound him out of his position. The character reduces his Status by any amount (representing the cost of using his influence to sabotage the career of another), then rolls against his reduced Status score. This roll may be modified if the character has acquired evidence of wrongdoing or incompetence on the part of the target. The attack is *Difficult* if the target has more than twice as much Status as the attacker, and *Easy* if the target has less than half as much Status.

3: In this case, problems related to your subordinates are stuff like 'wrong file sent to HR' or 'subordinate copies the wrong boss on a cc list, accidentally angers management.' Problems like 'subordinate is actually a Black Chamber spy' or 'subordinate summons Yog-Sothoth' cannot be averted with a simple Bureaucracy roll.

The effect of the attack varies as follows.

Fumble: The attack backfires. The attacker loses another 1D6 Status; the target is unaffected.

Failure: The attack fails. The target is unaffected.

Success: The attack succeeds. The target loses the same amount of Status that the attacker spent making the attack.

Special Success: The attack succeeds, and the attacker regains any Status he spent on the attack.

While Status-based attacks are costly even when successful, a defeated rival may be forced to abandon juicy portfolios and untapped budgets on the field of battle, so an attacker can quickly recover the Status he lost in the skirmish.

Status Advancement

Characters start at a Status of 15% on average, and should pick up between 1% and 6% per mission, for an average advancement of about 10% per year for the first few years of their career in the Laundry. Past 60%, the character is likely to end up in management, where his advancement will be slow and steady instead of the risky-but-quick promotion prospects in the field.

The Inquisition

'Though not an issue inquired into by staff surveys, there was also minor irritation among some staff at the growing inroads made into the Service's vocabulary by ephemeral jargon invented by Whitehall bureaucrats and management consultants with a tin ear for the English language and a passion for performance indicators...'

— The Defence of the Realm:
The Authorised History of MI5

Intrusive investigations are part of life in the Laundry. The fear of betrayal from within has haunted British intelligence since the Cambridge Four, so the Counter-Subversion Unit and the other internal affairs spooks are extremely diligent about making everyone else feel unwanted and oppressed. Still, that's to be expected in the secret service; it's an occupational hazard, like alcoholism and paranoia.

It's the skills-based assessment frameworks and career vision reviews that really drive you mad.

Informal Manager Meetings

All player characters have a manager, and those entwined in the sinister webs of matrix management might have two or more. If you're lucky, your manager barely knows who you are, or only comes out at night, or is too busy with her own work and doesn't bother you. If you're unlucky, then your manager perches on your cubicle divider like a harpy and takes a predatory interest in your career.⁴ You can expect to have an informal meeting with your manager every mission or so, where she checks up on your progress, ensures you haven't done anything that would embarrass her, and drops another load of work on your desk while reducing your budget. These informal meetings involve more corporate buzzwords than the human mind can parse. Just tune out and let the managerial logorrhoea wash over you.

Games Masters should use informal manager meetings to let player characters describe recent missions from their perspective. Having moments of reflection and confession can cement the memory of events and ensure continuity.

Random Checks

Human Resources aside, there's a sense of camaraderie in the Laundry, a *'we're all in this trench together'* spirit of brotherhood. There are always a few bad eggs and backstabbing bastards, but the job is bad enough that the majority of your colleagues don't go out of their way to make it worse. So it's all the more surprising when you stagger out of a two-hour procedural review meeting, gulping down oxygen like a half-drowned diver, and two sinister-looking chaps from Operational Oversight glide down the corridor and drag you off to the subbasement. There, they ask you some awkward questions about your use of your work email address for personal messages, your last overseas holiday and a doodle you scribbled on the back of a file sometime in 2002. These security sweeps are the malformed brainchild of some joint project between half-a-dozen different sections.

At any time, they might swoop in to make sure you're obeying all the security regulations and aren't passing secrets to the KGB. Consider them Auditors Lite – all the intrusive questioning, but in a fraction of the time (and, mercifully, with less soul-killing power).

4: If you're very lucky, your manager is caring, considerate and efficient; she shields you from interference from higher up while ensuring you don't slack off. And then she turns out to be a cultist and tries to eat your liver.

Performance Reviews

All employees get a quarterly performance review. Have you met the goals you set for yourself three months ago? Do you have personal development needs in the areas of policy formation, forward planning and project management? Are you meeting the targets of the skills-based competency audit framework for your role? A bad performance review can scupper a character's chances of promotion and advancement for years.

When running a performance review, the GM should play the character's primary manager. The other players get to play co-workers, other managers, conflict resolution specialists and consultants who also attend the meeting so the victim – er, the subject of the review – can enjoy a more well-rounded assessment of his performance and development needs to date. Every player character deserves to be pilloried by their peers once in a while.

Internal Inquiries

Jo pulls out a notepad and a voice recorder, then her official warrant card. She holds it up and my eyes are drawn to it, with a swelling, stabbing sensation in my forehead as if a swarm of bees have taken up residence between my ears. "By the power vested in me in the name of the state, by the oath of service you have sworn under penalty of your mortal soul, I bind you to tell the truth, the whole truth, and nothing but the truth."

Not ask, or order, but bind. My tongue feels swollen, as if I'm having an allergic reaction. I manage to nod.'

– The Fuller Memorandum

An internal inquiry is convened when something has gone serious wrong. Bob was on the wrong end of one when he accidentally killed a bystander during a routine field exorcism. Inquiries are handled by Operational Oversight, who interrogate everyone involved. Copies of the interrogation transcripts and all relevant reports are passed onto Human Resources, Internal Affairs and the Auditors; if the investigative committee finds evidence of negligence, then Human Resources handles the process of reprimanding whoever is at fault. If the committee decides there is criminal wrongdoing or malice, then Internal Affairs writes up the case for prosecution before the Black Assizes, the Laundry's internal court of law.

Player characters will face internal inquiries whenever a mission goes awry or they break the law. The Laundry's extensive use of truth compulsion geases and mind-reading spells means that the inquisitors always have access to a very accurate picture of what happened. If the player characters were at fault, and did not have a genuinely valid reason

for their actions, they can expect to be disciplined. Likely punishments from an internal inquiry include:

- Loss of Status
- Temporary suspension
- Withdrawal from active duty
- Withdrawal of permission to carry firearms
- Withdrawal of permission to carry offensive magic items
- Subject is geased to observe certain restrictions (for example, a player character who lets slip a state secret could be magically geased to never speak while in the field without the permission of another Laundry officer)

Audits

The Auditors are scary sorcerers who can see into your very soul. It's like an internal investigation, only the Auditors don't necessarily need a cause to pry and they aren't restricted to inquiries on a particular topic. They just want to know if you've been naughty or nice, and they will turn your office upside down and your brain inside out to find out which. If a player character incurs the wrath of the Auditors, then everything they've ever done or thought is fair game for the inquisitors.



Games Mastering the Bureaucracy

Running the bureaucratic elements of the Laundry requires a light touch. On the one hand, you want the bureaucracy to be actually meaningful; worrying about budgets, meetings, promotions and legal cases distinguishes the Laundry from other occult-investigation games. If you jump straight from field investigation to field investigation, you lose the whole crushing despair and mind-numbing boredom of the office.

At the same time, crushing despair and mind-numbing boredom aren't especially fun. Paperwork and form-filling is boring enough when you have to do it in real life, so don't make the players jump through pointless hoops. If the bureaucratic element is tangential to the main plot of the game, then just handle it with roleplaying (optionally, throw in a Bureaucracy roll; if the roll fails, then the PC has some added complication to deal with).

There are a few good reasons for bringing paperwork to the fore of a game session for a while. Want to establish a manager

as an adversary? Have him dump a load of petty paperwork on the characters. Are the player characters growing too dependent on their gadgets? Have the latest version of the OFCUT software get tied up in a review committee - no magic smartphones for anyone until the deadlock is resolved.

If you do bring the bureaucracy into play, make sure the stakes are worthwhile. A subplot over whether or not a character can claim the price of a rail ticket in expenses for travelling to Glastonbury Tor to summon some byakhee might be amusing, but it's also trivial in the grand scheme of things. It's better to have a bureaucratic plot actually have long-term implications; if the characters can find out who in the Laundry torpedoed their reputations, they can get promoted to a special new investigative unit. Similarly, if you force the players to fill out paperwork, make it count. Don't just throw expense account forms at the players - only have them fill out the form if there is something significant in their expenses that will come up in play (*'Mr. Howard, can you explain why you spent £30,000 on sundries (explosive)?'*).

Bureaucracy Random Encounters

Although most paperwork is assumed to take place outside played session hours, there may be times when the GM may call for a **Bureaucracy Random Encounter** to increase the Kafka-esque ambience, to make the game more of a challenge, or to stop players pursuing a dead-end and return to the plot.

The use of Bureaucracy Random Encounters is entirely at the GM's discretion. You might never use them. When required by the GM, roll D100 to select your encounter. If you have a Status of less than 40%, then you roll on the Employees' table; 40% or greater Status and you roll on the Managers' table.

Each of these encounters is resolved by a subsequent roll in either **Bureaucracy** or **Status**. A Success indicates that you brushed off the task as unnecessary, completed the task quickly online over a secure connection (maybe you'd already prepared for it) or delegated the task to someone else (such as the department's shared secretary or another employee elsewhere). It is your choice as a player whether you pick

Bureaucracy or Status to roll against. The difficulties are listed on the **Bureaucracy Random Encounter** tables. There are no **Fumble** or **Special Success** criteria.

GMs should not expect you to perform a Bureaucracy Random Encounter when it is impossible for you to access a secure connection to the office. For example, you won't be doing any paperwork whilst imprisoned in a cultists' lair a hundred metres underground. However, if the GM thinks you're getting behind with your paperwork, then you might get a Bureaucracy Random Encounter the next time you check your email.

That's not to say that you can avoid bureaucracy simply by being out in the field; a Bureaucracy Random Encounter can happen whenever and wherever you might be able check your email or receive a phone call from the office. Your superiors and administrative staff might even use an insecure connection to advise you that you need to "call the office" or "check your messages," and then switch to a secure communications method.

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Bureaucracy Random Encounter Table – Employees (Status below 40%)

% Roll	Paperwork	Difficulty	Failure penalty
01-30	Fill in timesheet	Automatic	(N/A)
31-50	Close support tickets	Easy	RtO + 1D6 hours
50-60	Update Personal Objectives	Easy	RtO + 1D6 hours
61-70	Report on Project Plan progress	Average	RtO + 1D6 hours
71-80	Report on ISO9001 KPIs	Average	RtO + 2D6 hours
81-85	Web filter verbal warning	Average	RtO + 2D6 hours
86-90	Quarterly Appraisal	Difficult	RtO + 3D6 hours
91-95	Manage minor project	Difficult	RtO + ½ day for 1D6 weeks
96-98	Disciplinary Hearing	Difficult	1d6 days suspended & 1D6 Status

Bureaucracy Random Encounter Table – Managers (Status 40% or above)

% Roll	Paperwork	Difficulty	Failure penalty
01-20	Fill in timesheet	Automatic	(N/A)
21-30	Assign support tickets	Easy	RtO + 1D6 hours
31-40	Report on Project Plan progress	Easy	RtO + 1D6 hours
41-60	Report on ISO9001 KPIs	Average	RtO + 2D6 hours
61-70	Perform Quarterly Appraisals	Average	RtO + 3D6 hours
71-80	Manage major project	Average	RtO + ½ day for 1D6 weeks
81-90	ISO9001 Non-Conformance Review	Difficult	1D3 days
91-95	Update ISO9001 Corrective Action Matrix	Difficult	1D6 days
96-98	Conduct Disciplinary Hearing	Difficult	2D6 days
99-00	DV query	Difficult	1D6 weeks suspended & 1D6 Status

Returning to the Office

If you fail your Bureaucracy or Status roll on a **Bureaucracy Random Encounter**, you may be required to **Return to the Office** and spend some time there as a failure penalty. Not everything can be done online; sometimes you're required to be physically present behind your desk, including some very vague "security" justifications, or simply to flatter your manager's sense of self-importance. If you're already there, that's fine. If you're in the same or neighbouring county, and it's before lunchtime, you'll be expected to return to the office in the afternoon. Otherwise, you will be expected to return to the office the next working day or as soon as cost-effective transport can be arranged (at Finance's discretion). Travel time must be added to any penalty time spent performing the bureaucratic task.

"The Office" in this context is whichever regional office you report to. If you are not assigned to a regional office then you may assume that the office is the Laundry's HQ in London.

Matrix management means that you report to several different managers for several different projects. Even if your line manager is out in the field with you, you may still be required to return to the office for a meeting with another manager. For example, you may have multiple Quarterly Appraisals with multiple managers.

When you Return to the Office, you may need to spend a number of hours or days completing the paperwork or procedures (as listed for each encounter). The Laundry's core office hours are an 8-hour day Monday-Friday. Therefore if you roll more than 8 hours, you may need to spend more than one working day in the office. Outside the office hours, you may continue to pursue the adventure.

You may not claim overtime for bureaucratic tasks. If you attempt to perform bureaucratic tasks outside core office hours, you will need to fake your timesheets. Unless you pass a *Difficult* Bureaucracy roll, your timesheet inaccuracies will be discovered and you will lose 1D3 Status points, or 1D6 Status points for a Fumble.

Postponing a Return to the Office

You can optionally attempt to postpone the commencement of a **Return to the Office** for up to one week by rolling a success in Fast Talk (Average difficulty). Use this, for example, if you're out in the field and don't want to come back to the office right now. If you get a **Special Success**, you gain one Status point and do not have to return to the office nor perform the task at all. If you **Fumble**, you lose one Status point and still have to return to the office to perform the task anyway.

You can also postpone a Return to the Office for up to two weeks if you can get a Laundry-approved medical doctor to sign you off for sick leave (at the GM's discretion). You may have repeat fortnights on sick leave, but you'll need to be checked by a Laundry doctor every two weeks (again, GM's discretion).

Refusing to Return to the Office

Refusing to **Return to the Office** will result in a verbal warning for the encounters listed as Automatic or Easy difficulty (lose 1D3 Status points), a written warning for those listed as Average difficulty (lose 1D6 Status points), and for the Difficult encounters, a **Disciplinary Hearing** with an automatic encounter failure (if you're a manager, you will be punished with a Disciplinary Hearing as if you were an employee).

If you refuse to Return to the Office for a Disciplinary Hearing as a result of previously refusing to Return to the Office, you lose 2D6 Status points and the Disciplinary Hearing still goes ahead, including suspension on full pay and further Status point loss.

Fill in Timesheet (Manager or Employee)

A Laundry Timesheet lists what an employee did and for how long, each day, in fifteen minute intervals. Questioning the culture of timesheets can mark you out as an "individual" – and in HR's eyes, that means you're a problem. Most employees fill in timesheets solely because they are required in order to claim overtime. Filling in a Timesheet takes a couple of minutes for each day you're recording and can be done over any secure computer connection (such as your Necronomiphone). There is no need to roll, you automatically succeed with an average result. There are no good or bad timesheets, only empty or filled-in ones.

Close Support Tickets (Employee) / Assign Support Tickets (Manager)

Most of an employee's day-to-day work – the 99% of your job that happens at your desk, rather than the exciting 1% that happens out of your office – is far too trivial for managers to talk about in person. Instead, the Laundry has an agency-wide intranet support system, through which staff are assigned mundane tasks. Imagine a helpdesk support system where people are simply trying to ping-pong requests around in a bid to avoid doing any actual work. Actually, avoid using your imagination at all. As an employee, your goal is to mark all of your assigned tasks as "Closed" (i.e. completed), or at least find someone else to assign them to. As a manager, your goal is to ensure you have no tasks

assigned to you; assign them to your employees, or even better, assign them to some other manager's employees! A failure on this encounter indicates that you have been unable to complete or offload some menial tasks. You will need to **Return to the Office** and spend 1D6 hours actually doing these tasks yourself.

Update Personal Objectives (Employee)

All employees must have up-to-date Personal Objectives to comply with ISO9001. They must have goals to strive for, opportunities to challenge them, and Key Performance Indicator Targets to miss. Above all, employees must be provided with hope for promotion, a pay rise and job satisfaction, no matter how illusory that hope actually is. Personal Objectives must be revised frequently, or the employee might complete them and actually qualify for a promotion or a pay rise – and that would never do! Fail this encounter and you will have to **Return to the Office** to discuss your personal objectives with your manager. Spend 1D6 hours updating your Personal Objectives to your manager's satisfaction.

Report on Project Plan Progress (Employee or Manager)

As an employee, you will be assigned to work on several projects. As a manager, you will be assigned to oversee

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several projects. Every so often, somebody will ask how those projects are going. It's best to have your excuses prepared in advance. If you fail this encounter, you will need to **Return to the Office** and spend 1D6 hours in emergency Project Review meetings.

Report on ISO9001 KPIs (Employee or Manager)

The Laundry is an ISO9001-certified organisation. ISO9001 requires you and your department to have Key Performance Indicators and other quality assurance metrics by which quality is measured, your performance is judged and your pay-rise is withheld. You need to report these measurements to your superiors. If you fail this encounter, you will need to **Return to the Office** and spend 2D6 hours in ISO9001 Quality Assurance Review meetings.

Web Filter Verbal Warning (Employee)

Sooner or later, everyone uses the Laundry's internet connection inappropriately; even the most saintly of employees will enter an unfortunate typo into a search engine at some point. It's just a question of whether you get caught. Managers can get away with it, but for employees it is more difficult. Fail this encounter, and you must **Return to the Office** and spend 2D6 hours on an Acceptable Use Policy training course. Despite the verbal warning, there is no loss of Status for this encounter.

Quarterly Appraisal (Employee) / Perform Quarterly Appraisals (Manager)

Employee feedback is important. Employees must know how they are perceived to have performed against their Personal Objectives, why their pay rise is below the rate of inflation and why they've been passed over for promotion. Three-hundred-and-sixty-degree appraisals take feedback from your fellow employees, your superiors and your subordinates – if you have any; if not, they can always ask the Residual janitorial staff how tidy your desk is. There's bound to be something to criticise everyone for. Fail this encounter and you will have to **Return to the Office** to prepare for (as an employee) or conduct (as a manager), a Quarterly Appraisal in person. Spend 3D6 hours drafting the appraisal, reviewing it with your manager or employee, and writing it up afterwards.

Manage Minor Project (Employee) / Manage Major Project (Manager)

All employees should have the opportunity to fail conspicuously, not only in front of their own managers, but in front of an audience of entirely different and more senior managers. As an employee, if you fail this encounter, you will get landed with the management of a trivial project – along the lines of researching printer cartridge prices or compiling a spreadsheet of office pot-plant mortality rates. The only resource assigned to this project will be yourself, so you don't get to boss anyone around.

Fail this encounter as a manager, and you will get responsibility for a significant project, but with the advantage of being able to assign resources (other staff) to perform the actual work.

Either employee or manager, if you fail this encounter you must **Return to the Office** for half a day to manage this project, continuing half a day every week for a total of 1D6 weeks.

ISO9001 Non-Conformance Review (Manager)

The Laundry is an ISO9001-certified organisation. It has documented, measurable standards for service delivery. Where a department fails to meet those standards, this is called (thunderclap on soundtrack) a Non-Conformance, accompanied by a Non-Conformance Report. As a manager, you must periodically review these Non-Conformance Reports and make decisions that should prevent them happening again in the future. Or you could just fiddle the measurement criteria so that the same mistakes won't be considered a Non-Conformance next time. Fail this encounter, and you must **Return to the Office** and spend 1D3 consecutive days in ISO9001 Non-Conformance Review meetings.

Update ISO9001 Corrective Action Matrix (Manager)

ISO9001 is all about learning from Non-Conformances (mistakes). These lessons are called Corrective Actions, and unfortunately they have a habit of piling up in a list called the Corrective Action Matrix, rather than being actually implemented. It's like procrastination purgatory for stuff that nobody fancies doing. Sometimes these actions have been postponed due to other priorities. Sometimes they're stupendously dumb ideas that must be prevented from being implemented for the safety of all mankind. Mostly, though, they're stupendously obvious but expensive ideas that must be prevented from being implemented for the safety of the Finance department. ISO9001 doesn't demand action, it

demands record-keeping. So long as this list is kept up-to-date, there's no reason to refuse ISO9001 certification. Fail this encounter, and you must **Return to the Office** and spend 1D6 consecutive days in ISO9001 Corrective Action Matrix Review meetings.

Disciplinary Hearing (Employee) / Conduct Disciplinary Hearing (Manager)

Somebody did something seriously wrong. Maybe some money went missing. Maybe a print-out got left on a train. Maybe someone punched a superior. Maybe that Necronomiphone's screen wasn't locked when it was swiped off the pub bar. Fail this encounter as an employee and you've got the blame. You must **Return to the Office** for a quick meeting. You will then spend 1D6 consecutive days suspended on full pay, away from the office preparing for, and in the office facing, a disciplinary hearing. During that time your access to Laundry sites and systems is revoked – you must prepare your defence in isolation (quite how you're supposed to prepare when you have no access to any evidence nor witnesses is an interesting conundrum).

Whilst you are suspended on full pay, all your Status, Bureaucracy and other difficulty checks related to Laundry staff or facilities will be increased by two difficulty levels, so if you wish to continue with the adventure during suspension, most likely you will need to Fast Talk or Persuade other characters to do any Laundry interaction on your behalf. Unlike a **DV query**, though, you are still permitted to talk to other Laundry staff outside the office.

Of course, you are innocent, but the management never like to admit mistakes, so it will end in a written warning for something more trivial; lose 1D6 Status points.

As a manager, you're less likely to be the focus of blame. If you fail this encounter, you've had the responsibility for running one of these witch-hunts foisted upon you – and worse, you've got to stick to procedure or the randomly-chosen victim might wriggle free. You must **Return to the Office** and spend 2D6 days preparing for, and running, a disciplinary hearing. Of course, the suspect must be found to be mostly innocent (we don't want this turning into an employment tribunal, do we?), but the management never like to admit mistakes, so it will end in a written warning for something more trivial.

Managers may be tried as employees in a Disciplinary Hearing with an automatic encounter failure if they refuse to Return to the Office for other *Difficult* encounters.

DV Query (Employee or Manager)

Demonic Vetting is one of the more involved Laundry security clearance processes. It's not just you that needs to be checked, it's your partner, your parents, your family, your landlord, your great-grandparents' graveyard, everyone in close contact with you. This clearance isn't a one-off check, it's monitored and reviewed frequently. Maybe one of your frequent associates tripped an ECHELON alarm bell yesterday, or maybe your mother's flower arranging course moved venue to a hall used by cultists. Fail this encounter and you're unable to brush off the concerns as trivial; you're suspended on full pay, your security clearance is *immediately* suspended and you will be required (at gunpoint by other characters, if necessary) to stop all Laundry activities and hand in all Laundry equipment (including any firearms and your Necronomiphone). You will be barred from all Laundry premises and must cease contact with all Laundry staff.

You lose 1D6 Status points and must remain out of contact for 1D6 weeks (in a cheap hotel on meagre expenses, if you normally live with other Laundry staff). Your activities may be monitored and your movement tailed by investigators. You will be interviewed by Security Management at home, a hotel, the local police interview room or another more suitable external venue.

This lengthy absence may present a problem for your character to continue in the adventure, and you may consider rolling-up another character or temporarily playing an NPC. However, if other players are prepared to work with you covertly, if your skills are up to it, and if the GM is prepared to deal with the hassle, you may continue with the adventure whilst attempting to conceal your involvement during your mandatory down-time. All your Status, Bureaucracy and other checks related to Laundry staff or facilities will be increased by two difficulty levels during this time, so most likely you will need to use Fast Talk, Persuade or similar skills to convince other characters to do any Laundry interaction on your behalf. You may also need to use other skills such as Disguise, Stealth or Computer Use (Hacking) to avoid being monitored or tailed by investigators. These rolls are at the GM's discretion.

Unlike a Return to the Office, you cannot postpone a DV query with Fast Talk; you're barred from the office anyway. If you refuse to co-operate with Security Management, then your career at the Laundry will end... probably with a sudden and permanent onset of severe amnesia, plus final salary pension.



Training Courses

'The one big difference between this training course and a particularly boring stretch at university is that everything we learn here is classified under Section Three; the penalty for letting someone peek in your notebook can be draconian.'

– The Atrocity Archives

Knowledge, they say, is power. The Laundry's duty is to prepare the United Kingdom for the horrors to come, and that means honing its employees into weapons. When the dread day finally dawns and Cthulhu stops hitting the snooze button, the Laundry will need a loyal staff of competent, informed, courageous individuals to shepherd the nation through its darkest hour.



At least, that's the theory. In practice, you're a lot more likely to get sent on Windows NT Server management courses or week-long torture sessions organised by Health and Safety than you are to be sent to study at the knee of some wizened sorcerer in Shangri-La.

Laundry training courses fall into six categories:

- **External (Non-Governmental):** University-level academic courses, conferences, or training courses run by private companies and institutions. As they're external to the Laundry, there's no occult content

whatsoever, and any employees who attend are to use cover identities. You'll be rubbing shoulders with civilians; try not to mention the apocalypse and remember that most people don't wake up screaming every night.

- **External (Joint):** Courses run by other government departments. Laundry employees might sit in on a course in bioweapons preparedness run by the Army for CO3 and the Home Office, or attend a meeting to get up to speed on new anti-terror legislation. External (Joint) courses tend towards the 'stuffy and dull' end of the spectrum; wear a tie, and remember you're representing the Laundry. (Don't mention the Laundry, of course, even if some of the more senior civil servants may be able to guess where you're from...)
- **External (JIC):** EJIC courses are run by the other spookshows in town – our old friends at MI6, the codebreakers down at Cheltenham. Unlike other external courses, these training sessions are always classified and involve sensitive information. Bring a warrant card, and remember not to trust anyone.
- **Internal (NCD):** These are courses run by Laundry personnel, for Laundry personnel, which contain no computational demonology or other occult content. They're effectively identical to External (NG) courses, only run internally. Instead of sending the new cubicle drones to a private training course on Excel, they get some poor sap from the IT dungeon to teach it instead.
- **Internal (Eso):** Internal courses involving occult material. These range from the basic Introduction to Occult Computing primer to more advanced courses on summoning, tradecraft, magic countermeasures, interspecies diplomacy or gate travel.
- **Special Instructor:** Special Instructor courses are offered only to highly qualified employees, and only in rare circumstances. These courses are, as the title suggests, taught by Special Instructors. Most of these courses are taught at Dunwich, when the tides are right. Normal health and safety regulations may be suspended for these courses.

TRAINING COURSES

Using Training Courses

The simplest way to use training courses is as a reward for successful missions. Come in under budget and alive, and you can spend your remaining Mission Budget on shiny new skill checks. Just work out how much you've got to spend and pick the courses you want to go on. If a course isn't listed, get your GM to invent it.

Training courses can also be the starting point for new adventures. The characters might make new friends at an external course (who then get eaten by something eldritch), or run into old lovers, or rivals, or spies.

Qualifying for more advanced training courses can be an adventure in itself.

Sharing Training

As an optional rule, assume that the player characters can all attend a single course after a session for twice the basic cost. For example, if a course normally costs 20 points of Mission Budget for one attendee, then six player characters can all attend the same course for the low, low price of 40 Mission Budget. This is to encourage all the player characters to stick together, and to let the GM use a training course as an adventure hook.

New Courses

"You know how there's always someone who ends up in the wrong course?"

– The Atrocity Archives

Course	Cost	Requirements	Skills
OFFICE & MANAGEMENT COURSES			
Communications Skills	10	None	Insight, Persuade
Time Management & Organisation	15	None	Bureaucracy, Status
Teamwork (TW)	15	None	Bargain, Bureaucracy, Command
Motivation & Leadership (M&L)	15	None	Command, Status
Decision Making & Crisis Management	20	Teamwork, Motivation & Leadership	Command, Status, Strategy
Introduction to Health & Safety (IHS)	5	None	First Aid
Advanced First Aid (AFA)	10	Introduction to Health and Safety	First Aid, Medicine
Unconventional Injuries & Field Medicine (UIFM)	20	Advanced First Aid	Cthulhu Mythos, First Aid, Medicine, Science (Thaumaturgy)
A-Z of Government Departments (AZGOV)	10	None	Bureaucracy, Knowledge (Politics)
Aspiring to the Senior Civil Service (ASPIRE)	20	Status 50% or more	Bureaucracy, Knowledge (Politics), Status
An Introduction to Public Accountability	15	None	Fast Talk, Knowledge (Law), Knowledge (Politics)
Linguistics & Social Awareness	20	None	Insight, Language (any), Knowledge (any group), Knowledge (any region)
Managing Change	20	None	Bureaucracy, Sense, Status
Economics for Policy Makers	10	None	Accounting, Knowledge (Politics)
HR For Line Managers (HRLINE)	25	None	Bargain, Bureaucracy, Command, Insight, Knowledge (Law)
Conflict Resolution	10	HRLINE	Insight, Persuade
People Core Management Skills (PCMS)	20	HRLINE	Fast Task, Insight, Persuade, Listen
Achieving More With Less	10	None	Accounting, Bureaucracy

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Stress Management	15	None	Art, +1D6 SAN
Managing Changelings	10	PCMS	Knowledge (Occult), Science (Thaumaturgy)
Essential Skills for Social Research	15	PCMS	Fast Talk, Insight, Knowledge (any group)
Effective Knowledge Management	15	None	Computer Use (Design), Research, Teach
Introduction to Public Sector Law	15	None	Knowledge (Law), Knowledge (Politics), Status
Antiquity Conservation (ANTICON)	20	None	Appraise, Craft, Fine Manipulation, Knowledge (Archaeology), Knowledge (Art History), Repair
MILITARY & FIELDWORK			
Introduction to Survival & Evasion	20	None	Knowledge (Natural History), Navigation, Sense, Track
Basic Self Defence (BSD)	15	None	Dodge, Grapple, Sense
Advanced Self Defence	20	BSD	Brawl, Dodge, Grapple, Sense
Basic Fitness	15	None	Climb, Jump, Swim
Advanced Fitness	25	Basic Fitness	Brawl, Climb, Dodge, Jump, Ride, Swim
Professionally Qualified Officers	15	Medicine 50% or Knowledge (Law) 50%	Command, Firearms (any), Status, Strategy
TA Phase 1	20	None	Climb, Dodge, Firearms (any), Stealth, Swim
TA Phase 2	20	TA Phase 1	Firearms (any), Heavy Weapons (any), Spot, Stealth, Technology Use (Communications)
TA Commissioning Course	20	TA Phase 2	Command, Firearms (any), Navigation, Status, Strategy
Demolition and Explosives	20	TA Phase 2	Artillery, Demolition, Navigation, Repair (Electronics)
Helicopter Operations & Gunnery	20	TA Phase 2	Navigation, Pilot (Helicopter), Repair (Helicopter), Spot
ESOTERIC COURSES			
Exorcism 101	15	None	First Aid, Insight, Knowledge (Occult), Psychotherapy
Exorcism 102	25	Exorcism 101	Computer Use (Magic), Knowledge (Occult), Science (Thaumaturgy), Sorcery
Combat Epistemology	25	Exorcism 102	Cthulhu Mythos, Knowledge (Occult), Sorcery, Status
Introduction to Gate Travel (IGT)	15	None	Knowledge (Astronomy), Knowledge (Planetology) Navigation, Science (Mathematics)
Gate Travel & Survival	25	TA Phase 2, IGT	Cthulhu Mythos, Knowledge (Planetology), Sense, Technology Use (Survival Equipment)
Grammar of Thoth Workshop	20	None	Computer Use (Magic), Knowledge (Occult), Science (Psychology), Sorcery
Grimoire Appraisal & Conservation	25	Antiquity Conservation	Appraise, Language (Aklo), Language (Arabic), Language (Latin), Repair (Bookbinding), Science (Cryptography), Sorcery
Dealing with K Syndrome	15	Introduction to Health & Safety	Special: see description
Ethics of Arcana	15	Public Sector Law	Knowledge (Occult), Knowledge (Law), Science (Psychology), Science (Thaumaturgy)
NHE Liaison & Diplomacy	20	Public Sector Law	Bargain, Etiquette, Knowledge (any group), Knowledge (Politics)
Geas & Ward Management	15	HRLINE	Bureaucracy, Sorcery, Status
Large Scale Incursion Assessment	20	Ethics of Arcana	Command, Sorcery, Strategy
OCCULUS Operations Management	25	Large Scale Incursion Assessment	Artillery, Command, Heavy Weapons, Science (Thaumaturgy), Status, Strategy
Eschatological Countermeasures	25	Large Scale Incursion Assessment	Command, Cthulhu Mythos, Heavy Weapons, Sorcery, Status

TRAINING COURSES

Philosophy of Prognostication	10	None	Knowledge (Folklore), Knowledge (Occult), Science (Mathematics)
Occulinux Installation & Use	10	Introduction to Applied Occult Computing	Computer Use (Magic), Computer Use (Maintenance)
Application Wizardry Development Workshop	10	Introduction to Applied Occult Computing	Computer Use (Design), Computer Use (Magic)
Occult Forensics	20	Introduction to Forensics	Science (Forensics), Science (Thaumaturgy), Sense, Spot
Directed Dreaming Workshop	10	None	Knowledge (Folklore), special
Departmental Accounting Arcana	15	None	Appraise, Bureaucracy, Knowledge (accounting),
Computational Demonology & IT Security	20	Introduction to Applied Occult Computing	Computers (Hacking), Computers (Magic) Repair (Electronics), Spot
Esoteric Diplomacy & International Relations	30	NHE Liaison & Diplomacy, ASPIRE	Bargain, Cthulhu Mythos, Etiquette, Language (varies), Knowledge (any group), Knowledge (Politics), Status
Briefing the Uninitiated: Rapid Esoteric Induction Workshop	20	ASPIRE	Cthulhu Mythos, Etiquette, Knowledge (Folklore), Status, Teach

TECHNICAL & SCIENTIFIC

Introduction to Forensics	10	None	Science (Forensics), Spot
Advanced Forensics	20	Introduction to Forensics	Science (Botany), Science (Chemistry), Science (Forensics), Science (Genetics), Spot
Forgery, Lockpicking & Safecracking: Tradecraft 201	15	None	Craft, Demolition, Fine Manipulation, Knowledge (Espionage), Sleight of Hand
Disguise, Evasion & Tailing: Tradecraft 202	20	Tradecraft 201	Disguise, Hide, Knowledge (Espionage), Listen Navigation, Sleight of Hand, Stealth
Agent Spotting, Recruitment & Handling: Tradecraft 203	20	Tradecraft 202	Bargain, Command, Insight, Knowledge (Espionage), Science (Psychology)
Bugging & Surveillance: Tradecraft 204	20	Tradecraft 203	Knowledge (Espionage), Science (Physics), Sleight of Hand, Spot, Technology Use (Bugging Devices),
Sabotage & Wetwork: Tradecraft 205	20	Tradecraft 204	Demolitions, Firearms (Pistols), Knowledge (Espionage), Sleight of Hand, Status
Radiological and Biological Threat Management	15	None	First Aid, Medicine (Oncology), Science (Biology), Technology Use (Survival Equipment)
Electronics Handling & Repair	10	None	Technology Use (Electronics), Repair (Electronics)
Barricade The Doors! Building Security in the Event of Zombie Attack Workshop	20	None	Craft (Building), Firearms (shotgun), Grapple, Navigation, Strategy
Weapons Maintenance & Safe Storage	10	None	Firearms (any), Repair (firearms)

Course Information

Achieving More With Less: The age of austerity in the public finances bites deep. A three-day course on how to make do with what you've got – reusing teabags, using zombies in the cafeteria, outsourcing to private occultists, scrimping on the IT budget.

Advanced First Aid (AFA): Triage, emergency surgery, caring for the sick. Requires *Introduction to Health & Safety*.

Advanced Fitness: Two weekends spent slogging around some eldergodforsaken forest outside Dunwich, being shouted at by burly men as you stumble through the mud. Requires *Basic Fitness*.

Advanced Forensics: This course is taught by Metropolitan Police specialists; it's the full CSI treatment. Everything from blood splatter patterns to learning exactly how long it takes the maggots to hatch out of a corpse's eyes. Requires *Introduction to Forensics*.

Advanced Self Defence: Sixteen ways to kill a man with a pencil, as taught by a quiet man from the Artist's Rifles with callused hands. Requires *Basic Self Defence*.

Agent Spotting, Recruitment & Handling: Tradecraft 203: How to identify potential informants, spies and double agents, how to make contact with them, how to convince them to serve (or betray) their country, and how to keep them sane. The course is taught by grey-faced men who spent most of the 70s and 80s in West Berlin. Requires *Tradecraft 202*.

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An Introduction to Public Accountability: How to avoid having to account for your actions while talking more about accountability in public. Excellent training for saying nothing at all at length.

Antiquity Conservation (ANTICON): An intensive four-week course in art history, archaeology and conservation, with special emphasis on soapstone idols looted from strange tombs, Egyptian papyri, and fragments dredged up from the sea floor.

Application Wizardry Development Workshop: Creating new occult apps for smartphones. The instructor is very enthusiastic about this topic, and students often find exciting experimental apps installed on their phones (even if they didn't bring their personal phones to the workshop...) Requires *Introduction to Applied Occult Computing*.

Aspiring to the Senior Civil Service (ASPIRE): Mandatory course for anyone with ambition within the civil service. An entrance exam to the Whitehall old boys' network. Requires *Status 50%*.

A-Z of Government Departments (AZGOV): How to read acronym soup. Anyone taking this course must make a SAN check (0/1D3), but on the bright side, you'll be able to bore people to death at dinner parties.

Barricade The Doors! Building Security in the Event of Zombie Attack Workshop: Remarkably popular course among field officers. Ever since the Swindon Incident, the use of RHRs to simulate zombies is no longer permitted. Instead, course participants divide into two teams and swap over after lunch.

Basic Fitness: The Territorials throw you around for four weekends a year. It's not too taxing if you're at all in shape, but couch potatoes and cubicle warmers may find even this basic level of training beyond them. Maintaining basic fitness qualification is mandatory for all field-qualified personnel.

Basic Self Defence (BSD): A large part of this course is about not getting into trouble; the instructors show you how to read body language, spot potential hostiles, and avoid getting trapped. The actual combat part of the course concentrates on breaking holds, blocking, and running away.

Briefing the Uninitiated: Rapid Esoteric Induction Workshop: A surprisingly intensive and useful course on how to bring your average clueless civilian from complete ignorance of the Mythos to accepting the impending doom of CASE NIGHTMARE GREEN without turning them into a gibbering wreck. As CASE NIGHTMARE GREEN gets closer, all line officers above grade 3 and all admin above grade 4 will be obliged to take this course. Requires *Aspiring to the Senior Civil Service*.

Bugging & Surveillance: Tradecraft 204: Planting surveillance equipment, sweeping for bugs, how to avoid being seen while running a stakeout. As a side benefit, this course gives a complete overview of every late-night restaurant and 24-hour coffee shop in the United Kingdom. Requires *Tradecraft 203*.

Combat Epistemology: High-level theory on magical targeting, sympathetic magic, geases and the limits of understanding. A vital course for anyone using powerful artefacts (like an Erich Zann Violin) or who is dealing with summoned entities. Requires *Exorcism 102*.



Communications Skills: Basic 'how to talk to people' course used to soak up training budgets. A lot of lab geeks or damaged field officers get regular refreshers in this course. Pro tip: normal people do not say 'lol' or 'Ia! Ia!' in everyday conversation.

Computational Demonology & IT Security: Occult firewalls, using commercial security systems when the attackers may be using the Dee-Turing Theorem, quantum computing, or demons, and exorcising your network of gremlins and spooks. Requires *Introduction to Applied Occult Computing*.

Conflict Resolution: Advice on dealing with disputes between employees, defusing tension, acknowledging disagreements, and navigating the grievance process. Also, comes in handy when trying to talk crazed cultists away from the sacrificial altar. Requires *HR for Line Managers*.

Dealing with K Syndrome: This course can only be taken by a character who has suffered a permanent INT loss from casting mental magic (see page 132 of the *Laundry Files* core rulebook). Each time this course is taken, the character may make a Luck check. If successful, he regains 1 point of lost INT.

Decision Making & Crisis Management: Another course that's going to become a lot more popular in the next few years, this one's nicknamed 'Urban Triage' among trainers. It consists of three three-day-long courses. The first two are for the general civil service, and are about how to make decisions under pressure, how to quickly synthesise information, and how to lead in a crisis. The final course is Laundry-only, and discusses what can be saved and what can be sacrificed when the time comes. Requires *Teamwork, Motivation & Leadership*.

Demolition and Explosives: Gives instructions on everything from safecracking charges to claymore mines to calling in an airstrike on an angry god. You even get to play with an (empty, harmless) nuke. The course is run by the Territorial Army. Requires *TA Phase 2*.

Departmental Accounting Arcana: Magic for accountants, basically. How the occult interacts with the Laundry's financial planning systems, line items for black candles and gold coins cast into a deep well in Somerset, how to use the spending geases. Taking this course is basically signing your soul over to Financial Control. (On the bright side, the course also covers selling your soul, and how to list such a change in spiritual assets on your tax returns.)

Directed Dreaming Workshop: This course allows a character to develop the Dreaming skill. Dreaming starts at INT + POW, and is usable only when undergoing a shared hallucination like a dream. A successful use of the Dreaming skill allows the character to alter the circumstances of the dream, such as conjuring items or changing shape.

Disguise, Evasion & Tailing: Tradecraft 202: Spotting and avoiding tails, changing your appearance using everything from movie-quality makeup to classic improvised spy disguises like soot in your hair. It emphasises quick, practical disguise methods. Requires *Tradecraft 201*.

Economics for Policy Makers: Effectively a workshop on how to present policies to the Board. You'll learn next to nothing useful on this course, but it's vital for ambitious civil servants to talk the talk about cost-saving.

Effective Knowledge Management: How to develop institutional memory, proper record keeping, managing skills transfer and training. For the Laundry, this is especially complex; between secret classification, the abstruse nature of much of the work, and the fact that it's hard to manage Things Man Was Not Meant To Know, proper knowledge management is more of an aspiration than a goal. The arcane section is putting the Laundry's ISO9001 certification in jeopardy, and the Board sees this as letting the side down.

Electronics Handling & Repair: Special emphasis on repairing equipment in the field and improvising replacements, as well as how to store and secure the more esoteric bits of electronics like Basilisk Guns.

Eschatological Countermeasures: A lengthy and intensive course on saving the world. Covers everything from planning nuclear strikes against Great Old Ones to managing food production and medical treatment after the collapse of civilisation. This course is currently optional, but it's expected to be made mandatory for Line Officers above Grade 6 by 2013. Taking this course requires a SAN check (1/1D4). Requires *Large Scale Incursion Assessment*.

Esoteric Diplomacy & International Relations: A course run jointly by the Foreign Office, the Cabinet Office and the Laundry, this is all about playing with the big boys. Keeping BLUE HADES happy, negotiating with eldritch entities, swearing blood oaths, what you're allowed to say when briefing the Prime Minister. Anyone completing this course is marked for greatness within the Laundry. Requires *NHE Liaison & Diplomacy and Aspiring to the Senior Civil Service*.

Essential Skills for Social Research: A surprisingly useful course on how to question people in a way that encourages them to volunteer information and trust you. Recommended for field officers who spend a lot of time questioning witnesses, and want more subtlety than pushing a warrant card in someone's face and demanding answers. Requires *People Core Management Skills*.

Ethics of Arcana: A head-wrecking course of philosophy and legal mumbo-jumbo. This course is required for would-be Auditors, as well as anyone who throws spells around in public. As an added bonus, the course attendees almost always include one or more undercover Internal Affairs watchdogs. Requires *Introduction to Public Sector Law*.

Exorcism 101: Basic introductory course on how to deal with supernatural incursions and thaumic energy build-ups. This part of the course has very little magical content, beyond 'point the smartphone at the glowing thing and press start,' but instead concentrates on dealing with witnesses, safety precautions, and identifying when to use exorcisms.

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Exorcism 102: The real meaty bit of the exorcism course, this covers all sorts of banishment techniques. It starts with traditional exorcism methods such as prayer (wholly ineffective) and the old bell, book and candle routine (has some validity, if you've got the right book and the bell's resonating frequency is a certain multiple of the candle's flicker rate) and then onto more modern approaches like Computational Demonology, thaumic grounding and counter-possession. *Requires Exorcism 101.*

Forgery, Lockpicking & Safecracking: Tradecraft 201: More tricks from the archives of the Special Operations Executive. Many of the techniques taught on this course are woefully out of date – the Black Chamber don't use locks when they have wards that can recognise your soul – but it's a good foundation in the spy's trade.

Gate Travel & Survival: A tough course in surviving on the far side of gates, covering the use of survival equipment, basic physics, and how to cope with being shunted into another dimension and then back out onto some dead alien planet. This course technically qualifies you as an astronaut, too. *Requires Introduction to Gate Travel.*

Geas & Ward Management: The first thing you learn on this course is that there's no 'undo' button for the mind. This course instructs participants in the proper construction, casting and wording of magically-enforced commands to ensure that the geas is comprehensive without being overly restrictive. Amateur sorcerers can dig themselves into very deep holes through badly planned geases (the classic example is commanding a target to *'forget everything you have seen,'* which is like pulling the plug on the brimming bathtub of their selfhood). *Requires HR for Line Managers.*

Grammar of Thoth Workshop: The Grammar of Thoth was one of the first codified magical metalanguages, predating Enochian (at least, depending on who you ask). While it's outdated by modern standards, it's still useful especially for mental magic, and a good grasp of Thoth is very useful when dealing with cultists and old grimoires. The course covers the use of neurolinguistic programming, computer models of the Grammar, and disarming spells based on the Grammar.

Grimoire Appraisal & Conservation: Caring for rare old books, the history of occult literature (from *Ye Book of Eibon* to more modern works), recognising forgeries, translation and the use of cryptography. *Requires Antiquity Conservation and a lot of patience.*

Helicopter Operations & Gunnery: You get to log a few dozen hours in a Eurocopter AS350 (aka the 'Twin Squirrel'), and sit in the cockpit of an Apache. It qualifies you to fly a chopper in an emergency. *Requires TA Phase 2.*

HR For Line Managers (HRLINE): A two-day course that takes the line manager through the complete employee life-cycle from pre-recruitment to post-termination to reanimation as well as pervasive coverage of key employment legislation affecting the employer-employee relationship. It's mostly management techniques with a gloss of avoiding legal trouble. Anyone above Grade 4 can expect to be sent on this course, sooner or later.

Introduction to Forensics: This course is taught by the Met's forensics specialists, so it crams about six months of training into five evenings. Immensely useful.

Introduction to Gate Travel (IGT): A comprehensive overview of how to screw with the laws of space and time via dimensional travel. IGT courses always attract an odd mix of students; you've got hardened special forces types who are doing the Tosher training course rubbing elbows with virologists, planetologists and economists.

Introduction to Health & Safety (IHS): It covers basic first aid in the office, as well as drilling you in a mind-boggling array of workplace health policies, from keyboard posture to testing the office air vents for dust mites. The Laundry's attitude towards health and safety is schizophrenic at best; you'll often find yourself being lectured on the dangers of not taping down power cables – they're a trip hazard – while a slaving demon throws itself against the containment grid powered by said cables.

Introduction to Public Sector Law: How to avoid getting the Laundry into legal trouble, how to avoid getting your department into legal trouble, and how to avoid getting yourself into legal trouble – in that order.

Introduction to Survival & Evasion: It's like orienteering, only there are men with guns and hunting dogs after you. Come to scenic Dartmoor and get lost in the bogs. Supplementary courses also teach urban evasion and living off the land.

Large Scale Incursion Assessment: This seminar teaches participants the skills they will need to deal with major occult events, like mass possession, a Class 5 Gate, the dead rising, or invasion by BLUE HADES or DEEP SEVEN or some other non-human threat. Obtaining an LSIA qualification is the first step to becoming a senior Line Officer. *Requires Ethics of Arcana.*

Linguistics & Social Awareness: Partially a diversity awareness course, but this also covers blending in with different cultures, picking up on social cues, and reading subtle clues about intent. Different L&SE courses cover different regions and cultures; anyone going undercover abroad should go on the relevant L&SE training course.

Managing Change: An excellent opportunity for Buzzword Bingo, but HR loves this course, and anyone who completes it is anointed with rare oils and deemed to be a golden child who shows great promise. Learn to achieve buy-in, communicate your vision and plan how to think outside the box.

Managing Changelings: A supplementary course for line managers of employees with unusual conditions or restrictions, such as BLUE HADES hybrids. Requires *People Core Management Skills*.

Motivation & Leadership (M&L): Everything from trust exercises and positive thinking to applying *The Art of War* to the accounting department. On the bright side, this course is usually held in plush hotels with good catering, so book early.

NHE Liaison & Diplomacy: NHE stands for 'non-human entity'; this course is for officers working with 'friendlies,' where 'friendly' means 'not actively trying to kill us right now.' Different modules cover species like BLUE HADES and ghouls. The course is carefully vetted by both Counter-Subversion and Health & Safety; the former to ensure no-one defects, the latter to ensure no-one infects. Requires *An Introduction to Public Sector Law*.

Occulinux Installation & Use: Occulinux is a fork of the NSA-built Secure Linux, optimised for use with computational demonology – drivers for summoning grids, raster engines for Dho-Na curves, virtual wards, /bin/alhazared, all that handy stuff. Requires *Introduction to Applied Occult Computing*.

Occult Forensics: Building on conventional forensic techniques, this course teaches the use of magic in investigation, such as using sympathetic magic to track auras from fibre or blood samples, divination, psychometry, remote viewing and thaumatic field fingerprinting. It also covers the physical evidence left behind by various entities. A strong stomach is recommended, as a large chunk of the seminar is an endless series of gory PowerPoint slides. *This is how a ghoul chews your face off... this is what's left of you after a Polyp hatches... this is what a failed auto-trepanation looks like... and before lunch, the Brood of Eibort.* Requires *Introduction to Forensics*.

OCCULUS Operations Management: This course is run jointly with our European Partners, and so involves popping over to Belgium for a fortnight. Over this course, you're taught how to manage a crisis, contain threats, direct civilian and military assets, and wield the full bureaucratic power of the EU from inside a giant armoured truck. Requires *Large Scale Incursion Assessment*.

People Core Management Skills (PCMS): There is something deeply creepy about this course. It's as though it was designed to teach human behaviour to something that's very, very far from human, something with more legs and angles than anyone should have. The course has been updated for general use, but there's still the occasionally really weird slide or note, like '*Humans blink regularly*' or '*sleeping usually takes place at night*' in between seminars on hiring & firing, behavioural problems in the workplace, reading body language and non-verbal clues, and handling employees. Requires *HR for Line Managers*.

Philosophy of Prognostication: Half semi-practical advice on working with the Predictions Branch, half philosophical noodling about free will and predestination. The most useful thing about this course is that it teaches you how to block when management attacks. You see, Predictions Branch makes a great club to beat people with.

Let's say you're running the Laundry local office in the Isle of Wight. Every week, Predictions send you a vaguely worked message about potential threats and 'semi-significant random number clusters' and funny feelings that Psychic Auntie Agnes had in her ankles. As there is absolutely nothing concrete in there, you ignore the predictions. Next week, another set comes along, and another, and another, all similarly useless. Then Cthulhu rises out of the sea and snacks on the island, and you're hauled before the Auditors. '*Why did you not act on the warnings given by Predictive Branch?*' they ask. If you try pointing out that Predictions Branch are usually about as much use as a water-soluble umbrella, you're accused of trying to shift the blame. However, if you've completed Philosophy of Prognostication, you can befuddle your interrogators by talking about unus mundus theory, cognitive bias, Newcomb's paradox and retrocausality. Particularly talented philosophers can even convince the investigative committee that it is the committee's own doubt that travelled back in time to undermine the Predictive Branch's evidence, and argue that the committee created itself by ensuring there would be a problem to investigate.

Professionally Qualified Officers: Holders of certain degrees, like doctors, dentists, lawyers, chaplains and vets, can pass through officer training with the British Army at an accelerated rate. This ten-week course, colloquially referred to as the 'Vicars and Tarts' course, gives the qualified professional a grounding in military life, tactics, weapons drills, strategy and tactics. It requires a degree-level qualification.

Radiological and Biological Threat Management: A cheery course about all the lovely ways you can die. It covers natural and accidental hazards (pandemics, chemical spills, nuclear accidents) and military and terror threats (biowarfare, dirty bombs and so on).

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The first three days of the course are taught by CO3 of the Met; the last two days are internal to the Laundry, and cover Colours out of Space, BLUE HADES plague vectors, gate-shifted radiation, and the possibility of alien supercivilisations using gamma ray bursts to wipe out all life on Earth.

Sabotage & Wetwork: Tradecraft 205: Getting to go on this course means the Board has great faith in you; officially, this seminar does not exist. It's a course in how to murder people in a clean, professional, ISO9001-certified way. Requires *Tradecraft 204*.

Stress Management: The Stress Management course teaches meditation, breathing techniques and positive thinking – and a few little white pills. Each time the course is taken, it restores 1D6 SAN.

TA Commissioning Course: This course qualifies participants as officers in the Territorial Army. It's run twice a year at the Royal Military Academy Sandhurst. It's three weeks long – week one is training, while weeks two and three are testing, including a one-week field exercise and mock operation. The course is a gruelling one. Requires *TA Phase 2*.

TA Phase 1: Part 1 of the Territorial Army training course, covering basic soldiering. This version is an intensive course, crammed into a few weeks; the other option is to join your local TA regiment and complete the training course over a year at weekends and evening.



TA Phase 2: Part 2 of the Territorial Course, concentrating on weapons systems and technology. Requires *TA Phase 1*.

Teamwork (TW): Trust exercises, delegating responsibility, group work, team building exercises. Basically, there are two ways to learn this stuff. Option 1: learn to trust your team-mates when you're all pinned down in a foxhole by an angry DEEP SEVEN. Option 2: learn to trust your team-mates in a nice hotel in Essex. Hint: go for option 2.

Time Management & Organisation: Time-keeping methods, so you can break your day down into 15-minute action items and properly report on everything you do. Another course for the penitent and the terminally late.

Unconventional Injuries & Field Medicine (UIFM): Treating injuries received from supernatural entities and weapons, like thaumic burns, stoner hits, claws and caustic tentacles. Requires *Advanced First Aid*.

Weapons Maintenance & Safe Storage: Keeping your guns out of reach of kiddies and psychos.

Unwanted Courses

"This is all beyond me, you know? Dunno why I'm on this junket, our training budget is just way over the top. Got to use the course credits or we lose them next year."

– The Atrocity Archives

Characters may be sent on training courses as part of disciplinary procedures. If, say, you let off a firearm in public without due cause, you might be ordered to attend *Introduction to Public Sector Law* and *Weapons Maintenance & Safe Storage* before you're allowed carry a gun again. A character who repeatedly overruns his mission budget might get sent on *Achieving More With Less*. Talk back to your boss? It's *Communications Skills* and *Conflict Resolution* for you!

Due to the Laundry's abstruse and arcane accounting procedures, the cost of these courses is usually borne by the character's own department. So, if you're ordered to go on *Introduction to Health and Safety*, it's up to you to find space in the mission budget or else pay for it out of the department budget (which may cause a Status loss or other troubles).

Special Instructor Courses

Special Instructor courses are not advertised. You do not choose to do them – the Laundry chooses you. They are available only rarely, and only for the worthy. According to rumours, special instructor courses inevitably *change* the participants, granting them new abilities or insights at the cost of sanity and free will. Signing up for a Special

Instructor course invariably means appearing before an Audit Committee and a full background check, as well as taking on more loyalty geases and restrictions.

Unlike normal training courses, Special Instructor courses cost Sanity instead of budget points. They can also alter Characteristics, give special powers and generally carry much more spiritual weight.

Course	Sanity Cost	Requirements	Benefits
<i>Gawr Madoc</i> Oath	1D10	Sorcery 50%, Status 75%, Aspire, Ethics of Arcana	Cthulhu Mythos, Status, +3 CON & +3 POW while within United Kingdom
Great Rite of Dagon	2D6	Cthulhu Mythos 10%, Sorcery 50%, Status 50%, Swim 25%, NHE Liaison & Diplomacy	Cthulhu Mythos, Sorcery, Status, Swim, BLUE HADES link
Advanced Binding Protocols	2D6	Command 40%, Cthulhu Mythos 25%, Science (mathematics) 25%, Sorcery 50%, Status 50%, POW 15, Geas & Ward Management	Command, Cthulhu Mythos, Sorcery, Authority of Y'ghonzzh N'hai, Binding Mastery, Geas Mastery
Descent of the Steps of Deeper Slumber	1D6	Dreaming 25%, Insight 50%, Sorcery 50%, POW 15	Cthulhu Mythos, Dreaming, Dream Mastery
Blessing of Tawil-at'Umr	2D6	Cthulhu Mythos 10%, Science (Mathematics) 50%, Sorcery 75%, Introduction to Gate Travel	Cthulhu Mythos, Sorcery, Sorcery Mastery
Treaty of Pnath	1D8	Cthulhu Mythos 10%, Status 50%, CON 15	Cthulhu Mythos, Extend Life, Gboul Link
Strategic Binding	1D10	Eschatological Countermeasures, OCCULUS Operations Management	Command, Cthulhu Mythos, Terrible Majesty

Advanced Binding Protocols: Referred to, obscurely, as 'the keys to the kingdom,' knowledge of the Advanced Binding Protocols permits the recipient to speak on behalf of the Laundry in high-level negotiations with alien powers. The course is taught in the Laundry itself, behind closed doors in Mahogany Row. There are three unique magical benefits that pertain to this office:

- *Authority of Y'ghonzzh N'hai:* This authority gives spiritual authority to the character for the purposes of certain treaties and bargains made by the Laundry.
- *Binding Mastery:* The character can invoke a level 3 protective pentacle around himself or around another creature at will. This pentacle lasts as long as the character concentrates.
- *Geas Mastery:* The character has the authority to cast or dispel binding, truth or silence geases of up to level 3 at will, simply by speaking.

Blessing of Tawil-at'Umr: An obscure and rarely-invoked blessing. This course is highly secret, and the instructors are never named, although it is rumoured that they are past and future incarnations of the candidate. The Blessing reveals the ultimate secrets of the universe, but the candidate retains only a fraction of this knowledge afterwards.

- *Sorcery Mastery:* The character may take up to 5 points of temporary POW damage to increase his INT by an equal amount when casting a spell.

Descent of the Steps of Deeper Slumber: An initiation into the Dreamlands. Using conventional oneiromantic engines, the initiate travels to Mount Ngranek and looks upon Kadath in the Cold Waste, and there meets certain strange beings who acknowledge him as one of their own. The course is taught by a 'consultant,' a turbaned swami who speaks with a distinct Boston twang.

- *Dream Mastery:* Characters may enter the Dreamlands freely, without needing magic, drugs or good fortune. They may even enter the Dreamlands while awake.

Gawr Madoc Oath: This oath is taken in the dead of night on Harrow Hill, and witnessed by the Lord Privy Seal as well as a Star Chamber from the Black Assizes. It binds the candidate to eternal service of the Laundry and to the Crown. After this, there is no turning back, no way out, nothing but duty. It bolsters the candidate's strength and fortitude as long as he is close to the seat of power.

Great Rite of Dagon: The Great Rite is held in an underwater city of BLUE HADES; the participants attend using diving equipment or magic.

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This is – officially – a modified version of the traditional rite that does not include human sacrifice, but those who have undergone the Rite never speak of what they saw on the ocean floor. Part of the Rite involves a mediated psychic contact between the participants and an ageless entity that sleeps somewhere deep under the Pacific. As a side benefit, those who survive the Rite have a permanent link to BLUE HADES. This link allows them to call up BLUE HADES from the ocean depths and use certain artefacts and spells that are normally unavailable to humans.

Strategic Binding: The Strategic Bindings restrain a number of extremely powerful entities that are currently under the Laundry's aegis. While these entities cannot be controlled, they can be constrained and channelled. The Strategic Binding course gives the character the codes to these binding spells; in effect, these are the launch codes to

the occult equivalent of nuclear-tipped ICBMs. As a side effect, the character gains:

- *Terrible Majesty:* Take one point of temporary POW damage to gain +10% Command.

Treaty of Pnath: This course is held in a labyrinth of catacombs in Egypt by certain elder ghouls, and binds the candidate to eternal friendship with the ghouls.

- *Extend Life:* The character's natural lifespan is increased by 2D20 years.
- *Ghoul Link:* The character can sense and recognise ghouls from a distance, and call them up from the dark places under the earth.

Agent Memoirs

'Then he pointed me at the rule book that explained how all officers above OC2 rank are required to either keep a classified journal or to periodically update their memoirs, which would be kept under lock and key - automatically classified under the various keywords they'd been cleared for during the time period covered - the books to be opened only in event of their author's death, retirement, or permanent disablement in the line of duty.'

- The Fuller Memorandum

Just as Angleton encouraged Bob Howard to keep a memoir of his service to the Laundry, player character agents of suitable rank are also expected to do so. Journals or memoirs can't be simply dictated into a recorder, or assembled on a computer. Instead, these autobiographies must be prepared under the auspices of Security Management. The manuscripts must be prepared in longhand or typed up with a specific 1962 Triumph Adler 66 manual typewriter, with the carbon papers and typewriter ribbons burnt in the Security Office. Staples and paperclips are not allowed, nor is, heaven forbid, a hole-punch or binder. The resulting manuscript is assembled, bound with string, marked with a seal made with red wax, and delivered into the care of Security Management for possible review and eventual filing.

This activity can be handled by the GM and Player Characters as a matter of fact, assumed to occur between sessions, and otherwise have no effect on game play. Industrious players, however, may choose to actually write up their mission notes in the form of memoirs and submit them to the GM when they are complete. Many players enjoy writing up session notes, player diaries, collections of quotes, etc. and the conceit of an agent memoir provides an appropriate means of expressing this.

Firstly, in the real world, the player must create a memoir in a reasonable amount of time and provide it to the GM. The GM may ask that this document be emailed or otherwise circulated to the other players, if the player agrees. For any suitable memoir (or facsimile thereof) that has met the above requirements, the GM should allow the player to pick one of the following in-game benefits:

An automatic improvement of +1D6% to one skill used successfully in the play session described in the memoir, representing time spent considering the skill and its application. This benefit can only be used for a skill that had a failed improvement roll and cannot be added to a skill that already successfully improved during that particular mission.

An improvement to Sanity (SAN) in the amount of +1D6 points to the current total. This value will not increase the agent's current SAN beyond the maximum allowed SAN, and this increase will not heal any existing psychoses, insanities, or other debilitating psychological conditions resulting from prior SAN loss.

If these benefits become excessive, or the quality of the memoir is not adequate for such a benefit, the GM is encouraged to discontinue this reward.



Character Template:

This section provides a large variety of off-the-shelf character templates ready for use. While Chapter Four of *The Laundry* core rulebook presents a straightforward character generation system, players and GMs alike can benefit from these easily-customisable characters, moments away from being ready for play. These six character templates are similar to the six presented on pages 191-196 of the core rulebook. Each is based around an easy-to-grasp core concept suitable for adventures in the world of the Laundry, with room for player involvement in generating characteristics and personal skills.

Creating a character in this fashion will not yield as custom a character as the method provided in *The Laundry* core rulebook, but it does allow for some personalisation in very little time.

Professional skill point expenditures – potentially the most time-consuming part of the character generation process – has been done beforehand, allowing for core competency in all relevant professional skills, ensuring that the character is as prepared for Laundry assignments inasmuch as *any* prior training can prepare one for the joint horrors of government bureaucracy and Elder, eldritch horrors.

- To customise one of these template characters for use as a player character, get a clean character sheet. The following steps are recommended:
- Pick a template that appeals to you from the following pages and copy all completed values onto the character sheet, including starting equipment.
- Choose a name, gender, etc. and write them on the character sheet.
- Roll for the remaining characteristics. Write the characteristics on the character sheet. Some characteristics have already been provided and should be used as presented.
- Your character's EDU has already been determined, and their professional skill points spent accordingly on skills relating to their profession.
- Pick an age. Your character must be at least 19 and cannot be older than 79 years of age. At ages 40, 50, 60, etc., add +1 EDU and +20 additional professional skill points per decade. At ages 50, 60, and 70, subtract 1 point from either STR, CON, DEX, or CHA, cumulative.

- Determine Sanity Points, Hit Points, Damage Bonus, Major Wound Level, and experience bonus as described in *The Laundry* core rulebook on pages 13-14.
- Derive starting values for the Dodge ($[(DEX \times 2)\%]$) and Language (Own) ($[(INT \times 5)\%]$) skills.
- Spend personal skill points ($INT \times 10$) as desired and write these values on the character sheet. Your character's Personality Type and associated skill modifiers have already been applied. Skill points for Laundry assignment and training have already been applied. If a skill is not listed here, no points have been added to or spent on it.

Once these steps are complete, your new character should be ready for her first assignment.



CONSPIRACY THEORIST

"A big bomber with four engines and afterburners is a much flimsier cover, and the plane spotters and conspiracy theorists keep the Plumbers busy, but we cannot neglect the watch on the dead plateau."

- The Fuller Memorandum



Age ___, Monitoring Office

You were an active part of an unofficial community of online journalists, researching and blogging about the vast web of conspiracy that the British government was elbows-deep in.

You knew about everything - black helicopters, men in black, the New World Order, chemtrails, Reptilians, plane spotting, MAJESTIC-12, phantom timelines, Atlanteans, 9/11, the Hollow Earth, Delta Green, peak oil, Princess Diana, global warning - and you knew how it was all connected.

One day, some serious spooks from a group you'd never heard of showed up at your door. They caught you as you were climbing out your bathroom window, and dragged you back into your living room. "The Laundry" knew everything about you, they claimed. They swore you to Section Three of the Official Secrets Act and then they told you some things about themselves. You learned at that moment that in everything you feared in your deepest and most paranoid imaginings was a rosy, Pollyanna view of the real world.

You had to shut down your blogs, and you can't really post about anything you've learned, so what else could you do but join the Laundry? Now you actually fight the horrors that lurk beyond, rather than just writing about them from the safety of your apartment. There are perks, though. In the Archives, you've got access to one of the greatest archives of secret, clandestine information ever assembled. And the pay isn't bad, either.

STR 3D6	CON 3D6	SIZ 2D6+6	INT 2D6+6
POW 3D6	DEX 3D6	CHA 3D6	EDU 14

SAN: POW x 5

HP: [CON + SIZ]/2, rounded up

Damage Bonus: See page 17 of the core rulebook

Major Wound Level: [HP]/2, rounded up

Experience Bonus: [INT]/2, rounded up

Move: 10

Skills: Bargain 25%, Bureaucracy 40%, Computer Use (Hacking) 70%, Disguise 25%, Fast Talk 45%, Fine Manipulation 10%, Firearm (Esoteric) 05%, Gaming 30%, Hide 30%, Insight 45%, Knowledge (Accounting) 15%, Knowledge (Espionage) 15%, Knowledge (History) 75%, Knowledge (Law) 10%, Knowledge (Occult) 20%, Knowledge (Politics) 50%, Language (English) (INT x 5) + 20%, Listen 65%, Persuade 50%, Research 65%, Sense 30%, Sleight of Hand 25%, Spot 50%, Stealth 35%.

Starting Equipment: Warrant Card (page 98 of the core rulebook), Personal Ward (Level Two, page 145 of the core rulebook), secure smartphone, palmtop personal computer with OFCUT package (page 19 of the core rulebook).



CAREER MILITARY OFFICER

'A weird breed, not uncommon in the British public schools, who recycle their own graduate cannon fodder to train the next generation in an ethos of military service.'

- The Atrocity Archives

Age ____, OCCULUS

It was inevitable that you became a soldier serving in Her Majesty's armed forces. With a family history that has seen service in every major British military endeavour from the last hundred and fifty years, you couldn't escape the force of destiny.

When you signed up for the military, you imagined that you might see service in the Middle East, maybe Africa, or even as part of some peacekeeping force in one of the former Soviet nations. Things didn't work out that way.

You did well on your qualifications for officer, and rose steadily within the ranks. Some aspect or combination of factors from your personality profile attracted the attention of a statistician at the Security Service, and you were assigned to counterterrorism activities, specifically working for the Territorial SAS.

Then one day, what seemed a routine crackdown on a potential terrorist cell in Camden revealed they were up to far more than manufacturing a bomb. You saw things that day... terrible things. While most of the survivors spend their time writing home with crayons and aren't allowed sharp objects, you came out fine. A few weeks later, you found yourself assigned to OCCULUS, assisting the Laundry when they can't handle things on their own.

STR 3D6	CON 3D6	SIZ 2D6+6	INT 2D6+6
POW 3D6	DEX 3D6	CHA 3D6	EDU 13

SAN: POW x 5

HP: [CON + SIZ]/2, rounded up

Damage Bonus: See page 17 of the core rulebook

Major Wound Level: [HP]/2, rounded up

Experience Bonus: [INT]/2, rounded up

Move: 10

Skills: Appraise 35%, Bargain 25%, Brawl 70%, Bureaucracy 10%, Command 45%, Computer Use (Maintenance) 10%, Drive (Automobile) 60%, Etiquette 25%, Fast Talk 25%, Fine Manipulation 10%, Firearm (Assault Rifle) 55%, Firearm (Pistol) 75%, Firearm (Rifle) 50%, Insight 25%, Knowledge (Accounting) 15%, Knowledge (Espionage) 05%, Knowledge (Law) 30%, Knowledge (Occult) 10%, Knowledge (Politics) 10%, Language (English) (INT x 5)% +20%, Language (German) 20%, Listen 35%, Navigate 30%, Perform 25%, Persuade 35%, Sense 40%, Spot 40%, Strategy 30%, Teach 20%, Throw 45%.

Starting Equipment: Warrant Card (page 98 of the core rulebook), Personal Ward (Level Two, page 145 of the core rulebook), secure smartphone, sport utility vehicle, Glock 17 (page 102 of the core rulebook).



(INVOLUNTARILY) CONSCRIPTED CIVIL SERVANT

'...a generous portion of the Laundry's payroll is devoted to buying the silence of incompetent lambs, manufacturing work for people who need something to fill the time between the first, accidental exposure and final retirement.'

- The Atrocity Archives



Age ___, Legal Affairs

Your parents were proud of your achievement: a secure government job in middle management. You walked the high-wire perfectly, nestled deep enough within the bureaucracy to avoid redundancy through budget cutbacks, but not so highly placed that you were expected to do much.

It was near the end of the year, and you were burning off the remainder of your training budget allocations. You sent yourself to an innocuous-sounding Team Building and Management campout in the Cotswolds, when your group ran into trouble... cultists in need of human sacrifices!

You should have been dead, but help was there in the form of agents of the Laundry, kicking in the door with smartphones wreathed in eldritch fire, their pistols cracking staccato. When the dust was settled and the brains scrubbed from the walls, you signed the secret third article of the Official Secrets Act and became a member of Capital Laundry Services.

Once exposed to the organisation from within, you saw how sloppily things are run, and dedicated yourself to bringing the standards of Total Quality Control and ISO9001 compliance to the Laundry. If your fellow agents have a problem with this level of oversight, you have a form (in triplicate) for that!

STR 3D6	CON 3D6	SIZ 2D6+6	INT 2D6+6
POW 3D6	DEX 3D6	CHA 3D6	EDU 15

SAN: POW x 5

HP: [CON + SIZ]/2, rounded up

Damage Bonus: See page 17 of the core rulebook

Major Wound Level: [HP]/2, rounded up

Experience Bonus: [INT]/2, rounded up

Move: 10

Skills: Appraise 35%, Bargain 65%, Brawl 25%, Bureaucracy 50%, Climb 40%, Computer Use (Programming) 50%, Disguise 25%, Dodge (DEX x 2) +20%, Etiquette 35%, Fine Manipulation 10%, Firearm (Pistol) 25%, Insight 25%, Knowledge (Accounting) 75%, Knowledge (Espionage) 05%, Knowledge (History) 30%, Knowledge (Law) 50%, Knowledge (Occult) 30%, Knowledge (Politics) 60%, Listen 45%, Persuade 45%, Research 75%, Sense 30%, Spot 50%, Status 25%, Stealth 30%, Technology Use (Communications) 25%.

Starting Equipment: Warrant Card (page 98 of the core rulebook), Personal Ward (Level Two, page 145 of the core rulebook), secure smartphone, laptop computer with full suite of accounting software and OFCUT package (page 19 of the core rulebook).



DISILLUSIONED PRIEST

'Being predisposed to religion has its uses, but it's a real Achilles' heel if your civilisation is under threat by vastly powerful alien horrors.'

- The Fuller Memorandum

Age ___, **Translation and Analysis**

The call to the priesthood was undeniable, though you served in a theologian capacity rather than pastoral. With a doctorate in theology, you devoted yourself to the study of the great mysteries.

This meant poring over the works of medieval metaphysicians such as Abelard, Aquinas, and Roscellinus, devoting yourself to answering questions that had gripped theologians for millennia. In the course of your study, you became more than familiar with aspects of alchemy, Hermeticism, Gnosticism, and related fields.

As something of an expert in these subjects, you were asked by a fellow academic for assistance translating something unusual: an ancient and near-rotten philosophical treatise from an obscure and heretical German thinker named Von Juntz. You made inquiries through the usual channels, pooh-poohing your friend's request for absolute secrecy, and somehow you triggered the attention of the Laundry.

All the while, you continued to study that damnable book. The revelations it conferred upon you were terrible to learn, inflicting ghastly insights that tore your world-view apart. When Capital Laundry Services caught up with you, you were on the edge of utter existential despair, ripe for recruiting. You're still wrestling with the loss of your faith, but you've gone from believing the end is nigh, to *knowing* it.

STR 3D6 **CON** 3D6 **SIZ** 2D6+6 **INT** 2D6+6
POW 3D6 **DEX** 3D6 **CHA** 3D6 **EDU** 18

SAN: POW x 5

HP: [CON + SIZ]/2, rounded up

Damage Bonus: See page 17 of the core rulebook

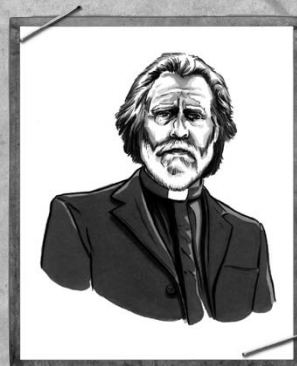
Major Wound Level: [HP]/2, rounded up

Experience Bonus: [INT]/2, rounded up

Move: 10

Skills: Appraise 45%, Bargain 25%, Brawl 45%, Bureaucracy 10%, Computer Use (Maintenance) 10%, Disguise 25%, Etiquette 55%, Fine Manipulation 20%, Firearm (Esoteric) 05%, Insight 45%, Knowledge (Accounting) 15%, Knowledge (Espionage) 05%, Knowledge (History) 70%, Knowledge (Law) 10%, Knowledge (Occult) 40%, Knowledge (Politics) 10%, Knowledge (Religion) 70%, Language (Greek) 30%, Language (Latin) 50%, Listen 65%, Perform 25%, Persuade 45%, Research 75%, Sense 30%, Sorcery 10%, Spot 50%, Stealth 30%, Teach 30%, Technology Use (Electronics) 25%.

Starting Equipment: Warrant Card (page 98 of the core rulebook), Personal Ward (Level Two, page 145 of the core rulebook), secure smartphone, secure ebook reader, occult reference materials, handheld optical scanner, laptop with translation software and OFCUT package (page 19 of the core rulebook).



FORMER POLICE INSPECTOR

'The Laundry has a haphazard and inefficient approach to recruiting personnel, and has to make do with whatever it can get; consequently it should come as no surprise to learn that the quality of management we get is famously random, governed only by the tiny shred of civil service protocol that sticks to the organisation, and Human Resources' spasmodic attempts to cover up the more egregious outrages.'

- The Fuller Memorandum



Age ___, Operational Oversight

It's hard to remember the combination of reasons that made you become a police officer, but you're sure it wasn't the maze of bureaucracy, reams of paperwork, paranoid citizens glimpsing terrorists in every corner, yearly budget cuts looming like a guillotine, and interminable sensitivity training seminars. Instead of helping citizens in need, you found yourself ineffectual, handicapped by regulations and constrained by procedure, treated like an enemy by the people you swore to protect. After a few years of it, you were ready to give your notice and find another line of work.

Then came that fateful night when you were called to investigate yet another call where some pensioner suspected the inhabitants of his neighbouring flat of being terrorists. Strange smells, shady people coming by at strange hours, odd packages in the mail, and unexplained noises at all hours. The reasons were thin, but you had to at least stop by and see. Your knock at the door was answered by gunfire, and you responded in kind. When you got into the flat, you discovered they were building something far worse than a bomb... a summoning grid to invoke something terrible from beyond this world. Two government spooks showed up, a clean-up crew if there ever was one, and when they tried to shush you, you pushed back, and in a matter of moments you found that you'd inadvertently talked yourself into a job with the Capital Laundry Services.

STR 3D6	CON 3D6	SIZ 2D6+6	INT 2D6+6
POW 3D6	DEX 3D6	CHA 3D6	EDU 14

SAN: POW x 5

HP: [CON + SIZ]/2, rounded up

Damage Bonus: See page 17 of the core rulebook

Major Wound Level: [HP]/2, rounded up

Experience Bonus: [INT]/2, rounded up

Move: 10

Skills: Appraise 35%, Brawl 45%, Bureaucracy 10%, Computer Use (Maintenance) 10%, Craft (Cooking) 25%, Disguise 25%, Dodge (DEX x 2) +20%, Drive (Automobile) 50%, Fast Talk 45%, Fine Manipulation 30%, Firearm (Pistol) 45%, First Aid 50%, Knowledge (Accounting) 15%, Knowledge (Espionage) 05%, Knowledge (Law) 70%, Knowledge (Occult) 10%, Knowledge (Politics) 10%, Knowledge (Streetwise) 55%, Listen 55%, Navigate 30%, Persuade 45%, Pilot (Fishing Boat) 20%, Ride 25%, Sleight of Hand 25%, Spot 60%, Stealth 60%.

Starting Equipment: Warrant Card (page 98 of the core rulebook), Personal Ward (Level Two, page 145 of the core rulebook), secure Blackberry with Bluetooth headset, handcuffs, police badge and identification, Glock 17 (page 102 of the core rulebook), concealed ballistic vest (page 99 of the core rulebook), extensible baton (a truncheon, as described on page 271 of the core rulebook), mid-sized saloon car.



(SLIGHTLY MAD) INVENTOR

'Since the 1950s, Q Division has kept the Laundry in more esoteric equipment: summoning grids, basilisk guns, Turing oracles, self-tuning pentacles, self-filling beer glasses, and the like.'

- The Concrete Jungle

Age ___, Q Division

As a child, your intelligence was obvious when you'd take apart and rebuild your toys in ways the manufacturers never dreamt.

Your skills improved (much to your parents' dismay) when you began monkeying with household appliances, small engines, and home electronics, modifying them, augmenting them, overriding safety features... the works. You grew up interested in tech and all things mechanical.

More than Connery, Moore, Dalton, or Brosnan, Desmond Llewellyn was the one you cheered for whenever you watched James Bond films. You never imagined that Q was a real organisation and not just an invention of Ian Fleming. You followed Q's example, and eventually your technical expertise earned you a job in cutting-edge technology development, a lab coat-wearing mad scientist!

Under the corporate aegis, you worked on some pretty amazing technology, but occasionally to technical specs you began to suspect were dictated by madmen. You asked questions... too many questions, learning that the things you worked on were going to some secret division of DERA. You dug further, and found yourself a government employee, working with the real-life honest-to-Cthulhu Q Division, making outlandish toys for the Laundry.

STR 3D6 **CON** 3D6 **SIZ** 2D6+6 **INT** 2D6+6
POW 3D6 **DEX** 3D6 **CHA** 3D6 **EDU** 16

SAN: POW x 5

HP: [CON + SIZ]/2, rounded up

Damage Bonus: See page 17 of the core rulebook

Major Wound Level: [HP]/2, rounded up

Experience Bonus: [INT]/2, rounded up

Move: 10

Skills: Appraise 35%, Bureaucracy 30%, Computer Use (Magic) 40%, Computer Use (Programming) 60%, Craft (Metalwork) 35%, Disguise 25%, Dodge (DEX x 2) +20%, Fine Manipulation 35%, Firearm (Esoteric) 35%, First Aid 50%, Knowledge (Accounting) 15%, Knowledge (Espionage) 45%, Knowledge (Law) 10%, Knowledge (Occult) 50%, Knowledge (Politics) 10%, Language (Perl) 30%, Navigate 30%, Pilot (Helicopter) 20%, Repair (Electrical) 55%, Repair (Electronic) 55%, Research 35%, Ride 25%, Science (Mathematics) 30%, Science (Thaumaturgy) 20%, Sleight of Hand 25%, Spot 30%, Stealth 30%, Technology Use (Electronics) 55%.

Starting Equipment: Warrant Card (page 98 of the core rulebook), Personal Ward (Level Two, page 145 of the core rulebook), Necronomiphone (page 96 of the core rulebook), thaumometer (page 97 of the core rulebook), laptop with OFCUT software package (page 19 of the core rulebook), portable electronic toolkit.



Other Professions

Though the core rulebook presents a variety of suitable professions that might field agents of Capital Laundry Services, circumstances can force less suitable civilians into service. The following professions represent individuals who, despite previous career trajectory (and a potential lack of any appropriate skills) now serve as Laundry agents. The GM may allow you to pick from this list of ten new professions in addition to those presented on pages 22-27 of the core rulebook.

List of New Professions:

Assassin	Athlete	Bureaucrat
Craftsman	Criminal	Entertainer
Merchant	Politician	Priest
Writer		

Assassin

Though most governments would disavow having any outright assassins on the payroll, your skill set marks you as exactly that. You specialise in the unfortunately necessary aspect of covert operations known as “wet-work,” ending lives to effect political goals. It isn’t a field you would have likely imagined yourself in when you were in school, and it’s not really anything you could have worked to achieve. You were likely recruited while serving in conventional military, perhaps after displaying aptitude for the tasks the job calls for. After a lengthy stint of indoctrination and training, you were put to work as the darkest sort of spy, killing enemies of the state in as non-traceable a fashion as possible.

Eventually, you found yourself in the Laundry, as a sometimes member of the Cleaners, in the Department of Field Support. Alternately, you might just be attached to the Laundry in a consultancy role, that scary sort of spy who sits quietly in briefings... then stays after the briefing to receive additional, secret orders.

Skills: Brawl or Grapple, Demolition, Dodge, Drive, Firearm (any), Hide, Listen, Spot, Stealth, and any one other weapon skill as a personal specialty.

Wealth Level: Average

Athlete

An unconventional profession to find one’s way into service of God, Queen, and Country, you nonetheless are now a member of the Capital Laundry Services and are trying to make the best of it. As a child, you were gifted in a particular field of athletics and found yourself lucky enough to be encouraged to pursue it. Higher education, for you, meant additional means of training, and you found yourself

devoted to your sport, whether it be football, tennis, track and field, etc. You may have even been a contender for the Olympic Games, representing your country internationally. Perhaps you were on your way to a career in professional sports, with lucrative contracts, product endorsements, and the accompanying fame. In that famously simple and yet momentous turn of phrase, “something happened,” and you were thrust face-to-face with horrible, unexplainable circumstances from beyond this world. The Laundry was there, and to buy your silence you were offered a paycheck and a pension. The choice then became to spend your days at a desk reading a newspaper, or to serve your time in the field, adrenaline pumping as you faced unimaginable horrors from beyond reality. The decision was easy... but now you wonder if you made the right choice.

Skills: Athletics (any), Climb, First Aid, Jump, Throw, and any five of the following as personal specialties: Brawl, Dodge, Grapple, Melee Weapon (Sword), Missile Weapon (Archery or Javelin), Ride, Swim.

Wealth Level: Average

Bureaucrat

Capital Laundry Services, like any government agency, is overstaffed with middle-to-upper-level management, well-paid civil servants in business suits who make things happen at an administrative level. You are one of these besuited individuals, the bane of Bob Howard’s existence. You came into the Laundry through a sideways path: no accidental exposure to tentacular horror for you! Instead, you were one of Britain’s many devoted civil servants, finding satisfaction in the management and operation of the most complex of living organisms on the planet: a bureaucracy.

You were likely ensconced within another major government agency such as QinetiQ, but when an opportunity for career advancement arose within the sprawling, messy management structure of Capital Laundry Services, you took it. Now you find yourself dealing with an organisation in a state of utter disrepair, and it is your job to enforce order through tools such as ISO9001-certification compliance standards, software reviews, and even paperclip audits. You have no real interest in what the Laundry actually does: instead, your focus is on how well it does it.

Skills: Bargain, Bureaucracy, Command, Etiquette, Fast Talk, Insight, Persuade, Status, and two Knowledge or Language skills as personal specialties.

Wealth Level: Affluent

Craftsman

You imagined your life would be spent sedately and in moderate comfort. Throughout school, and perhaps even as a hobby, you avidly pursued one craft, whether repairing antique violins, restoring old books, working on vintage World War II planes as a museum curator, or even dealing with the creation and maintenance of esoteric electronic equipment. There was no reason to ever think you'd ever do anything other than ply your trade to an ever-so-distant retirement. There were these clients, see... unusual ones. You probably should have said 'no,' but the money was too good and the subject was too interesting. Perhaps it was an evaluation on a musical instrument terrible in its construction, or you were asked to run tests to determine the nature of a mysterious artefact from your field... something that should not exist. At any rate, the situation escalated, you saw things you were not meant to. Terrible things. You were hustled into the back of a black van, with the next stop a briefing room where an agent of Capital Laundry Services laid out the new parameters of your life: a different name and a job consulting for the Laundry on matters relating to your specialty. It seemed like the ultimate desk job, but more often than you'd like you find yourself in the field, and in the line of fire.

Skills: Appraise, Art (any), Bargain, Craft (any), Fine Manipulation, Repair (any), Research, Spot, Status, and an appropriate Knowledge skill as a personal specialty.

Wealth Level: Average

Criminal

Sometime in your past, you went from being a law-abiding citizen to the life of a professional criminal, flouting the police and avoiding arrest. You may have been a criminal since childhood, with a history of incidents, a youth spent dealing with the juvenile correctional system and an adulthood filled with brushes with the law. Or your lawless ways may have arrived late in your life: perhaps a single, damning incident was all it took to mark your record forever and put the police onto you. In your wheeling and dealing with the criminal fringe elements, you ran across some of the Wrong People, shady characters up to something bad, something so terrible that you were willing to make a deal with the strange government agents who came sniffing around. You didn't know who they were, but they needed your help, and you cut a deal. In return for amnesty for your criminal activities, you assisted agents of the Capital Laundry Services in the line of duty. Now you work with them, giving them an invaluable "in" to the criminal underground you're still familiar with.

Special: With the Game Master's permission, a criminal character can be assumed to work outside the Laundry's

office environment as more a part-time consultant than a full-time agent. Keeping an asset "embedded" in the black market can potentially be more useful to Capital Laundry Services than bringing the individual in question into the Laundry's organisation. Such a character must agree to abide by the law, however, and uphold the same level of secrecy as traditional Laundry agents. The penalties for violating these conditions are undoubtedly more severe than any internal agent would incur.

Skills: Drive, Fast Talk, Hide, Knowledge (Streetwise), Stealth, and any five of the following as personal specialties: Appraise, Bargain, Brawl, Computer Use (any), Demolition, Disguise, Dodge, Etiquette, Firearm (any), Gaming, Grapple, Insight, Listen, Melee Weapon (any), Persuade, Sleight of Hand, Spot.

Wealth Level: Average (If the Laundry has inducted a criminal into its ranks, financial penalties reduce any affluence to Average wealth.)

Entertainer

Like many people you work with, you never would have even imagined the existence of Capital Laundry Services, much less that one day you'd be drawing a paycheck from them. Your career path was much easier to chart before you entered government service: you had an artistic or performance-based talent and pursued the goal of making that your living. It may have been acting in theatre, television, or even film. You may have been a musician, struggling or moderately successful. Alternately, you may even have struggled to make ends meet, delivering kiss-o-grams or wearing a clown suit for children's parties. It doesn't matter: all of that is behind you now. You stumbled into something you clearly weren't meant to: perhaps as an intended sacrifice, or you may even have just turned the wrong corner at the wrong moment. Now your career as an entertainer is over, and you must forever shun the spotlight. Hopefully no one from your past life will notice you while you're in the field.

Skills: Etiquette, Fast Talk, Insight, Language (any), Listen, Perform, and any four of the following as personal specialties: Art (any), Athletics, Disguise, Knowledge (any), Sleight of Hand, Status.

Wealth Level: Average

Merchant

You may have inherited a shop as part of a family business, or you could have created a thriving commercial enterprise online by yourself, from nothing. Either way, your business was simple: people came to you looking for things they wanted; you found those items at a good price; you sold those items at a profit. It may be the type of merchandise you specialised in that put you

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into trouble, or you might have had the wrong kind of clientele. Was your trade unusual books of the unspeakable grimoire variety, ethically questionable World War II memorabilia, high-end electronic equipment of a specialised nature, or worse? Or did you sell classified information to terrorist organisations looking to add metaterrene summoning to their arsenal, or did you sell copies of 'Armageddon 101' to the members of a doomsday cult? For whatever reason, you came across the Laundry's radar, and in return for amnesty from prosecution, you agreed to take a paycheck and sell your services and your silence. Who got the better end of that bargain?

Skills: Appraise, Bargain, Etiquette, Persuade, Research, Status, and any four of the following as specialties: Art (any), Computer Use (any), Craft (any), Fast Talk, Knowledge (any), Language (any), Repair (any).

Wealth Level: Average (Was Affluent prior to joining the Laundry, but now all assets have been seized.)

Politician

Whether elected or appointed, you were a career politician. You may have originally sought political office to help people, in service of a particular cause, to earn a (lucrative) living, as a corporate proxy, or because at a deep level you enjoyed the power over others that your authority conferred. While in office, you became aware of how the world was really run: the back-office deals and secret negotiations that were actually how government policy was born. You moved among the power brokers, whether in Whitehall or hopping from one quango to the next, and made a decent living at it. While in office, you became aware of the existence of something euphemistically titled Capital Laundry Services, perhaps noticing some irregularity on the GCHQ budget allocation, or as some vaguely described section of a Ministry of Defense jurisdictional flowchart. You asked questions, and maybe you even said some things to the wrong people. The next thing you knew, you received a special visit from some Deeply Scary People. You quickly made a 'no questions, please' retirement announcement, and reported for work at the Laundry. Now you're learning how the world you thought you understood is really run.

Skills: Bargain, Etiquette, Fast Talk, Insight, Knowledge (Law), Knowledge (Politics), Perform (Oratory), Persuade, Status, and one other Knowledge or Language skill as a personal specialty.

Wealth Level: Affluent

Priest

Your life was spent in faithful service to the highest power. Your days were marked by devotion, reverence, and prayer, aiding a congregation or serving in a more esoteric

fashion. Then came the event that changed your life. You encountered agents of Capital Laundry Services in an unexpected fashion: as a consultant, rather than for your faith. You agreed to help them, and in the process of doing so, became privy to Things Man Was Not Meant to Even Ask About. That exposure shattered your world-view, and unfortunately, forced the Laundry to bring you into the fold. Since then, the hardest thing to accept has been the horrible realisation that the entire belief system you'd dedicated your life to was utterly superfluous. Heaven, Hell... none of it was real. Everything you had held to be sacred was utterly meaningless in the light of the infinite tapestry of horror that threatens humanity. Despite this shock, you have found a new purpose in life, risking your sanity and self to save the human race from utter extinction. Your studious nature makes you invaluable when it comes to winnowing hidden truths out of esoteric tomes or understanding the mindset of the cults the Laundry fights against.

Skills: Etiquette, Insight, Knowledge (Religion), Language (any), Listen, Perform (Oratory), Persuade, Research, Teach.

Wealth Level: Average

Writer

As Bob Howard said, "...there were those who came too damned close to the truth: if H. P. Lovecraft hadn't died of intestinal cancer in 1937, something would have had to have been done about him, if you'll pardon my subjunctive." Like that famous pulp author, you fashioned tales of horrifying alien vistas and barely-nameable entities lurking at the edge of human comprehension. Though you felt compelled to write stories about those subjects, you assumed they were simply borne out of your own twisted imagination. You may have felt inspired by Lovecraft's work, but the reality was that you were drawing from the same well, revealing the same secret knowledge that he inadvertently wrote about. Amidst some marginal success, you found yourself facing rejection letter after rejection letter, but you kept at it. Then one day, you were visited by agents of the Laundry, who explained to you exactly how great a threat your fiction and poetry was to national – even global – security. Now you have a job at Capital Laundry Services, with the explicit restriction that you *do not write a word* about the horrors you encounter on the job. You've agreed to this condition, but the temptation to write is so strong...

Skills: Art (Writing), Computer Use (Art), Etiquette, Insight, Language (own), Research, and any four of the following skills as personal specialties: Art (any), Bargain, Fast Talk, Knowledge (any), Language (any), Listen, Science (any), Teach.

Wealth Level: Average

Past Experience

This section provides past experience for characters, with skill packages and optional character generation systems including age categories, specialised training, etc. This expands the character generation system described on pages 16-22 of *The Laundry* core rulebook.

Unlike the previous section of this chapter, which provided a shortcut to character generation, this section *elaborates* on character generation, resulting in player characters that have substantially detailed backgrounds, and in some cases, greater competency (reflected in more skill points). This system of character creation should only be used with the GM's approval, and ideally should be used by all players in the group.

Using this character creation system, rather than determining where a character currently is in their life, and what they've learned in their profession thus far, the character's life is described in five-year blocks, improving appropriate skills upon completion of each block in a profession.

Steps One, Four, Five, Six, and Eight from the core rulebook are unmodified. The only part of **Step Two** that is changed is the determination of the EDU characteristic. For modifications to **Step Three** and **Step Seven**, see below. Follow the directions in these steps instead of those in the core rulebook. When the revised Step Three is complete, proceed with the following three steps per usual, and replace Step Seven from the rulebook with the revised one presented below.

Step Three (Revised)

Your character is assumed to be a recent graduate of secondary school and the upper sixth form. (In the US or Canada, this would be the completion of high school.)

- **Age:** Your character is 16, 17, or 18 years old: either pick an age or roll 15+1D3.
- **Education (EDU):** Roll 1D6+6 to determine how many years of worthwhile education your character received through completion of secondary school. EDU is not a straight one-to-one equivalent to years spent in study: it's more representative of how much your character *learned*, abstracted as a characteristic value.
- **Characteristics:** Subtract 1 point from one characteristic of your choice for every year your character is below 19 (an 18-year-old subtracts one characteristic point, a 17-year-old subtracts two, etc.).

Keep track of what you subtracted: your character will regain these subtracted characteristic points at a rate of one per year until your character is 19 years old.

When this step is complete, your character is ready for **Step Four: Characteristic Rolls and Base Skills** as described on page 17 of the core rulebook.

Step Seven (Revised)

At this point, you can choose to have your character enter the Laundry as a (poorly) paid intern. It's assumed that some degree of nepotism was involved in your hiring, and you are years away from any security clearance and unlikely to ever qualify for field service.

- **Skills:** Multiply EDU x 20 and distribute those professional skill points as per the Student profession.

If that doesn't sound very appealing (and it shouldn't), you can select five-year blocks of additional professional experience until your character has a suitable profession from which to launch your glorious career as a Laundry agent. The five-year period is an abstraction... it might be a little more, or a little less, but for ease of use, a professional sojourn is standardised into five-year blocks.

Choose a profession from the table below. Because many careers require additional study and training, it is an excellent idea to take "Student" as the first period of previous experience, representing higher education in an institution or focused study towards the equivalent of a Bachelor's degree. The skill point guidelines do not exactly match those from standard character creation: this provides additional freedom for character customisation.

Apply the modifiers to your character based on the **Previous Professional Experience** chart, on the next two pages.

The **Requirement** field lists a previous profession that must be taken before the profession can be picked. A few professions require multiple periods of being a Student, representing the equivalent of attaining a Master's or Doctorate degree, or an equivalent certification. **Skill Modifiers** are added per period of professional experience.

The **EDU** value is added to your character's EDU characteristic per period of professional experience.

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Profession	Requirement	Skill Modifiers	EDU
Antiquarian	None	Appraise +5, Art (any) +5, Bargain +5, Knowledge (History) +5, Research +5, and divide 25 points among any of the following: Art (any), Craft (any), Fine Manipulation, Knowledge (any), Science (any).	+2
Artist or Designer	None	Art (any) or Craft (any) +20, Insight +5, Spot +10, and divide 15 points among any of the following: Knowledge (any), Language (any), Language (Own), Listen, Research.	+1
Assassin	None	Brawl or Grapple +5, Dodge +5, Firearm (any) +10, Hide +10, Stealth +10, and divide 10 points among any of the following: Demolition, Drive, Listen, Spot, and any one other weapon skill as a personal specialty.	+1
Athlete	None	Athletics (any) +20, First Aid +5, Jump +5, and divide 20 points among any of the following: Climb, Brawl, Dodge, Grapple, Melee Weapon (Sword), Missile Weapon (Archery or Javelin), Ride, Swim, Throw.	+1
Bureaucrat	Student	Bureaucracy +10, Command +5, Etiquette +5, Persuade +5, Status +5, and divide 20 points among any of the following: Bargain, Fast Talk, Insight, Knowledge (any), Language (any).	+1
Clerical Worker	None	Bureaucracy +5, Computer Use (any) +5, Knowledge (Accounting) +10, Research +5, and divide 25 points among any of the following: Bargain, Etiquette, Knowledge (any), Knowledge (Law), Language (Own), Persuade.	+1
Computer Hacker or Tech	None	Computer Use (any) +15, Language (a programming language) +5, Repair (Electrical) +5, Repair (Electronics) +5, Technology Use (any) +5, and divide 15 points among any of the following: Bureaucracy, Hide, Knowledge (any), Knowledge (Law), Research, Science (Mathematics).	+1
Consultant	Student	Bureaucracy +5, Computer Use (any) +5, Insight +5, Research +5, and divide 30 points among any of the following: Appraise, Bargain, Etiquette, Fast Talk, Listen, Knowledge (any), Language (Own), Persuade, Science (any), Technology Use (any).	+2
Craftsman	None	Appraise +5, Art (any) +5, Craft (any) +10, Fine Manipulation +5, Repair (any) +5, and divide 20 points among any of the following: Bargain, Knowledge (any), Research, Spot, Status.	+1
Criminal	None	Appraise +5, Fast Talk +5, Knowledge (Streetwise) +10, and divide 30 points among any of the following: Bargain, Brawl, Computer Use (any), Demolition, Disguise, Dodge, Drive, Etiquette, Firearm (any), Gaming, Grapple, Hide, Insight, Listen, Melee Weapon (any), Persuade, Sleight of Hand, Spot, Stealth.	+1
Dilettante	None	Appraise +5, Etiquette +10, Status +10, and divide 25 points among any of the following: Art (any), Athletics, Craft (any), Drive, Gaming, Knowledge (any), Language (any), Perform (any), Research, Science (any), Technology Use (any).	+1
Doctor	Student x 2	First Aid +10, Medicine +10, Research +5, Science (any) or Science (Biology) +10, and divide 15 points among any of the following: Insight, Language (any), Language (Own), Persuade, Psychotherapy, Spot.	+3
Engineer or Technician	Student	Computer Use (any) +10, Fine Manipulation +5, Repair (any) +5, Technology Use (any) +10, and divide 20 points among any of the following: Art (Drafting), Artillery (any), Craft (any), Demolition, Drive, Heavy Machine, Knowledge (any), Pilot (any), Repair (any), Research, Science (any).	+1
Entertainer	None	Art (any) +5, Etiquette +5, Fast Talk +5, Insight +5, Perform +10, and divide 20 points among any of the following: Athletics, Disguise, Knowledge (any), Language (any), Listen, Sleight of Hand, Status.	+1
Journalist	Student	Computer Use (any) +5, Insight +5, Language (Own) +10, Listen +5, Research +5 and divide 20 points among any of the following: Art (Photography), Craft (Photography), Disguise, Fast Talk, Hide, Knowledge (any), Language (any), Persuade, Spot, Stealth.	+2
Labourer	None	Craft (any) +5, Drive +10, Repair (Mechanical or Structural) +5, and divide 30 points among any of the following: Appraise, Brawl, Climb, Computer Use (any), Fine Manipulation, Grapple, Heavy Machine, Language (any), Technology Use (any).	+1
Lawyer	Student x 2	Bargain +5, Knowledge (Law) +20, Research +5, and divide 20 points among any of the following: Bureaucracy, Fast Talk, Insight, Knowledge (any), Language (Own), Perform (Oratory), Persuade.	+2
Linguist	Student	Etiquette +5, Language (any) +10, Language (Own) +10, Listen +5, and divide 20 points among any of the following: Insight, Knowledge (any), Language (any), Persuade.	+1

CHARACTER TEMPLATES

Merchant	None	Appraise +5, Bargain +10, Etiquette +5, Research +5, Status +5, and divide 20 points among any of the following: Art (any), Computer Use (any), Craft (any), Fast Talk, Knowledge (any), Language (any), Persuade, Repair (any).	+1
Military Officer	None	Artillery (any) +5, Command +10, Drive (any) +5, Firearm (any) +5, Strategy +5, and divide 20 points among any of the following: Navigate, Persuade, Teach, and any two other skills as personal specialties.	+1
Occultist	None	Knowledge (Anthropology) +5, Knowledge (History) +5, Knowledge (Occult) +5, Research +5. Divide 30 points among any of the following: Fast Talk, Insight, Language (any), Language (Own), and any two of the following skills: Computer Use (any), Craft (any), Knowledge (Archaeology), Medicine or Science (any).	+2
Parapsychologist	Student	Insight +5, Knowledge (Occult) +5, Listen +5, Research +5, Sense +5, Spot +5, and divide 20 points among any of the following: Fast Talk, Hide, Knowledge (any), Stealth.	+2
Philosopher	Student	Insight +5, Knowledge (Philosophy) +10, Language (Own) +5, Persuade +5, Research +5, and divide 20 points among any of the following: Knowledge (History), Language (any), Teach, and any two Knowledge or Science skills as specialties.	+2
Police Officer	Student	Brawl +5, Drive +5, Firearm (any) +5, Knowledge (Law) +5, Knowledge (Streetwise) +5, Spot +5, and divide 20 points among any of the following: Brawl, Computer Use (any), Disguise, Dodge, Fast Talk, Grapple, Hide, Insight, Language (any), Listen, Persuade, Stealth.	+1
Politician	Student	Bargain +5, Etiquette +5, Fast Talk +5, Knowledge (Politics) +5, Perform (Oratory) +5, Persuade +5, Status +5, and divide 15 points among any of the following: Insight, Knowledge (Law), and one other Knowledge or Language skill as a personal specialty.	+1
Priest	Student	Etiquette +5, Knowledge (Religion) +10, Perform (Oratory) +5, Persuade +5, Research +5, and divide 20 points among any of the following: Insight, Language (any), Listen, Teach.	+1
Professor, Scholar, or Teacher	Student (x 2 for Professor)	Insight +5, Persuade +5, Research +5, Teach +10, and divide 25 points among six of the following skills as areas of expertise: Appraise, Art (any), Computer Use (any), Craft (any), First Aid, Insight, Knowledge (any), Language (any), Language (Own), Listen, Medicine, Psychotherapy, Repair (any), Science (any), Technology Use (any).	+3
Scientist	Student	Computer Use (any) +10, Research +10, Technology Use (any) +5, and divide 25 points among any of the following: Craft (any), Persuade, and any five Knowledge or Science skills appropriate to your field of study.	+3
Spy	Student	Fast Talk +5, Hide +5, Listen +5, Research +5, Spot +5, Stealth +5, Dodge +5, and divide 15 points among any three of the following: Art (Photography), Brawl, Bureaucracy, Computer Use (any), Disguise, Etiquette, Firearm (any), Grapple, Knowledge (any), Language (any), Language (Own), Navigate, Pilot (any), Psychology, Repair (Electronics), Repair (Mechanical), Ride, Swim, Technology Use (any), Throw, Track.	+1
Student	None	Computer Use (any) +5, Knowledge (any two) +5 each, Language (Own) +5, Research +5, and divide 25 points among any of the following skills: Art (any), Athletics, Computer Use (any), Craft (any), First Aid, Insight, Knowledge (any), Language (any), Listen, Medicine, Perform, Persuade, Psychotherapy, Repair (any), Science (any), Technology Use (any).	+1D3
Writer	None	Art (Writing) +10, Etiquette +5, Insight +5, Language (Own) +5, Research +5, and divide 20 points among any four of the following: Art (any), Bargain, Computer Use (Art), Fast Talk, Knowledge (any), Language (any), Listen, Science (any), Teach.	+2

Do not increase any skill beyond 75% through this process. If a skill begins at 75% or higher during this phase of character generation, no further points can be allotted to it and are lost.

Repeat the process as desired, adding bonuses per period of professional experience. This represents a slow and incremental improvement among professional skills, and the ability to pick up a broader spectrum of skills by changing professions. The GM may ask you to provide some explanation for unusual or dramatic professional shifts.

For each period of professional experience you select, add five years to your character's age. Keep track of how old your character gets through this process. At age 50, 60, and 70, subtract 1 point from either STR, CON, DEX, or CHA (your pick). At age 80, subtract one point from three of those characteristics (again, your pick). A character that reaches 0 in a characteristic has died.

When you've completed all desired periods of professional experience, your character is ready for **Step Eight: Assignment and Training** as described on page 18-19 of the core rulebook.

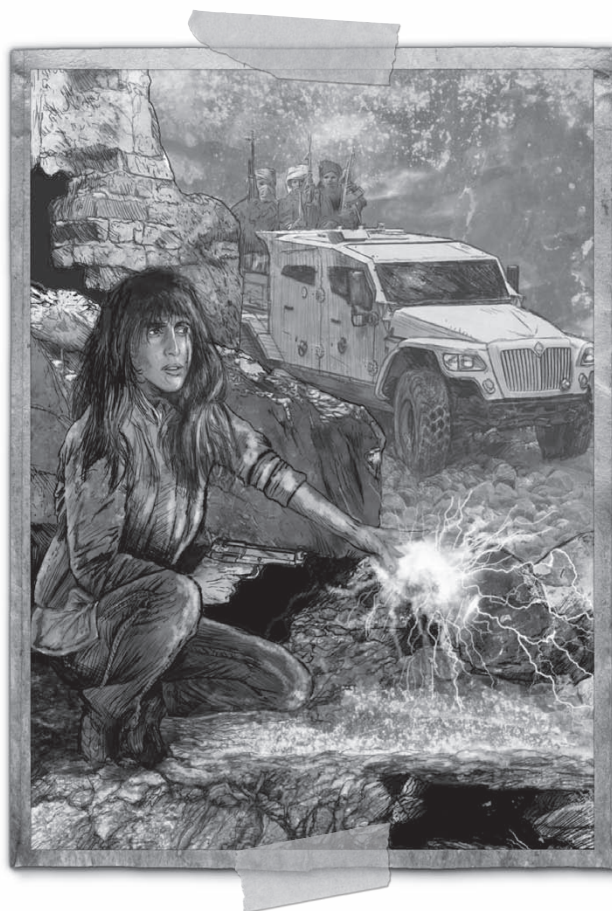
Veteran Laundry Agents

'I may believe in mind-eating horrors from beyond spacetime, but I'll break my neck before I bend it to their yoke.'

— The Fuller Memorandum

The default assumption is that the player characters are newish recruits to the Laundry. They had jobs in the private sector or academia until they took a wrong turn and were brought — willingly or otherwise — into the occult world behind the wainscoting of reality. A new player character is roughly where Bob is at the start of *The Atrocity Archives*. Newly qualified for fieldwork, competent enough in his own area, knows the business end of a Basilisk Gun and isn't shocked when the corpses start moving, but is still a bit wet behind the ears and doesn't know much about the big picture.

Optionally, though, players can play experienced, veteran Laundry characters. These make for much more highly skilled agents than the normal character generation system produces, but at a higher risk. Apply the modifiers to your character based on the **Previous Laundry Experience** chart, below.



Assignment	Skill Modifiers	EDU
Archives	Bureaucracy +10, Knowledge (any) +10, Knowledge (Occult) +10, Navigate +5, Research +10, Stealth +5, and divide 25 points among Computer Use (any), Knowledge (any), Language (any) and Spot.	+2
Computational Demonology	Computer Use (any) +15, Computer Use (Magic) +10, Science (Mathematics) +10, Science (Thaumaturgy) +10, Sorcery +5, and divide 25 points among Bureaucracy, Knowledge (any), Firearm (any), Repair (any) and Technical Use (any).	+1
Contracts & Binding	Knowledge (Law) +15, Knowledge (Occult) +10, Persuade +10, Research +10, Sorcery +5, and divide 25 points among Bureaucracy, Knowledge (any), Insight and Science (Thaumaturgy).	+1
Counter-Possession	Bureaucracy +5, Computer Use (Magic) +5, Firearms (any) +5, Insight +10, Knowledge (Occult) +10, Sorcery +5, Stealth +10, and divide 25 points among Bureaucracy, Grapple, Knowledge (any), Science (Thaumaturgy) and Spot.	+1
Information Technology	Computer Use (any three) +10, Knowledge (Occult) +5, Repair +5, Technology Use (any) +10, and divide 25 among Bureaucracy, Knowledge (any), Gaming and Research.	+1
Media Relations	Computer Use (Hacking) +5, Etiquette +5, Fast Talk +10, Knowledge (Law) +10, Knowledge (Occult) +5, Knowledge (Politics) +10, Research +5, and divide 25 points among Bureaucracy, Insight, Knowledge (any) and Persuade.	+1
Medical & Psychology	First Aid +10, Medicine (any two) +10, Psychotherapy +10, Research +5, Science (Biology) +5, and divide 25 points among Bureaucracy, Insight, Knowledge (any) and Persuade	+2
Occult Forensics	Science (any two) +10, Science (Thaumaturgy) +10, Sense +5, Spot +5, Technology Use (any) +10, and divide 25 points among Bureaucracy, Insight, Knowledge (any) and Sorcery.	+1
Plumber	Firearm (any) +10%, Knowledge (Occult) +5, Knowledge (Tradecraft) +10, Science (Thaumaturgy) +10, Sorcery +5, Stealth +10.	+1
Other Assignment	+10 to the five skills listed for that assignment in Chapter Nine of the Laundry rulebook, and divide 25 points among any other five skills.	+1

CHARACTER TEMPLATES

For every five years spent in the Laundry, make a SAN test (1/1D8), and roll on the Past Laundry Events table.

Roll	
1	Got Away With It. Congratulations! You survived five years in a field role without anything going (majorly) wrong.
2	Botched Job. You screwed up badly, and people died. Reduce your Status by 2D10% (minimum 5%). Your name is still dirt in the corridors of power.
3	Nightmares. When you close your eyes, you see... oh, God, no! Reduce your starting SAN by 10.
4	Enemy. You've got an enemy who wants you dead. It could be a cultist, a Black Chamber agent, a foreign government, or even an elder god. Or someone in HR. Either way, they know who you are and they've got a taste for your blood.
5	K-Syndrome. You suffer from Krantzberg syndrome; a bit of your brain was eaten by Them. Reduce your INT by 1, lose 1D10 SAN and develop an odd tic.
6	Thin Ice. The Auditors have their eye on you. Double any Status loss from failed missions or overspending.
7	Unusual Injury. Something happened to you – maybe you were marked by a cult brand, or had a bit of your soul eaten, or got partially petrified by a Basilisk. Reduce one of your characteristics by 1D3 and come up with an interesting injury.
8	Missing Time. A part of your memories are locked away behind a geas. Your manager knows the password to your lost time, but you're not permitted to access those missing years yourself. You're left only with the scars, the dreams and the mystery.
9	Managerial Responsibilities. You're a senior agent, on the management track, and that means no bunking off on training courses. You may not attend more than one training course per year.
10	Special. GM's choice. Maybe you're a traitor or a spy. Maybe you've seen the Great Old Ones in all their glory, and switched sides. Maybe you're not human... or not anymore, anyway...



weird characters

Not all of the people employed by the Laundry are, strictly speaking, people. The zombies Residual Human Resources employs within the Stacks and as security are an obvious example of 'out of the box' hiring practices, but there are others within the Laundry whose origins are less human still. The Black Chamber, the Laundry's counterpart in the United States, makes extensive use of Deep One hybrids as agents, and reports of their effectiveness has allowed a re-evaluation of hiring policies within Capital Laundry Services. This is not without precedent. Since its founding, Capital Laundry Services has employed a number of exceptional individuals who defy common categorisation, including at least one bound demon within the upper echelons of management. Ever-resourceful and eager for any advantage that might give the organisation the edge against current and emerging threats, Inhuman Resources (the Laundry's personnel department) is becoming increasingly open to employing a wider variety of agents from more outré backgrounds.

This section covers a variety of alternate backgrounds for highly unusual Laundry agents, character types requiring the GM's approval for use as player characters. Agents created with these guidelines will be exceptional and highly unusual within the Laundry's organisation, and should be the rare exception rather than the norm. Because of this, the GM is advised to disallow any of these options in favour of a more traditional approach to staffing. These backgrounds may be limited to none, one or two per group, or a truly unusual campaign where all of the agents are of unusual origin. These backgrounds can also be of use for the creation of non-player characters.

Deep One Hybrids

'Her skin has a faint silver iridescent sheen to it, like the scales of a fish; her hair is long and green as glass, framing a face with higher cheekbones and a wider mouth, rising from an inhumanly perfect long neck, the skin broken by two long rows of slits above her clavicle... She raises her right hand and spreads her fingers, revealing the delicate tracery of webbing. "So what do you think of me now, monkey-boy?"'

— The Jennifer Morgue

We've shared our world with an older civilisation for the entirety of human history. Tales of gods and monsters born from the sea are a part of every culture; our species is marked by our congress with the Deep Ones. These days, of course, the Benthic Treaty limits that congress, so BLUE

HADES come ashore to mate only in state-sanctioned breeding reserves. Most of their hybrid offspring never stray far from the shore, waiting out their comparatively brief larval stage as air-breathers before metamorphosing into full Deep Ones and swimming out to sea, to dwell forever amid the wonders of the ocean. A minority of offspring never make the change and stay almost human. The children of these hybrids might not even know they carry Deep One genetic material. Over time, these genetic markers disseminate through the population; over 20% of people have something squamous in their ancestry, and around 0.01% have enough to qualify as a hybrid.



Quite a few of that 0.01% end up involved in the Game, either as cultists (obviously, the Esoteric Order of Dagon sweeps up most of them), or as agents. The Laundry recruits quite a few specialists from Dunwich and towns in Cornwall near the Deep One city of Ahu-Y'hloa, but also picks up hybrids from the general population. Hybrids are sensitive to thaumic fields and other weirdness, so have a much higher than average chance of running across the Laundry's radar.

The Type III BLUE HADES – those sexy, sexy Sea-Born like Ramona Random – are much rarer and find it harder to blend in with human society. Pudgy, ugly, bug-eyed weirdos with skin conditions who smell of fish? You see them every time you walk out the door or look in the mirror. Inhumanly beautiful women with skin like quicksilver? Not so many of these around.

Deep One Hybrid and Sea-Born Player Characters

At the Gamemaster's discretion, a player can choose an agent of Deep One heritage, either a hybrid or a sea-born.

Characteristic Rolls	Hybrid	Sea-Born
STR	3D6+3	3D6
CON	3D6	3D6
SIZ	2D6+9	2D6+6
INT	2D6+6	2D6+6
EDU	3D6	3D6
POW	3D6	3D6
DEX	2D6	4D6
CHA	2D6	4D6

Aquatic Heritage

Deep Ones are at home in the water. Their eyes have nictitating membranes, and gills are one of the first BLUE HADES traits to develop during puberty, allowing Hybrids to remain submerged indefinitely. This has the following game effects:

- Sense +20%
- Listen +20% when in water
- Swim +20%

Deep Ones also suffer less from the effects of cold and pressure, taking only one-quarter as much damage as humans. This resistance to pressure increases over time.

Reduced SAN

Hybrids have a starting SAN score of POW x 4.
Sea-Born have a starting SAN score of POW x 3.

Call of the Deep

Deep One player characters have a special trait called Deep One Taint. This skill starts at 25+1D20% for Hybrids and 45+1D20% for Sea-Born. Deep One Taint works

like a reverse SAN score – if it hits 100%, the character transforms into a full Deep One and leaves the game by swimming off into the ocean.

Certain situations can increase Deep One Taint. Exposure to BLUE HADES technology, spending too long in the deep ocean, magical spells, the passage of time, strange dreams – all have a chance of triggering a transformation. To test for transformation, roll 1D100 against your current Taint score. If you roll *equal to or under* the score, you gain the larger amount of Taint listed (after the slash). If you roll over your current score, you gain the smaller amount of Taint listed (before the slash).

- **Every three months:** 1D4/1D10
- **Crossing over the deep ocean:** 1/1D4
- **Spending more than 12 hours at sea:** 0/1D4
- **Descending below the ocean surface:** 0/1D4
- **100 metres below the surface:** 1/1D6
- **1,000 metres below the surface:** 1D10/1D100
- **Exposure to thaumic field:** 0/1D6
- **Exposure to BLUE HADES magic:** 1D6/1D10
- **Exposure to BLUE HADES technology:** 1D4/1D8
- **Contact with BLUE HADES:** 1D4/1D10
- **Dreaming of the ocean:** 0/1D6

There are several 'benefits' to Deep One Taint. Firstly, you may be able to count as one of the Deep Ones when it comes to their magical defences and creations. Ramona was able to avoid being squished by the titanic defenders of the Jennifer Morgue site because they recognised her as one of their masters. Doing anything complex with BLUE HADES technology – like, say, ordering a bound shoggoth to obey you – means making a Deep One Taint roll.

Secondly, if you don't think like a human, you don't go mad like a human. A Hybrid can choose to ignore any SAN loss, but gains ½ the Sanity points that would have been lost as Taint, instead. So, if you see something ghastly and lose 30 SAN in one go (enough to send you Indefinitely Insane) you can instead gain 15 Taint and keep your (increasingly inhuman) mind together.

Thirdly, when your Taint passes 50% and 75%, you get a skill check for learning Sorcery, but also lose 1d6 CHA if you're a Hybrid, as you become increasingly inhuman and malformed. The Sea-Born become more graceful and beautiful as they change.

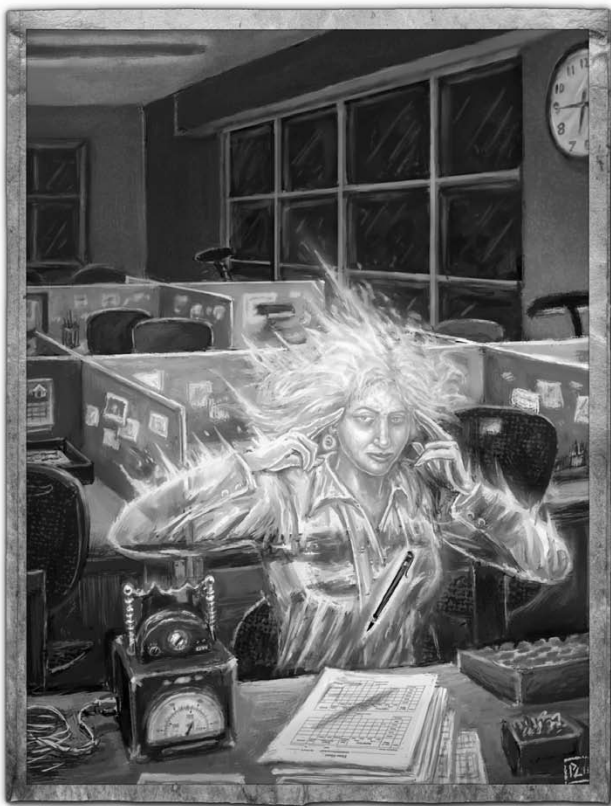
Fourthly and finally, you can share your ability to breathe underwater with monkey co-workers. Doing so adds 1D4% to your Taint every hour, and the GM may request Stamina tests if you do anything exerting while breathing for two.

Ghosts

'Violent death tends to go with the territory, and a few ghosts – echoes in the informational substrate of reality – wouldn't be anything out of the ordinary.'

– The Fuller Memorandum

Violent death or strong emotion can create psychic impressions on the vicinity. A strong thaumic field can be shaped by those impressions, conjuring a short-lived spectral echo of the original event. A ghost is like water in a footprint, a copy made from a psychic cast of an old trauma. The Laundry's full of ghosts and awash with thaumic fields; 'a ghost stole my pen' is a perfectly valid excuse for failing to submit your paperwork.



Most ghosts aren't self-aware – they're just recordings or echoes, repeating the same actions over and over again. A small percentage of ghosts are more complex and intelligent. These spectres arise from unusually complex and complete psychic impressions. Instead of a murder impressing the psychic images of the victim's death onto, say, the stone floor where she died, it sometimes happens that the psychic impression contains a complete copy of the victim's personality, encoded into the informational substrate of the floor. The formation of these complex ghosts is correlated with the use of sorcery – persons already experienced in imposing their will onto reality through magic are more likely to give rise to conscious ghosts.

The Laundry 'employs' a small number of such ghosts. Technically, these ghosts are property, not employees, but it's rude to bring this up in conversation. To manifest, ghosts need a strong but unpolarised thaumic field that they can shape. Normally, such fields are a side effect of sorcery, but the Laundry has developed 'séance boxes'. These gadgets contain a GRAVEDUST unit, a thaumic generator and a fragment of the haunted area. When activated, the séance box creates a self-aware and potent ghost that can move outside its usual haunts. Only a fragment of the haunted area is required, as ghosts are holographic; any portion of the ghost contains the whole. If a ghost haunts a whole office, then the séance box only needs a splinter of wood from the desk or an emotionally resonant paperclip to function.

These ghosts are used as specialists and consultants; the Board disapproves of extended use of ghosts, although some understaffed departments have turned to the undead as a way of getting around a hiring freeze.

Ghost Player Characters

Ghost characters are created in the normal way, but have no CON or STR scores, and no Hit Points. Instead, they are dependent upon their POW score and the séance box to keep them going.

Spectral Powers

Ghosts take only 1 point of damage from most physical attacks. Damage to a ghost is applied to the ghost's POW score. Attacks from magic weapons or spirits inflict full damage, as do electrical attacks. Ghosts may suffer damage from electromagnetic or thaumic fields.

If the ghost runs out of POW, it is destroyed. A new ghost can be formed from the original psychic impression, but it lacks any memories formed by the first ghost. Effectively, it 'resets' to the moment of death.

Ghosts count as Level Three Entities for the purposes of banishing, wards, exorcism and so on. Ghosts cannot wear protective wards as they are non-physical creatures, but they cannot be possessed as they lack a nervous system. If a ghost wants to interact with the physical world, this costs POW. Feeble actions, like levitating a pencil, causing a light breeze or cold spot, or speaking above a whisper, cost 1 point of temporary POW damage each. At the cost of 1D4 POW, a ghost can use his current POW score as Strength for one round (say, to punch someone or to pick up and fire a gun).

Ghosts can move a number of metres from the séance box equal to their current POW. They can walk through walls. If the séance box is destroyed, so is the ghost. A séance box is

about the size of a laptop computer. As ghosts cannot carry physical objects, someone else has to lug the box around. A séance box has 12 hours of battery life. Most ghosts cannot possess humans, but it is possible to learn this trick through experience.

Ghouls

There are small communities of ghouls living beneath most large cities. These subterranean humanoids survive mostly by scavenging, with the occasional bit of petty crime, drug-dealing or working in fast food to obtain cash for surface goods. It is a rare ghoul who is willing to leave the comfort of the tube tunnel and the graveyard to work in an office.

The Laundry employs a small handful of such ambitious ghouls, as go-betweens with the larger ghoul community and as field operatives. Ghouls are a sub-species of humanity and so have civil rights (albeit heavily restricted ones, as per the terms of the 1969 amendment to the Monster Control Act (1864)). The life of a ghoul in the Laundry is similar to that of any other employee, only they usually eat in a different cafeteria and go home to an underground lair instead of secure housing.

Ghouls are stronger, faster and tougher than the average human, but they have trouble with abstract learning. Actually 'trouble' is the wrong word; ghouls are just as intelligent on average as any human, but they can rarely muster any interest in anything other than the next meal of dead flesh.

Ghoul Player Characters

Ghoul characters are generated in a similar fashion to humans, with the following changes.

Characteristic Rolls	Hybrid
STR	3D6+6
CON	2D6+6
SIZ	2D6+6
INT	2D6+6
EDU	1D6+1
POW	2D6+6
DEX	2D6+6
CHA	1D6+1

Ghouls may only take the Ghoul profession. The skills for this are: Appraise, Bargain, Climb, Disguise, Grapple, Hide, Knowledge (History), Listen, Sense, Spot, Stealth and Track.

Ghouls take only half damage from firearms. Ghouls have teeth and claws that can be used as weapons. A claw or bite attack inflicts 1D6 damage. A ghoul may claw and bite up to

three times in a round; if it hits with all three attacks, it can grab hold and keep inflicting automatic bite damage until dislodged.

Hunger

Ghouls need to feed regularly on human flesh – preferably nicely aged corpses, but fresh meat will do in a pinch. A ghoul can go up to a week without feeding before becoming Hungry. A Hungry ghoul has a +20% bonus to Athletics, Climb, Grapple, Hide, Jump, Listen, Sense, Stealth and Track, but suffers a -20% penalty to any interpersonal or knowledge-based skills. After another week without food, a ghoul becomes Very Hungry; the bonuses and penalties double, and the ghoul becomes aggressive towards prey animals, including humans. The GM may take control of a Very Hungry ghoul player character.

Gorgons

'Then I realised what he was talking about, and what deadly jeopardy I had placed my life in, for the honour of Her Majesty's government in Chitral: he was talking about a Medusa. And though it unmans me to confess it, I was afraid.'

– The Concrete Jungle

Gorgons are one of the most feared monsters. Their terrible gaze turns flesh to stone. In medieval times, gorgons were killed by burying them alive or shooting them from a distance with arrows; in more civilised times, they were locked away inside monasteries or asylums and allowed to die naturally, for a gorgon has only a few months to live once its powers manifest. Experiments in the early part of the 20th Century discovered that gorgonism is the result of a rare form of brain tumour; creating this so-called 'map of Medusa' gave rise to stoner weapons like the Basilisk Gun and SCORPION STARE. The Laundry spends much more time dealing with artificial gorgons these days than it does on the real thing, but natural gorgons still arise among the civilian population.

There is no cure for gorgonism, and victims cannot be allowed back into normal society – there is much greater emphasis on keeping the supernatural under wraps these days than there was a century ago, and references to 'Madame Marianne, *l'excentrique* of the Reign of Terror' have been removed from the history books. Most gorgonism victims are placed in palliative care in special hospices, where they can live out the scant few months left to them before the tumour kills them. A few volunteer as living weapons for the Laundry, to give their lives a little meaning before the end.

Gorgon Player Characters

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Gorgon characters are created in exactly the same way as human characters. However, gorgons lose 1D3 points of CON per month as the tumour progresses. A gorgon reduced to CON 0 dies.

The Gaze

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The gaze of a gorgon has exactly the same effects as a Basilisk Gun, inflicting 6D6 damage on anyone who fails to dodge the monster's gaze. Those too close to the target may also suffer radiation poisoning. Furthermore, each time the gaze is used, the gorgon must make a Stamina test; if he fails, he loses another point of CON permanently. Gorgons working for the Laundry wear special goggles containing a head-mounted video camera that feeds to a small screen in front of each eye, allowing the character to perceive his surroundings without looking directly and triggering gorgonism. A trigger mechanism at the side of the goggles flips the screens up so the gorgon can 'fire' its gaze. These goggles must be examined each day by a qualified technician to ensure that the gorgon effect has not damaged the screens or their housing. Gorgons are also given medical treatments for the symptoms of their incurable cancer.

Parallel Reality Refugees

'The truth is, we live in a multiverse – a sheath of loosely-connected universes, so loosely connected that they're actually leaky at the level of the quantum foam substrate of space-time.'

– The Jennifer Morgue

Not all incursions from parallel realities are hostile. Once in a great while, the Laundry encounters an instance when a dimensional breach is 'friendly' and takes into custody a refugee or an inadvertent traveller. History is rife with such beings, individuals drawn from parallel realities without any effort on their behalf and stranded, unable to return to their home dimensions. Some number of inexplicable disappearances are in fact just this sort of event transpiring in our own world, where a person happened to be in the wrong place at the wrong time when a dimensional barrier was breached or otherwise ruptured, wilfully or through an unpredictable, unrepeatable concatenation of economic activity. In some cases, these extradimensional refugees are unaware that they have crossed into other realities, and are misdiagnosed as having mental disorders. Occasionally, they become referred to the Laundry, and at that point they become wards of the state, channelled into some avenue of Capital Laundry Services' labyrinthine bureaucracy and put to work as best suits their talents or training. If fortune has it that these undocumented 'aliens' possess the aptitude and

mindset to serve as Laundry agents, they are tested with the usual barrage of psychological evaluations and, if they are suitable, they are issued warrant cards and suitably prepared for active field duty.

In the event of a further extra dimensional incursion, ostensibly these agents should be ideally suited to deal with refugees like themselves or to identify the telltale signs of fellow travellers.

Parallel Dimensional Refugee Player Characters

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Extradimensional refugee player characters are created in the same fashion as traditional Laundry agents, with one unique condition to their extradimensional origin.

- **Out of Touch:** Every time a parallel dimensional refugee makes a successful Knowledge roll or another roll concerning Earth's history, current events, politics, etc. the character must make a Luck roll to determine if the appropriate information from their home world is identical to the state of affairs on this world. If the Luck roll succeeds, the Knowledge is correct. If the Luck roll fails, the Knowledge the player character possesses is true of their home dimension but not this one, and is therefore incorrect.

Residual Human Entities

"Look," I say gently, "have you ever seen Night of the Living Dead? It's really not all that different – except that I've got permission to be here, and you've got a temporary warrant card too, so we should be all right."

– The Atrocity Archive

Capital Laundry Services, like all good bureaucracies, prides itself on its conservative use of resources and environmentally-friendly recycling. Chief among these is the re-use of the most precious of commodities, human capital. Personnel is expensive to recruit, manage, and maintain, and even after death the Laundry is able to make use of fallen employees in the form of Repurposed Human Entities, more commonly known as a Residual Human Resources (RHRs). Every employee – with only a rare exception – is required to sign a waiver at the time of their hiring, granting the Laundry continued access to their mortal remains should they meet their demise in the line of duty ('in the line of duty' being broadly interpreted as 'while at work'). Death benefits (pensions, insurance settlements, etc.) for employees' families are comprehensive and fairly generous, as it does the agency no good to have bereaved and bereft spouses angrily asking questions. When an employee meets their demise, this is where Inhuman Resources steps in

and assumes possession of the corpse for evaluation as a potential Residual Human Resource, or zombie.

The process of transforming a formerly-possessed or otherwise supernaturally devitalised human is inevitably deleterious to the host and almost always results in what is conventionally called a zombie: a lumbering, flesh-hungry, dim-witted being capable of few tasks other than menial security or light filing. Pages 203-204 of *The Laundry* RPG describe the types of zombies employed by Capital Laundry Services, pitiful beings inhabited by Level Two exonomies, their former human identities almost entirely sublimated by the experience of death and the ensuing possession.

However, the process of creating a Repurposed Human Resource sometimes goes awry in an unpredictable fashion. Occasionally the process of summoning and binding a Level Two exonyme to this dimension can traumatise the possessing exonyme, causing it to enter a relatively benign fugue state in which its normal behavioural tendencies (murder, destruction, debauchery, etc.) are dormant or virtually nonexistent. In these cases, the fleeting electrochemical arrangement within the human brain that makes up 'personality' is normalised and, in extraordinarily rare cases, restored. Physically, the Residual Human Resource is animated by the exonyme, but guided by the latent personality of the material host, a condition that prevents the rapid biological deterioration caused by death. Muscle memory causes the lungs to continue to expand and contract, and involuntary muscle movements such as blinks, facial tics, and even pain responses continue as if the subject were still among the living.

When this conjunction of circumstances transpires, the necromantic branch of the Laundry is left with a Residual Human Resource that, for all intents and purposes, is still recognisably human, with a semblance of its former personality and behaviour, and any moral code seemingly intact. The initial institutional response was to terminate such a being, but that course of action presented a host of potentially ethical issues and represented a considerable loss of investment in training spent on that agent.

The current position taken by the Laundry is that the Repurposed Human Resource be given a barrage of tests to assess suitability for continued service and, having passed that, be assigned to a range of approved duties under supervision. In the event that the re-activated agent is assigned to field duty, any agents accompanying the Repurposed Human Resource are issued quick-action banishment wards and suitable precautionary measures should the exonyme's personality re-assert itself. A special password that lets the RHR know the speaker is not to be attacked is taught to all teammates. Most RHRs develop the habit of wearing sunglasses constantly, as the sight of eyes crawling with luminous worms can cause extreme reactions among veteran agents.

Zombie Player Characters

Zombie characters are created in the same way as normal characters, with a few key differences.

- Increase STR and CON by half
- Reduce DEX by a 3rd
- Reduce CHA by half
- Reduce starting SAN by 25 points

Zombies have trouble learning new skills; zombies only gain 1D3 Skill Points when they improve a skill through experience or training, instead of 1D6. Zombies take only 1 point of damage from impaling weapons, and half damage from other attacks. They do not heal naturally, and any damage must be repaired through surgery.

Sentient zombies are Level Three Entities; they can be exorcised or banished. As they are physical entities, a ward won't stop a zombie beating someone to death, but it is possible to magically bar zombies from entering a warded area. Zombies never sleep. Over time, this takes its toll on the character; zombies lose 1D6 SAN per year.

Repurposing a Deceased Player Character

If a player character agent is killed in the line of duty and their corpse is recovered in a relatively intact fashion, the Inhuman Resources department springs to work evaluating its potential for use as a Residual Human Resource. To determine whether the body can be saved, the GM should evaluate the nature of the death and associated trauma. Generally, a body that's suffered a fatal major wound is unsuitable for use as a Residual Human Resource. As the zombies are required to interact with the regular staff in the course of their duties, excessively mutilated or otherwise horrifically disfigured corpses are disallowed. Additionally, the body must be recovered in a relatively fresh state: it must be in the hands of Inhuman Resources less than 48 hours from the time of death.

If a player character's corpse meets these requirements, the player should make a Luck roll for their character (based on the character's characteristics while alive). A special success indicates that the player character is one of the unusual Residual Human Resources that emerges with some degree of faculties and personality intact, while a normal success indicates that the body is able to be turned into a normal zombie. If the Luck roll fails, the body is unsuitable for some reason and cannot be zombified.



Outside the Laundry

Despite this game's name, it's possible to play characters who have nothing to do with the Laundry, or in fact any intelligence agency. The Laundry is the British government's attempt to keep a lid on a whole unseen world of monsters and magic, a cosmic truth that has to be forcefully denied if modern civilisation is going to keep on going. The Laundry aren't the only people who know what's really out there...

The Laundry & External Contractors

The Laundry does not, as a rule, employ external contractors for field operations. Anyone who learns the truth gets recruited, memory-wiped or both. That said, there are... exceptions to the rule, and such exceptions are handled by the Department of Externalities. Few external assets are worth handling in this matter - this honour is reserved for the few people too valuable or too powerful to be suborned into the Laundry's bureaucratic labyrinth.

Civilian Characters & Campaigns

Roleplaying civilians offers a number of challenges, the most important of which is avoiding the Laundry. Every year, dozens of civilians run across occult events or Laundry personnel who are engaged in all manner of unusual activities. The swift display of a warrant card and

instructions to forget what they have seen are sufficient for almost all purposes, however, and in the few occasions when they aren't - and the person actively wishes to help - they end up accepting the same geas that all Laundry personnel operate under, and often end up joining the Laundry.

This is one possible path for a non-Laundry campaign. Characters can start off knowing little or nothing about the occult, and then stumble upon various dangerous secrets; they then encounter a Laundry operative, who attempts to get the characters to leave official government matters to government officials, and eventually the characters end up helping the Laundry operative achieve his goals. By the end of the scenario, the characters join the Laundry, and the next scenario involves their first assignment as new operatives.

This is not, however, the only way to run such a campaign. It's perfectly possible for characters to be clever or lucky enough to witness various occult events *without* being noticed by nearby Laundry personnel. And, of course, if the characters see a Laundry operative brandish a warrant card at another bystander, and later learns that the person has no memory of anything beyond a government official of a rather vague agency telling them to move along, they will be careful not to let *anyone* shove a warrant card in their faces.

Interacting with the Laundry

One of the truths about any civilians investigating the occult is that they are going to occasionally encounter Laundry operatives doing the same thing. The problem with



this is that, depending upon what the operative observes, she could end up simply using her warrant card to make the civilians forget about the events they are investigating, or could even forcibly recruit them. While the latter can be an excellent way to transition from a short-term civilian campaign to a long-term Laundry campaign, it's no fun at all if everyone wants to keep playing civilians.

It's also worth considering how civilians learning about the occult are going to react to the Laundry. Laundry operatives may be heroic saviours for anyone unfamiliar with demons and spells, and it's obvious to almost everyone who encounters them that they keep the public safe from various supernatural dangers. However, once someone has gotten a little of experience with the occult, they are likely to hear rumours about the Laundry, rumours that may be backed up by their own experience.

People who talk to Laundry operatives can't remember or can't talk about their experiences with the supernatural afterwards, and some of them even find themselves compelled to report any new supernatural events. Various officials who interact with Laundry personnel automatically let them take charge the situation, as soon as they flash their mysterious ID cards. Anyone who looks at these cards looks a bit dazed and obeys the operatives' requests. From the outside, the entire process looks a bit like something out of a vampire movie, minus the fangs – one look at the card, and everyone becomes the Laundry's willing thralls.

Worse yet, some people vanish for a while, and when they reappear they have a new job, and they quite literally *can't* talk about it. The new recruits may even have been geased to inform on other occultists they know. From the perspective of people who would rather look into supernatural mysteries on their own, and who prefer to keep their minds and free will intact, the Laundry can be fairly scary (of course, the Laundry looks far worse if anyone ever finds out about SCORPION STARE, which is why the Laundry makes certain that no one does). Characters who observe the actions of the Laundry may agree that much of what the Laundry does is necessary, but they also may not want to have anything to do with it.

The easiest way for civilians to avoid recruitment by the Laundry is for the characters to already be carrying powerful wards. While not likely, it's always possible that a character found a weird pendant, watch fob, or belt buckle at a local thrift shop, or perhaps an eccentric uncle or aunt gave it to her as a good luck charm. In either case, when a Laundry operative presents his warrant card and orders the character to forget everything and go about her business, she briefly feels a bit weird and hears what the Laundry operative says, but no mind-warping happens. If she has any sense at all, she'll pretend the geas worked.

There are other options. Everything can break down. If a warrant card is exposed to too much thaumic energy, or perhaps struck in just the right way by a tiny piece of shrapnel, it might fail to work. In such a case, the character has gotten very lucky indeed, but will need to find a more reliable way to keep her memories and her free will intact, the next time she encounters an agent of the Laundry.

One unusual way to keep characters' minds intact is to assume that some very small percentage of people are naturally immune to the geas on the warrant card. Something about their neural wiring, their vision, or their psychology means that this particular geas simply doesn't work on them. Obviously, if this problem was remotely common, the Laundry would design a new and improved warrant card. However, if it only fails on one person in fifty thousand, then almost every operative will be able to work a long career without encountering a single failure, but on rare occasions, someone will be shown the warrant card, hear the speech, and walk away geas-free.

Such a person would make an ideal character in a civilian campaign, because he merely needs to pretend to go along with the geas, and he's fine. However, a party of four or five characters who are all freakishly immune to warrant cards is exceptionally unlikely, so a diversity of options for avoiding Laundry geases is probably best. One character might be naturally immune, another might have unknowingly inherited a Level Four personal ward, and perhaps the two remaining characters are both learning sorcery from some independent sorcerer, and have each been given a personal ward so the sorcerer doesn't lose promising apprentices to the Laundry.

Either encountering Laundry operatives on their own, or even simply watching what Laundry operatives can do to other civilians, should be enough to warn most civilian characters away from the Laundry. Of course, some overly curious characters are going to want to find out more about the Laundry. These efforts can be used to inform the characters of exactly how scary the Laundry can be and how long their reach actually is.

Someone foolish enough to try to search for information about a top secret and obviously powerful occult organisation on the desktop computer in their home or cubicle can easily get into trouble. This is especially true if he isn't too careful about his search terms, or if he gets on chat sites and starts asking around about creepy agents who investigate occult weirdness and carry strange cards. The next thing he knows, a Laundry operative will come to his door, warrant card in hand. If the character has some means of resisting a warrant card, then a few clueless-seeming answers, such as having overheard some people at a bar talking about a weird incident recently, will likely suffice to send a Laundry operative on her way, after attempting to geas him into losing

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all interest in secret government agencies. His computer will be carefully monitored for the next week or two, and if a Laundry operative shows up at the door again, she'll be taking him with her when she leaves.

Using a computer at an internet café or college computer lab is far safer. However, if he is at all careless with how he searches, a nondescript sedan is likely to show up at the café and one or two people will get out and start asking questions. If the character wasn't sufficiently clever, he'll need to put his warrant card immunity to the test; if he's more careful, he'll be watching from across the street and hoping that no one in the café can provide a good description. Regardless of how it happens, civilians will swiftly learn that no on-line computer they are likely to be able to gain access to is proof against Laundry spying. Of course, there are other, more traditional methods of finding out more about the occult and about the Laundry.

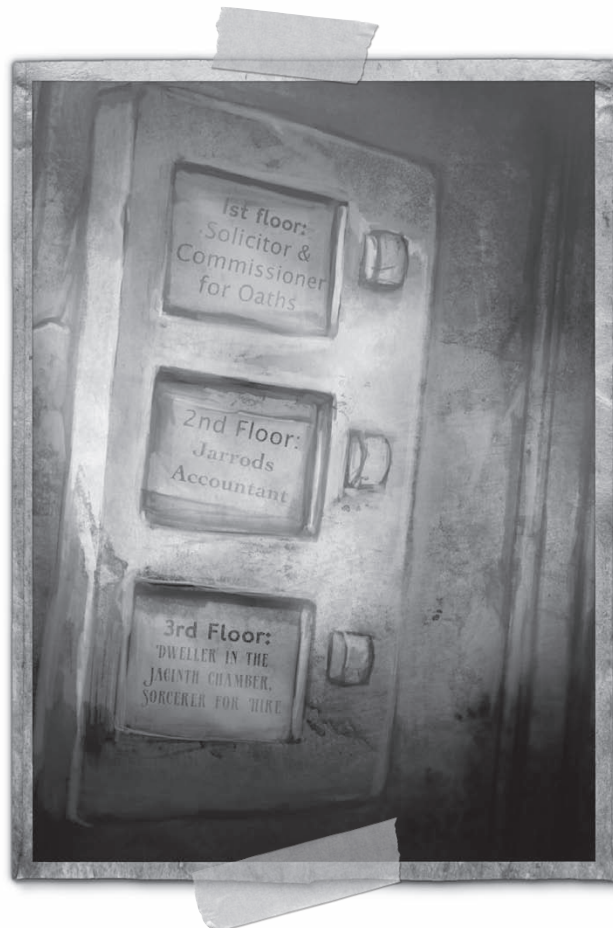
The Occult Underground

Once a group of civilian characters has had their first experiences with both the supernatural and the Laundry, they'll be looking for answers. After finding that on-line searchers are both uninformative and drastically unsafe, they'll likely go looking for other sources of information. If the GM wishes to jumpstart the campaign, it's always possible for the characters to encounter some useful information before it was taken down by Laundry techs. Characters may even download a copy of the *Tome of Power* or find some musty grimoire with scribbled marginal equations, giving them the chance to learn sorcery. Letting the characters see how rapidly and seriously Laundry operatives respond to someone experimenting with magic should show them that they've found something special.

Alternately, one of the characters may either attract the interest of a local sorcerer or make contact online with an amateur computational sorcerer good enough to keep communications over a special chat client hidden from Laundry monitoring programs. This character can then provide the characters with information, while also letting them know ways to keep themselves from drawing the Laundry's attention. Of course, both of these options beg the question of why a sorcerer is talking to a complete novice. The characters may find a cult or dangerous freelance sorcerer attempting to make them into recruits or pawns.

Another way to learn about the occult – and eventually, perhaps, learn sorcery – is for the characters to gradually get to know people offline. The advantage of this approach is that it's far less likely to be discovered by the Laundry, and the characters will have a chance to meet and evaluate individuals. Especially if they are in a large city, characters

who seek out people interested in the occult will eventually encounter eccentric computer hobbyists; people on the fringes of the neopagan and New Age communities who aren't insane, self-deluded fools; people with non-traditional religious beliefs but no interest in actual sorcery; or people who simply enjoy non-mainstream social environments.



Regardless of which communities the characters make contact with, their first contacts may involve nothing more than a phrase and a knowing look. However, if the characters continue asking discreet questions and dropping hints that they have some clue what they are talking about, they will eventually be investigated in various sorcerous and mundane ways, and once it becomes clear that they do not work for or report to the Laundry, further conversations will ensue. Some of the people they meet will be sorcerers, others are simply people interested in the occult or in investigating government occult conspiracies and similar activities. These people will include everyone from geeky hobbyists to secretive cultists interesting in recruiting, to the bizarrely insane; separating the wheat from the dangerous, crazy chaff will be a daunting task that could make for an excellent scenario.

However, after dealing with crackpots, cultists, and the profoundly insane, determined characters will eventually discover that despite their best efforts, the Laundry is not

the only source for occult knowledge. Although national and international efforts have kept knowledge of magic out of the newspapers and away from the general public, there is a small and often seriously eccentric subculture of people who study the occult. Many are merely interested in occult mysteries, but have no desire to practice sorcery. However, more than a few of the people in the occult underground are sorcerers or would-be sorcerers. An equal number have no interest in learning magic, but are only interested in finding some way to use sorcery to accomplish some goal, which could range from gaining vast wealth, to revenge against an enemy, to raising a departed loved one from the dead.

In this small and eccentric subculture, the characters will discover little tolerance for clueless noobs. If someone has interesting or useful information or can provide a useful service, then they'll find people willing to talk to them. However, people who arrive hat in hand, seeking someone to explain the oddities of the multiverse, discover that the only people eager to talk to them are rambling nutcases and cult recruiters. Plenty of people in the occult underground are eager to share information or to work with other occultists on projects, but only if the exchange of information and effort is a two-way street.

The Laundry's Response to the Occult Underground

The Laundry has some knowledge of the occult underground, but ignores the vast majority of it. Eliminating every old book with references to gorgons, ritual magic, or various other occult oddities would be impossible. As CASE NIGHTMARE GREEN approaches, the Laundry is increasingly busy with serious and immediate threats. As a result, anyone who wishes to study the occult is largely free to do so, as long as they don't attempt to inform the public about magic, interfere with the actions of Laundry operatives, commit human sacrifice, or use sorcery. The last of these is also sometimes ignored; summoning possessing entities is right out, as is using geases to turn other people into will-bound thralls – the Laundry prefers to have a monopoly on that sort of activity – but the occasional low level glamour doesn't concern the Laundry overly much. People suspected of occasional low level sorcery are watched and dealt with if they seem to be causing too much trouble. In addition, the Laundry takes a keen interest in anyone who is working with any spells of Level Three or higher, as well as with anyone who is performing or even researching computational sorcery.

The Laundry knows that they can't eradicate all knowledge of traditional magic, short of shutting down every used bookstore and every Classics and Medieval Studies department in the UK, but computational sorcery is far faster, easier, and safer than traditional magic, as well

as being far more contained. As a result, computational sorcery interests the Laundry a great deal, and operatives do their best to stamp it out. There are very few freelance computational sorcerers in the UK, and those that exist are skilled enough with both magical wards and mundane computer security as to be more or less untraceable. There are also the various corporations who experiment with sorcery, but they generally have no interest in talking to civilian occultists.

One of the other reasons that the Laundry largely ignores much of the occult underground is that the knowledge that characters will be able to acquire from the occult underground is substantial, but is also seriously limited compared with what Laundry operatives have access to. The best amateur occultists know about gorgons, ghouls and haunting, and they may know about the fae or BLUE HADES, but almost all of this knowledge comes from books and other sources produced before WWII. After the war, the Laundry's crackdown on occult knowledge was increasingly effective. While most knowledgeable amateur occultists know a great deal about gorgonism, none of them know about later experiments with Basilisk weapons or about many of the other occult developments of the 1960s and later. The only recent information that most occult hobbyists and freelance sorcerers have access to is the events that they have seen and the reports and rumours they've heard from other members of the occult underground. Of course, the Laundry has a few of its own operatives pretending to be members of the occult underground. These operatives both keep an eye out for serious threats and spread various forms of disinformation to help suppress or discredit information that the Laundry prefers to keep secret.

Some Laundry operatives have also learned that the occult underground can serve as a useful source of information about new cults and other threats. The Laundry also goes after anyone who tries to contact or dynamite-fish for BLUE HADES, or help ghouls kidnap and murder people. However, people who wander through haunted houses, set up night scopes to watch for suspected ghouls activity, buy alleged gorgon skulls on Ebay, or read accounts of Nazi magic aren't worth bothering with, unless they put any of what they've seen up on Youtube or attempt to practice some of that Nazi sorcery.

Knowledge of the Laundry

The only thing most amateur occultists know about the Laundry is that there's a mysterious and frighteningly powerful government organisation that goes after nasty sorcerers and anyone who attempts to let the general public know about the supernatural. Members of the occult underground may have heard vague hints about

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some coming apocalypse, but people have been talking about coming apocalypses pretty much since people started talking. No civilian knows more than the vaguest rumours about CASE NIGHTMARE GREEN, and they know even less about any of the various countermeasures. Anyone who seemed like they might even suspect the existence of the SCORPION STARE network is going to face memory erasure or recruitment.

Learning Sorcery

Characters not associated with the Laundry can easily encounter various supernatural manifestations, but without some sorcery or occult items on their side, they are more likely to become possessed, or dead, than they are to become demon hunters. Unfortunately, civilians don't have an impressive government organisation to teach them the ins and outs of magic or supply them with occult weapons. Instead, they've got to learn it all on their own. There are several ways that they can manage this. One easy answer is for the characters to download a copy of *The Tome of Power* or some similar on-line grimoire. In fact, the characters finding such a file and then having to flee from Laundry operatives who came looking for them could be an excellent beginning for a civilian campaign. The early part of the campaign would involve the characters learning to use the file as they discovered the eldritch truths of the world.

Civilians might instead find a teacher; although the Laundry does its very best to recruit or dispose of anyone with any clue about computational sorcery, they don't get everyone, and capturing skilled sorcerers is especially difficult, since they have wards and other protections that keep the Laundry from finding them with scrying spells. If the characters are found by a rogue sorcerer before the Laundry picks them up, they may get some training and some useful trinkets like personal wards. Of course, everything has a price. Any sorcerer willing to teach their craft is likely going to want the characters to perform a few favours in return. The exact nature of these favours and whether or not the characters' mentor is monstrous, heroic, or somewhere in between will determine a great deal about where the campaign goes next. Civilian characters could also run into traditional magic. Accurate grimoires of traditional magic are difficult to find, but considerably easier than works of computational sorcery, and there are a few traditional sorcerers around. More than a few, unfortunately, are cultists looking for recruits. Of course, learning sorcery while having to deal with a cult could make for an excellent scenario or two.

Having a Friend on the Inside

Eventually, civilians who go around dealing with occult problems are going to encounter Laundry operatives dealing

with the same situations. Often, leaving quickly is the best answer, but if lives are at stake, a group of civilians may be put in the difficult position of having to save innocents while the Laundry steam in to fight the horrors, or even of having to save a Laundry operative themselves.

Once the monsters or cultists have been defeated, the Laundry operative is going to want to talk to the characters. If it's clear that the characters are working to save lives and deal with problems, then the results of this meeting needn't involve the use of a warrant card or signing documents in blood. The operative knows that if she reports the characters' activities, then they'll either be geased to leave occult investigation to professionals, or dragooned into the Laundry; the first result means there will be fewer people out saving lives, and the second means completely screwing over the lives of a group of well-meaning people who may have just helped save her life. The third option is simply neglecting to mention the characters' involvement. If the cult, demon, or whatever is dealt with, and there is no evidence that civilians were involved, none of the operative's superiors are likely to ask any difficult questions.

If the characters really impress the operative, or she feels indebted to them, then the characters may even end up with a minor reward. While the Laundry keeps careful track of occult weapons and sorcerous software, 'dropping' or 'losing' a Level Three personal ward or a roll of warding tape is simply chalked up to operating expenses. A grateful operative could easily give one or both to the characters. An exceedingly grateful operative might even give them a hand of glory and explain how to make more from a pigeon claw and a few circuits you can buy down at any electronics store. They're never going to get a Necronomiphone, a mirrored hand of glory, or anything similar; agents who want to avoid premature reassignment as a residual human resource simply do not give directed energy weapons to civilians.

She may even set up a way for them to contact each other again, so that, if the characters find something of interest to the Laundry, they can pass it along to her. Alternately, she might ask the characters to check out something that's suspicious, but politically inexpedient for the Laundry to investigate without further evidence. She might even be willing to liberate some minor gear in return for such a request. To obtain this reward the characters, may well have to break into the home or office of someone exceedingly rich or powerful who is suspected of being a dangerous sorcerer; any rewards are likely to be well-earned. Of course, if the operative gets in trouble, or knows that one of her superiors is a murderous traitor, but doesn't know exactly who, then she may also ask the characters for some far more up-close-and-personal help.

Character Types

The following character types are all possible choices for civilian campaigns. This isn't an exhaustive list, but one factor to keep in mind is that none of these characters should be government employees. Police officers, emergency services workers, and low-level government clerks could all easily stumble upon the supernatural, but they are also all especially susceptible to warrant cards, and anyone working for the government who has previous experience with the supernatural will have signed paragraph three of the Official Secrets Act in blood, making them unsuitable for civilian campaigns. Such characters can, of course, be ideal recruits for a campaign based around the characters joining the Laundry in the course of the campaign.

Clueless Civilians

This is the most challenging option. Sometimes ordinary civilians – temps, web designers, shop keepers, and office clerks – encounter truths that humanity wasn't meant to know and secrets that can literally drive people insane. One moment, she's thinking about the nice dinner she's just eaten, the warm bed and cat waiting for her at home, and the next she's being chased by glowing-eyed people hungry for her neural structures or watching a headless black dog eat two police officers and jump through a wall. After witnessing or being a part of such events, most people run gibbering for the police and are soon comforted and questioned by an official carrying a warrant card. Afterwards, she's safely forgotten all supernatural oddness and can go on with her life.

Naturally, characters in this sort of campaign are not most people. It's possible for the character to react to nameless horrors reasonably calmly. Alternatively, she may encounter an agent of the Laundry, warrant card in hand, and come out of the experience with her will and her memory fully intact; various options for how to manage this are discussed above. In either case, the first few days after she ceases to be a clueless civilian and learns at least some of what's going on around her will be the defining moment for the character.

Once a character decides to deliberately investigate the supernatural, and finds ways to avoid having the Laundry make her forget about what she has seen, she's gone from being an ordinary civilian to being an amateur occultist or supernatural investigator. Soon, a whole section of the character's life involves meeting strange people in dimly-lit pubs, breaking into abandoned and supposedly haunted houses, tracking down the truth behind bizarre rumours, and possibly attempting to learn sorcery, all while doing her best to stay under the Laundry's radar. In the meantime, she also still has the entire rest of her life to worry about – her job, her family and friends.

Managing to keep a job while delving into various unnatural secrets can be tough enough. Trying to also maintain close relationships can be *really* difficult, especially if the character's significant other worries that she's having an affair and secretly follows her into a haunted house – or worse yet, follows the character when she attempts to free someone who has been captured by a nasty cult. Both the character's personal life and her occult encounters are excellent fodder for adventures, especially when the two collide.



Goals & Activities: Civilians who get involved in the occult can have a wide range of goals and can become involved in a multitude of different occult adventures. Obviously learning more about what's going on is going to be a high priority at first, and the events that got them into the supernatural in the first place – a murderous cult, a demon haunting the neighbourhood, or some similar danger – may still be looming.

Also, once someone begins to look into the supernatural, much of what she finds is going to be hostile. The characters are soon going to end up seeing serious problems that they might be able to help solve. When they meet other amateur occultists, they may hear stories about someone who vanished after talking with the wrong people, and be drawn into investigating a suspected cult.

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Alternately, their activities may endanger their friends and loved ones. One of the character's friends, seeing her go into a strange-looking pub, might visit it later and ends up being recruited or even abducted by a cult. One way or another, the focus of a civilian campaign should be a mixture of uncovering the truth about the occult and working to defeat various unnatural threats and dangers.

Journalists

It's the job of a good investigative journalist to go out and find trouble, and on occasion, the trouble they find is supernatural. A journalist might encounter a spontaneous possession, the aftermath of an unlucky hacker vaporising his living room or opening a gate in his monitor to let through a couple of hungry monsters, or even a dangerous cult performing rituals and fighting Laundry agents. Unlike various government officials, journalists haven't taken any oaths, and most are completely clueless about the supernatural. However, there are always rumours of odd and inexplicable events that are discussed in hushed tones; or more loudly, when people have been drinking.

Nevertheless, there's a big difference between vague rumours and anything remotely resembling actual proof. The vast majority of journalists who uncover evidence of occult activities are visited soon after by Laundry personnel with warrant cards in hand and careful instructions to forget what they have seen. Unfortunately for the Laundry, no system is ever perfect. Occasionally, a journalist is the first person on the scene and leaves before Laundry operatives arrive, or they happen to observe everything that happens through a telephoto lens, while on a rooftop a block away. Of course, the Laundry has a number of other ways of keeping reports of zombies, cults, and similar problems off the evening news. To do their jobs, journalists need to publish their work, and the Laundry has operatives and software monitoring stories as they are readied for print. A flash of a warrant card – or, in the most extreme circumstances, issuing an official DA-Notice – can keep any problematic story out of print.

The fact that several large news conglomerates have senior officials who are bound by an Official Secrets act oath to reject problematic articles and to report the reporters responsible also doesn't hurt. The standard pattern runs something like this: a reporter observes something supernatural, and writes and submits an article. The article never sees print, and the reporter's editor gives the article to the official government types, who drop by for a chat. Within a day or two, the same government types pay the reporter a visit, flash their warrant cards, and everything is either forgotten or a big, silly mistake. Of course, this doesn't make for good gaming if you're playing the reporters. You need to figure out why your character isn't on a watch list, and hasn't been geased.



Ultimately, what you need is a character who has seen enough to know that the supernatural is real... and also that if he wishes to *keep* being aware of this fact, and to not vanish into an unmarked van, he must keep fairly quiet about this fact. Any truly dedicated reporter is going to try to get to the bottom of this mystery. At this point, you have a journalist who is effectively working two jobs: the officially-sanctioned reporting that earns his paycheck and that he turns into his editor, and the unofficial reporting about all matters eldritch that he is carrying out in their spare time; articles that can never be published under his own name, and which are almost certainly too unsafe to publish in any fashion.

Before you start playing or running a campaign with journalists, it's worth considering what the characters' goals may be. Are they content to simply find out the truth, or will they need to do something with it? Where is the line between *investigating* occult phenomena and attempting to stop the threats they pose? One obvious place for this line to be crossed is if some group of crazed cultists or malevolent sorcerers find out that they're being watched by the press and decides to do something about it; journalist characters may get involved in combating supernatural threats purely out of self-defence. Of course, finding out that the cult you are investigating is planning on sacrificing half a dozen homeless people in an effort to summon a creature that will

possess the local mayor may well be sufficient to cause *any* character to get involved, even without any actual direct threats.

Goals & Activities: As soon as it becomes clear that they'll never be able to publish anything they discover about the occult, journalists are going to need to decide why they are still investigating it. The answers to this question will determine what the character does next. Some journalists want to know the truth, even if they know that they can't publish it. Others start off wanting to find the truth and end up helping to save others from occult threats, or become fascinated with the occult.

With CASE NIGHTMARE GREEN approaching and magic getting more powerful and more common, eventually, the Laundry won't be able to keep a lid on the supernatural, and so reporters who want to eventually get the truth out are likely to be able to. Also, if the GM and players are willing to deal with the consequences, then there's no reason that a sufficiently dedicated character or group of characters can't bring the occult into the open – that's the sort of thing proactive characters do. Of course, like any other major change to a setting, this isn't something that the characters are going to accomplish in a single game session, or even in a single scenario. The Laundry has been keeping a lid on the supernatural for more than half a century; beating them at this game is something that should likely become the entire focus of the campaign.

There's also the possibility of journalists 'going native'. A journalist could easily become fascinated with the occult and become an amateur occult problem solver, or even work on learning sorcery. However, if they want to keep paying their rent, they'll also need to keep meeting their deadlines.

Independent Sorcerers

The Laundry would prefer to have a complete monopoly on magic in the UK. Almost everyone in the Laundry believes that there are only two types of sorcerers in the UK: Laundry operatives, and dangerous and often insane cultists. Reality is rather more complicated; there are a small number of independent sorcerers. None of these freelance sorcerers know all that much about the Laundry, but they do know that it is a government agency that functions like a magical lobster pot – anyone who knows anything about magic and who encounters it, never leaves. There are rumours of magical brainwashing, horrific geases, secret heavily-warded holding cells, and various other similarly dreadful fates, many of which are actually true.

What independent sorcerers are all certain about is that they need to stay under the Laundry's radar if they want to

remain independent. Many of them have morals and ethics similar to some of the famous computer hackers – they want to explore the supernatural, and they want to do so on their own terms, without the interference of governments, corporations, or anyone else who wants to keep secrets from them. To find these secrets, this group of eccentric loners occasionally team up, and regularly share information – in part to obtain needed help or to secure favours from other independents, and in part to show off exactly how skilled they are. Similarly, if an independent sorcerer discovers something new and impressive, many of them are going to want to tell other people about it, and the only other people they can tell are other independent sorcerers. As a result, there is a loose and rather geeky subculture of independent sorcerers. Most practice traditional magic; the few computational sorcerers may be more effective, but they also must deal with hostility and scorn from traditionalists who believe that advanced technology 'taints' the purity of magic.

These sorcerers have the freedom to experiment and explore whatever ideas interest them. As a result, they can make impressive discoveries, and seek out and eliminate dangerous magical threats, without any outside help. However, sometimes the only people who can stop them – if they go rogue and begin plotting world domination, or get possessed by something hungry and powerful – is the Laundry, the very authority that they avoid and decry.

Safety and Discretion: One of the first things that any independent sorcerer learns is that the Laundry, as along with other occult agencies, regard freelance sorcerers as dangerous loose cannons and unwelcome intruders. The only way to stay off of their radar is to keep hidden. For a few, this means giving up magic, but for others it means using more and better magic. A good Level Three personal ward protects the wearer from scrying, sympathetic magic, and many other problems, including having a decent chance of protecting the wearer from the effects of a Laundry warrant card. Independent sorcerers lucky enough to own a Level Four personal ward have nothing to fear from warrant cards. However, personal protection isn't enough; sorcerers also need to ward their magical workspaces, so it isn't obvious to anyone who cares to cast a scrying spell or look at a thaumometer that someone in a particular house or apartment is regularly performing magic. Regardless of whether they're practicing computational sorcery or traditional magic, independent sorcerers swiftly learn to be cautious and highly secretive, and to magically cover their tracks. The disappearances of those that are not sufficiently careful serve as a vivid warning to others.

Goals & Activities: So, other than keeping out of the Laundry's way, what exactly does an independent sorcerer do? To an extent, this question can be answered by deciding *how* the character learned magic. A sorcerer who learned from a mentor may find the mentor asking him for favours.

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He may have found a dusty occult tome or two, or perhaps downloaded a file like the *Tome of Power*, in which case he is going to want to experiment, to find out what he can do. He might try to use a glamour to get into fancy and exclusive nightclubs, or he might hear about a missing child and attempt to use sympathetic magic to find her. Of course, after the child's grateful parents tell their friends, the sorcerer might get a request to find someone else, and could easily end up disguising himself as a fluffy New Age type and pretending to be a helpful psychic. His encounters with other independent sorcerers will also be an important part of such a campaign. Some will need help, some will be sources of valuable aid and instruction, and some will be dangerous threats that the character may want to deal with before the Laundry gets involved... and possibly finds out about everyone the now-possessed sorcerer knows. One classic plot is for a dangerous sorcerer to be killing people in a city, sparking a redoubled effort by the Laundry to locate every independent sorcerer in the city. To keep from being captured or killed by the Laundry, the various independent sorcerers team up to hunt down and deal with the murderous sorcerer themselves...

Creating Independent Sorcerers

To create an independent sorcerer, use the standard method of character generation, and then instead of Laundry training, the character gains +10 in Knowledge (Occult), Research and Sorcery. Characters can then spend an additional 40 points in other skills, with no more than 10 points going into any single skill. A traditional sorcerer might spend points in various obscure languages, while a computational sorcerer would spend points in Computer Use (any, with Hacking & Magic being the most obvious choices), or Science (Mathematics or Thaumaturgy). These bonuses can raise skills over 75%.

Freelance Spies

By far the most likely way that someone becomes an effective freelance spy is by being trained as a professional spy and then going private. Laundry operatives never retire and go freelance. Those that don't end up dead, imprisoned for treason or in an asylum have geases to keep them from unofficial activities. However, members of other intelligence services are not quite so limited. Individuals who worked for MI5 or for intelligence agencies in other nations won't have been trained as sorcerers, but most people working in the field will at least have heard stories, and some have seen

a wide variety of occult oddities: terrorist cells that are also sorcerous, gorgons, even the odd piece of stolen Laundry gear. Of course, governments aren't the only employers of spies; corporate espionage is big business, and many of these operatives are as good as the best government spooks. And as the magical antics of Ellis Billington show, corporations with the right sort of government contracts have as much understanding of the occult as the Laundry or the Black Chamber.



Government and corporate spies sometimes get fired or laid off, sometimes they are set up for crimes they didn't commit and blacklisted, and sometimes they simply get fed up with their jobs and leave. Given that some corporations include geases in their non-compete agreements and governments seriously frown on ex-operatives working for other governments, the job prospects for an ex-spy can be seriously limited. One option is to go freelance. Some of these people take jobs for the money, others have a sincere calling to use their skills for good, or at least to try to atone for some of the evils they committed, and others may simply decide that they have no other marketable skills and have no interest in trying to sell lattes or shoes.

Goals & Activities: Regardless of why she is now a freelance spy, what does someone like that actually do and who does she work with? While shop clerks, journalists, and even freelance sorcerers can all work together well,

freelance spies have a significantly different skill set and far different experiences. As a result, most freelance spies, ex-assassins, former security personnel, and similar characters work with people from similar backgrounds. If nothing else, when an ex-spy mentions some of the less moral acts she's performed, other ex-spies are less likely to be sickened and horrified. GMs who wish to allow mixed parties of all sorts of civilians are free to do so, but in general, groups where either all or none the characters are freelance spies are likely to be easier to manage.

Creating Freelance Spies

Instead of generating freelance spies as civilians, they should be generated like Laundry operatives, but replacing Sorcery with some other spy-type skill, like Stealth, Drive, Computer Use, or a weapon skill. However, if the character has had access to some top secret or otherwise restricted government or corporate documents, with your GM's permission, the player of a freelance spy can spend up to 10 of her skill points on Sorcery and up to 10 on Knowledge (Occult).

Freelance spies and other freelance ex-intelligence operatives can be defenders of the common people, or at least of common people able to afford their fees. They can also be freelance corporate flunkies or dedicated and perhaps fanatical idealists who are determined to uncover the truth about the corruption (or other evils) that drove them from their previous jobs. A spy can easily run across various occult menaces in the course of her work. In fact, perhaps the reason she was fired or quit is directly related to an occult menace; maybe one of her former superiors was possessed or placed under a geas, or secretly engaging in hideous magics and worried that the character might find out.

One possible career choice is for a group of freelance spies who all know one another, from their days working together in the same corporation or government agency, to hang out an unofficial shingle and look for clients with some sort of unusual problem. This premise has been used in several successful TV shows and would work marvellously well for a Laundry campaign. These problems can range from a person or corporation being blackmailed or threatened by criminals, to helping someone deal with a missing persons case that the police won't take seriously, or recovering a stolen object when the victims of the theft don't want to report the theft to the authorities. Of course, while perfectly mundane scenarios without any spells or demons can be

lots of fun, in the *Laundry RPG*, there's always some sort of magical threat waiting just around the corner.

For an occult twist, you could have a client who is trying to escape (or rescue a friend or sibling from) a creepy cult, an occult dabbler who has gotten in way over his head, or perhaps someone being threatened or blackmailed by a sorcerer. The characters might even be approached by an occultist who quite sensibly doesn't wish to reporting that his grimoire was stolen, but who wants it back. Ultimately, the basic plots are the same, but with occult rather than mundane treasures or threats.

Regardless of their exact level of knowledge of the occult, many freelance spies will have been sworn to secrecy, and in some cases, especially for ex-government operatives, this secrecy will be enforced with a geas. However, just because someone can't talk about something to ordinary civilians, doesn't mean they can't talk about it with other people who have taken similar oaths, or that they can't investigate problems that turn out to have occult aspects when they begin working freelance. As soon as they encounter anything to do with the occult, most freelance spies will know that they either need to turn the situation over to someone else, or they need to find some way to prepare themselves for dealing with occult threats. Like any other civilian, freelance spies could learn sorcery, and they might have already picked up an occult device – or maybe a flash drive with a grimoire on it – during their time working for a government or corporation.

Cultists

Some days, you haul yourself out of bed and realise it's just not worth it. Drag yourself off to the daily grind, waste your life in front of a glowing screen, work for peanuts, then drag yourself home in the gathering twilight as the cold pitiless stars look down on you from an uncaring universe. Some days, you just want to end it all. Hey, given a choice between all that and what Cortez promised in the swamps of Loisiaana (*'the liberated Old Ones would teach them new ways to shout and kill and revel and enjoy themselves, and all the earth would flame with a holocaust of ecstasy and freedom'*), it seems easy to go to Option B.

Playing a cultist isn't playing the bad guys – it's playing the *winning* side. At least, assuming you make it all the way to the promised time when the stars come right again. Until then, it's a harrowing existence of dodging amateur investigators and OCCINTEL groups, recovering lost relics and experimenting with strange rituals, and trying not to get eaten by your own gods.

Player character cults are never any of the really powerful, dangerous, depraved organisations like the Black

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Brotherhood. Instead, they're the clueless also-rans, the small fry, the scrappy underdogs. Depending on your tastes, the cult can have goals that aren't necessarily antithetical to humanity (free-thinking sorcerers who worship Yog-Sothoth) or are just not into the whole torture and human sacrifice routine, like Universal Unitarian Cthulhu worshippers or third-generation Satanists who just pay lip service to the whole demon-worship thing.



Safety & Discretion: Just like independent sorcerers, cultists need to keep their heads down and avoid being noticed by the Laundry. Unfortunately, it's even harder for cultists to avoid drawing attention. A cabal of sorcerers can rely on each other to be discreet, whereas cultists have to live with fanatical fellow-worshippers and crazy old uncle Zadok who rants to everyone about the coming of the gods. 'Cult troubleshooters' is a great role for player characters – they're the guys who have to clean up the cult's messes.

Cults are perennially short of cash; the days when Deep One gold would wash up on the shore are long gone, magical extortion risks alerting the police, and the traditional scheme of getting some old rich guy to give you all his money in exchange for immortality got scuppered by private health insurers. Cultists are rarely the sort of proactive go-getters who succeed in business, so paying the temple cleaning bills out of your own pocket isn't an option. In the modern day,

the cross-over between Mythos cults and organised crime is increasingly common. The player characters might be sent off to smuggle Liao-derived drugs to the Russian mafia, or try robbing banks using glamours and entropy-manipulation spells to bypass security. What can possibly go wrong?

Goals and Activities: Each cult has its own beliefs and methods of worship that must be observed. The characters might have to complete a bizarre ceremony every few weeks, and each rite requires different ingredients and must be held in a different place. Isolated blasted hilltops and circles of ancient stones are a lot harder to find these days. Cultists might also want to summon up alien horrors and have some form of bizarre congress with them, or recover lost relics and books of lore. Good luck breaking into the Laundry's archives to steal back that copy of the *Necronomicon*. The only people cultists hate and fear more than the human authorities are other cultists – those bastards are not only worshipping the wrong god, they've been our enemies since before the dawn of civilisation. Cults invest a lot of time and effort in slinging death spells back and forth at each other, some of which even work.

Being in a cult is a lot like working for the Laundry. You can't talk about it to anyone outside the cult, you're sent off on bizarre missions by insane superiors, and you're likely to get devoured by something with altogether too many teeth and tentacles. The all-important difference is the endgame – if you survive, you win!

At least, that's what they tell you...

Creating a Cultist

To create a bottom-feeder cultist, use the standard method of character generation, and then instead of Laundry training, the character gains +10 in Cthulhu Mythos, Knowledge (Occult), and Sorcery. Characters can then spend an additional 40 points in other skills, with no more than 10 points going into any single skill. These bonuses can raise skills over 75%. Most cultists are limited to careers with an income of Average or Poor, and cultists may not raise Computer Use (Magic) or Science (Thaumaturgy) higher than 50. Different cults also have their own fringe benefits. See the individual cult descriptions for more details.

Church of Starry Wisdom: The Starry Wisdom Sect was founded by an Egyptologist-turned-mystic named Enoch Bowen, who returned from a dig in Egypt claiming to be

the bearer of secret knowledge. Central to the teachings of the Starry Wisdom Sect is the concept of revelation through meditation on certain many-angled crystals. The cult's original branch in Boston was driven out in the 1870s, but Bowen's teachings took root elsewhere. The original crystal, referred to as a 'Shining Trapezohedron' was lost, and recovering it is one of the cult's primary goals. Fake crystals have circulated through the occult underground since the 1920s.

Without the otherworldly insight granted by the crystal, different sects have proliferated, each with its own interpretation of Bowen's teachings. Branches of Starry Wisdom have cropped up in the United Kingdom. Bowen's original scrolls contained incantations and summoning spells, so more than a few sects have been taken over by extradimensional horrors.

Special Rules: All Starry Wisdom Sect members have studied the teachings of the cult, gaining +10 Sorcery and +10 Knowledge (Occult) in addition to other skills.

Order of the Silver Star: Aleister Crowley, the infamous British occultist and *enfant terrible* of the Golden Dawn, was among his many accomplishments a talented mathematician. His attempts to formulate a scientific theory of religion and magic brought him to the same insight as the Dee-Turing theorem, from the opposite direction. He lacked the computational tools – or, for that matter, the desire – to further this theory, being more concerned with sex and drugs and bad poetry, but one of the orders he founded pursued his line of inquiry. The Argentum Astrum, or the Order of the Silver Star is an order of Hermetic magicians and demonologists. Unlike other cults, the A. A. A. is not beholden to any one Great Old One or extradimensional entity; if anything, they worship magic for itself, and have their fingers in a lot of occult pies. The most infamous scion of the Order of the Silver Star was Elias Billington of TLA; his parents were members, and he used his magical knowledge to establish his corporation as one of the premier occult-technology suppliers to the Black Chamber and other secret organisations.

Most Silver Star sects are comparatively harmless seekers after enlightenment and cosmic insight, at least until they accidentally summon a possessor entity that eats their brains. The Laundry launched a counter-operation against the A. A. A. in the 1980s, classified under CRYSTAL CENTURY. Since then, the A. A. A. has moved most of its operations out of its traditional haunts in the UK, leaving only a few isolated cells and splinter cults behind.

Special Rules: Unlike other cults, Order of the Silver Star cultists can take Computer Use (Magic) as a starting skill.

Esoteric Order of Dagon: The Esoteric Order of Dagon was once the favoured agents on land of the ancient BLUE HADES civilisation. Branches of the EOD were founded in coastal towns where the Deep Ones came ashore to interbreed with humanity. As the cult's influence grew, it expanded inland, bringing worship of the Deep Ones and their strange gods to territories that had not known the touch of salt water since the Deep Ones were young. The EOD was one of the most successful and widespread cults, thanks to the backing of its aquatic masters. Then came the Benthic Treaty, which limited the Deep Ones' access to the surface. The EOD became a political embarrassment, and BLUE HADES cut it loose without a moment's regret. Abandoned by their masters and deprived of their main source of power and funding, the organisation collapsed in on itself. Various EOD sects blame the occult intelligence community, the Deep Ones themselves, alien gods, modern civilisation and other EOD factions for the loss of access to BLUE HADES backing.

Today, the Esoteric Order is like a bunch of neglected children. Some are still trying to win their parents' love with grand gestures, like sacrificing people to Dagon or trying to recreate the Deep One breeding programs in vitro. Other sects just want attention, or revenge, through sorcerous attacks on the Laundry and other occult groups. Some EOD groups even want revenge on the Deep Ones for abandoning them, and claim to be the true heirs to Dagon and Hydra. No matter what their beliefs, all EOD sects smell strongly of fish.

Special Rules: The blood of the Deep Ones runs within the Esoteric Order of Dagon. Many are Deep One Hybrids (see page 92).

Servants of the Yellow Sign: The Yellow Sign is a memetic infection, a disease of the mind. It looks – it *is* – a scrawled symbol, but its strange combination of angles and curves plants a seed in the human mind. As you think about it, something grows within your mind, born from the interaction of your unconscious and the shape in your memory. Over time, this mental construct functions as an incantation, opening the way between the worlds and inviting extradimensional possessors in. It can take years for the interaction of the memory and the mind to come to fruition, but the growing construct also behaves like a parasite, compelling the human host to replicate the Yellow Sign so the construct can reproduce. In most cases, possession occurs within ten years of exposure. Some people are naturally immune to the sign's malefic influence, while others succumb much more quickly. In short – if you've seen the Yellow Sign without protective filters, then you're screwed. There's an alien entity growing in your mind that's going to open you up to possession in a few years, and the only thing that can save you from that fate is a lobotomy. Oh, and you're also compelled to spread the Sign whenever you can.

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On the bright side, there's a period of a few years between infection and possession when the presence of the Sign in your brain gives you Magick Powerz.

Calling the Servants of the Yellow Sign a cult is a misnomer; they're more like a support organisation for the magically diseased. The shape in their minds compels them to behave in ways considered deviant or criminal by the rest of society, so they are really only understood by other sufferers.

Special Rules: Yellow Sign sufferers lose 10% from their Maximum Sanity each year, but gain an effective +1 to INT for the purposes of casting mental magic each year. When a Yellow Sign sufferer reaches 0 SAN, they are possessed by an exonome.

Brotherhood of the Black Pharoah: According to its own traditions, the Brotherhood of the Black Pharoah claims to date back to Ancient Egypt; the Laundry suspects that's the story given to the lower grades, and that the cult is actually far older than *that*. Of course, the age of the Brotherhood is largely academic – the modern Brotherhood effectively dates back to 1918, when the moribund organisation was taken over and revitalised by an alliance of dispossessed nobility and radical thinkers. The modern cult claims that its overall aim is to ensure the survival of humanity by aligning *us* with *them*; in practice, the cult's power-hungry and extremely dangerous. It has branches and false fronts all over the world. In addition to the main branch of the Brotherhood, there are innumerable smaller sects. Some are fragments of the older cult that survived the Brotherhood's near-dissolution in the 19th Century; others are splinter groups, satellite churches, pawns or even sacrificial cells designed to draw attention away from the church's real cult.

Special Rules: The Brotherhood has agents everywhere. Cultists gain +10 to any one Knowledge skill.

Other Intelligence Agencies

On soils both foreign and domestic, agents from Capital Laundry Services are more than likely to cross paths with operatives from other intelligence agencies. Historically, the Laundry has worked in tandem with these agencies on a permission basis or over prolonged periods of time, utilising cross-jurisdictional or even cross-national workgroups to accomplish great ends. This section outlines a number of agencies that could furnish non-Laundry groups or even unusual characters within Capital Laundry Services teams.

Goals & Activities: Playing characters from a rival intelligence agency works just like playing a Laundry character for the most part. All the OCCINTEL groups have a similar brief – investigate weirdness, keep tabs on computational demonology, make sure no-one ends the

world ahead of schedule, prepare for the return of the Great Old Ones. They differ mainly in their internal culture. If working for the Laundry involves endless petty-minded bureaucrats in an office that smells of boiled sprouts and the legacy of empire, then working for, say, the Black Chamber should feel like seeing the sunrise over Washington DC and realising you're looking at the non-Euclidian cyclopean tombs of R'lyeh. Strip the Britishness out of the Laundry and inject, say, German efficiency or Dutch assuredness instead.

You can also (with the GM's permission) play a character from one of the Laundry's European partner agencies in a Laundry campaign, as part of a joint operation or a staff exchange program.

The Black Chamber

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The inner workings of the Black Chamber are a secret so closely guarded that even its own agents know little about the organisation. The Chamber is the United States government's occult research and defence agency, or the United States government is the Chamber's social control and fundraising arm, depending on who you ask. The Black Chamber exists above and beyond the penumbra of intelligence agencies and shadow government groups that sprang up after 9/11; they're older than the CIA and more clued-in than the NSA. Their attitude to the occult smacks of arrogance and exceptionalism – you don't call up and bind the sort of entities that the Black Chamber consorts with unless you're very, very good or very, very suicidal.

The Black Chamber and the Laundry have co-operated in the past – the Special Relationship still holds some weight – but only when their interests clearly coincide. For every joint operation, there are three or four incidents of sabre-rattling, squabbling over territory, or tit-for-tat schemes where one goes after what the other wants and vice versa. Relations between the Black Chamber and the Laundry's European partners are frosty, at best.

The Laundry's primary source about the Black Chamber comes from defectors, and defectors are a problem. The Black Chamber is notorious for using demons and other summoned critters to ensure loyalty. Instead of a simple geas, your average Black Chamber field op has a succubus or some other horror riding shotgun on his soul; if he tries to switch sides, his mind gets eaten. And that's assuming the field op was alive in the first place – the Chamber makes use of a lot of remote-controlled zombies and other inhuman agents, keeping their real staff safe hundreds of miles away. The Black Chamber pioneered the whole 'go to war in a distant country with a remote-controlled drone' scheme that the Air Force now uses, only they use walking corpses instead of Reapers and Predators.



Creating a Black Chamber Operative: Agents of the Black Chamber are inevitably co-opted or enslaved with some sort of demonic pact or 'rider'. This rider is usually a Level Three entity such as a succubus, night hag, doppelganger or other exomorph. This rider gives the Black Chamber operative one or more supernatural powers, but also means that the Chamber can liquidate uncooperative assets remotely.

Succubus: Succubus entities feed on sex and death. A succubus-bound agent gains access to the succubus's telepathy, but must feed the demon regularly with suitable sacrifices. If the binding is broken, the succubus will devour the agent's soul the next time he has sex.

Night Hag: Night Hags feed on dreams. The victim of a night hag suffers from sleep paralysis, as the entity manifests and forces its way into the victim's unconscious to use his dreamspace as a nest. A Black Chamber agent ridden by a Night Hag may use the creature to explore the dreams of others or paralyze sleepers, but will never have a full night's sleep himself. If the binding is broken, the hag murders the agent the next time he sleeps.

Doppelganger: Doppelgangers are created when an extradimensional entity uses a human as a template when manifesting in our reality. The doppelganger is a mirror image of the original (right-handed hosts give rise to left-handed copies) that appears near the original. A character bound to a doppelganger is haunted by his duplicate. Sometimes, the duplicate may help the original; at other

times, it pursues its own inscrutable purposes. An unbound doppelganger seeks to murder the original and take his place.

Stalker: Stalker entities are your classic tentacled horrors from beyond the stars. When one of these is bound to a Black Chamber agent, he becomes a disposable asset – all the Chamber handlers need to do is remotely break the binding, and the creature appears to devour both the agent and any bystanders before sublimating off to another dimension. The agent can also temporarily relax the binding, causing the monster to appear and attack anyone nearby. Basically, if you've got one of these, you're a suicide bomber wearing a vest of grenades, but you can chuck a few before the whole vest goes boom.

Living Dead: Like the Laundry, the Black Chamber recycle their employees as zombies. Unlike the Laundry, the Chamber can deliberately trap the consciousness of a dead agent and re-fire the decaying neurons with thaumaturgy. Living dead agents are locked inside their own preserved corpses. They look almost like they did when they were alive – a little puffier, their skin a little more waxy, and their eyes always unfocused and glassy – but the instant the binding spell is broken, they flop down stone cold dead. Living dead agents are caught on the threshold of oblivion, and cling to the little bit of life left to them with inhuman ferocity. These agents use the same rules as Zombies (page 97).

Zombie Rider: Not all Black Chamber agents are bound by magic. Some never enter the field directly, using zombie drones under remote control as their shambling eyes and ears. If you're playing a zombie rider, then your body is safely back at a workstation in Langley or Texas or Cheyenne Mountain, while your mind controls a reanimated corpse. These agents do not need loyalty bindings – if one tried to betray the Black Chamber, her manager could just cut the remote link to the zombie and discipline the agent directly.

Soul Rider: Like a zombie rider, but controlling a bound human subject. The Black Chamber has hundreds of 'stringers' across the world, all prepared with binding spells. Most of the time, they have their own free will, but at any moment, a Black Chamber soul rider can take control of the stringer's body. As a Soul Rider, you'll be hopping bodies as needed. One day, you're riding the body of a nineteen-year-old Thai prostitute; tomorrow, you might be a CIA-trained assassin in Prague, or walking into the Capital in the body of a bound US senator.

Otherwise, Black Chamber agents are created using the same process as Laundry agents as described in the core rulebook on pages 16-28, with the following exceptions:

Instead of using the bonuses provided in **Step Eight: Assignment and Skills** on pages 18-19 (and 21), add the following skill bonuses: Bureaucracy +10, Command +10,

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Cthulhu Mythos +10, Firearms (any) +15, Knowledge (Espionage) +15, Sorcery +10, Spot +10, Technology Use (any) +10, any other skill +10.

The Black Chamber does not use warrant cards or any standard means of identification. They already know who you are. They use tattooed wards for agents, and most important assets are protected by implanted microscopic wards engraved with defensive spells. As a Black Chamber field op, you'll know next to nothing about your superiors or the organisation you work for. You don't need to know – all you've got to do is complete your mission. Fail, and they'll pull the demonic choke-chain they've got tied around your soul. Black Chamber missions tend to be more... proactive than the ones the Laundry undertakes, and the organisation has a much longer reach. The Black Chamber runs missions all over the world and beyond.

Gehime Sicherheitsabteilung (GSA)

Better known as the 'Faust Force,' the GSA is Germany's counterpart to the Laundry. Germany's occult scene was razed following World War II, and the whole country was turned into a magical DMZ. There wasn't any counter-occult agency in West Germany until the late 'fifties, and even up to the 1970s the Faust Force was an understaffed joke. However, after a period of intensive investment and research, the GSA was able to reinvent itself as a cutting-edge OCCINTEL group.

As the GSA has few local problems (Germany's still largely cult-free) and is extremely well funded (thank you, German economy), they act as the EU's troubleshooters and inspectors. If the Laundry or another similar group needs backup, the GSA are usually the ones to provide extra manpower and magic. The EU loves the Faust Force, and wants to use them as the nucleus of the planned pan-European occult defence group. The various national agencies see the Germans as overfunded, standards-obsessed Eurocrats, and GSA support teams often find themselves fighting organisational turf wars before they even get close to the alien horrors. The GSA is, by the standards of the OCCINTEL world, brand new. As a result of the post-WWII denazinecromancerfication process, it lacks the supernatural treaties and bindings common to other groups. It only signed the Benthic Treaty in the late 60s, for example. The organisation feels new and fresh and high-tech, in contrast to the Laundry's curious mix of the traditional and the technological.

Creating a GSA Agent: GSA agents are created using the same process as Laundry agents as described in the core rulebook on pages 16-28, with the following exceptions:

Language (Own) is German rather than English.

Instead of using the bonuses provided in **Step Eight: Assignment and Skills** on pages 18-19 (and 21), add the following skill bonuses: Bureaucracy +10, Command +5, Computer Use (any) +10, Firearms (any) +10, Insight +5, Knowledge (Accounting) +5, Knowledge (Espionage) +5, Knowledge (Law) +5, Research +5, Science (any) +5, Science (Thaumaturgy) +5, Spot +5, Strategy +5, Technology Use +10 (any), any skill +10.

Instead of warrant cards, GSA agents wear protective amulets inscribed with Enochian runes and incorporating a security token that generates a one-time password to verify the wearer's identity when needed.

Unit G6, 'The Gallery'

A small division of the the Dutch AIVD (properly known as the *Algemene Inlichtingen- en Veiligheidsdienst*, translated as the 'General Intelligence and Security Service'), the group known as 'the Gallery' (or properly as *De Gallerij*) is, like the Laundry, informally named for their old location, the former National Art Gallery in the Hague, in the Kingdom of the Netherlands. When the former National Art Gallery was incorporated into the Rijksmuseum when it was moved to The Hague, the immense collection of occult matériel was collected from former NATO storehouses now under control of EUINTEL, and assembled into one of the world's largest occult libraries, the Atrocity Archives. The Gallery is the division of the AIVD assigned to cataloguing, caretaking, and expanding the holdings of the Atrocity Archives. This occult storehouse is of immense strategic importance and considerable threat to the world's security, and the Gallery are among the most capable, dedicated agents, supposedly incorruptible and zealous in their internal security.

Prior to 2001, the Netherlands was, per capita, the most wire-tapped nation in the world, and the national security agency's willingness to monitor its own citizenry was without peer. The Gallery's active role in this was disguised as a Cold War remnant distrust of leftists, masking its true intent of actively seeking potential cult activity.

Highly trusted by most of the extranormal security agencies within the EU, Gallery agents frequently serve as consultants or even mediators, coming in to advise investigations and task force activities large enough to cross national lines and jurisdictions. They frequently take custody of artefacts and other occult paraphernalia discovered in the course of security activities, escorting said materials back to the Rijksmuseum.

In addition to this consulting and cross-agency work, the majority of the Gallery's day-to-day activity involves tracking known and heretofore-missing occult items across

international lines and making all efforts at recovering them for the Archives. This involves scouring the catalogues of various international auction houses, and keeping a keen eye on the vagaries of the occult black market, paying special attention to items connected to the Third Reich. With a budget that would fluster any Laundry agent, the Gallery aggressively seeks to recover occult items through legal means whenever possible, but will not hesitate to use force if there is a perceived threat to national or international security. Gallery agents frequently request assistance from other agencies when travelling abroad, and as such they are fairly adept at international bureaucracy, and are familiar with the internal structures and operating guidelines of many extranormal security agencies.

As part of the AIVD, the Gallery works alongside the NCTb (the Nationaal Coordinator Terrorismebestrijding, the Dutch agency responsible for counter-terrorist activities) and the MIVD (the Militaire Inlichtingen- en Veiligheidsdienst, or Military Intelligence and Security Service), with all three agencies falling under the command of the Dutch Ministry of Justice.

Creating an Agent of The Gallery: Gallery agents are created using the same process as Laundry agents as described in the core rulebook on pages 16-28, with the following exceptions:

Language (Own) is Dutch rather than English.

Instead of using the bonuses provided in **Step Eight: Assignment and Skills** on pages 18-19 (and 21), add the following skill bonuses: Bureaucracy +10, Computer Use (any) +5, Knowledge (Art History) +10, Knowledge (Group [The Third Reich]) +5, Knowledge (History) +15, Knowledge (Law) +5, Knowledge (Occult) +20, Knowledge (Politics) +5, Knowledge (Streetwise) +10, Research +10, and Technology Use (Surveillance) +5.

Gallery agents are assigned their variant of a warrant card (see page 98 of the core rulebook), specific to their agency but otherwise identical to those used by the Laundry.

Due to their longtime, regular exposure to the horrors of the Atrocity Archives, Gallery agents begin with 10 fewer Sanity (SAN) points than they would normally begin with. This does not represent a single encounter or cause an initial insanity, but instead represents the effect of the occult 'background radiation' emanated by the Archives.

Gallery agents receive a complimentary discount of 15 towards the Rijksmuseum gift shop and the coffee shop, and free admission to the museum's conventional exhibits upstairs.

Gallery agents are regularly sent on international assignments, so a campaign featuring the Gallery would be a globe-hopping affair, a mix of high-society auctions and tedious sifting through abandoned warehouses looking for scraps of occult knowledge that have lain undisturbed for more than two-thirds of a century. GMs may even wish to introduce Gallery agents into regular Laundry campaigns, as allies or potentially even at cross-purposes with the Player Characters.

New Zealand Domestic & External Security Group

For a small country, New Zealand punches well above its weight when it comes to the Mythos. It's located close to Cthulhu's doorstep, for one thing, and while the Laundry's pretty sure that a plush-toy-inspiring squid-headed Godzilla isn't going to rise out of the ocean and eat us all, there's definitely *something* down there under the sea, and it's not Spongebob. New Zealand's also a major stopping-off point for Antarctic expeditions, and the South Pole contains the remnants of ANNING BLUE SKULL. In terms of prehistoric super-civilisations, New Zealand is the place to be.

The underfunded DESG section dedicated to the supernatural, S4, spends half its time dealing with the relics of said alien civilisations, and most of the rest of the time running counterintel operations against all the Black Chamber, Thirteenth Directorate, Nameless Bureau and cult agents that come to New Zealand's green isles to steal those relics. A field agent in Wellington is going to see as much action in a single year as a London-based agent might in five; when Bob talked about '*a sock-shod foot washed up, unaccompanied, on a Pacific beach one morning while the crabs dine heavy*,' the risk of getting seconded to the DESG was at the back of his mind.

Creating a DESG Agent: Agents are created using the same process as Laundry agents as described in the core rulebook on pages 16-28, with the following exceptions:

Instead of using the bonuses provided in **Step Eight: Assignment and Skills** on pages 18-19 (and 21), add the following skill bonuses: Bureaucracy +5, Computer Use (any) +5, Cthulhu Mythos +5, Disguise +5, Drive or Pilot +10, Firearms (any) +5, Knowledge (Archaeology) +15, Knowledge (Espionage) +10, Research +10, Spot +10, Stealth +5, Technology Use (Surveillance) +5, any skill +10%.

DESG agents are assigned their variant of a warrant card (see page 98 of the core rulebook), specific to their agency but otherwise identical to those used by the Laundry.



Laundry Campaigns in Other Eras

The modern Laundry was founded during World War II, where it took the lead in combating the efforts of Nazi occultists. It took on its current form in the early 1950s, after several senior members of British Intelligence fully understood the implications of Alan Turing's unpublished last theorem. The Laundry has been in existence for almost seventy years, and while most campaigns will be set in the modern day, there's no reason that a GM can't set a campaign at any point in the organisation's history. Here are a few guidelines for running Laundry campaigns in other eras.



Fighting Nazis: World War II Campaigns (1939-1945)

During WWII, when the operatives of the Laundry fought Nazi sorcerers and prevented the Wannsee Invocation from summoning a world-ending alien entropy god. In this campaign, operatives could be everything from skilled commandos armed with rifles and personal wards, to daring sorcerer-archaeologists hunting valuable magical artefacts in remote corners of the globe, to smooth-talking spies sneaking behind enemy lines to see what occult horrors the Nazis were up to. World War II was an era before the Turing Theorem and when modern computers were in their earliest

infancy. The only type of sorcery was traditional magic, with all the risks that this entailed. In this era, the British government attempted to recruit every known or suspected sorcerer in the British Isles, and didn't worry too much about their past history, as long as they were loyal to the UK and willing to accept geases to that effect. Some sorcerers who had previously been in secret UK prisons were offered pardons in return for helping the war effort.

The tone of this campaign would be very different from a traditional Laundry campaign. The most important thing to remember is that the campaign is ultimately a war story. Laundry operatives are in a fight for the lives of all of humanity, against a foe willing to kill millions powering a ritual to summon a cosmic horror that they hope will do their bidding. The campaign could entail a globe-trotting search for occult wonders and dangers, taking the characters to remote locations like Egypt and Tibet; or could take place entirely in France or Germany, where hard-eyed and desperate sorcerer-soldiers use powerful glamours to sneak past Nazi checkpoints and offensive wards to assassinate high-ranking Nazi officials.

Threats & Dangers

Nazis! The Laundry's main opposition was the Ahnenerbe, a section of the SS devoted to scientific research and the development of occult lore obtained from the cryptic *Thule-Gesellschaft* secret society. The concentration camps provided their researchers with horrific stockpiles of necromantic energy; they looted Europe and the Near East in search of relics and secret lore, and they tried to turn the Mythos into a weapon against the Allied Forces. Zombie troops marched east until they froze, their rotted limbs shattering in the Russian winter; Byakhee tore at the wings and cockpits of American bombers over France, and many-legged things crept through the forests on the western front. While Alan Turing was the first to develop computational demonology, Konrad Zuse was ahead of the Allies in computer design. His Z3 prototypes were taken by the Ahnenerbe and put to diabolical uses in the torture chambers and soul capacitors at Peenemunde. The Nazis weren't the only potential threats faced by the Laundry in this era. The other players, like the Soviet Thirteenth Directorate and the American Black Chamber, were also at large in the European theatre. While these groups were nominally allies, no-one could be trusted. All three groups wanted to secure as many Mythos relics and sorcerous items as possible, and none of them could be sure that any other group was still serving *human* goals....

Sorcery & Occult Items in the 1940s

Computational Demonology is very limited, and not available to field operatives. The characters have to rely on their own knowledge of sorcery. The rules on what's permitted and what is out of bounds have yet to be written, so WWII agents have greater latitude in using dangerous spells and bindings. A WWII Laundry agent might be bound to a demon, or handed some ghastly relic like a gorgon's head hooked up to a crude life support machine and told to wreak havoc on the enemy. Protective talismans like wards and defensive bindings exist, but are produced in only very small numbers and are not yet standard equipment. It's the Wild West era of modern occultism - anything goes, as long as it works.

The Cold War (1955-1970)

Although the Laundry continued to operate once the war ended, its role in the post-war world was exceedingly unclear for the first few years. A Cold War campaign would ideally start in 1955. By this point, Russian and American spies and researchers had learned of and confirmed the validity of Turing's theorem, and created their own occult intelligence services. 1955 was also the beginning of the height of the Cold War. The USSR had just detonated its first true hydrogen bomb, and both conventional and occult espionage were extremely active. This era also began shortly after the signing of the top-secret Helsinki Protocol, which prohibited all signatories, including the entire membership of the UN Security Council, from using, or even testing, occult weapons of mass destruction.

In this era, the Laundry was a very different organisation from either its WWII origins or its modern form. The most obvious differences were in membership and recruitment. Most of the sorcerers who joined during WWII resigned once the war was over. Some went back to private life, and even more left the UK in search of nations where sorcerers were able to practice a bit more openly; India and South America were both popular destinations. After the war was over, most of the remaining Laundry personnel were career intelligence operatives, some of whom had learned sorcery, and a few sorcerers who decided that they preferred intelligence work to the other options open to them.

Instead of a steady stream of overly imaginative hackers and computer hobbyists, the only people who ever had a chance of stumbling upon or accidentally duplicating computational sorcery were a few dozen mathematicians

and an even smaller number of theoretical physicists and philosophers. In this era, computers were very large and very difficult to gain access to, and performing the necessary calculations by hand was something that only a tiny number of people were likely to do by accident. As a result, most Laundry personnel were deliberately recruited, whether from academe or intelligence, rather than stumbling into it.



Involuntary recruitment existed in the '50s & '60s, but was rare; the majority of these recruits were practitioners of traditional magic who were discovered by the Laundry. Individuals found guilty of using sorcery to commit serious crimes or who had sold their morals and their sanity to extradimensional entities were imprisoned in prisons or asylums, but magical hobbyists, or people who had only used sorcery to commit non-violent crimes, were recruited into the Laundry, where their talents were still useful.

This sometimes awkward mixture of career intelligence officers, theoretically inclined academic mathematicians, and the occasional eccentric sorcerer was charged with protecting the UK from occult threats ranging from gorgonism and strange cults to occult threats posed by rival powers, chiefly the USSR. Laundry operatives were also attempting to discover what the newly formed American Black Chamber was up to. In addition, while the Nazis did not successfully use any occult weapons during the war, they attempted to develop them, and some of these plans, along with some of the Nazi sorcerers responsible for creating them managed to evade capture, often through the

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use of magic. For much of the 1950s & '60s, the Laundry attempted to track down any rumours of Nazi sorcery or occult weapons being used either in the UK or elsewhere in the world.

The details of the Laundry's operations were also very different. The most obvious difference was that computational sorcery was both new and rare. With the exception of a handful of people in the Soviet Union and the US occult intelligence services, and the occasional Soviet mole, every hostile sorcerer Laundry operatives encountered was a practitioner of traditional magic. Other than by using pencil and paper, the only method of performing computational sorcery required a large mainframe computer; in the 1950s, these computers were exceedingly bulky and unreliable machines that were no faster than a modern scientific calculator. The smallest required at least 120 square metres and constant maintenance, including the replacement of several vacuum tubes a day.

In the 1960s, vacuum tubes were replaced by transistors. 1960s-era minicomputers have the same capabilities as 1950s vacuum tube computers, but required far less maintenance and were no larger than three large filing cabinets. 1960s mainframes were no more than 20 square metres and were significantly more powerful. Even the best computers in the 1960s, however, required punch-card input, making them almost unimaginably slow and awkward compared to the most primitive modern scientific calculator or smartphone.

Thanks to these practical limitations, most computational sorcery was performed in the Laundry offices; field agents were mostly limited to working slowly and laboriously using pencil and paper. By the 1960s, computers were beginning to make their way into corporations and universities all across

the first world, and operatives would sometimes use their warrant cards to gain access to a computer, or use stealth, bribery or other disreputable means to spend half an hour playing with punch cards on someone else's mainframe.

More often, operatives who could not gain access to a computer would call up the Laundry and put in a request. In the 1950s, unless the request was exceptionally urgent, the operative might have had to wait for as long as twenty-four hours for the spell to be performed on the Laundry's few, slow computers. By the 1960s, the computers were both faster and more plentiful. Any important request would usually be filled within an hour, and if the spell was especially urgent, it could be cast in a few minutes. Ducking into a payphone to ask for a fast glamour, scrying or invisibility spell was a regular occurrence by the 1960s.

Computational sorcery was also exceedingly new and no one fully understood all of what it could do, which was a cause for both great optimism and terrible fear. This was also an era before Moore's Law was understood. Like all other computer users of the time, everyone in the Laundry expected that computers would remain large, hulking devices accessible to only a few. In addition, the first computer networks were in their early experimental stage in the late 1960s; hacking a computer meant gaining access to it, printing out dozens or hundreds of pages of data, and then escaping with a ream of paper. Computer security consisted of well-armed guards, and in the Laundry, powerful area wards.

This was also an era when there was a great deal of rivalry between practitioners of traditional magic and computational sorcerers. In addition to involuntary recruits, a number of older and highly experienced Laundry

Sorcery & Occult Items in the 1950s & '60s

Traditional magic and pencil-and-paper computational sorcery are both common in this era. Performing computational sorcery using either a 1950s vacuum tube computer or a 1960s minicomputer functions the same as using a modern scientific calculator to perform computational sorcery, except that no INT roll is needed to ensure accuracy when using a 1960s minicomputer. By the mid 1960s, scientific calculators the size of a modern desktop computer are available, if also rare and expensive.

Occult items are also less powerful. The best personal wards available are Level Three wards, and are sufficiently difficult to manufacture

that they are only given to operatives on especially dangerous missions. Hands of glory exist, but the necessary circuitry adds another half a kilogram to the weight, and the delicacy of these circuits were such that dropping a hand of glory automatically breaks it. Mirrored hands of glory are not available.

POW	Equipment	Time Modifier
11	1950s Mainframe computer	10 x Listed Time *
12	1960s Mainframe computer	4x Listed Time
11	1960s Minicomputer	10 x Listed Time
11	1960s Desktop scientific calculator	10 x Listed Time *

*Roll Int x 5 once per level of the spell to avoid a mistake.

operatives, including some highly decorated WWII veterans, practiced traditional magic. Instead of having to make frantic phone calls to headquarters, these operatives could perform their sorcery in a hotel room, although they might need to pay extra cleaning charges due to the black candle wax in the carpet, and possibly the chicken blood on the sheets. In the 1950s, many of the Laundry's older sorcerers regarded computational sorcery as a useless fad that had no future, but this feeling began to shift by the 1960s, when these same sorcerers realised that the future of their own sort of magic was far more in doubt.

Threats and Dangers

Soviet spies and sorcerers are the most obvious villains for Laundry campaigns of this era. The Cambridge Five, a group of high-level British diplomats and intelligence operatives who were secretly passing information to the Soviets, had just begun to come to light, and all aspects of British intelligence, including the Laundry, were hotbeds of paranoia and suspicion. However, amidst tracking down Soviet agents either inside the Laundry or elsewhere in the UK, the Laundry was also busy hunting down monsters, dangerous cults, and Nazi sorcerers.

This was an era well before anyone other than a few mystics suspected the truth of CASE NIGHTMARE GREEN. Instead, the apocalypse that everyone feared was global thermonuclear war, which at times seemed horrifyingly close. In addition to regularly being asked to use their magics to help the rest of British Intelligence prevent such an occurrence, there were also similar fears about occult threats. Although the Helsinki Protocol had been signed by all members of the UN Security Council, no one knew who might be sheltering a team of Nazi sorcerers working to create occult weapons of mass destruction, or perhaps simply occult weapons designed to enslave the minds of enemy soldiers or civilians.

This era was also the dawn of official treaties with BLUE HADES, and there were a number of attempts to spy upon BLUE HADES cities and installations, before it became abundantly clear that attempting to do so rarely succeeded and usually resulted in multiple fatalities. However, as the Laundry and other occult intelligence agencies learn a few more tidbits of information about BLUE HADES, they also learned to better recognise BLUE HADES artefacts. The acquisition of this initiated a search of small museums, private collections, and archaeological sites across the world for artefacts that had been washed up decades or centuries earlier, and which collectors mistook for exotic carvings or interesting rock formations. At the same time, occult intelligence organisations were also competing to acquire various ancient occult devices and texts from museums, private collections, and ancient ruins all across the world.

Some had previously been collected by Nazi sorcerers and then hidden in Germany or smuggled to Switzerland, Argentina or a host of other nations. The Laundry worked to acquire these objects and texts, to study them, keep them out of the hands of cultists, would-be sorcerers, and enemy occult intelligence agents. This was also when the Laundry was still cataloguing the various occult threats and dangers in the UK and the world. Although most were known, many creatures and natural phenomena, especially those found in remote portions of the globe, were still only rumours that Laundry operatives had begun to investigate.

The Dawn of the Geek Age (1970-1990)

This era began with the spread of computers to an increasing number of businesses and the development of the first actual desktop computers. It ended with both the fall of the Berlin Wall and the release of the first widely-used version of Microsoft Windows. By the mid-1970s, the first personal computers were beginning to become popular among hobbyists and the Laundry was about to find that their job had become a great deal more difficult.



In this era, the number of people who were learning to use – and to experiment with – computers exploded. This process started with teens and university students with access to mainframes and minicomputers, through either their schools or programs for gifted students, and grew to include electronics hobbyists who spent their time writing all manner of programs for their simple machines with 4 or 8K of RAM.

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By the late 1970s, these early home programmers had created a multitude of simple computer games, and a very few of them had managed to stretch the capabilities of their machines to the limit and accidentally performed computational sorcery. In this era, accidentally performing more than a Level Two spell was almost impossible, but even that can be lethal, and anyone who discovered even very minor effects was likely to keep probing, and see what else they could do.

According to policies previously only used to forcibly recruit brilliant mathematicians and users of traditional magic, the Laundry began receiving an influx of poorly socialised paleo-geeks, who were simultaneously confused and upset by their new circumstances, and excited to gain access to some of the best mainframes and desktop computers available in the UK. The late 1970s marked a transition for the Laundry. By this time, more than half of its new personnel were recruited because of programming accidents and near-accidents. The lives and experiences of these new recruits were a vivid contrast to those of the older and more senior personnel, who were still the mixture of academics, career intelligence officers and old-style sorcerers that had made up the vast majority of Laundry personnel in the previous three decades.

The Laundry still recruited a few practitioners of traditional magic during this era, but as time went on, most were either re-trained to become computational sorcerers or were given desk jobs. The most brilliant were encouraged to go into theoretical sorcery, but they were the only practitioners of traditional magic whose work was not considered dangerous and outdated. Occasionally, traditional magic was useful for a mission, but computers had become common enough and fast enough that there was less need for them. In this era, the tide had turned and practitioners of traditional magic were seen as backwards, not to mention half-mad for risking their minds and bodies, performing magic that was far slower and less reliable than the sort performed on a computer.

In this era, the Soviet Union remained a powerful threat, but Laundry operatives were also learning exactly how much of a threat a clever college student with a stack of punch cards or access to a terminal could be. This was also the dawn of networked computing. From the official government networks of the 1970s to the BBSs that originated in the late 1970s and became popular in the 1980s, an increasing number of smart, computer-savvy, and often overly curious people got on-line in this era, and some of them either knew more than they should or were blindly experimenting with dangerous forces and hostile entities. On rare occasions, someone typing on a BBS might find that the individual responding them when was nothing remotely human, and had a few favours to ask...

Sorcery & Occult Items in the 1970s & 80s

Computers are much improved in this era. The first pocket-sized, battery-powered scientific calculators are available in the early 1970s, and by the early 1980s, the first portable computers are available. Of course, these devices have to be plugged in and weigh between 10 and 15 kg, so they're more like medium-sized luggage than something you could slip in a bag or briefcase.

POW	Equipment	Time Modifier
12	1970s Mainframe computer	Listed Time
11	1970s Minicomputer	2x Listed Time
11	1970s Desktop computer	4x Listed Time
13	1980s Mainframe computer	Time Listed
12	1980s Minicomputer	Time Listed
11	1980s Desktop or Portable computer	Time Listed

Communications & Computing

The 1970s was much like the previous two decades, in terms of the availability of communications. The Laundry had their own private computer network and could access the larger networks used by British Intelligence and the British military if they had a good enough reason to do so, but individual operatives were almost never given authorisation to do so. However, by the 1970s, an increasing number of people, including exactly the sorts of people who were recruited by the Laundry, had learned how to hack telephones and telephone networks, making calls that seemed to originate from other locations, making free long distance calls, and gaining access to supposedly isolated data and voice networks. The 1970s was the era of the infamous Blue Box that allowed the clever to make free phone calls, and the even more clever to discover various hidden phone lines that were only accessible using specially made phones, or a sufficiently determined phone phreak. Of course, some of these lines were used by British Intelligence or the Laundry, and by the mid-1970s, several Laundry employees were skilled phone phreaks who had dialled the wrong hidden phone code and heard information that mandated their recruitment.

The 1970s was a particularly vulnerable time for the Laundry, because very few of the older employees had any understanding of the capabilities of phone phreaks,

and were exceptionally surprised when more than a few engineering graduate students and similar geeks managed to listen in to supposedly secret phone lines. They were not ready for the way in which faster and far more available computers allowed ordinary programmers and hobbyists to stumble upon some of the secrets of computational sorcery. After a few exceedingly unfortunate incidents, involving everything from extradimensional entities possessing everyone in a college computer lab to exotic, magically produced weather patterns causing rains of frogs over various London suburbs, the Laundry began to take this new threat very seriously indeed. Many of the new recruits were charged with attempting to make certain that no one else stumbled upon the secrets that they had.

Communications began to change even more in the 1980s. By the early '80s, (barely) portable computers, computer BBSs, and mobile phones the size of a half litre soda bottle were all available. Laundry operatives could now cast spells from the comfort of their hotel room, and check their favourite BBS the same way. Laundry operatives on the run could even use a mobile phone to call for help, at least if they were on the run in a large city and had their big, clumsy phone with them. Of course, this technology was used by more than just the Laundry. Aside from overly curious hobbyists and programmers, Soviet spies used the same equipment, as did a handful of cults composed of computational sorcerers who were clever enough to learn about sorcery before they were picked up. The best of these sorcerers learned to hide their activities from the Laundry, and one or two posed least as much of a threat to the UK as the USSR.

Threats and Dangers

The 1980s was the era when the Laundry and other occult intelligence agencies first became aware of the possibility of CASE NIGHTMARE GREEN. It was regarded as a distant and still theoretical threat, of course, and there were a number of far more immediate dangers. Until the end of the 1980s and the beginning of the end of the USSR, the Soviets remained a major threat, although somewhat of a less immediate one than in the previous two decades.

Now, computers themselves began to become dangerous. Accidental magic was far easier and more common than it had been in previous decades. The most dangerous form of this magic was accidental summoning, where creatures from beyond the walls of the universe used, say, a CSs grad's final project as a gateway to slip into this world. Since accidental magic was often seriously imperfect, sometimes these entities could not get quite all the way into our universe, but if they could send messages over a terminal, they might be able to talk a programmer into helping them.

More than one programmer, computer science grad student, or electronics hobbyist experimented with new hardware and software and saw mysterious messages appearing in green or amber text on their monitors or terminals. Often, these beings pretended to be some sort of artificial intelligence; or, if the computer was connected to a network, another hacker or hobbyist who needed help. The hapless programmer would then give the entity full access to our world, and frequently a new home, just behind his eyes. Unlike later decades, the vast majority of computer networks were dial-in BBSs, where only a few individuals could be on the network at the same time and where individuals had to dial the number of the BBS directly. Monitoring all of the hundreds, and then thousands, of BBSs in the UK was an exceptionally daunting task, and most often the Laundry only learned about a problem after the fact, in police reports or in the readings of their thaumic energy detectors.

The Internet & The Age of Capitalism (1990-2001)

The end of the 1980s was when the Laundry changed forever. The Soviet Union collapsed, the Berlin Wall fell, and the decades-long dynamic between East and West was forever changed. Within a few years, tourists and locals were buying fast food in Moscow, and ex-KGB agents were talking about the 'good old days' in bars from London to Kiev. This was also the era of the birth of the commercial internet.



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Previously the domain of technically-adept college students and IT professionals, the online world was playing host to a growing population of normal men and women. For the next few years, computer sales skyrocketed; everyone had to have one in their home and their office. When computers went mainstream and the internet boom began, the Laundry knew trouble was headed their way fast. Just as everyone was beginning to relax now that the threat of Soviet sorcerers was largely gone, the far more diffuse and ultimately more dangerous threat of clueless noobs summoning eldritch entities and warping physical laws only continued to increase.

In this era, the Laundry still recruited a few eccentrics who practiced traditional magic, but other than a handful of brilliant magical theoreticians working in Faraday cages, the Laundry no longer had any use for this form of magic. Laptops running eldritch programs beat the heck out of complex rituals that take half an hour or more and had a good chance of serious unintended side effects. Practitioners of traditional magic who were forcibly recruited were either re-trained or given jobs that didn't involve sorcery (and geased into not being able to perform it on their own time). This was also an era when more than a few computational sorcerers who annoyed their superiors or were late for work once too often were assigned to teach remedial computer skills to would-be computational sorcerers who had never used a computer before, and whose knowledge of sorcery included the liberal use of incense, crystals and chicken blood.

Threats and Dangers

The explosive growth of both computers and computer use, combined with the continued growth of the human population, brought CASE NIGHTMARE GREEN ever

closer. The British government first began preparing for CASE NIGHTMARE GREEN in the last years of the 1980s, and preparations were redoubled in the 1990s. It was now clear to everyone in the field of occult intelligence and security that CASE NIGHTMARE GREEN was no longer a terrible, but distant possibility; it was real, and it was going to happen in approximately 20-25 years.

Of more immediate concern was the risk of magical criminals and terrorists. Although the Soviet Union was no more, a significant quantity of Soviet occult resources had vanished immediately after the fall of the USSR, and both the Laundry and the Black Chamber worried a great deal about what had happened to the various occult devices, computational sorcerers, books, and data files that were now unaccounted for. The fact that some of these objects and a few of these people had found their way into the hands of Eastern European criminal gangs was especially problematic. More than a few Laundry operatives were sent into the former USSR to attempt to recover especially valuable objects and people, and to help make certain that the Russian Mafia and similar groups didn't gain access to intelligence-grade sorcery.

Such problems were also not limited to Eastern Europe. A number of third-world nations who had received limited magical support by the US, UK or USSR were now more than happy to attempt to go their own way, and to use whatever magics they had on hand. In addition, Russian and other Eastern European criminal organisations often had branches all across the EU, including gangs within the UK. With tactics including geased police officers and customs officials, wards against damage, and the occasional invisibility spell, the gangs were considered a major threat to UK occult security, especially since a few of them had demonic partners.

Sorcery & Occult Items in the 1990s

In the 1990s, computers are considerably less powerful than modern machines, but are at least in the same ballpark. Graphic interfaces are now the norm and computational sorcery has become something that any Laundry operative can do in a hotel room, or even a table at a café - all you need is a laptop loaded with the right software. Advances in microprocessor technology also enable the Laundry and similar agencies to create all of the occult devices from the core rulebook.

POW	Equipment	Time Modifier
14	1990s Supercomputer	1/5 the Listed Time
14	1990s Mainframe computer	Listed Time
13	1990s Desktop computer	Listed Time
12	1990s Laptop	Listed Time



1. The Official Secrets Act



OFFICIAL SECRETS ACT, -----1916-----

3. "(1) IF ANY PERSON HAVING IN HIS POSSESSION OR CONTROL ANY SECRET OFFICIAL CODE WORD, OR PASS WORD, OR ANY SKETCH, PLAN, MODEL, ARTICLE, NOTE, DOCUMENT, FORMULA, DIAGRAM OR INFORMATION WHICH RELATES TO OR IS USED IN A PROHIBITED PLACE OR ANYTHING IN SUCH A PLACE, OR WHICH HAS BEEN MADE OR OBTAINED IN CONTRAVENTION OF THIS ACT, OR WHICH HAS BEEN ENTRUSTED IN CONFIDENCE TO HIM BY ANY PERSON HOLDING OFFICE OR SANCTION UNDER HIS MAJESTY OR WHICH HE HAS OBTAINED OR TO WHICH HE HAS HAD ACCESS OWING TO HIS POSITION AS A PERSON WHO HOLDS OR HAS HELD OFFICE UNDER HIS MAJESTY OR HAS HELD A CONTRACT MADE ON BEHALF OF HIS MAJESTY OR AS A PERSON WHO IS OR HAS BEEN EMPLOYED UNDER A PERSON WHO HOLDS OR HAS HELD SUCH AN OFFICE OR CONTRACT, -

(A) COMMUNICATES THE CODE WORD, PASS WORD, SKETCH, PLAN, MODEL, ARTICLE, NOTE, DOCUMENT, FORMULA, DIAGRAM OR INFORMATION TO ANY PERSON OR ENTITY, OTHER THAN A PERSON OR ENTITY TO WHOM HE IS AUTHORISED TO COMMUNICATE IT, OR A PERSON OR ENTITY TO WHOM IT IS IN THE INTEREST OF THE STATE TO COMMUNICATE IT, OR

(B) USES THE INFORMATION IN HIS POSSESSION FOR THE BENEFIT OF ANY FOREIGN POWER, ORGANISATION, INDIVIDUAL OR ENTITY OR IN ANY OTHER MANNER PREJUDICIAL TO THE SAFETY OR INTEREST OF THE STATE, OR

(C) USES THE INFORMATION IN HIS POSSESSION FOR ANY ACTION OR IN SUCH A WAY THAT IS PREJUDICIAL TO THE SAFETY OR INTEREST OF THE STATE, OR

(D) RETAINS THE SKETCH, PLAN, MODEL, ARTICLE, NOTE, DOCUMENT, ENTITY, BINDING OR GRIMOIRE IN HIS POSSESSION OR CONTROL WHEN HE HAS NO RIGHT TO RETAIN IT OR WHEN IT IS CONTRARY TO HIS DUTY TO RETAIN IT, OR FAILS TO COMPLY WITH ALL DIRECTIONS ISSUED BY LAWFUL AUTHORITY WITH REGARD TO THE RETURN, DISPOSAL, OR DISMISSAL THEREOF, OR

(E) FAILS TO TAKE REASONABLE CARE OF, OR SO CONDUCTS HIMSELF AS TO ENDANGER THE SAFETY OF THE OFFICIAL CODE WORD, PASS WORD, SKETCH, PLAN, MODEL, ARTICLE, NOTE, DOCUMENT, ENTITY, BINDING, GRIMOIRE OR INFORMATION;

THAT PERSON SHALL BE GUILTY OF A MISDEMEANOUR.

(1A) IF ANY PERSON HAVING IN HIS POSSESSION OR CONTROL ANY SKETCH, PLAN, MODEL, ARTICLE, NOTE, DOCUMENT, ENTITY, BINDING OR GRIMOIRE WHICH RELATES TO MUNITIONS OF WAR, OFFICIAL SECRETS OR OTHER POWERS, COMMUNICATES IT DIRECTLY OR INDIRECTLY TO ANY FOREIGN POWER, ORGANISATION, INDIVIDUAL OR ENTITY OR IN ANY OTHER MANNER PREJUDICIAL TO THE SAFETY OR INTEREST OF THE STATE, THAT PERSON SHALL BE GUILTY OF A MISDEMEANOUR.



(2) IF ANY PERSON RECEIVES ANY SECRET OFFICIAL CODE WORD, OR PASS WORD, OR SKETCH, PLAN, MODEL, ARTICLE, NOTE, DOCUMENT, ENTITY, BINDING, GRIMOIRE OR INFORMATION KNOWING, OR HAVING REASONABLE GROUNDS TO BELIEVE, AT THE TIME WHEN HE RECEIVES IT, THAT THE CODE WORD, OR PASS WORD, OR SKETCH, PLAN, MODEL, ARTICLE, NOTE, DOCUMENT, ENTITY, BINDING, GRIMOIRE OR INFORMATION, IS COMMUNICATED TO HIM IN CONTRAVENTION OF THIS ACT, HE SHALL BE GUILTY OF A MISDEMEANOUR, UNLESS HE PROVES TO THE SATISFACTION OF THE BINDING POWERS THAT THE COMMUNICATION TO HIM OF THE CODE WORD, OR PASS WORD, OR SKETCH, PLAN, MODEL, ARTICLE, NOTE, DOCUMENT, ENTITY, BINDING, GRIMOIRE OR INFORMATION WAS CONTRARY TO HIS DESIRE.

(3) SECTION III OF THE OFFICIAL SECRETS ACT IS CONSIDERED AN OFFICIAL SECRET AS PER SECTION III 1A, AND SHOULD AN INDIVIDUAL OBTAIN OR RECEIVE ANY KNOWLEDGE OF THIS ACT WITHOUT FIRST HAVING SIGNED THIS ACT, THAT PERSON SHALL BE GUILTY OF A MISDEMEANOUR.

(4) ANY PERSON WHO IS GUILTY OF A MISDEMEANOUR UNDER THE OFFICIAL SECRETS ACT, SECTION III, 1916 SHALL BE LIABLE ON CONVICTION OR INDICTMENT TO IMPRISONMENT OF MIND OR BODY, AT HIS MAJESTY'S PLEASURE, OR, ON CONVICTION UNDER THE SUMMARY JURISDICTION ACTS, TO IMPRISONMENT OF MIND OR BODY, FOR A TERM NOT EXCEEDING TWO YEARS OR TO A FINE NOT EXCEEDING ONE HUNDRED POUNDS OR BOTH SUCH IMPRISONMENT AND FINE.

(5) LET THIS ACT BE WITNESSED AND BOUND BY THOSE NAMED IN APPENDIX ONE, IN ACCORDANCE WITH THE ABJURATION OF DEE.

I UNDERSTAND THAT THE ABOVE CLAUSE OF THE OFFICIAL SECRETS ACT 1916 COVER ALSO ARTICLES PUBLISHED IN THE PRESS OR IN ANY OTHER FORM, AND I UNDERTAKE NOT TO DIVULGE ANY OFFICIAL INFORMATION GAINED BY ME AS A RESULT OF MY EMPLOYMENT, EITHER IN THE PRESS OR IN ANY OTHER FORM.

I WARRANT THAT I SIGN THIS DOCUMENT OF MY OWN FREE WILL, AND THAT I AM THE PERSON WHOSE TRUE NAME I INSCRIBE BELOW, AND THAT PURSUANT TO SUBSECTION D, PARAGRAPH 15, CLAUSE ONE I DO BIND MYSELF TO SERVICE NOW AND FOREVERMORE.

SIGNED: _____

DATE: _____

2. Laundry warrant card



3. Incident Report Form (SBB1C)

INCIDENT REPORT FORM - SBB1C

The information in this report is confidential, subject to the Official Secrets Act 1916, Section III.

Codeword (if any): _____

Date: ____/____/____ Officer: _____ Serial Number: _____

Location (Address/Nearest Landmark/Co-Ordinates): _____

Incident #:

Incident Type: ☐ Unusual sighting ☐ Unusual event ☐ Haunting or disturbance
☐ Injury or death ☐ Suspicious behaviour ☐ Thaumic discharge
☐ Close encounter ☐ Possession ☐ Criminal investigation
☐ Other _____

Witnesses

Name	Address	Age	OSIII ¹	SBG ²	Notes

Enter further witnesses on an attached sheet.

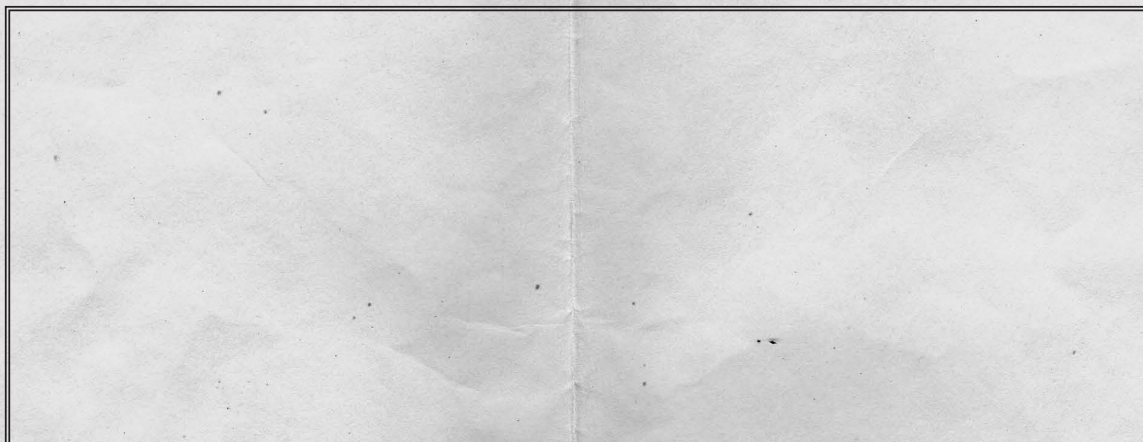
1: Is the witness a signatory to the Official Secrets Act? Enter Yes/No

2: Is the witness suborned by a geas not to remember or speak of this event? If so, enter the word of unbinding here.

Description of Event (enter a brief description of the event here): _____

SBB1C

Diagram of Event Location (note location of witnesses, any other relevant data)



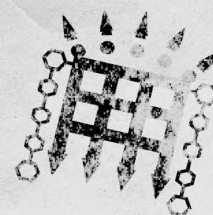
Thaumic Reading: _____ thaums

If a Tillinghast Resonator, Srying Field or other Divinatory mechanism was used, complete Form SSB/2 and attach it to this document. []

Physical Evidence Collected

Item	Location on diagram	Evidence #	Notes

Signed: _____ (Investigating Officer)



4. Reality Excursion Assessment (SSB2)

REALITY EXCURSION ASSESSMENT - [SSB2]

Codeword (if any): _____

Date: ____/____/____ Officer: _____ Serial Number: _____

Location (Address/Nearest Landmark/Co-Ordinates): _____

Note any significant auras or power sources in the vicinity: _____

Incident # (from SSB1/C): _____

Describe the incident, if possible: _____

Note any wards used, together with the serial number of the ward, if available:

Ward Magnitude (1-5)	Serial Number	Note any damage or other effects connected to the ward.

Divinatory Method Used: Thaumometer ☐ Srying (Class I) ☐ Srying (Class II) ☐
 Srying (Class III) ☐ Srying (Class IV) ☐ Experimentation ☐
 Tillinghast ☐ Geiger counter ☐ IG powder ☐
 Glass of Leng ☐ Sorcery ☐ Other (specify) ☐

Estimated Magnitude:

- ☐ Level I (minor breach/haunting/low entropy/minimal threat)
- ☐ Level II (visible effects/lesser manifestation/moderate entropy/limited threat)
- ☐ Level III (noticeable warping of reality/multiple entities/high entropy/considerable threat)
- ☐ Level IV (radical warping of reality/mass outbreak/extreme entropy/extreme threat)
- ☐ Level V (reality collapse/conjunction/infinite entropy/existential threat)

Note any methods used to contain the incursion:

☐ Exorcism ☐ Defensive ward ☐ Banishment ☐ Termination of evocation

Recommended Course of Action:

☐ Containment ☐ Observation ☐ Investigation ☐ Erasure

DOCUMENT REQUEST FORM

Instructions: Enter the stack number of all requested documents in column one. If a document is classified under a codeword or codewords, enter any appropriate codewords in column two. Enter the projected return date in column three. Enter any handling codes in column four.

Make three copies of this form. One copy must be sent to Archives (Retrieval) and one copy to Archives (Storage). Retain the third copy for your files.

Due to ongoing construction works at Service House, access to the Stacks is restricted. Non-priority requests may take up to five (5) working days to complete.

Stack #	Codeword	Return Date	Handling Code

Handling Codes:

A: Priority	B: Hand deliver only	C: Fragile or damaged
D: Dangerous	E: Original only	F: Copy & translation
G: Live specimen	H: Bulky object	I: Pre-1953
J: Electronic media	K: Remove all copies	L: Avoid physical contact

All documents withdrawn from the archives are the responsibility of the requesting officer. Failure to return a document by its due return date without informing the archives will result in disciplinary action.

**Removal of documents from approved secure sites is NOT permitted.
Copying or other reproduction of documents is NOT permitted.**

If you accept these conditions (summarised in the Employee's Handbook, pages 353-362), enter your signature below.

Signed: _____

- SORCERY LICENCE APPLICATION -

Name: _____

Serial Number: _____

SECTION 1 – APPLICATION TYPE

TICK ONE BOX ONLY. THIS APPLICATION RELATES TO:

Field use of thaumaturgy	☐	Research	☐
Applied computational demonology	☐	Binding & evocation	☐
Training/apprenticeship	☐	In-house invocation	☐
Other	☐		

TICK ONE BOX ONLY.

☐ I have held a sorcery licence in the last three years. The certificate number is [] and I wish to renew it.
☐ I have held a sorcery licence in the last three years. The certificate number is [] and I wish to replace it with the above licence type.
☐ I do not have a sorcery licence or it has lapsed and am applying for a new one.

SECTION 2 – PERSONAL DETAILS

Name:	Date of Birth:	Time of Birth:
Original name, if different:	Place of Birth:	Blood Type:
Next of kin:		
Offspring, if any:		

Relevant medical history, if any:	Date of last CT:	Doctor's Name:
-----------------------------------	------------------	----------------

SECTION 3 – TRAINING

TICK ANY APPLICABLE BOXES.

COURSES COMPLETED:

Introduction to Occult Computing	1 ☐	Advanced Occult Computing	1 ☐ 2 ☐
Esoteric History	1 ☐ 2 ☐ 3 ☐	Practical Occultism	1 ☐ 2 ☐
Certificate of Weapons Expertise, Unconventional	1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐		
Introduction to Summoning	☐	Advanced Summoning	1 ☐ 2 ☐

LIST ANY OTHER COURSES ON A SEPARATE SHEET.

Have you studied sorcery outside of an approved training course? Yes ☐ No ☐
Have you studied occult computing outside of an approved training course? Yes ☐ No ☐
Have you studied summoning or binding outside of an approved training course? Yes ☐ No ☐

If the answer to any of these question is 'YES,' give details on a separate sheet.

List any thaumaturgical practitioners who have given you instruction below.

SECTION 4 – PREVIOUS HISTORY

Have you ever used sorcery without an intermediate finite state automaton device? Yes ☐ No ☐

Have you ever used sorcery to inflict injury or suffering on another human? Yes ☐ No ☐

Have you ever used sorcery for personal gain or other matters? Yes ☐ No ☐

Have you ever used sorcery to summon or contact an unbound entity? Yes ☐ No ☐

Have you ever used sorcery beyond your rated capabilities or clearance? Yes ☐ No ☐

Have you ever been the subject of an internal inquiry or audit? Yes ☐ No ☐

Have you ever been the target of a non-work-related enchantment? Yes ☐ No ☐

Have you ever been the target of possession or contact by an unbound entity? Yes ☐ No ☐

Have you suffered any medical conditions or side effects related to sorcery? Yes ☐ No ☐

Have you ever been treated for a psychological disorder? Yes ☐ No ☐

SECTION 5 – THAUMATURGICAL DETAILS

TICK ALL APPLICABLE BOXES. I APPLY FOR PERMISSION TO USE:

Unconventional weapons ☐

Regalia of Office (items related to your current role) ☐

Field computational demonology (OFCUT) ☐

Other computational demonology ☐

Summoning grids, Level 1 or 2 ☐

Summoning grid, Level 3 or more ☐

Level 1 Sorcery ☐

Level 2 Sorcery ☐

Level 3 Sorcery ☐

Level 4 Sorcery ☐

Level 5 Sorcery ☐

Other ☐ (please specify)

APPLICANT'S DECLARATION:

I declare that the information provided by me in relation to this application is true to the best of my knowledge and belief. I understand that I may be prosecuted if I knowingly give false or misleading information. I bind myself to the code of Dee and undertake to comply with the guidelines for the ethical use of sorcery. I understand that I may be subject to further enquiries or auditing if this is deemed necessary in order to decide on whether or not to grant this application. I undertake to inform the issuing authority of any changes to the information provided as a basis for this application. I will comply with all conditions that may apply to the Sorcery Certificate. I undertake not to use sorcery for ill. I undertake not to summon any unbound entity, loose any bound entity, or bring about the end of the world without prior consultation with the issuing authority. Following the expiration of this licence, if granted, I undertake to apply for a replacement licence or to eschew the use of sorcery completely. May my heart be riven and my soul devoured by the angels of Thrice-Great Hermes should I break these oaths. Yes ☐ No ☐

Applicants Signature: _____

EMERGENCY MISSION CANCELLATION

FORM 1008.7

READ THESE INSTRUCTIONS CAREFULLY!

Use this document in the event that:

- You are currently outside the United Kingdom (including the Isle of Man, Channel Islands, and other crown dependencies)
- Your line manager is unavailable ;
- and
- You have reason to believe that your assigned mission is no longer valid due to unforeseen circumstances
- or
- You have reason to believe you are in grave and immediate danger that will make completing your assigned mission impossible

Officer Name: _____ Serial Number: _____
 Name on Passport: _____ Passport Number: _____

A. EMERGENCY PROTOCOL

A1. Which of the following have you informed of your situation?

- ☐ Other officer ☐ Consul or ambassador ☐ SIS Liaison ☐ Designated safe contact

A2. Do any of these conditions apply to you?

- ☐ Injured
☐ Incapacitated
☐ Lacking necessary travel documents
☐ Lacking necessary transport
☐ Restrained
☐ Under surveillance
☐ Other _____

A3. Ensure all of the precautions below have been observed.

- ☐ All sensitive documents destroyed or placed under ward
☐ All material relating to your mission destroyed or placed under ward
☐ An approved cleaning service has been employed, if available
☐ Supplies for travel, survival and evasion have been secured

IF ANY ONE OF THE ABOVE PRECAUTIONS CANNOT BE OBSERVED, ANSWER QUESTION A4.

A4. Do you believe that you can successfully exfiltrate?

- ☐ Yes, I believe there is a reasonable likelihood of successful exfiltration.
☐ No, I require extraction.

B. THREAT ASSESSMENT

B1. Threat is believed to be

- ☐ Danger of exposure ☐ Danger of injury ☐ Danger of arrest ☐ Danger of death
☐ Occult threat

B2. Can local law enforcement or other authorities deal with the threat?

- ☐ Yes ☐ No – not within jurisdiction ☐ No – not within capability ☐ No – no relevant authority

B3. Threat is

- ☐ Other intelligence ☐ Law enforcement ☐ Criminal ☐ Other hostile (mundane)
☐ Known entity ☐ Unknown entity ☐ Other (specify)

B4. Ensure all of the following options have been exhausted before cancelling the mission.

- ☐ Verbal warning
☐ Contacting authorities (foreign)
☐ Contacting British authorities
☐ Use of warrant card
☐ Use of evasion
☐ Use of approved countermeasures
☐ Use of force (if authorised)

C. MISSION ASSESSMENT**C1. Have all aspects of the mission been documented?**

☐ Yes ☐ No

C2. Have all other stakeholders been informed of the proposed cancellation?

☐ Yes ☐ No – ANSWER QUESTION C3

C3. Can you inform all other stakeholders through secure channels of the cancellation?

☐ Yes ☐ No

D. EVACUATION PROTOCOL**D1. Has the Transport Office been informed of your change in travel plans?**

☐ Yes ☐ No

D2. If you intend to use a car or other motor vehicle to travel to your point of exit, note the vehicle registration number [] and proposed route. []

IF YOU ARE USING A RENTED VEHICLE, ANSWER QUESTION D3.

D3. Note the rental agency [] and your customer number []

Can your rented vehicle be returned at the planned exit point? ☐ Yes ☐ No.

Are any added charges (damage, fuel, etc) liable on the rented vehicle? ☐ Yes ☐ No

D4. If your exit point is an airport, note:

the airport code:

flight number:

departure time:

and list any stopovers or transfers:

Are you liable for any added baggage charges?

☐ Yes ☐ No ☐

D5. If your exit point is a port, note:

the name:

home port:

registry number:

and destination []

] of your vessel.

D6. If your exit point is a border crossing, contact the Foreign Office Liaison Office immediately after crossing the border.**D7. Ensure the following steps have been taken:**

- ☐ This document has been completed
☐ This document has been placed under ward or destroyed
☐ Form 1018.9 (Unexpected Expenses Incurred) has been completed

Signed: _____ Date: []

UNEXPECTED EXPENSES INCURRED IN RESPONDING TO A SITUATION 1008.7 IN THE LINE OF DUTY

FORM 1018.9

READ THESE INSTRUCTIONS CAREFULLY!**Use this document in the event that:**

- You are required to complete a Form 1008.7
- and
- Your expenditures in the course of exiting the mission exceed your assigned petty cash limit

This form must be completed and filed before the end of the month in which the 1008.7 was filed, unless that filing was within three (3) working days of the prior end of the month, in which case this form must be filed before the end of the subsequent month along with Form 1018.12.

Officer Name: _____ Serial Number: _____

EXPENDITURE	BUDGETED ¹	ACTUAL ²	DIFFER- ENCE ³	REASON FOR EXPENDITURE ⁴	SIGNOFF ⁵
ACCOMMODATION					
SUBSISTENCE					
TRAVEL (INTERNATIONAL)					
TRAVEL (OTHER)					
MEDICAL					
PHONE & INTERNET					
EQUIPMENT RENTAL					
EQUIPMENT PURCHASES					
CLOTHING & FOOTWEAR					
OTHER SUPPLIES					
GRATUITIES					
SUNDRIES					
OTHER					

1. Budget line item as agreed in initial Form 1008.2.

2. Actual line item expenditure

3. Difference between 1 & 2, if any.

4. Explain why the expenditure was necessary. Attach extra pages if necessary.

5. Manager must initials here. If multiple signoffs are required, note department of each manager in brackets after initials.

EXPENDITURE LIST

Cash Spent: [] [] GBP [] EUR [] USD [] Other _____

Credit Card: [] [] GBP [] EUR [] USD [] Other _____

Card Number: [] Name [] Account []

CHEQUE #	ACCOUNT #	AMOUNT	PAYABLE TO

Other Debts (cash): []

Other Debts (other): []

Attach receipts for all line items to this document. Failure to include receipts or full accounting of expenditures may result in summary rejection of all claimed expenses. Any claims not validated by the Expenditures Oversight Committee must be paid by the officer who incurred the expenses within 28 working days.

I swear that the above information, to the best of my knowledge and judgement, is wholly correct and accurate.

Signed: _____



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