



UPPER TO SLURP

FOR USE WITH THE LAUNDRY RPG



By Gareth Ryder-Hanrahan, Andy Klosky, John Snead,
Jay Stratton and Jason Durall

Based on the 'Laundry Files' novels by Charles Stross



The

Laundry

License to Summon

Based on the Laundry Files novels by Charles Stross.

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Introduction

James Bond had his license to kill.

There's no such thing in the real world, of course. It's not that the SIS doesn't carry out the occasional bit of wetwork, but they don't give their operatives *carte blanche* to go around shooting people. If Her Majesty's Government kills you, then rest assured that your death has been discussed in numerous committees, they've got ministerial sanction on a case-by-case basis, and that it's, pardon the pun, a one-shot deal. They approve one death, not a blank cheque for multiple murders.

Laundry employees can get a license to summon. It's not that hard. Just complete a few basic Health and Safety and Demonology Courses, do the test, complete the very simple practical exam, and you're certified. Peter-Francis Young has one, for Yog's sake! It's less demanding than getting a Microsoft Certified Professional qualification, and just like an MCP, a license to summon allows you to loose mind-eating horrors on an unsuspecting world.

Make no mistake – a License to Kill is really small potatoes compared to a License to Summon. There are *things* out there in the more unpleasant corners of unreality that are much more dangerous than a Walther PPK. Brain-eating contagions that turn everyone into zombies, alien space gods who want our women, tentacled tyrants who consider us an infestation on their planet, cosmic horrors that slouch towards a premature armageddon...

No, Mr. Bond, I expect you to curl up into a little ball and rock back and forth, trying to deny the awful, inescapable truth.

There's no such thing as a license to banish, but there really should be. The theorists say that magic is just mathematics from another angle, that witchcraft is derived from half-remembered alien superscience, and that the whole thing is morally neutral. Magic's just a tool.

Anyone who's been in the field knows the truth. Magic is a twisted, malignant thing. It corrodes whatever you define as a human soul. There are secrets man was not meant to know. There are things that should not be.

Do not call up what you cannot put down.

And do your best to put down whatever the other guy called up.

How To Use This Book

License To Summon expands on the magic available to employees of the Laundry. It's got twists on existing spells, new forms of sorcery, new gadgets, and lots of alarming new powers. Most of these new spells, though, are experimental, restricted and highly dangerous. They don't hand these formulae out to anyone, just to the field agents who need them.

And if you need them, you're in trouble...

Recovering lost POW

Many spells and effects in this book inflict temporary POW damage – having your soul bruised, sucked, sold, folded, spindled or mutilated is par for the course when you work in the Laundry. In general, lost POW returns at the rate of one point every few hours. Assume it takes eight hours to recover one point if you're exerting yourself or stressed, four hours under most circumstances, and one point every two hours if you're doing nothing but resting or sleeping.





Computational Demonology

Once they complete their initial certification, all computational sorcerers employed by the Laundry have learned how to perform all of the standard formulae that have been developed and approved by our thaumaturgical researchers. But simply being familiar with these spells is very different from understanding them, or knowing about the various tricks and variants that are available. Several of these spells have unusual uses and others have minor modifications that can significantly expand the capabilities of the spell. Because many of the variants are either fairly specialised or have significant potential for deliberate – or even accidental – misuse, discussion of and access to these techniques are limited. Only operatives who are being sent on missions that require them, and experienced field agents who have demonstrated a clear understanding of the ways to use computational sorcery in a manner that is both safe and effective, are given access to these techniques.

By virtue of the fact that you are reading this document and your heart is still beating within your chest,¹ you are someone that the Laundry considers sufficiently skilled and sufficiently careful to have free access to these techniques.

However, it is also important to keep in mind that senior personnel have access to even more advanced sorcerous techniques, as do some of our enemies. More than one field operative has lost his life because he based his plans on the belief that the opposition was limited to using the same range of spells and magical techniques as him. We've only been using computational sorcery for a little over sixty

years. A few of you are unlucky enough to have seen exactly what advanced alien sorcery can do. We're nowhere close to that, and perhaps that's a good thing.

The following are descriptions of alternative methods and techniques for the various officially sanctioned spells. Please note that use of some of the more sensitive occult software will be logged, and operatives may be required to provide detailed reports about the necessity of using certain software. Specific variants and techniques can be found under the listing for each of the common spells; following the list are several general sorcerous techniques, as well as a discussion of other varieties of sorcery.

Defensive Bindings

Becoming temporarily bulletproof isn't just an option for people. It's equally possible to use this spell on any target, from a tiny glass figurine to a full-sized lorry. Protecting fragile artefacts against kinetic damage should be standard practice when transporting them into any situation that might be considered remotely risky, which means carrying them outside of any Laundry facility. This spell also makes handling ancient and exceptionally fragile manuscripts far safer.² Most of the rare occult tomes in the Laundry's research facilities should be protected by this spell, but that doesn't give you leave to test how sturdy this spell makes them.

In addition to books and exotic artefacts, more than one Laundry operative who knew or at least strongly suspected

Giving Players Access to Advanced Sorcery

Some of the spell techniques and variants discussed in this chapter are specifically mentioned as being available to operatives who are both experienced and trusted. If you start out the characters as junior Laundry operatives heading out on their first missions, they should not start play with access to these techniques. Instead, the characters should gain access to them when their Sorcery skill is 45% (sufficient to cast level three spells), and they have been on at least three important missions that didn't end with a large number of body bags and tentacles. If handled in this fashion, gaining access to these techniques will be a significant achievement for the characters and the players.

Alternately, the characters might be given temporary access to one or more of these techniques below if their superiors (and the GM) decide that they need these techniques for the current mission. Alternately, you could ignore all this, and simply say that the R&D department is giving every computational demonologist a software upgrade that includes access to these new techniques – it's your game, after all.

1: This should be taken metaphorically; non-human or post-mortem operatives without a beating heart may also qualify for advanced computational demonology techniques.

2: If the grimoire absorbs the kinetic binding and begins to drink in light and heat from the surrounding environment, *run*.

that they'd soon be involved in a high speed car chase succeeded because they took the time to ward their car. If you have the time, a kinetic defensive binding can even make rope or handcuffs sturdier and allow you to more reliably hold targets that you suspect may have greater than human strength.

However, using defensive bindings as a long-term preventative measure is typically not worth the trouble. Remember that the protection that this spell provides is ablative. Placing a defensive ward on your briefcase just in case something might happen at some later date generally means that the protection gradually wears away as you set it down too hard, your cat knocks it over, or you bang it into a lamppost when running for the bus. When you actually need it, your fancy level three spell now probably won't do more than slow a bullet down a little, provided it's low-calibre.

Also, most agents forget that defensive bindings can be used to stop other sources of damage, such as extremes of temperature or even ionising radiation. It's a lot harder to invoke a compliant Maxwell's Demon to sort energetic particles than it is to shunt the kinetic energy of a flying chunk of metal into the Dungeon Dimensions, so using defensive bindings for anything other than kinetic protection requires considerable skill. The Laundry has developed formulae for heat, cold, ionising radiation and other sources of damage.

Defensive Binding Rules

Using a defensive binding upon a non-living target is identical to using it on a living target. If the target is substantially smaller than a person, like a piece of fragile personal electronics or a briefcase, the rules are unchanged. Affecting larger targets uses the rules for Increasing Area of Effect (*The Laundry Roleplaying Game*, p. 134): placing this binding on a car would increase the POW Requirement by +1, while using it on a lorry or a corporate jet would increase the POW Requirement by +2. At +3, you can ward your entire flat.

When determining how long this spell lasts and how well it protects targets from harm other than kinetic damage, in all cases use hit points as the guide. Someone hiking through the blazing heat of the Sahara desert with insufficient or incorrect gear is going to suffer around 1 HP/day, while someone lost in the Antarctic without proper gear could lose as much as 1d3 HP every hour or two. In both cases, a defensive binding that protected the target from extremes of temperature would absorb this damage until it was exhausted.

Destiny Entanglement Geas

The level three personal destiny entanglement spell is potentially quite powerful, but also dangerous, especially if the operative is working undercover and does not have easy access to the equipment necessary to reverse this spell.

As a result, R&D has recently developed a more limited version of this ritual that also has the virtue of being an easier-to-cast level two spell. This spell allows a temporary linkage between two or more minds that is considerably less intense and stressful than a standard Destiny Entanglement. Operatives are encouraged to always use this spell rather than the level three destiny entanglement geas unless there are compelling reasons to do otherwise.

Personal Entanglement Geas

Level: Two

Casting Time: 5 minutes

To cast this spell, everyone that the sorcerer wishes to connect must be present. This spell can be cast upon more than two individuals, but when casting this spell, the sorcerer must designate one individual as the central connection, most often the sorcerer himself. All other individuals involved in the spell are secondary connections, who are all directly connected to the central connection, but are only indirectly connected to one another.

The primary differences between this spell and a level three personal Destiny Entanglement are as follows:

- The basic linkage is one-way. The central connection can tap into the senses and surface thoughts of any one of the secondary connections at will, but the reverse is not true. Also, the central connection can only monitor the target's thoughts and sensory inputs by deliberately concentrating and 'listening' for them; otherwise, he receives no input from the target.
- Two-way communication is not possible. The central connection can listen for any mental attempts by one of the secondary connections, but secondary connections can receive nothing from the central connection and the central connection cannot receive any communication from the secondary connections when he is not 'listening.' However, by performing a simple level one spell (see Entanglement Communication Spell below), either the central connection or any of the secondary connections can briefly establish communication with the other. This communication normally lasts 5 minutes, but is as distracting as a normal conversation and can be ended sooner by the person who performed the ritual.

This ritual lasts for one full day (24 hours), which can be increased by adding +1 to the spell's POW Requirement per additional day. When the spell ends, the entangled individuals can no longer communicate and suffer no lasting effects.

Adding additional targets is handled normally (see *The Laundry Roleplaying Game*, p. 134), but the central connection may be connected to a maximum of 10 targets using this

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spell (+2 POW Requirement). The central connection can only have one of these spells active at any given time. Anyone who is part of this spell can communicate with any one specific member, or with everyone, by using the same level one ritual to enable communication.

Entanglement Communication Spell

Level: One

Casting Time: One round

Any individual who is part of a level two Personal Entanglement Geas and who knows sorcery can use this spell to communicate with any of the other people in the entanglement spell. To perform this spell, the caster must draw a small amount of their own blood; as little as a drop. When casting the spell, the caster must also indicate which other person in the geas group that they want to communicate with. Once cast, the caster and the target can mentally communicate as easily if they were speaking over the telephone with one another. Wards and similar magical barriers can block this spell, but distance is no barrier. This communication lasts for up to five minutes, or until the sorcerer ends the spell.

Entropy Manipulation

This spell is a geek's paradise. People who are new to computational sorcery are always eager to see what they can do with this spell, which is why we have a clearly defined list of acceptable spells for junior operatives. This is an exceptionally versatile spell, and that means that sorcerers can get themselves and others into all manner of trouble using it.

Coherent Light Alteration

Level: One (to stop coherent light) or One to Four (to create coherent light)

Yes, entropy manipulation can manipulate coherent light, and that means exactly what you think it does – magical laser beams.

This spell can affect coherent light in one of two ways: it can either cause coherent light that enters a pre-defined area to cease to be coherent, or it can create coherent light out of ordinary non-coherent light. Using this spell to protect against lasers is a simple level one spell, and produces a barely visible 'shimmer' around the target.

However, the reverse can be far more dramatic. This version of the spell can be used to transform an ordinary light source into a powerful laser beam. Casting this spell involves creating a cage of conductive wire or ink around the light, which must be connected to a specialised dongle plugged in to the user's

laptop, tablet, or smartphone. The spell must be recast each time the laser is fired, and has a high probability of frying the light source or blowing its fuses.

Spell Level	Type of Light	Damage
1	Pocket flashlight or dim night light	1d6+1
2	Powerful flashlight or camera flash	2d6+4
3	High powered home light fixture	3d6+6
4	Industrial or movie spotlight	4d6+8



Entropy Stabilisation

Level: Four

This variant of entropy manipulation must be used in conjunction with a level three or four Gate, and is designed to create a small area where the laws of our own physical reality apply in an alien dimension, almost always to allow the user to survive the physical conditions in another universe. This version of the Entropy Manipulation spell is rarely used, both because few people are foolish or desperate enough to visit dimensions that are sufficiently alien to require its use, and also because this spell only protects the user against differences in physical laws. The spell offers no protection against attacks by animate creatures or automated

constructs, or from random physical damage caused by rock falls, massive avalanches of living alien protoplasm or similar dangers. On a more positive note, this spell can be used to reduce excessive gravity. Unfortunately, it does not provide the user with air, water, or food, all of which must typically be carried by the dimensional traveller. The spell also does not protect the user from extremes of temperature.

In addition, the user must wear a special suit, covered in conductive mesh, connected to a computational engine running the spell. This suit provides the user, and the conductive mesh, with 2 points of armour. If this mesh suffers any significant damage, or if the electronics running the program is damaged or runs out of power, then the spell instantly ends. Depending upon exactly how alien the dimension is, the user then suffers exposure to the local conditions (with effects ranging from D3 damage every few minutes to instant, horrible, unthinkable agony followed by – if you're lucky – death).

The user continues to suffer this damage until he either repairs the suit and recasts the spell or re-enters his home dimension. Also, if the suit takes three or more points of damage, it has been punctured, and the wearer will also have to deal with the alien atmosphere, or lack thereof. Given that almost any dimension of interest is also home to various dangerous native inhabitants, keeping this suit intact long enough to accomplish a significant goal and then return is often exceedingly difficult.

Level Five Entropy Manipulation

We don't talk this with recent recruits, and we most especially don't give them the code to use it, but highly dramatic forms of entropy manipulation are possible. Instead of merely transferring energy between one dimension and another, this spell allows the user to temporarily impose the rules of one dimension on objects in another. There are several ways to use this spell, all of them destructive. By altering the strength of chemical bonds or even the strong and weak nuclear force, this spell can be used to disintegrate matter. The sorcerer draws a conductive circuit around the target, casts the spell, and then the target begins to disintegrate.

This process does $4d6+8$ damage per turn to every object inside the circuit, and only ends when the circuit is broken or inactivated or when everything inside the circuit has been completely disintegrated. Because of the nature of this damage, armour protects against it, but this armour is also degraded over time, losing five points of protection each round. For example, a spell inflicting 22 points of damage per round to a block of stone with 20 points of armour and 30 hit points would cause 2 points of damage to the stone block and reduce its armour to 15 on the first round,

and then would cause 7 points of damage and reduce the armour to 10 on the second round, and then cause 12 points of damage and drop the armour to 5 on the third round, and so on.

Without enhancement, the spell can affect an area up to 20 metres in diameter, and this diameter can be increased normally.

The major limitation on this spell is that it is a level five spell and thus very difficult to use. Also, the Laundry frowns on operatives performing acts of urban renewal, or perhaps more accurately urban removal, by disintegrating entire buildings, even if there is a dangerous cult inside.

Exorcism

One procedure we don't talk to beginners about is destructive exorcism. Instead of dealing with large build-ups of thaumic energy by safely grounding it, the operative can instead choose to release it in a deliberately destructive burst of energy. This process is also a common failure mode for poorly cast exorcism spells, and is most familiar in this context. Destructive exorcism is considerably faster to perform than an ordinary exorcism, but it is also, quite obviously, far more dangerous. However, destructively exorcising a level one – or, in emergencies, a level two – haunting can be an ideal method of preventing various types of hostile activity, since it can destroy most sensitive equipment and will wreck any ritual a group of cultists are preparing. And, of course, if performed in a metropolitan area, the burst of thaumic energy release will very likely be noticed by the concealed thaumometers³ we are in the process of placing in most cities and large towns, and can serve as a signal to draw the attention of other Laundry personnel.

Due to safety concerns, using destructive exorcism is strongly discouraged for level three and level four hauntings; if targeting either of these as part of a delayed spell, the operative must make certain that no civilians will be harmed. Operatives are strictly forbidden from using destructive exorcism on any level five haunting.

Destructive Exorcism Rules

Creating a destructive exorcism that releases the thaumic energy of a haunting in one violent burst is both quick and easy. Reduce the POW Requirement for the ritual by one, and the ritual only requires two turns per level of Haunting to perform. The specialised grounding strap used in conventional exorcisms is not required for a destructive exorcism. All that is required to perform this spell is a smartphone with the latest occult software, a small battery, and a conductive pen.

3: Concealed in household water and electricity meters.

Gates

Field use of gates is not recommended. Given that we mostly wish to keep hideous things from other dimensions *out* of our universe, there not a lot of call for knocking another dimension up to go for a visit. Examining potential threats, like the Sleeper in the Pyramid, is the single most common use we have for Gates. However, there are other rare and riskier uses.

The most well known of these involves the sorcerer using specially-aligned gateways to take a shortcut, allowing them to travel from one location in our world to another distant location, without having to travel all of the distance in between. While clearly not a method to be used casually, it can allow operatives to accomplish missions that might otherwise be impossible.

Dimensional Short Cuts

By creating a pair of level three or level four gates to the same universe, sorcerers can walk through one gate into this universe and then walk out the second gate somewhere else in our own universe, preferably on the surface of the Earth. By far the safest way to accomplish this is for a second sorcerer to create a level four gateway to the desired universe at the exit point. Once this gate has been opened, the sorcerer who wishes to take the dimensional short cut opens a level three or four gate, walks into the alien dimension, finds the second gate, and walks out. If a second sorcerer is unavailable, then the would-be traveller must gate into the alternate dimension and survive long enough to create an exit gate to his desired destination.

Unfortunately, all of this is far easier said than done. First, you need to make certain that the alien dimension will sustain human life and is not home to creatures that will devour your body or your mind during your journey. Then you need to position the second gateway so that the distance between the two gates in the alien dimension is relatively small. Since alien dimensions are by definition confusing places that few wish to linger in, dimensional travellers should use a level one sympathetic magic spell, tied either to the second gate or to the location on Earth where it is being created to provide them with the location of the gateway out of the alien dimension.

Dimensional Short Cut Rules

Positioning the second gateway so that it is relatively near the first in the alien dimension raises the spell's POW Requirement by +2. On a successful roll, the second gateway appears in the alien dimension 1d100 x 10 metres from the first gateway. Attempting to open a level three gateway back to Earth while the operative is in an alien dimension raises the level of the spell by one to level four, and opening a

gateway to a specific location on Earth adds an additional +1 to the spell's POW requirement. Even so, the gateway still appears somewhere within 1d100 x 10 metres of the desired location.

Portable Gates

One of the problems with gates is that they take time and equipment to create, and these can sometimes be in rather short supply when you really need one. Fortunately, it's possible to set up a gate so that it can be moved. The nature of the physical equipment that needs moving naturally depends upon the style of sorcery being used. A large, meticulously drawn diagram, or a two-metre ring of carved jade would be ideal forms for Traditional sorcery, while a computational sorcerer would simply be advised to make their equipment a bit more robust and to then build it all into a suitcase or piece of luggage. Portable gateways can be especially useful when attempting a dimensional short cut.

Creating a gate that is designed to be portable does not increase the spell's POW Requirement, but it does multiply the time needed to create one by three, since the components must be designed and arranged for maximum portability. Also, only level three and level four gates can be made portable; level five gates are never portable.

Once a gate has been moved to the desired location, it must still be attuned. This process requires one minute for a level three gate and two minutes for a level four gate and does not include the time needed to unpack the gate. Packing the gate back up and readying it for transport requires the same amount of time.

Also, when creating a level four gate, the aperture to the other dimension must remain whole; it cannot be taken apart into smaller pieces. If printed on paper or cloth, it can be rolled up, but it also cannot be creased. If the gate is printed on a flexible material, a level four Gate can only be packed inside a container that is at least as long as the diameter of the aperture. An old portable movie screen containing a drawing done in conductive ink would be an ideal portable level four gate.

Geas

Geases are among the most controversial spells, as well as some of the most misused. You lot have, by definition, all been subjected to at least one – likely several – powerful geases. However, Oversight frowns on the use the casual use of geases on civilians. Using your warrant card is permissible, but creating your own geases and using them on civilians is generally only acceptable if you have an excellent reason for doing so.

Obedience Geases

Although Laundry operatives rarely receive authorisation to use such geases, a geas can be used to compel generalised obedience. The degree of obedience produced depends upon the level of the spell. A standard level two temporary geas can compel someone to perform any action that they would normally be willing to do, or which is required as part of their job. A police officer could be ordered to interrogate someone that he was told was guilty of a crime. However, unless the police officer was already extremely brutal or inclined to murder by nature, he would not be willing to shoot the alleged criminal in cold blood despite being ordered to while under the geas. Similarly, a relatively honest and honourable person cannot be persuaded to steal from or defraud an employer he likes or respects. A level two geas is essentially equivalent to instantly becoming either the target's close friend or respected superior, entitled to ask favours or issue orders.

Silence and Truth geases are more powerful, because they are also more specific. These geases are specifically tuned to accomplishing those goals. Geases that produce a more general type of obedience lack this focus and so lack this power. From our perspective, one of the benefits of this type of geas is that cultists cannot use a level two geas to force a Laundry operative to betray the Laundry, unless the operative was either already betraying the Laundry of his own free will or was on the verge of actively doing so.

Increasing the level of the spell by one increases the power of the geas substantially, and the effects of a general obedience geas become almost identical to those of a truth geas. A subject who refuses to perform the request or who deliberately carries it out in a useless or inept manner suffers intense pain and must make an opposed POW roll vs. the spell's POW every minute until he obeys the request, although he suffers no direct physical harm. A subject who actively attempts to work against the request or to do the opposite of what is requested first experiences excruciating pain for one minute; then, if he persists in his course of action, the spell begins to literally crush his bones and rend his muscles, doing 1d3 damage every round. Both damage and pain stop the instant the subject ceases to resist and obeys the geas. This type of geas works on any human, and by further increasing the level of the spell by one, it can be made to work on other intelligent entities.

It is always worth remembering that using level three obedience geas compels obedience to the sorcerer's commands, not the subject's loyalty. No geas can make someone want to do something they would normally oppose doing. Despite more than a few pathetic or insane sorcerers who claim otherwise, using a level three obedience geas to make someone fall in love with you merely forces him to act like he is in love with you, and inflicts terrible suffering on him if he fails to act in this fashion.

On an equally unpleasant note, if someone, like a Laundry operative, is faced with two conflicting geases, he unfortunately suffers the penalties of whichever geas he disobeys. If enemy sorcerers use a high-level obedience geas to force an operative to speak Laundry secrets to people forbidden from learning them, the operative's only choice is which geas he wishes to die from. His only hope is if his captors decide they don't want to kill him and end the geas.

The Laundry never uses permanent general obedience geases on humans. The consequences are always horrific. All such geases cause the target's mind, agency, and free will to decay, eventually leaving only a shambling servitor who obeys all commands to the letter, with limited capacity for thought or creativity. Level two general obedience geases usually take around a month before they harm the subject's mind, but level three general obedience geases cause the subject's mind to begin to decay within a few days.

Targeting Geases

The targets of a geas must be placed in clear and unambiguous sensory contact with a pattern of information that contains a geas. Clear and unambiguous sensory contact means that the subject can't just see something out of the corner of his eye or barely hear something over the engine noises and rattles when riding on the Underground. The subject must be able to see and hear the geas as clearly as he could a person sitting across a table from him in a quiet café.

Standing on or otherwise touching a summoning grid is the easiest and most powerful and direct method of attaining this sort of contact. However, touch is not the only type of sensory contact that can be used when creating a geas. Laundry operatives have learned to use three senses for delivering a geas: touch, sight, and sound. Touch involves contact with a summoning grid, which – since it is also actively powered – is the most effective option. Other touch- or contact-based options are also sometimes used, but encoding a geas in a Braille document or the in thread patterns on a bed sheet isn't something that comes up very often, and you'd best ask Q Division to create such a thing for you if you really need it.

Sight also works; all you need do is think back to the first time you had the misfortune to see a Warrant Card and felt the words and designs crawl into your brain. You can manage the same thing on your own. Creating a static geas that's printed on a piece of paper is certainly possible, although it's also more difficult, because you're working in an entirely static medium. Working in dynamic mediums is significantly easier.

Back in the late 1990s, sorcerers both in the Laundry and in several prominent cults at the time discovered that the flashy animated nonsense like blinking stars found on a

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multitude of poorly done and overly-gaudy early web sites actually served as an excellent vehicle for a geas. They also learned that these geases could be made even more powerful through the addition of auto-playing sound tracks. Thankfully, since that time we have found less obviously noxious-looking alternatives, involving exceedingly subtle animation overlaid on a seemingly uniform background and nearly invisible alterations to fonts. The other method still works, but if you're coding up a geased website for us and use lots of blinky stars, you can expect to be widely mocked by your colleagues.

Today, we have a number of geas designs that are entirely invisible unless someone examines the screen or piece quite closely. We don't know how to manage this with paper, but like with your Warrant Cards, a secondary geas for the viewer to forget what they have seen works almost as well.

Sound also works as a medium to transmit a geas to the target, and like touch or sight, the key here is that the sound must contain complex patterns. Naturally, the most common form of this type of geas is music. This music can be anything from insipid hold music concealing complex harmonics to a full-blown orchestral symphony. They can be used to affect multiple targets; anyone who looks closely at a visual geas or listens closely to a musical or other audio geas is affected.

Related to this is the difficulty of causing someone to look or listen to a geas with sufficient attention to be affected by it. Showing an official-looking Warrant Card in someone's face works well, as does embedding it in a web page that someone is likely to read closely, like a humour site, tech reviews, or encoding the geas in a video involving cats. However, almost all modern urbanites are used to tuning out vast amount of distractions, so if you want to cause someone to be affected by a geas you show them or play

as a piece of music, the target or targets must actually be paying attention. This means that the medium that the geas is placed in must be designed to catch and hold the target's attention.

One option is placing it in something designed to demand the target's attention. A notice of a legal proceeding that might cost, or provide, the target a substantial quantity of money often works (the latter more reliably than the former, since some people simply refuse to read fines, summonses and the like; greed always trumps fear). Corporate presentations that actually present useful information can also work, although many people simply tune out all such meetings. Ultimately, one of the best tactics is also one of the most difficult: making the prose or music genuinely catchy. We have a few highly specialised writers and musicians on staff for exactly this purpose. Make use of them when you need to. In the past five years, two hit pop songs were originally written to encode geases.

Regardless of the method used, many geases typically only work in person. While geases embedded in web pages and other electronic media are designed to be reproduced, geases created on paper or in music are sufficiently complex and subtle that ordinary recordings cannot actually record the geas. Only professional quality recordings and lossless encoding formats can be used to record a geas so that the recording will produce the same effect as the original on targets.

Additional Geas Rules

Geases that use sight instead of physical contact increase their POW Requirement +1.

Increase the POW Requirement for sight-based geases designed in static form by an additional +1.



Static geases include any geas written or drawn on a piece of paper, encoded in Braille, or otherwise created as a fixed and unchanging format.

The rules for using a geas on multiple targets are somewhat different from the standard rules for affecting multiple targets. Musical geases increase the POW requirement by +2, but can be played to audiences both large and small, and will affect everyone who listens closely. Also, visual geases that are read closely by multiple targets will affect multiple targets. The major limitation on using a sight or sound geas to affect multiple targets is the necessity for the target to pay close attention to the geas. Merely glancing at the geas or hearing it in the background are insufficient to cause a geas to affect the target. All sight or sound-based geases affect the target for the duration of time that the target is seeing or hearing the geas and continue to affect the target for one additional turn.

It is possible to create a musical geas that could potentially affect dozens or even hundreds of targets. However, it's well worth remembering that the Auditors are not going to be pleased with attempts to use a geas on a large number of innocent civilians.

Glamour

Recent advances by the R&D department have created three additional types of glammers, reverse glammers, negative glammers, and glammers of desire. Although operatives should familiarise themselves with the limitations of glammers of desire before using them, both types of glamour are now available to all qualified operatives.

Reverse & Negative Glammers

Most glammers are used to attract attention or interest. However, they can also be *reversed*, so that the target becomes difficult or almost impossible to notice. Reverse glammers are cast in exactly the same manner as conventional glammers and have all of the same limitations. Alternately, a *negative* glamour causes the target to seem repugnant and unpleasant. The effects depend upon the level of the glamour.

Level One: All this level of glamour can manage is to make someone difficult to recognise, it can't be used to conceal them in any way. A level one negative glamour can make the target appear somewhat uglier.

Level Two: Level two glammers cannot make someone impossible to notice, but can be used to make them look fairly generic and to convey the impression that they aren't worth noticing. This type of glamour won't allow someone to sneak into or out of a high security installation or to evade a search when people are actively searching for an intruder. However, a level two reverse glamour can allow the target to vanish into a crowd with great ease or to pass

through routine security checkpoints, like those at airports or police checkpoints, with ease, as long as they possess the correct ID. One of the most powerful features of this spell is that observers won't remember the target's appearance, and cameras will only record someone who appears to be exceedingly average.

A level two negative glamour can cause the target to appear singularly unattractive, combining unpleasant smells, hints of dirt, and overall unattractiveness of the sort that will cause many people to avoid the target.

Level Three: This level of glamour allows the target to entirely avoid casual notice. If the target is attempting to be stealthy and actively avoid notice, they become considerably more difficult to notice. Under the influence of this spell, all stealth rolls to avoid the notice and attention of living beings, including everything from guards or guard dogs, to summoned alien entities, become Easy.

Even if the target is detained and questioned, they will be impossible to recognise or describe later, and someone who is shown their photograph will not be able to recognise them. Also, if anyone talking to the target fails a POW vs. the spells POW roll, then any rolls for Fast Talk or Persuade attempts by the target to convince this person that the target was lost, forgot their ID badge, or is otherwise an unimportant person who need not be detained and questioned further also become Easy.

If someone is looking directly at the target, they see a person they don't recognise who doesn't seem particularly important or noteworthy. If the location is one where even unimportant people are not allowed if they lack have proper credentials or a special invitation, then the target will be detained or pursued if they attempt to evade security precautions.

A negative glamour of this level can cause the target to appear to be positively repugnant. The target will be hideously memorable and almost everyone will actively avoid their presence. The target is likely to be denied entrance to all but the lowest end shops and restaurants.

Level Four: This level of glamour causes viewers to actively not notice the target. If the target attracts attention to themselves, they will be noticed, but otherwise they can walk past armed guards with impunity. People around the target actively work to avoid the target, moving out of the target's way to avoid bumping into them. These individuals are unaware of the reason for their movement and their awareness of the target's presence is entirely unconscious.

If the target sets off an alarm, any guards who were either nearby or watching on security cameras and were in a position to clearly see that location could make a POW vs.

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the spell's POW roll to notice the target. However, in the absence of anything to directly attract people's attention and interest, observers do not even get to roll to notice the target. Even if someone notices the target, if the observer even briefly loses sight of the target, they must then succeed at a POW vs. the spell's POW roll to avoid simply forgetting about the target's presence.

However, observers are free to notice anything the target has done. A glamour'd thief sneaking in to steal valuable artefact could easily escape notice, but the artefact's absence would be noticed normally. Also, once the target of the glamour has departed, anyone who has cause to search locations where the target was would be able to find evidence of the target's presence, like fingerprints, clothing fibres, and other trace evidence normally.

Negative glamours of this level cause viewers to have very strong reactions, ranging from recoiling in disgust from the target to possibly even vomiting if forced to touch or stand close to them for a significant period of time.

Glamour of Desire

.....
Level: Three or Four

This version of the glamour spell is both more powerful and more limited than a standard glamour. It has absolutely no effect upon the target's actual appearance. At the caster's discretion, the target either looks unchanged in a camera or has the equivalent of a level two glamour that causes them to appear unrecognisable but essentially similar to how they normally look. Instead this type of glamour allows the caster to declare a single impression that this glamour should produce. A sorcerer could cast a glamour to allow the target to become the most handsome and sexy individual observers have ever seen, to appear to be someone in authority who observers should obey, or simply to be someone who is authorised to be where they are. While cameras and other visual and audio recording media record the target's appearance, everyone who sees the target is affected by the emotional and perceptual effects of this glamour and respond to it appropriately.

The level three version of the glamour of desire gives everyone the desired impression, but does not mandate any behaviour by these observers. An observer might see the most desirable or most terrifying person they have ever seen, and most people will react strongly to such an event. However, responsible or dedicated individuals may resist any temptation to act in a fashion that would be inappropriate to their current duties or the social situation they are in.

In contrast, the level four version of the spell causes every observer to make a POW vs. POW roll vs. the spell's POW to resist giving completely into the impression that is

produced and going along with whatever this impression might cause them to do. A level three glamour of someone in authority who observers should obey would cause observers to react to the target like an important authority figure. The level four version of this glamour would also force observers to make POW vs. POW rolls to avoid having to obey all remotely reasonable orders made by the caster, even if this order directly contradicted other direct orders the targets had recently received.

The major limitation of this spell is also its major advantage: it is entirely non-specific. A glamour designed to make someone appear to be someone in authority might cause a military officer to see a superior, an office worker to see their boss, and a child to see a parent. This non-specific nature is amazingly useful, but also can be exceptionally problematic if the individuals are all in the same room, especially if they compare notes afterwards or shout out the name of who they believe the user to be. Similarly a glamour to cause the subject to appear to be exceptionally attractive would cause the subject to appear exceedingly attractive to all observers, including observers with drastically different standards of beauty, who will all remember what the person they saw looked like. Also, some observers might see the target as someone exceptionally beautiful that they know or have seen, such as a famous actor or model. This spell can be exceptionally powerful, but can also be problematic and confusing if used on a diverse group of people.

In addition, the subject of the glamour has absolutely no idea what any individual observer is seeing, except that the subject looks like someone who will produce the desired impression in the observer. Unfortunately, looking like someone's beloved spouse or hated and feared boss can be complex and difficult as well as exceedingly useful. The situation can become even more complex if the spell causes the target to look like the beloved spouse or hated boss of several different people who are all in the same room. If one or more observers describes what they see or calls the target by name, the result can be widespread confusion and argument, followed by requests by one or more observers for the subject of the glamour to tell other observers that the subject is who the first observer thinks they are.

This spell affects anyone within 30 metres of the subject. Even if the observer is looking at a video monitor displaying images of the subject from a camera, they see the subject according to the dictates of the glamour. However, anyone who is further away who sees an image of the subject sees the subject as they actually appear. In addition, this glamour has no effect on anyone reviewing photographs or videos of the subject after the subject has departed. These discrepancies can cause individuals who saw the subject in person to become exceedingly

confused and can sometimes lead these individuals to ask questions that fall under the Official Secrets Act. As a result, operatives are strongly discouraged from using this glamour in areas open to the public, especially if there is a chance that multiple video images of the operative may be taken. Since most people now carry a phone with a video camera, this essentially means that operatives should refrain from using this glamour outdoors in any populated area except in emergencies.

Prognostication

Divination and prognostication magic is as unreliable as any other government forecast. While the nature of space-time and its implications for the existence or non-existence of free will is still a matter for the Applied Philosophy department, the difficulty of correctly interpreting data from prophecies and scrying means that certain knowledge of the future is never available. All these spells can give is a best guess.

Visual Prognostication

Level: Five

Casting Time: 20 hours

This spell provides the caster with random visual images associated the most likely possible future. To use this spell, the sorcerer programs in information about an upcoming event and a general time frame, typically a mission. Then after many hours, the hardware running the spell displays 1d4 images from the specified time frame that are in some way associated with this event. These images need not be remotely useful, but they are typically in focus and are usually recognisable. Some of these images have provided the Laundry with exceedingly valuable intelligence, but many are too generic or uncertain to be much help.

Fate Scrambler

Level: Three

Casting Time: 1 hour

Other OCCINT groups, notably the Black Chamber, make extensive use of remote viewing and prognostication spells. As a countermeasure, R&D developed the Fate Scrambler. This spell shields the target from divination spells by creating chaotic interference. It introduces sufficient random elements into the target's future to disrupt any attempt at prediction. It does not *change* the target's fate, but merely occludes it.

The subject of a fate scrambler invariably encounters elevated levels of synchronicity and non-specific weirdness. Cases of mistaken identity, unlikely disguises, déjà vu and other strange events abound, as the spell creates distortions to throw divination spells off course. For example, during

operation BLUE JAVA, operatives were dispatched to spy on a Black Chamber summoning attempt in Nevada. A Fate Scrambler spell was employed. The operatives' luggage was swapped en route with the belongings of a troupe of Las Vegas performers, so our operatives found themselves trying to infiltrate the summoning site while dressed as six versions of Elvis. Furthermore, one of them was mistaken for a known con artist and detained by casino security at the hotel, forcing the other operatives to extract the agent before continuing with the mission. While these random co-incidences made the mission harder to complete, they also ensured that any Black Chamber seers saw seemingly meaningless images (Elvises, casinos, mirrors) instead of the actual threat.

Scrying

This spell has more uses than most beginning sorcerers usually imagine. Firing up your thaumometer is exceptionally useful, but level two or three scrying spells can reveal a wealth of data about everything from local dimensional stability to revealing the presence of possessed or otherwise magically altered individuals. While the Laundry doesn't issue dedicated devices to its operatives, several operatives have wired up level two scrying spells to the webcam they have watching their porch. Even 30 seconds of warning about the presence of possessed or otherwise altered or inhuman individuals on your doorstep can literally save your life.

Many of you will never need such a thing, but any field agent should consider this option – sometimes trouble follows you home. Also, sometimes you don't have the option of a conveniently placed webcam. What happens if someone knocks on your hotel room door late one evening? How do you know if it's room service, the attractive person you gave your number to earlier that evening, or some shambling monstrosity intent on eating or possessing you? A few impressively paranoid operatives carry small wireless webcams with them for just this purpose. These days, the smallest such devices are no larger than a grape. However, there are other less obviously paranoid options. If you have a T-ray scanner, a fiber optic probe, or some other device for seeing through or around obstacles, you can hook that up to your laptop and use your scrying spell normally. Another less well known option is altering a scrying spell so it can operate through solid objects. Using this sort of spell allows you to stand on one side of the door with your smartphone, laptop, or maybe a live chicken, some chalk, and a sharp knife if you're feeling particularly old school, and take a look at what may be lurking on the other side of that door.

Scrying Through Solid Objects

Using a scrying spell to see through solid objects raises the POW Requirement of the spell by +1. The sorcerer needs to be within two metres of the solid object that he wishes

to see through, which can be no more than one metre thick, and the spell now only has a range of five metres past the solid object. The spell does not provide any normal visual data – the sorcerer cannot actually see what's on the other side of the obstacle – but it will reveal the presence and type of any spells or extra-dimensional entities, which is typically all the information that's necessary to become aware of an immediate threat.

Sympathetic Magic

Sympathetic magic has the potential to provide a wealth of information about the target, and if properly used can be more useful than placing a physical bug upon the target or observing him via surveillance cameras.

Enduring Sympathetic Magic

The standard sympathetic magic spell is designed to gather only a single piece of information and only lasts for long enough to provide this information. The sorcerer casts the spell, the spell provides this information, and then the spell is over. However, it is possible to cast this spell so that it can be maintained for several minutes or even several hours. Level one sympathetic magic can be cast in this fashion so that it provides real-time location data on the target. Level two sympathetic magic can also provide visual information of what the target is doing.

By increasing the spell's POW requirement by +1, sympathetic magic can be cast so that the spell continuously provides instantly updating information about the target until the sorcerer cancels the spell or either the sorcerer or the target enters an area with a ward that is at least the same level as the spell. The one other limitation is that enduring sympathetic magic is a relatively delicate spell and so if any magic of level two or higher is used within a few metres of the spell (and the device that is being used to display the data), then the sorcerer must make another Sorcery roll to keep the sympathetic magic spell from collapsing.

Alternative Information

The standard version of level two sympathetic magic only reveals images of the target. However, the spell can be configured to provide other information. A level two sympathetic magic spell cast upon a person could instead deliver information on their state of health, including whether they are alive or dead. If cast as an enduring spell, the sorcerer could have a continuously updating display about the target's condition. The same spell could be cast on an object to alert the caster to whether it has been damaged or if a device was used or merely opened or closed. The one limit is that each level two sympathetic magic spell can only provide a single type of information, like an image of the target, information on the target's condition, or even any sounds made by the target.

Dimensional Viewing

In addition to being useful for seeing images of people associated with various objects, level three sympathetic magic spells have other more specialised uses. If someone uses this spell to examine a level four or five gate that is now closed, or the site of a previous level three gate, the spell allows the sorcerer to both see and learn the basic physical parameters of the dimension that this gate was last connected to. Typically this information consists of various information about the dimension's physical constants, as well as images of the portion of the dimension that was or is being contacted appearing on a computer or mobile phone screen, or for older style magic, in the sorcerer's mind.

If the sorcerer has any connection to the site of an open level four or five gate, or to who/what is performing a summoning on or maintaining the gate, this sorcerer can gain information about the dimension being contacted. This spell will also provide information about the progress of the summoning or gate spell and about who or what is being summoned or is coming through the gateway.

Summoning

Summoning is one of the oldest and best-known forms of sorcery, but also one of the most dangerous. Never forget that anything you summon almost certainly wants to kill you. That said, these creatures can also be remarkably useful.

Long-Term Summonings

Summoning grids remain active for as long as they continue to receive electricity, or periodic sacrifices, if you're foolish enough to go the old-school route. Running a summoning grid for months or years is normally not recommended, but it can be useful for a few highly specialised applications. The most obvious is allowing an extra-dimensional entity to exist in our world and binding it in such a way that it cannot escape; when combined with a geas, this allows the summoner to create entities that can be used to simulate AIs, perform various sorts of security work, or to serve many similar purposes. Remember that running a summoning grid for more than 48 hours always requires special authorisation from your superiors – automating your house by means of three or four bound entities may seem like fun, but we've seen some of the results and it really isn't. If a mouse chews through one wire, the next step usually involves a co-worker cleaning up your remains with a mop.

There is also another use for long-term summoning that is almost exclusively used by cults and other nasties. Most summoned creatures with physical bodies are unable to indefinitely survive in our world. Subtle differences in the matter and forces from one universe to the next generally do not allow a physical body from one universe to thrive in

another. Even those creatures that can comfortably live in our dimension for several days will rarely last more than a month or two. Don't plan on moving to another universe, it won't work. However, such creatures can survive in our dimension indefinitely as long as they are within an active summoning grid. A summoning grid creates an interface between the two universes, which allows the two sets of physical laws to overlap within the area of the grid. This superposition allows most summoned entities with physical bodies to survive perfectly well as long as they have access to the necessities of life.

Also, some of these creatures can breed. If they are supplied with air, water, and nutrients from our own world while they are in the summoning grid, then their offspring is made entirely of matter from our universe. In at least some cases, that means that the offspring of physically summoned beings that reproduce while within an active summoning grid can live in our world indefinitely. While we have not yet seen evidence of this, it is even possible that the offspring of beings that gave birth in a summoning grid could successfully breed within our universe without the necessity of a summoning grid. Obviously, this is not merely a terrible idea, it's a dire threat, since it could permit an actual extra-dimensional invasion.

Some theoreticians believe that naturalising extra-dimensional entities to our universe will become an easier and faster process as CASE NIGHTMARE GREEN approaches, so we may end up seeing more of this sort of thing. If you uncover any evidence of this sort of alien infestation, report it as swiftly as possible.

Alternative Summoning Techniques

The following magical techniques are all variations on the summoning spell that can be used by anyone capable of casting a summoning spell of the correct level. Bilocation is not commonly taught simply because it is rarely needed. However, possession as a type of summoning is considered an advanced technique: do not discuss its existence without the correct clearances.

Bilocation

Sometimes emails or even video conferences are simply not secure enough or the people who wish to communicate want to do so in a more personal and immediate fashion. Actual physical teleportation is intensely complex and dangerous because it requires going through a gate to an alien dimension, and then leaving via a different gate that leads to another destination, which is hopefully the desired one and not 500 metres up in the air, or somewhere in the vicinity of the planet Saturn. Also, you need to trust the people you are dimension-hopping to. However, using the bilocation spell merely causes everyone within the two

locations where the ritual is performed to be able to see, hear, and smell one another. Everyone remains in their original location, safe from direct harm or interference by individuals in the other location. This spell does not allow people or objects to actually move between these two locations. Instead, the two locations appear to exist side by side. Any attempt to walk from one to the other simply results in the individual walking outside of the area of the spell. Or perhaps into a wall.

Bilocalational Summoning

Level: Two

The two regions must both be within summoning grids, each of which has a flat side which has been designated as where the two regions will converge. Once the ritual has been completed, to observers within each region, the other region appears on that pre-designated side of their own summoning grid. The ritual need only be performed in one of the two locations, but the other location must have previously been set up to allow it.

The spell can be maintained up to 48 hours and for the duration, everyone inside of each region can see, hear, and smell everyone and everything in the other region, just as if both regions were as close as they appear to be. However, no one in either region can see, hear, or otherwise sense anything outside of the other region and no one outside of the two designated regions is affected by the spell at all. Anyone who steps outside of one of the two regions instantly vanishes to the residents of the other region and also can no longer see the residents of that region. Individuals are free to walk in and out of either regions as they please, unless one or both regions have been warded. Although individuals inside one region can perform sorcery on people or objects inside the other region as if both regions were actually in the same location, this sorcery will be as visible and as easy to detect as if it were actually being performed a few metres away. One of the most useful virtues of this spell is that it is impossible for any external observer to eavesdrop upon it, and because the summoning only affects the minds and perceptions of the individuals involved, recording equipment placed within either location will not record any images or sounds from the other location.

Possession

It's frighteningly easy to summon creatures from beyond the walls of the universe to possess someone. Human minds are vulnerable to possession, which is why you always want to wear your wards in the field. However, while most sorcerers don't talk about the possibility, extra-dimensional entities aren't the only ones who can possess people, we can too. Reversing the usual order of events and possessing some

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alien entity in another universe is often a terrible idea and frequently ends quite badly⁴. However, crawling into some other human's brainmeat is a very different, and far easier story. Remote possession of one human body by another human mind (colloquially known as 'droning' or 'puppeting') is a common tactic by both cults and certain... less ethical OCCINT groups.

The one upside of this sort of possession is that having one human mind temporarily displace another is less traumatic on someone's mind and body than playing host to some multi-angled horror. Unless you get them killed while you are driving their body, once you leave, the person you've possessed will regain control of their body and will mostly be good as new⁵.

Possession Summoning

Level: Three or Four

The level three version of this spell allows the summoner to possess another human being. The summoner takes possession of the target's body. The target's mind goes temporarily dormant, as if the target has fallen unconscious or been placed under anaesthesia. The sorcerer can either perform this spell in the target's presence, or they can give the target a small item which was present during a successful level three possession summoning ritual. As long as the target remains in physical contact with this item, the sorcerer can cast this spell and possess the target. Casting this spell requires the sorcerer to stand inside a specially made summoning grid. Depowering or damaging this summoning grid instantly ends the possession. The Black Chamber uses small tattoos instead of items to enable them to gain control of targets.

While possessing a target, the sorcerer uses their own INT, POW, and EDU and all of their skills, but uses the body's STR, CON, SIZ, DEX, and APP. If the sorcerer has the correct equipment, they can even perform sorcery while possessing someone. However, the sorcerer has no access to the target's skills or memories and so may have difficulty impersonating the target to anyone who knows the target well.

The sorcerer maintains a very limited awareness of their own body while controlling the target's body. Sorcerers notice if their body is harmed or roughly handled, but short of grappling their shoulder and shaking them, sorcerers who are possessing someone do not notice their surroundings. However, they can end the spell anytime they wish and can also briefly return to their own body without breaking the spell. In the first case, the target's mind returns to their body 1d3 rounds later, in the

second case, the target's body remains motionless and unresponsive until the sorcerer either ends the spell or returns and begins actively possessing the target. However, for the duration of the time that the sorcerer returns to their own body, they can act normally in their body, while still maintaining a dim awareness of the target's body. As long as the spell is active, the sorcerer will know if the target's body is harmed or handled roughly.

If the target is injured while possessed, the sorcerer suffers no harm at all, but the pain the target's body feels hurts. However, if the target's body dies while possessed, the sorcerer may suffer some backlash from this experience. If the sorcerer knows the target is about to die, she can return to her body without ending the spell, in which case she will feel a brief discomfort at the target's death. Alternately, the sorcerer could simply end the spell before the target's body dies, leaving the target to return to a dying body rather than simply never waking up from the unconsciousness caused by possession.



However, if the sorcerer is not aware that the target is about to die or wishes to continue to attempt to act right up until the moment of the target's death, then the sorcerer must make a Luck (POW x 5) roll when the body is killed. If the sorcerer succeeds, they suffer 1 HP of damage in the form of a bad headache. If the sorcerer fails this roll, then

4: The Black Chamber has demonstrated considerable mastery of this approach.

5: It's still not exactly fun for the horse.

they fall unconscious for 1d6 rounds and suffer 1d4 points of damage in the form of an exceptionally bad headache that often results in the sorcerer getting a severe nose bleed or possibly even bleeding from the ears. Being possessed by another human causes SAN loss of 1d6/1d10, just like any other minor possession. Possessing someone causes a SAN loss of 1d3/1d6, unless the sorcerer experiences the death of the possessed individual, in which case the SAN loss increases to 1d6/1d10.

The level four version of this spell allows the summoner to possess non-human entities, including non-human entities located in other dimensions. This spell can be used to possess anything from a residual human resource or a BLUE HADES to the multi-angled alien from an almost incomprehensible dimension. Using this spell to possess a non-human creature that is at least somewhat comprehensible and at roughly humanoid like a residual human resource or a BLUE HADES requires a SAN roll with SAN loss of 1d6/1d10.

Possessing an exceedingly alien entity, including all creatures from alien dimensions, requires a SAN roll with SAN loss of 1d10/3d10, and so usually results in the operative requiring extensive therapy. Unfortunately, on a few occasions, possessing a residual human resource has proven to be the only way that Laundry operatives can gain access to alien dimensions that are exceedingly deadly to humanity. In addition, possessing a residual human resource can also allow sorcerers to enter terrestrial environments that are simply too hostile for living humans to survive. Plans currently exist for using possessed zombies to deal with a serious catastrophe at any of the UK's nuclear power plants.

Warding

Basic wards are sufficient for most uses, but there are several variations that operatives may occasionally find useful. Privacy and defensive area wards are recent improvements in warding that all field operatives should be aware of. Mobile offensive wards are a special technique only available to experienced operatives.

Privacy Area Wards

Privacy Area Wards provides a barrier to all energy. Light, both coherent and not, cannot pass through the Ward, nor can radio signals, sound, electricity, or any other form of energy of information. Material objects, including people, can freely walk in and out of the ward and feel nothing other than a brief sensation of cold and discomfort while doing so. Actually standing within the boundary of the ward eventually harms the individual, but requires an impressive combination of stupidity and determination. The downside of this type of ward is that it's impressively unsubtle. From

both the inside and the outside, the boundaries of the ward are purest black all across the entire EM spectrum. Anyone who gets a look at the ward from either side will instantly know that something distinctly odd is going on.

It is also important to remember that activating this ward instantly cuts off all electricity and electronic communications. One of the most inconvenient and potentially embarrassing consequences of this fact is that if the sorcerer is operating their spell from a mains-powered desktop computer located inside the radius of the spell, the spell activates, and then instantly deactivates as the power to the desktop fails.

Privacy Ward Rules: Adding this option to an area ward raises the POW Requirement by +1. This ward has all of the benefits of a normal area ward, and it also stops all energy and information transfer, but has no effect on non-living matter, and no noticeable effect on living matter than remains in it only briefly.

Living beings, including both humans and summoned physical beings, that stand with any portion of their body piercing the boundary of the ward for 5 minutes suffer 1d2 HP of damage, and they suffer an additional 1d2 damage every turn they continue to stand across the spell's boundary. However, well before the ward causes damage, the subject feels tingling, cold, and then increasing degrees of pain in that portion of their body.

Defensive Area Wards

Defensive area wards allow light and sound through, but do not allow matter of any sort to pass through their boundary. Although an overwhelming force can break through the ward, anything less is kept in or out. The ward turns the kinetic energy of any physical attack that strikes it into a mixture of heat and electricity. Bullets and other small fast objects that strike the field typically vaporise, while larger, slower objects like fists or baseball bats merely suffer minor damage from burns or shocks. It's important to remember that defensive area wards always work both ways, so you can't shoot into or out of them any more effectively that your opponents can.

Defensive Area Ward Rules: Adding this option to an area ward raises the POW Requirement by +1. The ward both functions normally and also gains 10 points of armour for every level of ward. For example, a level three area ward can stop up to 30 points of damage. However, if the ward is struck by an attack that does this amount of damage or more in one blow, then the attack is stopped, but the ward also falls in a cloud of sparks immediately afterwards. The energy release produced by a falling ward also releases a burst of thaumic energy whose power depends upon the level of the ward. Determine the effects of the thaumic

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energy release by finding the level of the spell on the following table and comparing the result to the *Effects of Thaumic Energy Discharge* table on p. 138 of *The Laundry Roleplaying Game*):

Level of Ward	Thaumic Energy Released
1 & 2	Equal to level 1 Discharge
3 & 4	Equal to level 2 Discharge

If the attack does less damage in one blow than the armour provided by the ward, then the ward is unaffected, and the object or body part that strikes the ward suffers damage. Touching the ward merely stops the individual from moving forward, and they cannot move past or reach through the ward. Striking the ward with a fist or club causes the attacker's fist or club to suffer 1 HP of damage due to heat and electricity. Bullets and other small fast moving objects vanish in a puff of sparks and ozone as their kinetic energy is instantly transformed into heat.

Mobile & Triggered Offensive Wards

Offensive wards can be cast on mobile objects like cars or briefcases. Also, while the most basic offensive wards activate anytime the object is touched, sorcerers can also create offensive wards that only activate if someone makes an effort to damage or break into the object. Known as a triggered offensive ward, these wards require the victim to attempt to actually damage the warded object.

Someone leaning against a warded car or picking up a warded briefcase would be unharmed, but anyone attempting to break the car's window or pry open the briefcase would activate the triggered offensive ward. Creating a triggered offensive ward is no more difficult than creating a normal offensive ward and requires no special modifiers or preparations.

Mobile offensive wards function exactly as effectively as other offensive wards, but are only sanctioned for use on objects and vehicles that are designated vital assets. The only common exceptions are wards that are designed to only affect extra-dimensional beings.

Personal Offensive Wards

Personal offensive wards are also possible, but are also somewhat more difficult to create due to the necessity of creating a stable warding field around a subject that is both flexible and self-mobile. Creating such a ward is also strictly forbidden except for the few rare occasions where they are mandatory. Also, all personal offensive wards of level three or four must be triggered offensive wards, for fairly obvious reasons.

Offensive wards do not affect anyone using firearms or any other distance weapon, but anyone or anything that attacks the target with a hand weapon is automatically affected unless they are wearing a sufficiently powerful personal ward. Of course, this spell is also notoriously imprecise. A friend giving you an overly hard friendly punch in the shoulder, an angry child kicking you in the shins, or someone on the tube who is in a hurry shoving you roughly aside in their attempt to make it to the exit faster would all set off the offensive ward. Of course, so would an angry chav attempting to knife you, or any enemy operative who is attempting to grab you and wrestle you into submission during a kidnapping attempt. Using this spell is about weighing risks, including the risk of being called in to see the Auditors.

Personal Offensive Ward

Level: Two to Five

A personal offensive ward works exactly like any other offensive ward, except that it can be placed on a person, or potentially even on an animal. These wards are cast exactly like any other offensive ward, except that because they are designed to protect a living, self-mobile subject, increase the level of the spell needed to cast it by +1. An offensive ward that would normally be level three would become a level four personal offensive ward. Personal offensive wards can be designed to go off if the subject is touched, just like any other offensive ward, but are almost always created as triggered wards that are only activated if the subject is physically attacked in a manner that does at least minimal damage to the subject.

Obviously level two and three personal offensive wards – the equivalent of level one and two offensive wards – are essentially useless, since the subject can almost always see if someone attacks them. Also, while devastatingly powerful, a level five personal offensive ward – equivalent of a level four offensive ward – is exceptionally difficult to create. Level four personal offensive wards – equivalent to level three offensive wards – are more realistic. This type of spell is most often used when transporting a valuable asset through potentially dangerous territory. However, on rare occasions the Laundry authorises its use by agents who are entering situations where they will be only be interacting with either hostiles or other Laundry personnel. If you are authorised to use this type of ward, it's certain that you're really going to need it.

Banishment

Banishment is one of the mainstays of occult security work. The techniques for creating your own banishment weaponry are only considered advanced techniques because they are fairly difficult to perform correctly. Novices should requisition banishment rounds from Q Division, and leave these techniques to more experienced agents.

Homemade Banishment Weaponry

If you don't have banishment rounds on hand, or you don't have a gun, you can make do by engraving the banishment runes on a weapon. Naturally, you cannot engrave runes nearly as small without specialist micro-engraving equipment. The sorcerer must engrave the runes on a weapon by hand, which is a lengthy and difficult procedure and exceedingly easy to mess up. As a result, DIY rounds are only recommended for urgent unexpected events. Always use requisitioned Laundry-supplied banishment rounds whenever possible.

Banishment Weaponry Rules: When performed outside of a specialised laboratory, engraving banishment runes on a weapon increases the spell's POW Requirement by +1. Performing this engraving requires 10 minutes per level, and the enchantment remains intact as long as the engraving is undisturbed. Significant damage to the weapon always destroys the enchantment, as does an engraved bullet striking anything. In all cases, the weapon must be metal and must be designed to pierce or cut the target. Banishment runes cannot be engraved on a blunt weapons like a club or a mace. Also, the character must succeed at a Craft (drawing or engraving) roll to successfully manage this feat. If the spell succeeds but the Craft roll fails, the enchantment is useless, but the sorcerer suffers no other ill effects. More powerful banishment spells require more complex engraving. The table below lists the minimum size of an object that can hold a banishment spell of a given level.

Banishing Level	Minimum Size of Object
1	Pistol bullet (multiply casting time x 3 due to size and precision required), rifle bullet. See note.
2	Pocket knife, metal nail file, silverware.
3	Large sheath knife, bayonet, rapier, short sword, hand axe.
4	Broad sword, spear, chainsaw, battle axe.

Note on engraving bullets: While possible, engraving banishing runes on a bullet is far from easy and requires a magnifying lens and a specialised engraving stylus with an exceedingly fine point. Both can be easily carried with the operative without arousing suspicion, and without them engraving bullets with even simple level one runes is impossible.

Advanced Traditional Sorcery & Mental Magic

You've all heard the warnings about using traditional sorcery and especially about using mental magic, and they're by and large all exceptionally true. Horrible accidents and Krantzberg syndrome are all possible results, and we drill this into junior personnel to keep them out of trouble.

However, if you're reading this and you're not bleeding from the eyes right about now, you're cleared to learn the full story. These methods will never be as fast or as safe as computational sorcery, but they are also possible to do somewhat more safely. As always, the key is training and preparation.

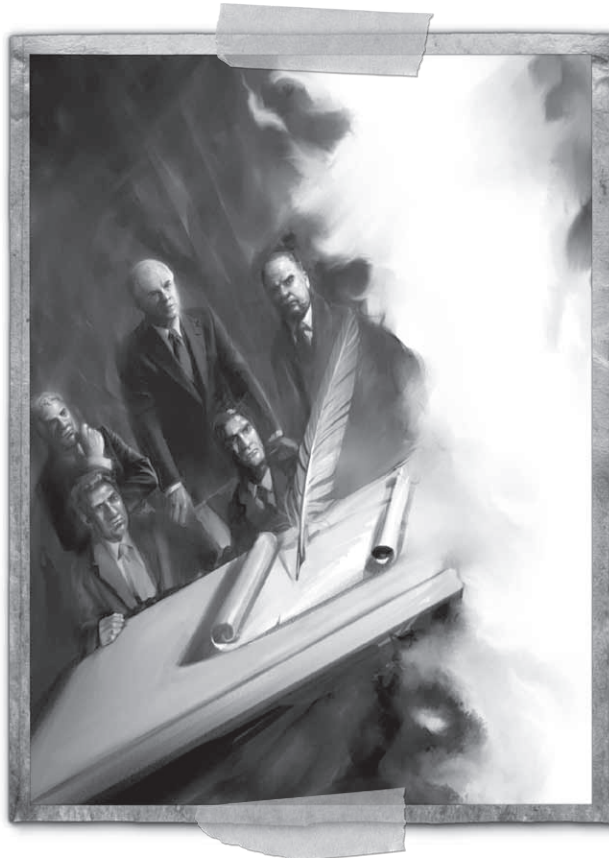
Note that the Laundry does not provide its operatives with this sort of training and preparation and in fact strongly discourages operatives from pursuing either of these. However, both enemy operatives and external assets sometimes use these techniques, as do a small number of operatives who were recruited after they had previously learned traditional sorcery or advanced mental magic.

Safer Traditional Sorcery

Traditional sorcery is exceedingly dangerous and failure can easily kill the sorcerer or lay waste to their surroundings. There are, however, two ways to largely avoid this problem.

Sorcerous Pacts

The easiest and simplest method is also the least safe – making a pact with some powerful extra-dimensional entity. There are a vast array of powerful extra-dimensional entities who are eager to have agents or pawns in our world. The nature of these deals are exceptionally varied. Many are offers from powerful monstrosities that seek to invade our reality and feast on human minds, and want some help getting through the door to the buffet.



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However, sometimes odd entities simply demand regular but often eccentric and seemingly harmless services by their agent. Such pacts can include everything from performing hideous rituals involving human sacrifice to burning a particular sort of rare incense every day at midnight, to hunting down and killing or banishing every entity of a particular type that the sorcerer encounters. A few entities request unusual and highly specific services like seeking out and killing particular sorcerers or stealing specified works of art. As long as the individual faithfully serves the entity, the entity rewards them, both with occasional occult knowledge and also with help casting spells. Specifically, these entities help smooth over the dimensional ripples caused by miscast spells. As a result, traditional sorcery performed by someone who has made such a pact is as safe as computational sorcery.

Rules for Sorcerous Pacts: Sorcerers who perform traditional sorcery after having sworn such a pact only roll on the Spell Failure Table if the player rolls a fumble on the spell casting roll, otherwise the spell merely fails to work. Unfortunately, one downside of these pacts is that extra-dimensional entities tend to be exceptionally capricious, or at least sufficiently alien that they seem so. If the sorcerer has annoyed or slighted the entity, this benefit may fail to work until the entity has been propitiated. Also, if the sorcerer attempts to cast a spell that directly goes against the entity's interests or desires, then not only will this benefit not be available, but the spell roll becomes *Difficult*, as the entity attempts to block the sorcerer's spell.

Meticulous Care

The other option is far from easy, but won't get you in trouble with the Auditors. This method is quite simply to be exceptionally careful. This involves double-checking all drawings, carefully pronouncing or recording and reviewing all incantations, and otherwise using exceptional care. Performing traditional sorcery in this fashion *triples* the time needed to perform traditional sorcery, but in return the sorcerer only rolls on the Spell Failure Table if the player rolls a fumble on the spell casting roll; otherwise the spell merely fails to work. If a sorcerer has made a pact with an extra-dimensional entity and also uses meticulous care when performing sorcery, he gains the above benefit and the sorcery roll also becomes *Easy*.

Additional Traditional Sorcery Peripherals Rules

The origin of some ancient objects of power are unknown, but their utility is not. Some powerful and skilled traditional sorcerers have managed to acquire one or more special items that they can use to enhance their spell casting. The following table lists the sort of items of power that some traditional sorcerers use and the bonuses they provide. The spells needed to enchant an item to allow it to provide bonuses for sorcery are rare and are not currently known to the Laundry.

POW Bonus	Type of Peripheral
+1	An ancient item that has been used in hundreds of spells
+2	An especially weak or small alien artefact or a small enchanted item like a piece of jewellery or a dagger
+3	An moderately powerful alien artefact or a large enchanted item like an elaborate crown, a staff, or sword
+4	An alien artefact of great power that was specifically designed to be used by for this particular spell.
+5	A set of several powerful alien artefacts of great power that were all designed to be used together in traditional sorcery.

Psychics & Traditional Magic

Those gifted – or who have developed – psychic talents can work their powers into a spell. Ritual magic draws on the practitioner's own soul far more than computational demonology, so those with powerful *animas* can fuel more potent spells. Each psychic talent works well with a particular category of spell or form of spellcasting.

If a psychic talent is noted as *augmenting* a spell, then:

- Add 1/5th (20%) of the Psychic Talent skill to the caster's Sorcery skill when casting that spell
- Add 1/20th (5%) of the Psychic Talent skill to the caster's INT to determine their effective POW
- Round fractions down in both cases.

For example, Simon the Example Cultist has Intuition 50%, INT 14, and Sorcery 40%. When he casts a Defensive Binding, he can add 1/5th of his Intuition to his Sorcery (giving him a 50% chance of casting the spell successfully) and he casts it with an effective INT of 16 (letting him cast the spell at Level 3).

Astral Projection: The ritual practitioner puts her body in a trance, and her body slips out into the astral plane where spells can be seen and manipulated as physical objects. The caster's Astral Projection skill complements any use of Traditional Magic. Add 1/5th of the caster's Astral Projection score to their Sorcery skill when they use Astral Projection to build a spell. Note that the caster's physical body is effectively comatose and defenceless while their higher self is off redecorating the astral plane.

Aura Detection: A sorcerer with Aura Detection has an added knack for using scrying spells. All Scrying spells are augmented.

Eidetic Memory: By imprinting the words, gestures and mental constructs of a spell into his memory, the caster can store Spell Macros in their own mind. Their Eidetic Memory skill augments their Sorcery when determining the maximum number of Spell Macros available.

Emotion Control: The sorcerer can unpick psychic ties and unravel knots of magical energy, augmenting their ability to cast Exorcism spells.

Empathy: Being able to read and reflect your “partner’s” emotional state can intensify and deepen a Destiny Entanglement, augmenting the casting of such spells.

Intuition: By sensing upcoming danger, the caster can tailor their Defensive Bindings to the exact threat, augmenting the spell.

Mind Control: Reinforcing the terms of a geas with mental conditioning and psychic suggestions makes the geas much harder to break. Mind Control can augment Geas spells.

Mind Reading: Glamour spells are augmented by Mind Reading, as the caster can subconsciously update and improve the glamour to match the preconceptions of the viewer.

Mind Shield: By putting some of their own mental fortitude into the ward, a user of Mind Shield can augment Ward spells.

Precognition: Obviously enough, those with the gift of foresight can also apply it to predictive magics. Precognition augments Prognostication.

Psychokinesis: Similarly, those already adept at moving things with their mind have an instinctive feel for the subtle warping of space-time involved in Entropy Manipulation spells, augmenting them.

Psychometry: Psychometry uses similar principles to Sympathetic Magic; both draw encoded information from the quantum level, and one can be used to augment the other.

Remote Viewing: Remote viewers can augment their Gate spells; if you’re going to call things from beyond the pale of Earth, it’s a good idea to peek on the far side first and make sure you’re calling up the right thing.

Sensitivity: This talent augments Summoning spells. Effectively, the psychic exposes part of their mind, and this lures exnomes to them. Basically, the psychic equivalent of dangling your feet in the water to attract sharks.

Telepathy: Telepathy can augment Banishing spells. The caster opens a connection with the target and then channels the banishment through their mind. If it works, it’s a very effective way of getting rid of unwanted entities. Of course, if the banishment fails, then the caster is in direct mental contact with Something Ghastly.

Enhanced Perceptions Via Mental Magic

Some recent research indicates that spells that involve observing other dimensions or which provide other types of alternative sensory information can be considerably more informative when cast using mental magic. The reason is simple: all of the sensory information goes directly into the sorcerer’s sensory neurons, and doesn’t have to be filtered through a display screen, earphones, or even the retinas and ears of a sorcerer using traditional sorcery. Naturally, gaining access to this sensory information is not recommended or endorsed by the Laundry, but on at least a few occasions, the additional data provided has proven to be exceptionally useful. If you know someone both desperate enough and skilled enough to use mental magic to perform some type of magical scrying, their aid can provide you with details unavailable via other means.

When performing a scrying spell, or sympathetic magic of level two or higher, the sorcerer is normally reliant on some form of visual display to gain access to the information provided by this spell. Computational sorcerers see the information on the screens of their personal electronics and traditional sorcerers cause images to appear in patterns of reflections of liquids or by subtly manipulating the pattern of light reflected from a mirror or being emitted by a candle flame. All of these methods are roughly equivalent in the amount of detail they provide. However, personal electronics can automatically record these images, which makes replaying them far easier. Regardless of the method used, the resolution and detail are always relatively limited. None of these limitations apply when using mental magic: the sorcerer can see, hear, and even smell images as if their own senses were providing detailed information about the target.

Enhanced Perception Rules: If a character is using mental magic to perform either scrying or sympathetic magic of level two or higher, the Gamesmaster should provide the character with more detailed information than they would to other characters using either computational or traditional sorcery. In addition, using mental magic in this way should allow the sorcerer to easily look at and listen to the target from different points of view, providing more information about the location and condition of the target when using sympathetic magic, and giving a clearer image of the nature and extent of the magical disturbance when using scrying.

Delayed Spells

There are times, such as when performing a destructive exorcism spell, that being present when the spell takes effect is a remarkably poor idea. Also, even a low-level entropy manipulation spell can serve as an invaluable distraction, but only if the sorcerer doesn’t have to actually be present to perform the spell. Setting up a delayed spell is a relatively simple matter; the sorcerer only needs to arrange the

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spell so that some crucial last step – like lighting a candle, singing or shouting the last line of a chant, or running a final set of calculations – is not part of the ritual. The sorcerer performs the ritual normally up to that point, and then simply pauses the spell so that the last step remains uncompleted. Unlike creating a spell macro, this process does not involve investing the energy of the almost-completed spell into some other form or location. Instead, the spell works exactly as it normally would, in the location where the ritual was performed. The only difference is that the spell goes off at a somewhat later time.

Creating Delayed Spells: Creating a delayed spell is relatively easy. Performing a spell in this fashion does not require any more time or POW. Instead, all the sorcerer need do is successfully make a Computer Use, Craft, Fine Manipulation, Occult, or Technology Use roll to set up the delay correctly. The type of roll used depends upon the manner in which the delay is set up. Some sorcerers might set up a delay simply by having the computer they were using to cast the spell perform a specific function at a specified later time. Another sorcerer might create a complex mechanical rig to push a button at the desired time, while a traditional sorcerer might arrange the ritual so that a candle must burn down to a specified point so that its wick will ignite a second candle whose ignition completes the spell. If desired, the sorcerer can make the roll to set up the delay before performing the spell, and have the arrangements in place before attempting to cast the spell.

The risk of using a delayed spell is that all of the equipment and paraphernalia needed for the ritual must remain in place and undisturbed until the ritual is actually completed. This limitation means that the ritual components could be disturbed and the ritual interrupted if someone moves, damages, or otherwise interferes with any of this equipment anytime during the period between when the sorcerer set up the spell and the time when it is actually cast. Also, because the sorcerer is not present, disturbing any of the equipment used in the spell in any but the most minor fashion automatically causes the sorcerer to need to roll on the Spell Failure Table.

One positive aspect of this type of magic is that the sorcerer is not around to directly bear the brunt of the result of this failure. Unfortunately, some of the worst results of spell failure leave behind problems, like possession, severe hauntings, or open gates that the sorcerer or some other Laundry personnel will need to rapidly deal with. Because of this risk, few sorcerers are willing to set up spells with delays of more than 10 or 20 minutes. However, in theory the delay can be as long as three hours, after which time the energetic changes created by the spell begin to decay, preventing the spell from being cast. The only major limit on delayed spells is that it is not possible to perform a level five spell as a delayed spell; energies of that magnitude cannot be safely contained in this fashion.

Spell Macros

In addition to the various risks, one of the major difficulties with traditional sorcery or mental magic is that they both take a great deal of time. A careful traditional sorcerer takes almost an hour to do what a skilled computational sorcerer can manage in less than a minute and even mental magic take a minimum of several minute to perform. Often, sorcerers don't have that sort of time. However, there are difficult but useful techniques that can allow a sorcerer to prepare a spell that can be used later, at almost a moment's notice. Known as spell macros, this technique allows the sorcerer to effectively store a spell for later use.

To create a spell macro, the sorcerer must perform the desired spell in manner so that it is almost complete, and then bind up the spell's energy in such a way that it can be released later. The exact method of storing and release depends upon the level of the spell. Containing powerful magical energies demands more difficult and complex techniques than storing lesser magical energies.

A stored level one or level two spell can be released simply by reciting a short incantation. Computational sorcerers working for The Laundry are free to make use of level one and level two spell macros as they see fit. Spell macros are especially useful, because the sorcerer can use them even if deprived of all of their equipment. The one use major low-level spell macros have is that the sorcerer can use them even if they are deprived of all of their equipment.

Level three and level four spell macros require either the binding of the spell into an item or into the sorcerer's life force. Given the risk of items containing powerful spells being stolen or set off by hostiles or possibly even by civilians, operatives who plan to bind a spell macro into an item are requested to submit a brief description of the item and how the spell can be triggered to their superior before using it. This paperwork can be submitted after the fact if the operative is out of contact or there are extenuating circumstances, but civilians who are harmed through accidental use of such an item are often cause for a review by the Auditors.

Spell Macro Rules: The process of creating a spell macro involves performing a version of the spell where the POW Requirement is increased by +1 and the time needed to cast it is doubled. Any additional modifiers to the spell can be applied normally. Also, depending upon the level of the spell, the sorcerer must have a certain level of skill. See the table below for information.

Spell level of Spell Macro	Necessary Skill (Sorcery or Mental Magic)
1	30
2	55
3	75
4	90

There are three ways to store and trigger a spell: the spell can be stored within a short phrase, an object, or within the sorcerer's physiology. By far the simplest option is for the sorcerer to store the spell so that they merely need to speak a short phrase to activate it. This type of spell macro can be useful for practitioners of computational sorcery. Unfortunately, it only works for level one and level two spells. This incantation requires one round per level to recite, and if necessary, can be whispered. However, the sorcerer must be able to speak in at least a whisper to activate a spell macro in this fashion.

Level three or level four spells must either be tied into specially made items or into the sorcerer's physiology. The first method involves using a mechanical or electronic device, from a 3-D puzzle or a mechanical watch to a mobile phone, which has had either physical or software alterations performed on it in order to enable it to store a single spell macro. These alterations require either writing specialised programs or apps, or engraving the object and applying conductive ink.

To activate a spell stored in an object, the sorcerer must then manipulate the item in some specific manner that requires one round per spell level in order to activate the spell. This process could involve everything from entering a lengthy and complex password into a mobile device to resetting a complex mechanical watch to a specific time and date. The downside of this spell is that it only works if the object is intact and in the sorcerer's hands. Also if

someone takes the object and knows how to activate it, they can use the spell instead.

The other alternative is far less pleasant: the sorcerer ties the spell into their own cellular and neural structure, and the act of casting the spell causes various forms of minor damage that effectively reduce the sorcerer's lifespan by approximately one hour. Although using this method occasionally causes few sorcerers concern, regular use can add up over time. Also, few sorcerers other than fanatics, the desperate, or the exceptionally driven feel comfortable with paying for their magic with even a small portion of their life.

One important limit on spell macros is that sorcerers can only have a limited number of them at one time. Attempting to bind up more thaumic energy causes the energy bound up in the oldest spell macros to decay. The total number of spell macros that a sorcerer can have is determined by the table below.

Sorcery Skill	Total Number of Spell Macros
01-20	1
21-40	3
41-60	9
61-80	27
81-00	81

Improved Mental Magic

There are also techniques to allow mental magic to be somewhat less obviously suicidal. The key to accomplishing this goal is specialised training. The Laundry does not offer this training because in all honesty, even using these techniques mental magic is still quite dangerous. However, a few Laundry assets in other nations are skilled practitioners of mental magic, and their efforts should not be dismissed. More importantly, the efforts of enemy operatives who are skilled in mental magic should also not be ignored. Just because you tie a sorcerer up and take away all of their personal electronics and every writing implement doesn't mean that some of them won't find a way to use magic to completely ruin your day, even if they aren't completely suicidal.

The Mental Magic Skill: This is the skill for using magic solely with your mind. Like the Sorcery skill, it doesn't improve with experience and can only be increased via training, which can be hard to come by, or, like sorcery, when one of the same five skills that allows an experience check for Sorcery increases to 50%, 75%, or 90%. However, the other limitation on the mental magic skill is that it cannot be increased higher than the user's sorcery skill. If an operative has a sorcery skill of 40%, their mental magic skill cannot exceed 40% until their sorcery skill increases. This skill provides two benefits. First, the roll to perform mental magic is no longer Difficult, and instead becomes Average. In addition, the sorcerer only rolls on the Mental Magic Side Effect Table (*The Laundry Roleplaying Game*, p. 132) if the sorcerer fails their mental magic roll. On a successful roll, the sorcerer succeeds and suffers no negative consequences for their action. For the highly trained and exceptionally dedicated sorcerer, mental magic still isn't safe, but it becomes merely a foolish choice and not an insane one.

Inefficient Spells

One of the truisms that applies as much to sorcery as to any other facet of life is that anything that's possible to design is possible to design badly. There's a great deal of wretchedly designed sorcery out there and the ratio of good spells to bad is approximately the same as the ratio of any other good code to horrible code. Yes, it's really that bad.

Inefficient spells are most often found in one of three cases: amateur occult programmers, hardcore traditionalists, and industrial sorcerers. These days, the most common type of sorcerers using inefficient spells are amateur computational sorcerers who ran into hints of Turing's Last Theorem and invented sorcery for themselves. Thankfully, such people almost never use or even think of using human sacrifice, and instead attempt to build homemade supercomputers and write exceptionally elaborate code to create spells that could be optimised to perform on a smartphone. There's a reason that we supply all operatives with basic spellware. We've rigorously tested and optimised the spells we develop, and most amateurs don't even have an idea that such a thing is possible. Instead, you mostly have some overly curious IT professional being amazed that their high-end gaming rig combined with some expensive custom electronics can perform a level two glamour in an hour or so.

The other two groups using inefficient spells are usually far more dangerous. The most obviously dangerous are the traditional sorcerers. Some of these people are idiots who found some ragged old grimoire in a used book shop and are out to become the new Merlin. Given the risks involved, we only find many of these people after they've manage to kill themselves and maybe a neighbour or two with some minor magical disaster. However, some traditional sorcerers may not know that they're using spells that could be cast far more efficiently, but they know what magic can do, how to perform it as safely as possible, and they're either ambitious or driven. In short, they're would-be dark lords and cultists. Almost none of these people know much occult theory, but they can be profoundly dangerous and the fact that their spells are a lot of trouble to get working just serves as encouragement to kidnapping and murder.

The third category is the worst of all, industrial magic. Pale Grace cosmetics is the example most Laundry operatives know about, but there have been other incidents, and some troubling rumours that we haven't be able to verify. Mass producing sorcery is very difficult, especially on an industrial scale.

Every occult item operatives requisition from Q Division is a precision made device created by highly trained and highly paid technicians with exceedingly specialised skills. If you want to produce hundreds or perhaps even tens of thousands of items infused with extra-dimensional power, then this sort of highly skilled piecework approach is completely impossible. Instead, even the best occult theoreticians can only manage to create an industrial facility that works like an inefficient spell. However, the fact that

this process works on an industrial scale should be terrifying enough. Most of our senior researchers believe that this sort of mass manufacturing will become considerably easier as CASE NIGHTMARE GREEN approaches. Finding and shutting down any such facilities is one of our top priorities. It doesn't matter if someone is using industrial magic to get rich or because they're devoted to the idea of summoning a multi-angled horror that wants to eat the Sun, shutting down that sort of magic is one of our top priorities, especially because of the means usually used to cast this type of inefficient magic.

Regardless of the reason or the type, recognising inefficient spells is easy. Look for overkill – in many cases, literally. Hundreds of chanting acolytes all dressed in complex and elaborate robes or half a dozen hopeful geeks wiring several stolen super computers in parallel, while connecting them to custom electronics that fill a room, are both near certain evidence of inefficient spells. The fact that your opponents are using such methods doesn't make them any less dangerous, but it does mean that none of them are going to expect that you'll be able to cast spells using just your phone and a conductive pen.

Inefficient Spell Rules: Spells that have not been optimised require more power and more time to perform. Subtract one from the POW provided by all methods of spell casting. In addition, multiply the time needed to cast the spell by five and divide all positive modifiers by two (round down). However, because of the nature of almost all inefficient sorcery, some modifiers can be increased via various forms of excess. See the two tables below for information on the numbers required for using either additional processing cycles (*The Laundry Roleplaying Game*, p. 132), or parallel processing (*The Laundry Roleplaying Game*, p. 133-134) for inefficient spells.

Additional Processing Cycles for Inefficient Spells

POW Bonus	Time Multiplier
+1	x10
+2	x50

Parallel Processing for Inefficient Spells

POW Bonus	Additional Sorcerers	Assistants
+1	4	25
+2	64	625
+3	1,024	15,625

Exceptionally Inefficient Spells: Some spells are so inefficient and poorly designed that they barely work at all. But they *do* still work. Such spells are actually fairly rare. In almost all cases, the sorcerer must be using an inefficient spell and also have some other problem that causes their spells to become even less optimised. Typical options

include a computational sorcerer using a computer that is having significant hardware or software problems that allow it to run, but cause frequent minor glitches, or any type of sorcerer who is both using an inefficient spell and also attempting a spell on a massive scale using industrial equipment or large numbers of poorly trained workers.

The most well known examples of this last type of spell were the various sorts of exceptionally powerful necromancy attempted by the Nazis that were fuelled by the mass deaths in the concentration camps. The Nazis barely knew what they were doing and they also used magic on an industrial scale, so their magic was exceptionally inefficient.

In addition to all of the penalties for inefficient spells, exceptionally inefficient spells reduce the base POW provided by various forms of casting by -2 instead of -1 and multiply the casting time by 20 rather than by five. Also, increase the numbers needed to obtain various bonuses by another factor of 10. To gain a +1 bonus by using additional sorcerers, an exceptionally inefficient spell would require 100 additional sorcerers. In addition, not all of the energy that doesn't go into the spell simply vanishes. Despite barely working at all, spells of this type still actually work and as a result build up a great deal of thaumic energy. A sorcerer casting an exceptionally inefficient spell must still roll on the Spell Failure Table (*The Laundry Roleplaying Game*, p. 130) even if the player is successful in their sorcery roll. Subtract 20 from the roll for a level one spell and subtract 10 from the roll for a level two spell.

Also, if the spell caster would normally be required to roll on the spell failure table, then add +10 to the roll if the spell is level two, +20 to the roll if the spell is level three,

+30 to this roll if the spell is level four, and +50 to this roll if the spell is level five. Treat all rolls that are below 01 as 01 and all rolls that are above 00 as 00.

Sacrificing Goats

One of the unfortunate facts of magic is that the death and suffering of living beings and especially of intelligent beings contains a great deal of power. This type of spell enhancement is quite rare except among the most fanatical and vile cults. Unfortunately, as CASE NIGHTMARE GREEN approaches ever closer, more such cults appear. Human and animal sacrifices provide the bonus listed below.

The "inefficient spell sacrifice" column refers to the use of human sacrifices in inefficient spells. Torturing three humans or animals to the point of unconsciousness due to extreme agony is equivalent to one human or animal sacrifice.

POW Bonus	Sacrifice	Inefficient Spell Sacrifice
+1	1 Mammal of at least 10 kg or 3 smaller mammals or birds of at least 1 kg.	1 Human
+2	1 Human or 3 large mammalian predators or primates with a mass of at least 100 kg each.	16 humans
+3	4 Humans	256 humans
+4	16 humans	4,096 humans
+5	64 Humans	65,536 humans

Other Drawbacks

Traditional magic spells can have other drawbacks beyond being really, really, really time-consuming to cast and the risk of having your brain chewed up. Spells may have problems like:

- **POW Damage:** The spell drains the caster's energy, and inflicts one or more points of POW damage when cast. The more POW spent, the more potent the effect.
- **SAN Loss:** On its own, traditional magic doesn't cost Sanity. Oh, a botched spell may wreak havoc on the caster's mind, calling up unspeakable horrors may be harmful to your mental health, and murdering someone with magic is just as psychologically damaging as using conventional means. Some traditional magic spells, though, involve direct mental contact with extradimensional horrors, and can drive the caster mad even when cast properly.
- **Ritual Requirements:** A spell might require that the caster be an anointed member of a particular cult, or be descended from the Deep Ones, or perhaps the spell can only be cast on a moonless night from the top of a stone tower by a one-eyed Scotsman. These requirements are the occult equivalent of badly written, buggy code.
- **Exotic Components:** While most traditional magic spells require ritual components - pentagrams, virgin's blood, candles, sulphur and the like - some spells require really specific things. A spell might be keyed to a particular artefact, or require something extremely rare. In this day and age, it's hard to get dragon's blood, the eye of a medusa, or the hair of an honest man.
- **Side Effects:** A well-written spell cleans up after itself, shunting unused thaumic energy back to whence it came. A badly written spell dumps the thaumic energy out randomly, causing weird side effects like hauntings. Other spells create specific but unwanted side effects when cast. A weather control spell might kill every dog within a mile of the caster; a geas spell might have the side effect of forcing the subject to always speak in rhyme.

The Power of Traditional Sorcery

One of the most common attitudes among computational sorcerers, and especially relatively young or at least relatively inexperienced computational sorcerers, is a high degree of contempt for anyone who practices traditional sorcery. Most of you believe the various stereotypes about these sorcerers all being eccentrics with either far too many cats or building handmade altars to ancient deities in their dank and cluttered basement. Also, the vast majority of computational sorcerers consider traditionalists to be fools, mathematically inept technophobes, or simply not particularly dangerous, at least not compared to a skilled computational sorcerer with high end hardware.

To be completely honest, much of this is often true. Back before Turing, traditional sorcery was the only type there was, other than mental magic, which everyone knew was either for the insane or the insanely dedicated. Back then, Laundry occultists fought the Nazis using traditional sorcery, and a few decades before that another traditional sorcerer built the Wall of Pain to contain the Sleeper in the Pyramid. However, ever since the mid 1980s, computers have been small enough and fast enough that they've been the cutting edge of modern occultism. Most traditional sorcerers are either old or eccentric technophobes. However, the important thing to remember is there's a big difference between most and all. In the past decade, Laundry operatives have gone up against a number of very powerful and very dangerous traditional sorcerers, and have also worked with an almost equal number of traditional sorcerers who either work for foreign governments or who have become valuable foreign assets for Laundry operatives. So the big question, then, is why are people of obvious skill and dedication still drawing diagrams in chalk, dressing up in fancy robes, and chanting in ancient languages when computers are so much faster and easier?

Firstly, we're monitoring the internet, and act quickly to squish any signs of genuine occult activity. Posting a question on the wrong forum attracts our attention. So far, we've kept the secrets of computational demonology from leaking out into the public domain, and we anticipate continued success in this area as long as we continue to receive adequate support and co-operation from Whitehall.

In addition to secrecy, there's also the fact that computational sorcery is less than 60 years old, and for the first 20 of those years it was very much in its squalling infancy due to both hardware and software limitations. While many of these sorcerers have been insane or incompetent, people have been practicing traditional sorcery for literally thousands of years. There are books out there that we only have rumours of, books that contain spells that we don't know how to duplicate because none of our R&D types have developed or stumbled upon the symbolic algorithms that allow those particular spells to work. Also, fancy robes and beheading chickens aren't the only ways to enhance magical power.

There are a number of items containing substantial magical power that sorcerers use to enhance their abilities. Whereas you may be relying on a precise and exceptionally delicate laser pentacle to get the extra oomph you need for your spell, some traditional sorcerers use much simpler tools that are at least as effective. A few of the best, or at least the luckiest, are using ancient bronze daggers engraved in various magical languages, jewellery where the stones are faceted and arranged in a precise pattern, or alien artefacts that were given to – or found by – traditional sorcerers during the Iron Age and have been passed down through the centuries ever since. We do our best, but it's bloody difficult to interface a carved bronze dagger into a modern computational sorcery set-up, and some of the alien artefacts we've found are even worse. However, many of these items are quite easy to incorporate into a traditional sorcery spell. Our most powerful magical peripherals are large and delicate, and still can't rival the power of some of the items that a few of the best traditional sorcerers regularly use.

Yes, traditional sorcery takes considerably longer than computational sorcery, and if the sorcerer wants to be remotely safe, it takes longer than that. Also, it takes more work to gather the power needed for a ritual. However, in the hands of a skilled and careful sorcerer those are really the only major differences, and spell macros can help compensate for the time difference. In addition, traditional sorcerers can remain completely off the grid – they don't need computers and they don't need to purchase unusual electronic components. Often the first time any of us know that a skilled traditional sorcerer is working is when our thaumometer pegs or we see some unnatural creature slithering towards us.

Unique Traditional Sorcery Spells

Even today, there are spells that can be performed with traditional sorcery that have not yet been adapted to computational sorcery. Some relatively simple spells like summoning creatures or energy from another dimension can be created solely using Turing's Last Theorem. However, other spells are far more complex and while deriving them from first principles is possible, it is also exceptionally difficult and time consuming. Many of the common computational sorcery spells used by the Laundry today were initially developed as projects where practitioners of traditional sorcery worked with mathematicians, philosophers, and computer programmers to create a more stable and reliable version of the spell, adapted for running on a computer. Creating a spell solely by means of a mixture of theory and brute force computation often requires years of work; adapting an existing spell from traditional sorcery to computational sorcery often requires no more than a few months of sufficiently skilled people working on the conversion.

The fact that laser pentacles and similar paraphernalia are still used when performing some spells is clear evidence of the legacy that traditional sorcery has left on computational

sorcery. There are also still a number of spells that have never been adapted for computational sorcery. Some ancient spells, like spells for blessing and blighting crops, are simply no longer necessary. Fertiliser and irrigation are far easier and safer alternatives than spells that can produce three-headed intelligent calves or hungry animate weeds if they go wrong. No one has bothered to create computational sorcery versions of these spells, because Laundry operatives rarely need to blight a farmer's apple trees or sour their cows' milk⁶.

Other spells are more potentially useful, but are sufficiently rare that the Laundry has not yet acquired versions suitable for conversion into computational sorcery. In other cases, the spell is known to the Laundry, but is needed rarely enough or is sufficiently difficult and complex that no one has bothered to spend the time and effort needed to create a version of the spell suitable for use by computational sorcerers. The third category of spells are those that cannot yet be replicated by computational demonology, despite our best efforts at reverse-engineering them. Several summoning spells only work when cast using traditional magic, as the summoning protocols used have so far defied decryption. Other incantations use abstruse space-time 'hacks' that cannot be encoded into a Universal Turing Machine.

Unique Spell Rules: These spells can only be cast using traditional sorcery. The casting time for each spell assumes that traditional methods are used; if someone finds a way to translate these spells to computational demonology, divide the casting time by 20 to determine the mechanical casting time. Each new spell lists a 'base spell', which indicates the computational demonology formula that most closely resembles the new spell. Conditions that affect a base spell also apply to those that resemble it. For example, Temporal Viewing has Scrying as a base; if an area is warded against Scrying, it is also undetectable using Temporal Viewing.

Blight

Level: One to Three

Casting Time: One hour per level

Base Spell: Geas

The level one version of this spell targets a single living creature; the target's Endurance score is halved for the purposes of avoiding sickness and other natural ailments. It can also have deleterious effects on secretions (milk), hair growth (wool) and reproduction. In a primitive society, this was virtually a death sentence; these days, it means higher medical bills. The spell lasts until the next full moon.

The level two version of the spell curses a whole field. The spell's base area of effect is equal to the caster's POW in metres. Nothing will grow in the field for one full season.

Level three mimics the effect of the level one spell, but applies to multiple targets. The base number of targets is equal to the caster's POW; if the caster increases the number of targets as per the rules on page 134 of *The Laundry Roleplaying Game*, then multiply the caster's POW by the number of extra targets. For example, a POW 15 caster could Blight 15 cows; a POW 15 caster who increases the POW requirement of the spell by +4 could blight $15 \times 81 = 1,215$ cows.

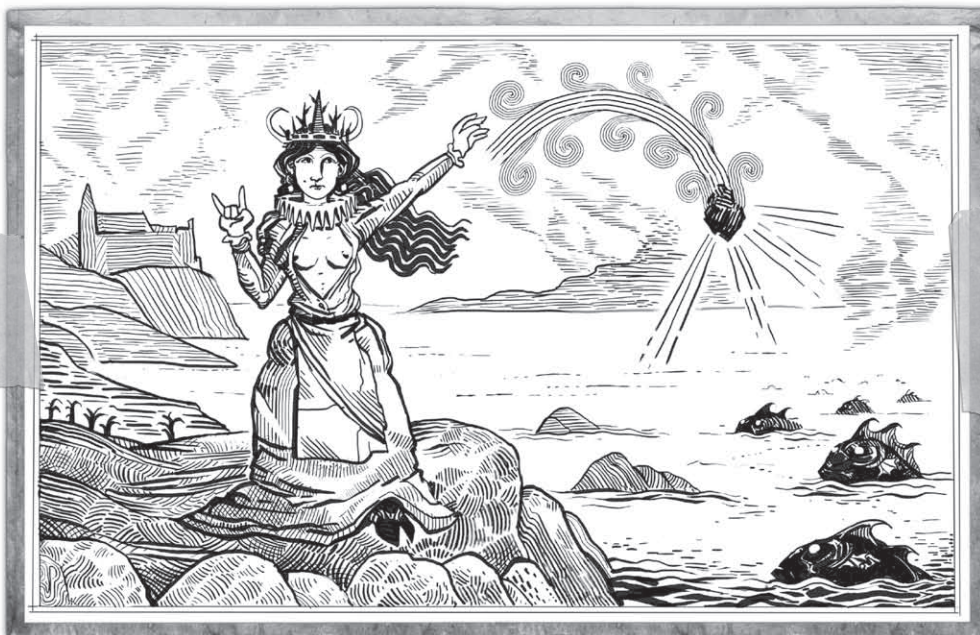
Call <ENTITY>

Level: One to Five

Casting Time: One hour per level (using traditional sorcery)

Base Spell: Summoning

Multiple versions of this spell exist, each one keyed to a different species. Common incantations call upon ghouls, BLUE HADES or lesser exnomes like Feeders in the Dark.



6: If no-one's reverse-engineered the milk-souring spell, then why is the fridge in the canteen warded?

LICENSE TO SUMMON

When the spell is cast, the closest individual of that species is instantly aware of the caster's location and that the caster wishes the creature to come to him. The spell does not summon or bind the entity in any way – it's the magical equivalent of a signal flare (or a dinner bell). The spell can cross dimensional boundaries, but cannot summon entities from beyond into our reality. However, by casting a Call spell followed by a Gate, the caster can ensure he lets roughly the right entity through the gate. Even if an entity cannot manifest in our reality, attracting its attention with a Call spell may have effects nonetheless; the direct attention of an alien god is a potent thing.

The lower-level spells call minor entities (rat-things, ghouls, level one exonomes). Level two spells can call entities like BLUE HADES or PLUTO KOBOLD. Higher-level spells target progressively more powerful entities.

Curse

Level: One to Four

Casting Time: (using traditional sorcery)

Level One: One round.

Level Two: Six rounds

Level Three: Thirty minutes

Level Four: Six hours

Base Spell: Entropy Manipulation

The caster of this spell must be able to see the target, or else have a magical link. The traditional version of this spell reduces the target's Luck score by 20% x the level of the spell; other formulae can target a specific skill, like Sorcery or Firearms. The spell also turns a failed skill test into a Fumble, and a Fumble into an absurd disaster. If the skill is reduced below 0, then any attempt at using it results in an exaggerated and potentially life-threatening fumble. Each time the victim of the spell fails a test of the afflicted skill or characteristic, the spell's level is reduced by one – so, a level one spell lasts for one embarrassing fumble, but a level four spell brings at least four extremely damaging fumbles.

Sending

Level: Three

Casting Time: 15 minutes (using traditional sorcery)

Base Spell: Scrying

This spell allows a sorcerer to send a mental message to anyone they have a sample of. This sample must consist of at least a small amount of the target's tissue as a magical link. Drops or smears of the target's blood or saliva and even hairs from their hairbrush or comb all work equally well.

Performing this spell is relatively simple: the sorcerer casts the spell, and they are then able to talk to the target. The sorcerer speaks and the target hears their voice as a whisper in their head. Similarly, if the target makes an effort to communicate with the sorcerer, the sorcerer can

hear any response. Both the sorcerer and the target must speak to communicate, but they can whisper. Today, the vast majority of computational sorcerers regard this spell as a complete waste of time. One major problem is that this spell is blocked by wards, including the personal wards worn by all sensible Laundry field agents. In addition, it can only be used for voluntary communication, and cannot be used to magically eavesdrop on someone. For the past 20 years, almost all operatives have considered mobile phones far superior, and even before that, finding and dialling a telephone was generally far easier than spending 15 minutes casting a level three spell.

Shrivelling

Level: Three

Casting Time: 30 minutes

Base Spell: Entropy Manipulation

This is an extremely powerful and lethal spell. It blasts and blackens the target, inflicting 1d4 points of damage per point of POW damage taken by the caster. So, if a caster who willingly takes 5 points of POW damage may inflict 5d4 damage on a target. The spell has a range equal to the caster's POW score in metres. A Shrivelling blast ignores worn armour, but not natural armour (like a creature's tough hide), wards or defensive bindings.

Shrivelling damage usually resembles radiation burns.

Temporal Viewing

Level: Two to five

Casting Time: One hour (using traditional sorcery)

Base Spell: Scrying

This difficult spell literally allows the sorcerer to see back in time. To focus the spell, the sorcerer must have either an object from a particular time. This object could be anything from a newspaper published on a particular date, to fragments of a ceramic vessel made 4,000 years ago. The sorcerer casts the spell using this object as a focus and then can see the past at that time, and at the location where the spell is cast. If the sorcerer increases the spell's POW Requirement by +1, the sorcerer can instead see the area around the object being used as the spell's focus, at the location where it was back then. This spell provides moving images and sounds of the desired time and place. However, due to the difficulty of maintaining this spell, the spell only works for 4+1d6 minutes, providing the sorcerer with 5-10 minutes worth of images of the past.

When the Laundry initially learned of this spell, they were exceptionally interested in it for forensic uses, but soon abandoned this effort because of the difficulty involved. In much the same way that opening a gateway to a parallel

world almost identical to our own is impossible, observing the recent past is far more difficult than observing the far past, and beyond a certain point, the spell is impossible. As soon as Laundry sorcerers realised this, interest in this spell rapidly dwindled, especially since no known spell can see events more recent than five years ago, and seeing events more recent than 50 years ago requires the extreme power of a level five spell. The level of this spell depends upon how far in the past the sorcerer wishes to see. The more recent the event, the higher level the spell.

level	Time
2	5,001+ years ago
3	501 to 5,000 years ago
4	51 to 500 years ago
5	5 to 50 years ago

This spell only allows the sorcerer to see and hear events in the past. However, there are also stories about a unique and far more powerful spell that allows sorcerers to *visit* the past, or to either send objects to the past or retrieve objects from the past. There is no evidence that this spell exists, but its possible existence is rumoured to be one reason that researching temporal magic is highly discouraged.

Voorish Sign

Level: One

Casting Time: One round (using traditional sorcery)

Base Spell: None

The Voorish sign is a hand gesture that invokes certain ancient bargains and attracts the attention of spirits who aid the casting of spells. Casting the Voorish sign increases the effective POW of the sorcerer's next traditional or mental magic spell by 1/5th of the caster's own POW.

Of course, there ain't no such thing as free POW – using the Voorish sign costs 1d4 SAN and inflicts one point of POW damage.

Weather Control

Level: Two, Three or Four

Casting Time: One Hour per level (using traditional sorcery)

Base Spell: Entropy Manipulation

This spell allows the sorcerer to alter the weather. The sorcerer can affect the weather in an area approximately one kilometre in diameter, and can use the increasing area of effect table (*The Laundry Roleplaying Game*, p. 134) to alter the weather over large areas. Unfortunately, this spell can also causes less predictable changes in weather patterns

up to 500 km away, and mistakes with this spell often result in local rains of fish, frogs, or dark blood-like substances.

Level	Weather Alteration
2	Any reasonably likely type of weather can be created. A gentle rain could become a thunderstorm, or a clear sunny day, while a thunderstorm could be transformed into an ordinary rainstorm or a raging storm with both hail and lightning. The sorcerer has some limited control over this weather. It is possible, for example, to call a wind out of the east, but it's not possible to call a wind that hits one aircraft and doesn't affect anything else in the sky.
3	Create any possible weather condition for the season and current weather conditions. Snow in the summer is impossible, as is torrential rain or high humidity in the middle of a desert. Also, vast weather systems like tropical storms are beyond the level of this spell to create.
4	As per level three, but the sorcerer has a lot more control over the resulting weather. Want to hit that specific airplane with a hurricane wind? Want to flood just that one house? All doable.

Many grimoires speak of a more powerful version of this spell that can call up natural disasters like earthquakes and volcanoes, but those may be misunderstandings of the effects of a *Call Cthonian* spell.

Wither

Level: Three

Casting Time: Thirty minutes

Base Spell: Warding

A traditional offensive spell, Wither targets a limb or organ of the target. The caster must be within close range of the target or have a magical link. When cast, the spell causes the targeted limb or organ to atrophy. In game terms, roll on the Major Wound table (see page 65 of *The Laundry Roleplaying Game*) to determine which body part is afflicted. Casting Wither causes sympathetic feedback to the caster, inflicting one point of damage for every point of Characteristic loss inflicted by the spell.

The effects of Wither are permanent until the spell is removed or the caster is slain. Overlaying multiple Wither spells is difficult; raise the POW requirement by +2 for every existing Wither spell currently active on a target.



Smartphone +2 of Shiny

In fiction, spies have all kinds of weird and wonderful gadgets. In reality, this is, for the most part, untrue. Spies rely more on training and allies than jetpacks or polonium-enriched toothpaste. Yet espionage is not without its colourful gadgets, such as cigarette pack cameras and poison-tipped umbrellas, and occult espionage requires a different set of gadgets entirely. Below are common, uncommon, and rare items used by occult intelligence agencies around the world.

Two notes must be made. Firstly, the availability listed for each item is for officers within that agency. If a Black Chamber gadget is listed as Average, then it's Average for Black Chamber agents, not Laundry officers. Acquiring gear from other agencies is up to the GM to decide, but we recommend increasing the availability for friendly agencies by one step (Easy to Average, for example) and making non-friendly agencies' availability all but impossible.

Secondly, the certification requirements are still in effect regardless of what agency the gadget came from. Of course you can still use it – you'll just face an interesting series of questions should using that gadget go pear-shaped. ("Please explain to the committee why you chose to use a foreign device that you obviously have no training in. Include why the subsequent deaths should not be attributed to your lack of expertise.")

Acquiring Gadgets

If a Laundry officer comes into possession of a gadget belonging to a rival organisation, things get... interesting. On the one hand, the Laundry wants to maintain good relations with its counterparts. There's no sense in pissing off the Black Chamber over some minor sorcerous gewgaw. On the other, Q Division are always eager to reverse-engineer the technology of rival groups, and some gadgets are worth the risk of a diplomatic incident.

The trick is to convince the rival organisations that their gadget was destroyed, and then smuggle the intact item back to the United Kingdom without being detected...

The Laundry

When it comes to designing and creating non-magical technology, Q Division is advanced, but is not the world leader. Laptops, tablet PCs, and mobile phones from Q Division are one or two years ahead of the curve, but Black Chamber agents regularly have more advanced technology. The Laundry is similarly "good but not great" in regards to creating occult gear. There are so many safety restrictions within the Laundry, not to mention bureaucratic red tape, that the timeline for creating a new magical gadget is twice as long as their competitors. Where Q Division shines, however, is in combining the two – magic and technology – especially with older, more common technology (the banishment round is a perfect example of this).

Occult Aerosol Sprays

Availability: Varies by type
Certification Required (Esoteric Weapons 20%)

Arcane dusts are common in magical circles, inasmuch as anything occult can be considered common. Rather than carry a bag of the stuff, Q Division has aerosolised the dusts and placed them in a small self-defence spray cans. These can easily be carried in a pocket or even clipped to keys like a key fob. Each can has enough dust for one to several uses depending on how difficult and expensive it is to make.

- **Anti-Glamour Spray (1 use per can / Difficult):** Pale Grace Cosmetics (*The Laundry Roleplaying Game*, pg. 141) are basically dusts with level one glammers applied to them. Whereas glamour usually provides positive reactions from people looking at you, anti-glamour sprays apply a reverse glamour (p. 11). The subject becomes plain, boring, uninteresting, and best ignored.

This works well when an agent needs to get lost in a crowd. Spraying on some anti-glamour makes it easier to be overlooked even when someone is actively looking for the agent. Viewers must roll their POW vs. POW 14 to avoid ignoring the affected individual. Viewers who fail the roll are certain he is not the droid they are looking for. This effect will last up to one hour.

If Anti-Glamour Spray is used on someone already under a Glamour spell, the glamour's level is lowered by one: If the character is under a level three glamour, then it becomes a level two glamour. A level one glamour is simply cancelled.

- **Anti-Zombie Spray (3 uses per can / Average):** This mixture of zombie flesh, formaldehyde, and several rare flowers was originally designed to prevent zombies from getting too close. Pour a line of this dust on the ground and zombies cannot walk past it. Since being aerosolized, intrepid agents (or just the damned desperate) have discovered this is pepper spray for zombies. Spray a zombie in the face and it moans and scratches its face in... pain? Anguish? Existential angst at its undead condition? Who cares? The thing that was trying to eat your brain is now busy.

There is no roll necessary to spray a line across a floor, as long as the agent has the time. Zombies cannot cross this line and will stand still just past the sprayed area, watching silently (if the zombie is a flying creature, such as a pelican, it will land and wait). This effect lasts for one hour or until someone covers the sprayed line or washes it away (a throw rug or a glass of water are both equally effective at ending the effect).

If used to spray a zombie, the character must make an *Easy* Esoteric Weapons roll. Success causes no damage but the zombie is stunned for 1d6+3 rounds. Unlike pepper spray, the zombie's face doesn't have to be targeted specifically; any hit will suffice. The spray has a range of one metre, so enjoy getting up close and personal.

- **Ibn-Ghazi Spray (2 uses per can / Difficult):** This magical combination of grave dust, Amaranth, ivy leaf, salt and certain esoteric ingredients causes invisible things to become visible, even if they are made strictly from energy. The resulting image is more of a yellowish wire frame model rather than a clear image, but at least it is visible. This spray works on invisible inanimate objects, creatures (living or otherwise), gates, and similar things not normally visible due to their occult

nature. There is no roll necessary to hit an invisible creature with this spray, since there's technically no target to aim at.

Agents may have to make a Sanity Check depending on what they're able to now see. Any situation requiring a Sanity Check still gets that check, but the SAN loss is halved, rounded down (after all, the Squamous Thing From Another World is less scary as a blurry, yellow outline). If unsure of the SAN loss, GMs can default to 0/1d4 (halved).

Anything made visible by this spray remains visible for 2d6 rounds, less if the dust is washed off. It should be noted that an entity possessing a human or device is not invisible – it is hiding within the brain. Spray this on an agent with a succubus riding her and you'll just get a dusty, angry agent. The spray must be kept in a lead-lined can, making it a bit heavier than other sprays.

- **Fairy Dust (1 use per can / Difficult):** This magical dust plays havoc with the Higgs boson, or whatever generates mass (this stuff drives physicists nuts). It decreases the object's weight in our universe, so much so that anything under 50kg will float about 1 metre above the ground. It works equally well on organic and inorganic matter.

An agent sprayed with fairy dust cannot fly or "swim" through the air – air doesn't have the same density as water, so there's much less to push against – but they can jump up to 10 times their normal range in a strangely slow arc. Agents need to be careful when using fairy dust; a light object such as a mobile phone will likely enter the upper atmosphere if sprayed. Also, the dust affects whatever it covers. That sounds obvious but many an agent has stayed earth-bound while their trainers and jacket get sucked into a jet engine.



LICENSE TO SUMMON

Communication Lighters

Availability: Average

A combination of lighter and digital audio player, these devices allow secure communication between them. These only come in pairs, and both lighters are required for either to work. When the *play* button on the lighter is pressed, the wick lights and the audio player begins a looped recording of a specialised chant. This creates a physical channel through another dimension connected to the other lighter.

When the second lighter is similarly activated, the connection is open on both ends and sound can carry from one flame to the other, regardless of physical distance between the two. As long as the flame and chant continue, you can speak into the flame and your voice will come out of the other lighter's flame at the same volume. Since the sound is carried by echo, communication lighters cannot be hacked or blocked by normal technology. However, the communication could be heard if someone aimed a parabolic microphone at the flame.

Agents can still light cigarettes or cigars from the flames. If this is done while a channel is open between the two lighters, the other side hears an ear-splitting crackling. Despite orders to the contrary, this is done in almost every training session for new officers.

Energy Sink

Availability: Average

Certification Required (Repair 20% or Engineering 20%)

This small, innocuous ivory box plugs into any standard 220-volt three-pin socket. Once plugged in, the device opens a microscopic gate to a highly entropic universe, which sucks all of the electricity it can from the wiring it's plugged into. When plugged into the typical home, this causes a blackout and trips all the breakers and surge protectors. No permanent damage is caused to the wiring or any electrical device or home. Battery-operated devices in the home are, of course, unaffected.

The interesting bit comes when connecting the energy sink to a larger power source. With a successful Technology Use (Electronics) roll, the agent can effectively "plug" the sink into a local transformer (causing a block of flats or large building to suffer a blackout) or even an electrical substation (causing rolling blackouts in an entire village or neighbourhood). Failing the roll requires the agent to make a Luck roll. If successful, the agent is fine but the energy sink is destroyed. If failed, the agent suffers 1-5 points of damage and the energy sink is destroyed. Have fun explaining that to your supervisor.

Summoning Suit

Availability: Easy

Despite all of the policies regarding safety, there are still a regrettable number of accidental possessions and even deaths when summoning entities from other dimensions (any number greater than zero is unacceptable). To cut down on these, Q Division stole a design from EDF Energy and added a few necessary upgrades.

The summoning suit is an NBC suit (Nuclear, Biological, and Chemical) combined with a Faraday suit (used by linesmen to avoid shock when working on high-voltage lines) and a mirrored face plate. This insulates the wearer from possession by most exnomes as they cannot find a pathway to your nervous system.

An agent wearing a summoning suit could, in theory, walk through an active summoning without being possessed (the key phrase here is "in theory"; no one has been brave/stupid enough to try this in the real world). However, this works only with Class One, Two, and Three entities. If you can see a Class Four or Class Five being, it can see you, and if it can see you, it can take you. You have been warned.

Laundry personnel hate wearing summoning suits. They're restrictive, hot, and always smell faintly of cabbage on the inside. Competent sorcerers don't need these, yet are periodically forced to wear them thanks to changes in safety regulations after some idiot breaches a pentagram and tries to eat his coworkers.

Miscalculator

Availability: Difficult

Certification Required (Science [Mathematics] 20%)

Magic boils down to mathematics. Complete a particularly complex equation correctly and you can summon something big enough to eat your head. But it's more than that. Reality boils down to mathematics. So if you want to disrupt reality and prevent magic, perform bad mathematics.

A miscalculator is an application painstakingly designed to get math wrong every time. It runs a continuous series of faulty equations, incorrect operations, and similar mathematical mistakes. ("2 + 2 = 5.16825"). This sends jarring waves through the mathematical underpinnings of reality, disrupting the local thaumaturgical field and making it more difficult to cast spells. Anyone trying to cast a spell within three metres of a running miscalculator has a +2 POW requirement added to the spell. If the caster has the miscalculator on him, the POW requirement is +4. The effects of spell failure occur normally.

Virtual Tillinghast Application

Availability: Difficult
Certification Required

The unearthly harmonics emitted by a Tillinghast Resonator allow agents to perceive things normally invisible to humanity, such as non-physical entities or even magic. However, there are drawbacks. Watching the unseen world is unsettling and makes social skills and bravery much more difficult. The Virtual Tillinghast app trades away some of the benefits to reduce some of the negatives.

The application runs on a computer or smartphone and requires a camera. Realtime video recorded by the camera is run through the app, which adjusts playback as if a Tillinghast Resonator was active. The resulting video shows phenomena normally invisible to humans, just like the real thing, and in real time. While not as useful as having everything around you exposed to the resonator's effects, there are no harmonic vibrations in the air, and therefore no effects on POW or social skills during its use. An operative watching the video is required to make a SAN roll or lose 1d4 SAN (only once per use; the operative can look away and back again without having to re-roll).

Previously recorded video can be run through this app to see if any ethereal beasts were present when the video was made. Just don't run porn through the app – you'll never look at adult videos the same way.

Swatch of Doom

Availability: Average
Certification Required (Espionage 20%)

Watches have always been fashionable with spies – they are ubiquitous, but complicated enough to hide all manner of tools – and officers of the Laundry are no exception. During the mid-'eighties, Q Division created this line of watches specifically for the occult spy. Each Swatch of Doom contains a rotary saw, a garrotte wire, a blasting cap, a microcamera, a small conductive-ink pen and a thaumaturgic grounding wire. It also tells the time.

The saw can cut through metal, but its size makes it unsuitable for combat. On the other hand, the garrotte wire is quite useful for sneak attacks. Agents need a successful Exotic Weapons roll to wrap the wire around an opponent's throat. If the opponent is aware of the attack, the roll is *Difficult*; otherwise, the roll is *Easy*.

Despite many calls for an update to the design, they continue to look like formerly-trendy Swatches™ with garish colours and plastic bands.

Umbrella Shield

Availability: Easy, Difficult, Hard

The iconic British black umbrella makes for a perfect defensive item – everyone seems to own at least one, they are not uncommon even on sunny days, and no one looks twice at someone walking down the street with a black umbrella. Plus, it can keep you dry if it rains.

Opening the umbrella powers the magical runes written on the canopy, activating a kinetic Defensive Binding on the outside of the umbrella and a Protective Ward underneath it. The outside needs to be aimed at the attack in order to take advantage of the Defensive Binding, and the Protective Ward needs to be aimed at the holder (so if you carry the umbrella normally, you are within the Protective Ward and the Defensive Binding protects against falling objects, but not against a bullet fired by someone next to you). Up to two people can be shielded by this umbrella.

Umbrella Shields come in three levels, corresponding to their availability. Umbrellas with Level 1 Defensive Bindings and Protective Wards are Easy; Level 2 umbrellas are Difficult; and Level 3 brollies are Hard.

Seeing a group of agents walking around with umbrellas either means they are going to a funeral in the rain or they're about to summon something that can punch really hard. Sometimes, both are correct.

Random License Number Generator

Availability: Average
Certification Required (Drive 20%)

In regular intelligence services, license plates on cars and trucks are routinely changed to prevent local police and enemy spies from identifying a vehicle. In the Laundry, magic is used instead.

This device is a license plate frame covered with mystic runes that cast a level one glamour over the license plate when activated, altering the numbers and letters to those who look at the plate. The new numbers aren't truly random – there's always a chance it could come up with the numbers of a stolen car used in a serial killing – but they always register as valid and clean to local police. Characters have no control over what the new numbers and letters will be. Activating the glamour requires little more than running an app from inside or near the car.

Currently, the random license number generator only works on UK plates. They do nothing if placed on anything else, such as American plates, credit cards, or lottery receipts.

Direction Centrale de la Securite Extraordinaire (DCRI) - France

The DCRI is infamously prone to infighting, so there is little standardisation among its equipment. Different departments each source their own arcane gear.

Planar Miner Bird

Availability: Easy

Its real name is the *Le Dispositif D'Alerte de L'Univers des Nouvelle*, but most in the DCRI call it the Planar Miner Bird. This device looks like an old-fashioned pager, but slightly smaller and without any buttons – just a single red light (an app is in development, but not available yet).



It is very sensitive to changes in the vibration frequency of local matter. If it detects a change, it says, "*Attention: vous avez voyagé à un univers nouveau*" ("Warning: you have travelled to a new universe"). While wandering through a gate to another world would be obvious most of the time, it can be helpful when wandering exotic places like a network of dark caves or the snowy wilds of Antarctica. When returning to our universe, the device says, "*Attention: vous avez retourné à notre*

univers." ("Warning: you have returned to our universe"). The volume of the warning can be altered and even put into a vibration mode like a mobile phone. It runs on a simple watch battery that lasts for three days of continuous use. Since only the DCRI is making these, it only speaks in French.

Eau D'Hydromel

Availability: Average

This spray is derived from the alchemical compound called Space-Mead. Spraying this perfume on a character grants complete protection from vacuum or poisonous environments, such as outer space or poison gas. However, it does not offer any physical protection beyond temperature and pressure. The character could walk on the moon without harm, but would still be vulnerable to weapons or magical energy. The effect lasts 2d6 hours, and the spray cannot be washed off. Characters who use this perfume and venture into a fatal environment without dying must make a SAN roll (1/1d4).

The smell is actually quite nice: bright floral, with woody notes and a slightly musky base note.

FAMAS-F1 Externe

Availability: Difficult

Certification Required (Firearms [Assault Rifle] 20%)

Much of the DCRI gear is designed to work in non-Earth environments. Yet the French continue to deny that they have an occult foreign legion. This weapon makes it harder for the French to deny it; although they still do, of course.

The FAMAS-F1 is the standard French assault rifle used in their infantry. This version, however, is designed to work in airless environments, not through technology, but through magic. The barrel and ammo clips are engraved with Enochian runes, allowing them to fire underwater, in outer space, or anywhere – as long as the gun isn't broken, it can fire. It's also built to be sturdier than the standard assault rifle, making it a little heavier but harder to break. It's vulnerable to exorcism: the weapon still functions, but it loses its magical abilities.

Special ammo clips also have to be used to take advantage of the magical effect. Other clips can be loaded but, as with an exorcism, the rifle only fires normally.

Name	Avail.	Skill	Base	Damage	RoF	Special	Range	HP	Ammo	SIZ
FAMAS-F1 Externe	Difficult	Assault Rifle	15	2d6+2	1, 3 or burst	Impaling	90	20	30	4

Geheime Sicherheitsabteilung (GSA) - Germany

GSA is saddled with the weight of Nazi-era design plans. As can be expected, the Thule Society under the Nazi regime created some rather disgusting occult gear which no sane computational sorcerer would ever use. When the GSA was formed after the war, its leaders decided to scrap all of the Thule designs and start from scratch rather than be tempted to use the admittedly-powerful devices.

Sans-Sans-Serif

Availability: Average

Certification Required (Computer Use [Magic] 20% or Sorcery 40%)

Magic is math; a powerful summoning grid painted on the floor can be mapped to an equation. German demonologists studied the link between spells and geometry until they realised it was the math behind the symbols that held the power, not the symbol itself. It was the unique collection of angles, line lengths, and similar geometry that induced a spell to work. Then, one enterprising young German noticed that fonts used in word processing are basically carefully coded angles, line lengths, and similar geometry. After many failed attempts, she perfected the sans-sans-serif font.

Every letter in the font is carefully crafted to summon magical energy. That doesn't mean your message board post ranting about Manchester United will summon a demon, but digital spells written in sans-sans-serif will be more powerful, gaining a bonus of +1 POW to the casting. The same is true for ritual magic, although you must have a hard copy printed in sans-sans-serif; human hands cannot draw the geometry of each letter correctly.

Mundane typology using sans-sans-serif isn't dangerous, but it will read as magical to a thaumometer or scrying spell. The most notable exception is writing an email in this font. Doing so creates an automatic sympathetic link between the two sending and receiving computers – as long as the receiver opens the email *and* has the sans-sans-serif font installed. Otherwise, the sympathetic link doesn't work. Also, both computers must be POW 14 devices; your everyday smartphones or netbooks are not powerful enough to render the strange whorls and angles in sans-sans-serif.

GSA has not licensed sans-sans-serif to any other agency, although there are several high-ranking officers in The Laundry who have the font installed on their desktops in their offices.

Warded Briefcase

Availability: Average

Handcuffing a briefcase to a courier is of little help against determined thieves, as they can easily rustle up a hacksaw; all the handcuff does is mildly inconvenience them and leave you with a one-handed and traumatised courier. GSA has developed a briefcase warded to a particular person much the same way a trigger guard works with a gun. If someone who is not authorised opens the case, a temporary gate appears within the briefcase that sucks everything into a highly entropic universe, and the contents are irretrievably destroyed. The gate exists so fleetingly that catching it open is like catching the light coming on in your refrigerator.

Although paper is not used as much anymore in the intelligence services, these briefcases are often used to hold DVDs, memory sticks, or even entire laptops. Whatever an officer puts inside is still destroyed permanently if the briefcase is opened by an unauthorised individual. So be careful where you keep your lunch.

National Countersubversive Organization (OCN), Section Five - Spain

Section Five of the Spanish intelligence agency has had plenty of dealings with BLUE HADES. So much so, much of their occult gear seems designed specifically for underwater operations. Section Five denies violating any Benthic Treaty terms, and BLUE HADES has made no complaints (if they did, then Madrid would be beachfront property).

Sympathetic Dive Suit

Availability: Difficult

Certification Required (Swim 40%)

This modern diving suit is unique in two aspects. First, it does not include an air tank. Second, the head piece covers the nose and mouth completely, leaving an opening only for a diving mask. How does a swimmer use it? The suit is sympathetically linked to a school of lanternfish kept by Section Five in a pressurised saltwater tank. The poor soul who dons the dive suit shares a metabolism with the deep sea fish, allowing him to breathe in salt water and survive the horrible pressure and cold of the ocean floor for up to six hours.

As you can imagine, there are drawbacks. Creating a link between one human and several fish creates disturbing images and instincts in both. A character wearing the suit has his CHA and INT reduced by 2 points each, starts to asphyxiate if he's not underwater, and craves plankton sandwiches as the sympathetic spell confuses his stomach. In

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turn, however, he will be able to operate at the higher BLUE HADES depths. It will take two hours to reach such depths and two more to return, leaving the character with two hours on the ocean's floor. Much longer and the sympathetic link starts to become irreversible, leaving you with one messed up agent and a school of fish looking for revenge.

Section Five reportedly has trouble finding officers willing to wear the suit. Go figure.

Gallo Flares

Availability: Easy

The magical law of sympathy and contagion does not only apply to objects that physically touch – even events that occur repeatedly in the same order can attain a sympathetic link. Such is the case with the rooster flare.

Roosters crow and the sun rises. There is no real connection between the two, but since so many people believe in their congruence, roosters are sympathetically linked to light. By sticking a rooster's head atop a specially prepared candle, you can create a flare brighter than any torch that lasts for 1d4 hours. Unlike a flare, the light is warm and yellow. It can be aimed like a torch or it can shed light as a light bulb – a simple twist of the rooster's head will switch between the two modes. Just be careful when bringing these on an international mission. We're not sure which would freak out airport security the most – candles or rooster heads.

The Black Chamber - USA

The Black Chamber is the world leader in arcane gizmos, especially ones that are extremely dangerous to both target and operator. The Chamber relies on remote-controlled zombies and unlucky proxies for the bulk of its fieldwork, so they're pretty blasé about using disposable agents. One quirk of Black Chamber occult gear is that it's often entangled to individual agents like a trigger guard. If one of their agents drops a gadget, be careful about picking it up.

Banishment Grenade

Availability: Difficult
Certification Required (Throw 40%)

Banishment rounds have been around for years. In their stereotypical overkill, the Americans have managed to create a fragmentation grenade that acts like a banishment round – the banishment grenade.

The grenade is explosive like a frag grenade but inside are hundreds of small silver pellets, each inscribed with an Enochian banishment circuit. Any demon within 4 metres of the exploding grenade is hit with a Level Three banishment. The same goes for possessing entities, although the poor host also takes 4d6 damage from the blast.

Unlike with banishment rounds, the thrower cannot attempt to not harm the target; it's still a grenade, after all. Be careful where you throw this thing. Even though your teammates might not be possessed any more, they will still be plenty angry after they recover. And if they don't recover, have fun explaining that to the Auditors.

Floorcaster

Availability: Difficult
Certification Required (Computer Use [Any] 40%)

Drawing a summoning grid with a conductive pen is rather modern, but compared to a floorcaster, it is positively Victorian.

The floorcaster is basically a Roomba from hell, an inkjet printer on motorised wheels that connects to a computer or smartphone via wireless signal. Once a grid's arcane symbols are loaded into it, the floorcaster draws that grid quickly and accurately on the floor in conductive ink. This not only cuts the time needed to cast a spell to one-third the listed time (rounded up), it adds +1 POW to the casting. The floor needs to be free of clutter, but the cleanliness or composition of the floor has no effect.

Floorcasters run over encrypted Bluetooth, and have onboard memory containing several dozen standard summoning patterns. One warning: If you have this connected to your PC, be careful about that print button. Do you really want the floorcaster drawing greyscale nude pics all over the living room floor in conductive ink?

Mental Defragger

Availability: Difficult
Certification Required (Computer Use [Any] 50%)

When a hard drive is so full of memory fragments that its performance suffers, people defrag the drive. When a mind is so full of disturbing images that insanity sets in, the Black Chamber can defrag the brain.

The mental defragger is a combination of high-end PC, electrode skull cap, electroshock pads, video replay glasses,

Name	Avail.	Skill	Base	Damage	RoF	Special	Range	HP	Ammo	SIZ
Banishment Grenade	Difficult	Throw	25	4d6/4 metres	1	Knockback	Thrown	8	-	0.5

and a spectrum of medical data collectors from blood pressure monitors to ECGs. The patient wears the skull cap, pads, and glasses. A trained operative then activates the app and monitors the subject's health during the process. A combination of directed electroshock and video imagery are used to adjust the patient's neural pathways; new ones are generated, old ones are burned clean, and the patient's memory is altered so he can withstand the mind-numbing horrors that come with the job.

Each hour under the mental defragger is equivalent to one month of therapy; the potency of any indefinite insanity is reduced by 1d3+1 points. But there is a downside. If the subject goes indefinitely insane again, the subject's previous disorder will return along with a new disorder. Potency is calculated normally.

As you can guess, this procedure is not at all comfortable. Sedation cannot be included, due to its affect on the brain, so a patient can only use the defragger once per day. If used twice in one day, the subject regains all lost potency points plus an additional 1d3+1. The Chamber is also rumoured to use the defragger as a form of enhanced interrogation to pull desired memories to the surface of the subject's brain, so they can be read by a telepath or forced out with conventional coercive methods.

Virus Caller

Availability: Difficult

Certification Required (Computer Use [Hacking] 20%)

Computer viruses fulfil many of the criteria for living things: they reproduce, they feed on energy, they react to their environment, and they excrete spam. Which is

what makes this nasty piece of occult tech so much fun. It's basically a USB memory stick, but the memory is taken up by a single piece of magical software. When plugged into a networked computer and activated with a successful Computer Use (Hacking) roll, the spell is cast. Assuming the computer is connected to the Internet, the spell sends a cordial and tempting invitation to viruses across the Internet. Worms, trojans, spam ads for penis enlargement medicines, and the like are summoned to the computer by the truckload.

This has two major effects. First, the computer and any local network it is connected to suffers from a massive Denial of Service attack, slowing all Internet activity to a crawl (useful for shutting down a network and making it look like a hacking attack from outside). Second, the computer in question will be infected by lots of viruses. No specific virus can be chosen to infect the computer, but a character can roll Luck to see if a given virus has infected the computer by chance. The process can be stopped simply by removing the USB stick or by another successful Computer Use (Hacking) roll. The virus caller can be reused any number of times. If plugged into a computer that cannot connect to the Internet, then nothing happens, except possibly for you feeling stupid for making the attempt – as well you should.

Zombie Eye Drops

Availability: Difficult

Certification Required (Computer Use [Magic] 20% or Sorcery 20%)

Zombies are basically corpses possessed by extra-dimensional entities, and can easily be identified by their glowing eyes (of course, *easy* is a relative term; It's harder to notice the glowing eyes when ten of them are trying



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to rip out your intestines and eat them like pasta). Since the Black Chamber is even more fond of using zombies as human resources than the Laundry, this presented a particular problem for the Americans – until they developed these eye drops.

Once placed in a zombie's eyes, they mask the telltale glow of possession for 1d6 hours as with a level one glamour. However, this glamour is special – even a Tillinghast Resonator cannot get through the glamour. Other signs of zombification can still be noticed – shambling walk, stuttering speech, fingers falling off – but if used on a fresh zombie, it is remarkably difficult to spot as one.

The drops are somewhat caustic, and if used on a living person, they cause intense pain and 3 HP of damage (no SAN roll is necessary), although they do turn your eyes a pretty shade of green for 1d6 hours.

Exorcist Drive

Availability: Difficult

Certification Required (Computer Use Magic 40% or Sorcery 40%)

Grimoires and mystic tomes are the classic sorcerer's spell books, but in the age of computational magic, a more modern method has been created. Enter the Exorcist Drive – an external hard drive with the following spells preloaded: Area Ward Level 2, Scrying Level 2, Exorcism Level 3, Binding Geas Level 3, Banishing Level 2. These are given to Black Chamber computational demonologists when prognosticators expect the need for anti-possession materiel (this collection is too big for a memory stick with current technology, but given the advanced tech used by occult intelligence services, it may be possible to store it all on an unreleased, more powerful USB stick.)

These spells are not applications. A successful Computer Use (Magic) is still required to cast them, and the equipment must have enough POW to cast the spells. The drive itself has no POW and must be connected through a USB port or firewire to a laptop or desktop. Netbooks, smartphones, PDAs, and even the Necronomiphone do not have the POW needed to cast any of these spells. However, it will work if the caster increases the POW through additional sorcerers, elaborate rituals, etc.

Please note that if any possessed subject spins its head three hundred and sixty degrees around, then exorcism is not necessary as the person is already dead. Go ahead and shoot it.

Extrauniversal Threat Combat System

Availability: Difficult

Certification Required (Firearms [Any] 60%)

In 2007, the US Military cancelled its futuristic Land Warrior program. This program tried to combine armour and weapons with a wearable, networked computer to create a 21st Century soldier. Ostensibly, it was cancelled in favour of an alternative program. In reality, it was bought by the Black Chamber and renamed the Extrauniversal Threat Combat System, or ETCS.

ETCS has been redesigned to include a number of magical components, but is still primarily a conventional weapon system. Here are the specifics:

- **Helmet:** Includes a HUD visor that can display maps and video from two separate feeds; a wifi hotspot; VOIP; radio; night vision camera; and virtual Tillinghast resonator camera. The character can select up to two videos to show in the visor, which can be done at will. However, if two feeds are used, then the character cannot see normally and must rely on the video. A level 2 glamour changes facial details to protect the identity of the special forces soldier.
- **Body Armour:** A ferrofluid armour that provides 9 points of armour against kinetic damage. It is also warded with level 3 kinetic, heat, and cold defensive bindings. A cooling/heating system keeps the character comfortable in environments ranging from -20 C to 45 C. Underneath the armour is a Faraday suit that acts as a level 1 personal ward.
- **Feedback Shirt:** Provides information on stress levels, blood pressure, and heart rate to the wearer's commander. This allows the commander to monitor the health and sanity of ETCS soldiers in real-time.
- **Power:** A micro turbine that lasts up to 6 days; battery backup for up to 3 hours. The power system provides more than is needed for the suit alone, and allows one other device to plug in and use the power via USB. If that's utilised, the suit's power lasts only 2 days.
- **Weapon:** The ETCS includes a M4A1 fully automatic carbine with under-mounted M203 grenade launcher and laser range finder/missile targeting system. Also includes a video camera linked to the helmet. Banishment rounds and grenades are standard.
- **Computer:** The equivalent of a cutting-edge laptop with POW 14 loaded with GPS, satellite maps, VOIP, star charts, a language translator, and apps for Level 1 Scrying and Level 2 Banishment. A Level 3 Area

ward is also preloaded but must be run manually with a successful Computer Use (Magic) roll.

- **Food:** One small but nutritious ready-to-eat meal is included, as is a canteen and some water purification tablets.

The ETCS can be modified for airless or high-pressure environments. A modified suit reduces DEX, Agility, and Dodge by half as it's difficult to move in a hard suit.

The suit is very expensive and useful, therefore it is notoriously difficult to get even if you have the requisite certifications. This means if you see an American wearing an ETCS, you are in a pear-shaped situation and should take the necessary precautions, i.e. run away. The British have their own version in the works, codenamed SALISBURY FIST, but besides a few wonky prototypes, there are no working systems yet.

Thirteenth Directorate

The former Soviet Union had trouble keeping up with the West's technology. This is also true of their occult agency, the Thirteenth Directorate, which disdains computational magic in favour of traditional sorcery and powerful, inhuman relics. Even though modern Russia has become a haven for hackers and digital scam artists, the Thirteenth Directorate continues to work in the old ways.

Blood Fountain Pen

Availability: Average

Modern sorcerers use conductive ink pens to draw out their grids and pentacles, then power it with electricity to activate the grid. In the past, however, blood was the single most effective medium to sketch out arcane symbols. Blood calls to the demons living in darker universes. That's why Thirteenth Directorate officers still use them.

It is exactly what one would think it is: A fountain pen filled with blood instead of ink. Simple wards engraved on the pen keep the blood from drying out or coagulating, meaning these pens are just as powerful today as when they were filled (as for how they were filled with blood in the first place ... don't ask questions when you really don't want to hear the answers.)

Blood fountain pens add one POW to any spell cast with ritual magic or sorcery, but not computational magic. This bonus is increased to +2 POW when casting Summoning spells. Please note this does not work with banishments, so plan accordingly or be prepared to have a permanent guest.

Mirror of Purity

Availability: Difficult

Mirrors have always held a special place in magic. Being able to view oneself seems magical in itself, and these mirrors take that one step further. They can be any size, from small compact mirrors to full-length dressing mirrors, but they all act the same. If a person or object is possessed, its reflection in the Mirror of Purity will show the possessing entity instead of the person or object. In other words, they are basically low-tech Tillinghast Resonators. You have to look in the mirror to utilise the effect, but at least there are no side effects. Although they are benign and any officer can use it, there are only a limited number of them (the Laundry suspects the method for creating more has been lost, hence the tight security around the existing mirrors.) They are also just as fragile as any standard mirror. Breaking one will give a character more than 7 years of bad luck – it will create a level 2 rapid thaumic energy release. (*The Laundry Roleplaying Game*, pg. 138.)

The character will also have to explain to both the Laundry auditors and some charming Russian chaps why he broke a delicate occult item, which is probably worse than the thaumic explosion.

Scythian Blades

Availability: Difficult

Certification Required (Melee Weapons 40%)

One of the oldest kingdoms in Russian history was Scythia, and these weapons were being made at least as far back as then. Whether they are originally truly Scythian is irrelevant; the Thirteenth Directorate has them all and issues them to officers as needed, making them Russian now.

Each is slightly different, but follows the same basic design. A blade of bone, ranging from 15cm to 40cm long, is attached to a jewelled hilt made of leather, bone, and precious stones. The hilt is covered with arcane symbols. The blade itself is mostly harmless to humans, as it is somewhat blunt and hard to sharpen (causing 1d4 damage to physical entities with a *Difficult* Melee Weapons roll) however, its primary purpose is to harm incorporeal entities. With a successful Melee Weapon roll, it causes 1d8 damage to non-physical entities.

As with mirrors of purity, the availability of Scythian blades is difficult due to their irreplaceable nature. They have significant monetary value as well, but removing even one precious stone from the hilt destroys the blade's magical effects, turning it into a rare but mundane relic. So try and resist prying off a few rubies to pay for your next holiday trip.

Rasputin's Tea

Availability: Average

A strange and most likely illegal collection of herbs, powders, and seeds, which is used to make tea. Any brewing method will suffice. The tea tastes deeply bitter and is usually taken with plenty of milk and sugar. Once drunk, it provides a level 2 defensive binding for your body lasting up to four hours. In addition, the drinker is immediately healed for 1d6 hit points of damage. If there is no damage to heal, the healing effect is lost but the defensive binding remains.

There are two drawbacks. First, the tea turns poisonous after a few hours; leftover tea must be disposed of properly (hello, hazardous waste disposal policies!) and the pot/cups washed thoroughly. Second, the tea is addictive. After each cup, the character must make an Easy Luck roll. Success means he is not addicted; failure means addiction. Characters addicted to Rasputin's tea face no problems as long as they have at least one cup per day, but going without the tea for longer than twenty-four hours requires an *Average* Endurance roll each day. Failure causes 2 hit points of damage.

If the character succeeds on five Endurance rolls in a row (e.g. five rolls over five days), then the character has kicked the habit. Any failure means the character must start rolling for five successes back at one.

The Nameless Bureau (MSSNB) - China

China's occult intelligence agency is shrouded in secrecy, much like the rest of the Chinese government, but even more so. Therefore it's very difficult to give an overview of their occult technology except to say they are very interested in the computational side of computational demonology. Chinese government hackers roam the Internet and attack countries world-wide; it make sense then that developing magical apps is a priority and specialty of the Nameless Bureau.

Jade Chisel

Availability: Average

Certification Required (Computer Use [Any] 20%)

The keystroke logger is a tried and true piece of digital espionage. Once loaded into a computer, it records the words used by anyone who types on that computer and sends the logs to the hacker's email. Yet it's easy to detect those logs being sent by email, which is why most keystroke loggers are hardware: small devices plugged into the computer that record everything. A character still needs to pick up the device in order to read the stolen data, but that's preferable to the user looking into what's clogging up his upload speeds.

The Nameless Bureau has managed to create keystroke logging software just as hard to detect as the hardware version. The software includes some kind of glamour that prevents the infected computer from noticing it – antivirus software doesn't see it, the operating system is blind to it, and when it uploads the stolen data, the computer will report that everything is fine with upload speeds.

Only a *Difficult* Computer Use (Hacking or Magic) roll, or a level two scrying spell, can identify the keystroke logger (a level one scrying spell will reveal something magical is in the computer, but given who uses these computers, that's usually not very helpful).

Laundry policy is to never open any email from a Chinese sender, let alone any attachments, lest a Jade Chisel get into the network. If you do open a Chinese email, you will have to prove that Jade Chisel is not in your computer. Have fun proving the negative.

Trojan Imps

Availability: Average

Certification Required (Computer Use Any 20%)

Imps are Class One exonomies with no physical form. The common version is the Imp of the Perverse (*The Laundry Roleplaying Game*, pg. 200), but some imps do not ride the neural pathways of a person – they exist solely in the digital world of computers and the Internet.

Trojan imps are often carried in memory sticks or in email attachments just like ordinary computer viruses, and infect computers just the same way (the computer must be POW 14 or higher – otherwise there isn't enough processing power for the imp to exist). Once inside, the imp goes to sleep and waits, either until a predetermined time or until the imp's owner sends an activation code through email or similar means. Then it goes to work. The kind of work depends on the geas put on the imp:

- **Naughty Imp:** Forces the computer to download tons of porn, the more disgusting, the better. Get ready for a lengthy criminal investigation should someone spot the real hard stuff on your desktop at work.
- **Hungry Imp:** It "eats" files on the infected computer, as specified by the owner. Specific files can be named before loading the imp, or it can be sent via an app in real time.
- **Fetching Imp:** It downloads and opens a specific file from the Internet. These imps are often used to download spyware such as keystroke loggers.

- **Proxy Imp:** Allows the imp's owner to use the Internet through the infected computer, effectively giving him anonymous access. The infected computer still has records of Internet use—it just looks like someone used the infected computer for it.
- **Angry Imp:** The imp trashes the infected computer before killing itself. This destroys the computer and all files on it, as well as the imp.

The imps can be communicated with in very, very basic Chinese through any Instant Message software. However, they are very stupid, and have trouble understanding things beyond their geas.

To detect a trojan imp, you must cast a level two scrying spell or make an average Computer Use (any) roll. Deleting the imp is automatic once you have identified it – no roll is necessary. Just be prepared for the imp to curse you in Chinese as it gets deleted.

Fire Vampire Grenade

Availability: Difficult

Certification Required (Esoteric Weapons 40%)

This is not a real grenade. It's a complex digital device with a summoning grid lining the inside. If it's thrown your way, however, you might wish it was a real grenade.

The device is black, egg-shaped, the size of a fist, and covered in red Chinese characters so old that only a difficult Language (Chinese) roll can interpret them. The words are prayers, acting as a geas to keep the entity therein quiet and calm – until the Chinese words are spoken and the device thrown (the words must be recited in Chinese). Three seconds later, the electronics inside cancel the geas and summoning grid, releasing a very hungry and highly agitated fire vampire (*The Laundry Roleplaying Game*, pg. 201).

The fire vampire immediately tries to possess the nearest human, regardless of the fact that its fiery nature will literally consume the host. Level two wards will prevent possession; level one will tickle the fire vampire as it moves into your brain. The victim of fire vampire possession takes 2d6 damage each turn until the creature is exorcised from him, or until death, at which point the fire vampire tries to

find another host. If there are no suitable hosts, the fire vampire lashes out at anything and everything. It's dying, it knows it, and it's pissed. Possessing or otherwise, the fire vampire will last 1d6+1 turns until it cools down so much that it dies.

The character should be confident about his spoken Chinese; many officers have been gunned down while they dithered between 'high rising tone' and 'low falling-rising tone.'

Sympathetic Ink

Availability: Average

Certification Required (Computer Use [Magic] 20% or Sorcery 20%)

The 'law' of sympathy and contagion is well understood by all occult intelligence agencies. Those forms requiring you account for every paper clip and staple is not just a callous bureaucratic act. If someone gets a hold of one of your paper clips, they can use a sympathetic ritual to find the location of every other paper clip that shared the box with the first – and whatever papers are being clipped together. The Chinese have developed this clever little number, not to find papers, but to find people *with* papers.

Sympathetic ink is your standard ink (in pen and inkjet forms) made in a very special jar. Each jar has enough ink for roughly two printed pages. It does not register as magical to thaumometers or scrying spells, as it's technically not magical. It just has a higher than usual affinity for itself. When casting a sympathetic ritual on some of the ink is used, you can find the location of any paper printed with that ink.

Furthermore, the spell is treated as one level higher than it was cast. Casting a level one sympathetic spell over the ink produces the same outcome as casting a level two sympathetic spell. The Nameless Bureau uses this ink to write a letter, important memo, or other innocuous printed document, and gives it to a target such as an ambassador. Then the Nameless Bureau sorcerers can easily track where the document is currently located, as well as reading anything touching the paper.

Why do you think Chinese restaurants keep handing out so many copies of their menus?





The Morpheo Section

O God, I could be bounded in a nutshell, and count myself a king of infinite space – were it not that I have bad dreams.

— Hamlet

The human mind is a vast and churning ocean. Consciousness is like the surface of that ocean. It can be turbulent and treacherous, but it is navigable. Our thoughts dart like sloops across the wavy surface hustling coherent ideas from one port to another. Supper's done and it's time to figure the tip? The little HMS *What's Ten Percent of £5.25?* sets out to deliver its trivial but vital cargo to the port of Settling the Bloody Check. A wise captain fixes his eyes on the port of call and does not look over the gunnels.

Beneath the waves of conscious thought lay the measureless depths of the subconscious. The dreaming mind is an unexplored abyss, carved with bottomless trenches and towering massifs that define the very limits of imagination. A mariner lost overboard might swim forever in the throes of deep rapture and never see the surface again.

But that sailor would never swim so long. He would not be alone. Dark and ominous shapes silently ply the depths of the subconscious. From above, we glimpse them only as vague, massive shadows that we try not remember. These mindless leviathans swim with ponderous, aimless motion; their mouths fixed open, ready to swallow any Jonah that enters their dreamy realm. Like the nameless gods of the universe, these shapes sit at the heart of the human soul, waiting to feed.

Want a job?

The Morpheo Section is a sub-department of the Laundry specialising in dreamworld operations. The sector is simultaneously answerable to both the Medical & Psych department of Human Resources and the Special Projects branch of Arcana Analysis. The agents of the Morpheo Section are officially titled 'Dream Ops' or 'Dreamers,' but other Laundry generally just call them 'The Yawn Patrol.'

The Dreamworld

Operatives describe the dreamworld with an apt, if ugly, metaphor: *The dreamworld is a sewage system. Every time someone sleeps, they flush their toilet.*

Dream operatives are able to consciously navigate the pipes, valves, and drains of this sewage system – hopefully without swallowing too much shit.

Most people believe their dreams to be the creation of only their own subconscious mind, and usually, this is true. But the sleeping mind is more powerful and empathic than most people imagine. Every individual's subconscious touches others, creating a vast, interwoven dreamscape. Further, in this dreamworld, time itself is pliant. The imprints of subconscious minds long deceased still shape the landscape. If your dreams take you to the ice floes of the Arctic, this might be the product of your imagination, but it might also be an experience bled over from the dreams of a North Sea fisher or an Inuit hunter or maybe even from Sir William Parry on his 1827 expedition.

And humans are not the only creatures that dream. Dogs, whales, monkeys, and most higher mammals add to the dreamscape. Other, less benign creatures dream as well. When a Blue Hades slumbers at the bottom of the ocean, or a ghoulish naps in its sepulchral den, their ravenous dreams fold into the dreamworld.

Language in dreams is universal. A speaker may think he is speaking in his own language, but really his subconscious mind is communicating at a primal level. The listeners experience the communication as if they were hearing it in their own language.

Morpheo Operations

Operating in dreams is extremely dangerous. In dreams, the human psyche is at its most vulnerable, and the boundaries to other realms of the multiverse are precariously thin. In spite of these dangers, the Laundry still finds enormous value in dream operations. These operations fall into three broad categories.

1. **Morpheo Meetings:** Why sit on a plane for ten hours or risk a bad Skype connection to watch a power point presentation? With morpheo meetings and dream briefings, the host and attendees can participate while safely dozing in their offices.
2. **Dream Reconnaissance:** The nature of the dreamworld makes it a very effective tool for reconnaissance. If the Laundry needs to know what's happening on top of Mount Everest or on a ring of Saturn, or even needs to witness the battle of Waterloo, a

dream operative can perform a reconnaissance mission to investigate. Unfortunately, it can be hard to parse real intelligence gained in a dream from imaginative intrusion. This makes dream reconnaissance a lot like the Laundry's predictive branch: the information obtained can be vital, but it is also frequently inaccurate.

3. **Dream Infiltration:** Enter the dreams of another, and his mind becomes an open book. If an operative gains the target's trust, the infiltrator can explore the target's darkest secrets. Beyond mere information, the target can be influenced as well. Suggestions planted in the target's sleeping mind can transform into waking action.

Active Dreaming

To understand how morpheo operations work, it is important to understand the difference between passive and active dream states.

- **Passive Dreaming:** Passive dreaming is what most people experience every night. They fall asleep and their subconscious minds take over. They are little more than spectators as their dreams unfold around them. Often, they wake up and remember nothing.
- **Active Dreaming:** An active dream state is what dream operatives work to achieve and maintain. The dream op enters the subconscious realm while maintaining enough conscious presence to control events in the dream, and to have some memory of events when he wakes up.

Dream Operatives

Dream ops are troubled people. The ability to navigate the dreamworld requires a blur between the conscious and subconscious mind. Because of this, dream work attracts mentally unstable individuals. On a good day, a Morpheo Section staff meeting looks like group therapy. On a bad day, it could be mistaken for the chronic ward at a sanatorium.

To help them achieve an active dream state, dreamers consume frequent and large doses of sleep meds (see pages 45-46). While the Laundry closely monitors their intakes, operatives still suffer from a high rate of addiction. Of course, addiction to the sedatives and barbiturates used as sleep aids is common, but more surprising is the number of operatives who actually become addicted to amphetamines, having become afraid of sleep.

In addition to the normal threats to a Laundry agent's sanity, dreamers become afflicted with a battery of sleep disorders ranging from insomnia to bedwetting. If an agent is found unresponsively stumbling around the Laundry facilities wearing pyjamas and clutching a Paddington Bear, he is assuredly a dream op.



Dream Operative is a new available Laundry Assignment. (Please see *Laundry Assignment and Training* in *The Laundry Roleplaying Game*, pages 18-19.) Its associated skills are as follows.

Morpheo Section Dream Operative: Dream Navigation, Hide, Medicine, Ride, Sense.

Dream Navigation is a new skill used for dreamworld operations. It is a write-in skill; add it to the end of your character's skill list after Tracking. The base chance for Dream Navigation is equal to your character's POW x 3, + 15% per Indefinite Insanity afflicting your character.

Dream Guides

Entering the dreamworld is a complex and risky process. Often, multiple operatives will undertake a mission together. Sometimes the Laundry needs agents from other fields to perform dream operations; in these cases, the Morpheo Section will appoint a 'Dream Guide' to lead the operatives into the dreamworld.

To use a dream guide, all the dreamers must be physically connected to the guide in the real world. In the security of the Laundry facilities, this is usually accomplished through a web of electrodes linking all the operatives to a central computer, which also monitors the vital signs of each operative. If this technology is not available, a guide can also be used if all the dreamers go to sleep touching one another.

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There are other, darker ways of achieving this connection. In certain opium dens, it is believed that a shared pipe will carry the smokers into dreams together. Similarly, the folklore of a primitive New Guinea culture describes tribesmen having shared dreams by simultaneously eating flesh from the same cadaver.

To keep the group on the same wavelength, each dreamer must use the same dream aid as the guide. If the dream leader's favourite way to get to sleep is downing a bottle of Beefeater, the whole group must do likewise!

Once the group is connected and asleep, only the guide must make Dream Navigation rolls. The other members of the expedition only have to make Dream Navigation rolls if they leave the group, if the guide disappears from the dream, or if the guide's active dreamstate completely deteriorates.

Section History

Like much of the Laundry, the Morpheo Sector has its roots in the Second World War. In the early months of the North Africa campaign, there was a young British officer named Hal Spivey stationed with the garrison near El Alamein. According to reports, Spivey was well-meaning but ineffective. In the summer of 1941, he was found asleep in his tent, and would not wake up. He was diagnosed with sleeping sickness and shipped back to England.



Four months later, Spivey woke up. In the pre-dawn light of a Thursday morning, he shot bolt upright in bed, screaming, waking the entire ward and terrifying an unsuspecting orderly. When the nurse reached Spivey, he was urgently and animatedly jabbering in perfectly fluent German, a language he had never spoken before.

By the time the ward doctor reached Spivey, his speech had reverted to English, still punctuated with blocks of German. He insisted that London was in terrible danger – that ‘giant killer rockets’ would soon come crashing down in the city. The doctor diagnosed Spivey with acute hysteria. He assured Spivey that, while the Germans had been bombing the city for nearly two years, the ‘killer’ rockets were an outlandish notion. The doctor sedated Spivey and sent him back to sleep.

Eventually the story of the remarkable prognostication reached the analysts at SOE. Two specialists interviewed the troubled young man. At first, Spivey was no help to them; he could no longer utter a word of German, and he had no memory of his rocket prediction. But when the agents put Spivey under hypnotherapy, the truth began to surface.

During his months unconscious, Spivey's dreams had taken him many places. Some were familiar – his grammar school, Big Ben, even the south pole – while others were fantastical, and defied the young officer's ability to describe. Most frequently, though, he journeyed to a beautiful mountain town where he would meet with his friend, Herman. Spivey described Herman as ‘a young boy, like me.’ They would play together in the narrow streets of the quaint town. They would climb to the tops of the snowcapped peaks and glide down to the alpine lakes below. Herman taught Spivey to fly. According to Spivey, Herman was ‘an expert at flying.’ The dreams seemed like a typical childhood reversion, but the agents suspected that there was more to the tale.

After weeks of therapy and interviews, Spivey was able to describe the town in meticulous detail. ‘A tall church spire stands here, overlooking the lake. On this lane are a Gasthaus and Rathskeller. From the top of the southern peak I can see two narrow lakes and a thickly wooded valley,’ and so on. Likewise, he described young Herman: ‘High forehead, with a strong chin. Sharp eyes and nose, but a little short and a little fat. Always takes lots of cream with pastry.’

Then one morning, the SOE pair had an idea. They started showing Spivey photos of people and of towns from around Europe. They bombarded the somniphatic soldier with hundreds of images, and when he finally pointed to one and said, ‘Yes, that's him! That's Herman!’ the agents stared at each other. Lieutenant Hal Spivey was smiling and pointing enthusiastically to a childhood photograph of Herman Goering.

The dreams were, indeed, a childhood reversion, but they weren't Spivey's dreams. Spivey was actually entering Herman Goering's dreams of his childhood. The town was a vision of Rosenheim, the Bavarian town where Goering had grown up. Through a combination of medication and sorcery, the researchers were able to reliably put Spivey into a dream-state in which he made psychic contact with the dreams of Herman Goering. Through these dreams, they were able to extract crucial information from Goering about Germany's Messerschmitt jet program and their ongoing pursuit of an atomic weapon.

The project's end was less fortuitous for Spivey. He finished the war deeply addicted to morphine, and the dream operations had frayed his psyche. Though he had no love for the Nazis, Spivey also felt guilty about betraying Herman. In April of 1946, Herman Goering was sentenced to death at the Nuremberg Trials; he committed suicide the night before the sentence was to have been carried out. Two days later, in his parent's home in Manchester, Lieutenant Hal Spivey also took his own life.

The Dreamlands

HP Lovecraft, when he wasn't revealing uncomfortable truths about BLUE HADES' idea of date night, wrote several stories about the 'Dreamlands,' notably *Mary-Sue's Magic Vision Quest*, aka *The Dream-Quest of Unknown Kadath*. The early Morpheo explorers reported being able to visit a dream environment that closely matched Lovecraft's descriptions, it has become much more difficult to locate the 'Seventy Steps of Deeper Slumber' since 1983. Possibly, whichever dreamer it was maintaining the Dreamlands died, or perhaps such dream constructs are naturally unstable. Others suspect that some force has occupied the Dreamlands and is somehow barring the Laundry from dreaming there.

Development & (Almost) Independence

Research continued into dream magic throughout the 1950s and 1960s. For most of the 1960s, the Morpheo Section was largely independent of the Laundry, carrying out experiments in remote viewing, arcane psychedelics, past life regression and psycho-engineering. Some in Whitehall even argued that the Section should be spun off from the Laundry and placed under the control of the SIS, with the intent of developing the UK's own psychic warfare unit. Battles were waged at the highest levels of government, and in the end, Mahogany Row won – the Morpheo Section was kept under the Laundry's aegis.

However, the development of reliable computational demonology meant that the unpredictable Morpheo Section was forced to play second fiddle to the computer geeks. This loss of funding, coupled with a series of high-profile screw-ups (one of which forced Sir John Rennie, 'C' from '68 to '73, to resign), meant that the Morpheo Section's reach slowly dwindled.

Morpheo Section saw a new lease of life in the last decade. The intelligence community's growing focus on terrorism called for new ways to track and investigate suspects. The lack of HUMINT and effective ELINT resources in the Middle East forced the spooks to look elsewhere, and DREAMINT was tapped as a potentially vital asset. These days, most of Morpheo's best dreamers are off scouring the dreamscapes of Iran and Afghanistan instead of exploring the deep dreams of dead races.

Sleep Aids

Dreamworld operations range from modestly challenging to downright treacherous. Most operatives utilise some kind of sleep aid to help them achieve and maintain an active dream-state.

The following table summarises the various aids available to a dreamer, giving the bonuses they grant to all Dream Navigation rolls the operative makes. These modifiers cannot be combined; if an operative uses multiple sleep aids, he only gets the benefit of the highest modifier. This modifier can never be applied to any other skill than Dream Navigation.

Example: To manifest an item in a dream, an operative may make either a Dream Navigation roll or an Idea roll. If the operative chooses the Dream Navigation roll, he may apply the sleep aid modifier. If he choose to roll Idea, the sleep aid modifier may not be applied.

Sleep Aid	Dream Nav. Roll
Unassisted	+0%
Alcohol	+5%
Narcotics	+7%
Prescription Drugs	+10%
Thaumically Enhanced Drugs	+20%
Sorcery	+3% per spell level
Artefact	Varies - Up to +50% for the Silver Key

Sleep Aid Descriptions

Unassisted: Though not recommended, it is possible for an operative to go to sleep counting on only his training and instincts to keep enough conscious presence to control his in-dream behaviour. When no options are available, a dreamer can attempt an unassisted operation.

Alcohol: Drinking oneself into unconsciousness hardly seems like a wise recommendation, but alcohol-induced sleep is easier to navigate than normal slumber. If a character needs to operate in the subconscious and has no other option, a bender is better than nothing.

Narcotics: Narcotics include any strong drugs the dreamer would take without medical supervision. The best candidates are opiates like morphine and heroine, but some dream operatives have had success with hashish, quaaludes, or even concentrated painkillers.

Prescription Drugs: The dreamer is in a hospital bed closely monitored by a medical professional. The anaesthesiologist makes certain that the sleep level maintained is ideal for dream operations.

Thaumically Enhanced Drugs: Similar in process to 'Prescription Drugs,' except the otherwise normal drug has been magically enhanced specifically for the purpose of dream operation. The Laundry utilises a number of different drugs for the purpose, but the most common is Pentothol Mysteriis.

Sorcery: Spells may be used on their own to enhance an operative's ability to achieve an active dream state. For every spell level applied to the dreamer, they get a +3% bonus to Dream Navigation rolls.

Artefact: There are a handful of artefacts that can guide the dreamer into a functioning dream state.

Executing Dream Operations

There are three types of dream operation: Morpheo Meetings, Dream Reconnaissance, and Dream Infiltration. This section details the initiation and execution of these operations. All of these operations require the operative or dream guide to make a Dream Navigation roll. To aid this roll, most operatives use some kind of sleep aid.

Operation Type 1: Morpheo Meetings

Morpheo meetings are the simplest and safest type of dream operation. Morpheo meetings fall into two categories: standard morpheo meetings, and dream briefings. A morpheo meeting is a meeting set up by a single host in which all the attendees are asleep. A dream briefing is when an active dreamer enters the sleeping mind of a single passive target to deliver information or instruction.

Meetings

To establish a morpheo meeting, the host and all attendees must be sleeping at the same time. The host must then make a Dream Navigation roll.

- If the host's Dream Navigation roll is successful, the invited attendees do not need to make rolls. The meeting occurs as planned.
- If the host's Dream Navigation roll is a failure, the host sleeps and has a passive dream experience. The invited attendees can still meet in the host's subconscious with their own Dream Navigation rolls, but the host will not be able to participate in or remember the experience.
- If the host's Dream Navigation roll is a fumble, the host must roll on the Dream Navigation Fumble Table on page 49. The invited attendees cannot meet at all and have a passive dream experience until they wake up.

Once the meeting is successfully established, it may be conducted like any other meeting – except, of course, that it is happening in the subconscious mind of the host.

Dream Briefings

To perform a dream briefing, the operative must sleep at the same time as the intended target. The target may be in normal, passive sleep.

To find the target and enter his subconscious, the briefing operative must make a Dream Navigation roll. The target's relationship to the operative modifies this roll per the following table.

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Target Relationship Table

Relationship	Description or Examples	Dream Nav
Bound	Target is bound to operative through a magical link or other thaumic entanglement.	+50%
Intimate Connection	Target is operative's spouse, family member, close friend, business partner, or immediate subordinate.	+25%
Personal Connection	Target is the operative's friend or co-worker.	+10%
Acquaintance	Operative has met target at least once.	+0%
Known	Target is known to operative through celebrity, substantial research, or historical renown.	-10%
Stranger	Operative knows minimal details of target, such as might be included in a standard dossier.	-25%

- If the briefing operative's Dream Navigation roll is successful, the operative finds the target and delivers the briefing. This pushes the target into an active dream state so that he remembers the briefing after waking up.
- If the briefing operative's Dream Navigation roll is a failure, the operative sleeps and has a passive dream experience. The target is unaffected.

- If the briefing operative's Dream Navigation roll is a fumble, the host must roll on the Dream Navigation Fumble Table on page 49. The target is unaffected.

Twists and Wrinkles

Though Morpheo meetings and dream briefings are relatively simple operations, complications are still possible.

A Crasher: An uninvited dreamer may attempt to 'crash' a morpheo meeting. To crash a morpheo meeting, the dreamer must successfully infiltrate the dream of the host (see *Dream Infiltration*). If successful, the crasher has found and slipped into the morpheo meeting, and is present with all the other attendees. Next, the crasher must either conceal or explain his presence. This may be done with a variety of skills depending on the crasher's intention, but it will always be opposed by the highest relevant skill present.

Example: If the crasher wishes to use Fast Talk to deceive the attendees into believing that the crasher was invited and welcome, the roll would be opposed by the highest Insight at the meeting.

A Hostile Host: Albeit willingly and through invitation, the host of a morpheo meeting or a dream briefing is aware that their dreams are 'occupied.' This means that the host can use any of the defensive tactics listed under 'Expelling Infiltrators' in the *Dream Infiltration* section on the intruders.

Dream Combat: Usually morpheo meetings and dream briefings are benevolent events, but if tempers get strained there's no reason the participants can't start whacking each other as described under *Dream Combat*.

Stranded: Given that all participants in a morpheo meeting are willing and aware, a stranding is not very likely, but it can happen. If the host wakes up in an untimely manner and an invitee is not able to escape, he may be stranded in the host's subconscious until the host's next sleep.

Gamemaster Tip: Morpheo meetings and dream briefings can be great ways to introduce information and move a story along. Dream operations of this type are single-scene events.

Operation Type 2: Dream Reconnaissance

In morpheo meetings and dream briefings, the dreamers enter the dreams of a single host. Dream reconnaissance is more complex. The dreamworld is a composite landscape created by the collected subconscious of all dreamers. Through dream reconnaissance, an operative can explore the darkest Congo, trek the frozen wastes of Antarctica, or even scale the slopes of Olympus Mons on Mars.

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The reconnaissance does not happen in the real world, but in a space stitched together from the collected subconscious of all dreamers. But this collected subconscious is very powerful. The place explored will mirror its real world counterpart with surprising accuracy.

To perform a dream reconnaissance, the operative must travel through the dreamworld to the place and time to be observed. The more far-flung the point of observation, the more the subconscious mind tries to reclaim the dream. To successfully reach the intended destination while maintaining an active dreamstate, the operative must make a Dream Navigation roll, modified by the combined physical and temporal proximity of the destination according to the following table. Also, if the target destination has an area ward, the Dream Navigation roll takes a -5% modifier for every point by which the ward's POW exceeds the operative's POW (for more information on wards, please see *The Laundry Roleplaying Game*, page 146).

Dream Reconnaissance Proximity Table

Physical Proximity	Description	Dream Nav
Accessible on Earth	The habitable globe – reachable through conventional travel	+0%
Remote on Earth	North Pole, Andes Mountains, Gobi Desert	-5%
Inaccessible on Earth	Underground cities, Marianas Trench, Atlantis	-10%
Near Solar System	The Moon, Mars	-15%
Far Solar System	Saturn, Yuggoth	-20%
Milky Way	Beyond the Solar System but within our galaxy	-25%
The Universe	Beyond the Milky Way galaxy	-30%#
Other Planes	Anything beyond our plane of the multiverse	-40%#

Temporal Proximity	Description	Dream Nav
Present	The current moment	+0%
Recent Past	Within the dreamer's lifetime	-5%
Distant Past	Before the dreamer's birth, but within recorded history – about 2,000 years BC	-10%
Primitive Past	Before recorded history, but within human experience, dating back to the last ice age – approximately 15,000 years BC	-15%
Pre-Human Past	Before the existence of homo sapiens, but within the earth's age – the Cretaceous period, the Jurassic period, etc.	-20%#
Pre-Earth Past	Before the earth was formed – approximately 4.7 billion years ago	-25%#

- Attempting to reach these destinations is extremely dangerous. See *Absurdly Foolish*, page 51.

Example: An operative wishing to journey to present day Jerusalem would have a total modifier of 'Accessible on Earth' (+0%) and 'Current' (+0%), so his score is unmodified.

On the other hand, an operative hoping to witness the Big Bang would have a total modifier of 'The Universe' (-30%#) and Pre earth past (-25%#) for a total of -55% Dream Navigation roll. Also note that the '#' symbol indicates that attempting this operation is 'Absurdly Foolish.'

- **If the operative's Dream Navigation roll is successful**, the operative reaches the destination and may begin exploration. The hazards and challenges of this exploration should be proportionate to the depth of the quest and the value of the information sought. If, for example, the operative just wants a quick look at the outside of a Dagon temple, no roll beyond the initial Dream Navigation roll is necessary. On the other hand, if the operative wishes to sneak into the temple, they might have to make Hide and Sneak rolls, confront guards, or even avoid terrible creatures.
- **If the operative's Dream Navigation roll is a failure**, the subconscious mind asserts itself and reclaims the dream before the destination is reached. The operative sleeps and has a passive dream experience.
- **If the operative's Dream Navigation roll is a fumble**, the host must roll on the Dream Navigation Fumble table.

The Dream Environment

On arrival, the dreamer manifests at the target location in the dream as if it was a real place. For the rest of the dream, it is as though he is exploring a real environment – he climbs dream walls with his Climb skill, he translates dream glyphs with Linguistics, and he runs away from nightmare horrors with Athletics. In effect, the dream is resolved using the standard *Laundry* rules, with a few exceptions; see *Combat & Manifesting Technology*, below.

Remote Viewing & Dream Tourism

To paraphrase the earnest warning at the start of mid-'90s White Wolf books, dreams are not real. The dreamer is not seeing an actual place directly in the dream – he is seeing a gestalt of the memories and dreams associated with that place. If you take a random street in Everytown, USA, then this will actually give a pretty accurate impression of the place, as the dreamer can tap into the memories of everyone who has walked along that street. If you try to scry a random spot in the middle of the Antarctic, though, you're drawing

Dream Navigation Fumble Table

D100	Result
1-25	Forced Wakeup
26-40	Dreamself Death
41-55	Nightmare
56-70	Lesser Mythos Entity
71-80	Greater Mythos Entity
81-85	Real World Possession
86-90	Gate Opens in the Real World
91-98	Dreamself Slips into Alternate Dimension
99-100	Greater Cthonic Entity Appears in Dreamworld

Forced Wakeup: The operative immediately experiences a forced wakeup. The operative should make an immediate SAN check. If the SAN check is a failure, the operative loses 1d3 SAN and must take a random Sleep Disorder.

Dreamself Death: The operative's dreamself dies from a single event: falling, drowning, being swallowed by a shark, etc. The operative does not suffer the SAN loss for Hit Points. The operative wakes up and must immediately take a random Sleep disorder. The operative must also make a SAN check to avoid losing 1d4 SAN.

Nightmare: The scene becomes an assault from the operative's nightmares. This could include a horde of zombies, or giant spiders, or something less obvious, at the discretion of the gamemaster. The nightmare does have the ability to deal Hit Point damage to the operative's dreamself and should be life threatening.

Lesser Mythos Entity: One or more lesser entities enter the operative's dream. The operative is exposed to the sanity effects of seeing the creature, and must attempt to evade or combat the creature in the dreamworld. If the operative is part of a group dream operation, the entire group is confronted with the creature or creatures, and the gamemaster should introduce enough creatures to threaten the party.

Greater Mythos Entity: A greater entity enters the operative's dream.

Real World Possession: The operative immediately experiences a forced wakeup and is possessed by a level three non-physical entity.

Gate Opens in the Real World: The operative immediately experiences a forced wakeup as described above. Once awake, the operative discovers his closet, bed, bathroom, or other large nearby object has been transformed into a type three gate to a random dimension.

Dreamself Slips into Alternate Dimension: The operative stumbles out of the dreamworld and into some alternate dimension or series of dimensions.

Greater Cthonic Entity Appears: If a dream operation goes unbelievably pear-shaped, the operative might somehow stumble upon a Great Old One or even an Outer God. If he is part of a group, the group is left behind. The good news is that the operative's mind shuts down while his dreamself is devoured. The operative immediately wakes and must make a SAN check with a SAN cost of (1d10/4d10). The operative gains +1d10 to the Cthulhu Mythos skill.

on the dreams of passing penguins and shoggoths and will be unlikely get anything useful.

Dreaming of well-known locations is also problematic. If you try dreaming of, say, Chernobyl, you'll not only tap into the dreams of scientists monitoring the containment facilities, of people who used live nearby, and of passing wildlife, but you'll also get interference from the dreams of people who haven't been there, but have had nightmares about nuclear fallout.

Obscure and unvisited locations are even iffier, as then you're relying on the dream-memories of the few people who've been there. A dreamer could try to dream his way into the Black Chamber's deepest dungeon, but the only people who dream of that accurately are the people who've

been there, and you don't generally want to touch their minds. Similarly, if you try dreaming about the beginning of the universe, well... the only witnesses to that event who are still around are very, very, very, very old and very, very, very, very, seriously-we-don't-have-enough-space-to-stick-in-the-right-number-of-veries dangerous.

Dream Reconnaissance operations can happen as quick single scenes or they can be more protracted events. Avoid circumstances where a single operative is having a lengthy dream sequence while the other players look on; if the recon looks challenging or lengthy, encourage the party to perform the operation together, using the most skilled character as a dream guide.

Operation Type 3: Dream Infiltration

A skilled dreamer can enter someone else's dreams to gather information and even influence his waking life. The target is either unaware of the infiltrators or believes them to be normal characters of their dreams produced by his own subconscious mind.

To infiltrate a target's dreams, the operative must sleep at the same time as the target. He must then travel through the dreamworld into the target's dream.

To successfully find and enter the target's dream while maintaining an active dreamstate, the operative must make a Dream Navigation roll, modified by the target's race and relationship to the operative, according to the following table.

Dream Infiltration Modifiers

Relationship	Description or Examples	Dream Nav
Bound	Target is bound to operative through some kind of geas or other thaumic entanglement.	+50%
Intimate Connection	Target is operative's spouse, family member, close friend, business partner, or immediate subordinate.	+25%
Personal Connection	Target is the operative's friend or co-worker.	+10%
Acquaintance	Operative has met target at least once.	+0%
Known	Target is known to operative through celebrity, substantial research, or historical renown.	-10%
Stranger	Operative knows minimal details of target such as might be included in a standard dossier.	-25%

Race	Description or Examples	Dream Nav
Animal	Most mammals and birds	-10%
Parahuman	Ghoul, BLUE HADES hybrid, ASTERION SNARL	-10%
Autonome	DEEP SEVEN, PLUTO KOBOLD, ANNING BLUE SKULL	-20%
Exonome (Level 1 - 3)	Summoned entity	-30%#
Gods (Level 4+)	Cthulhu	-50%#

Other	Description or Examples	Dream Nav
Warded	Target is protected with a personal ward.	-10% per spell level@
Deceased	Target was once living, but is deceased.	-15%

- Attempting to reach these destinations is extremely dangerous. For more information see *Absurdly Foolish*.

@ - For more information on wards, see *The Laundry Roleplaying Game*, page 146.

Infiltrating Other Races

Though difficult, it is possible to infiltrate the dreams of inhuman creatures. From dogs and cats to BLUE HADES, many creatures dream. In a line that inspires fear in dream operatives, Lovecraft himself wrote, "In his house at R'lyeh sleeping Cthulhu waits dreaming."

Infiltrating the dreams of a creature from another race works the same as human infiltration, with the following exceptions. First, the Dream Navigation roll takes a modifier



as listed in the Dream Infiltration Modifiers Table. Second, when an operative successfully infiltrates the dreams of an inhuman creature, the operative is brought face to face with that creature, causing an immediate SAN check.

Using Infiltration

Once an operative has successfully infiltrated a target's dreams, he can influence the target in a variety of ways. He can use skills like Fast-Talk or Bargain to get information from the target; once he has won the target's trust, a skill like Command or Persuade might be employed to implant suggestions that could affect real-world behaviour. The target, who is presumably dreaming passively, will only be able to recall glimpses of the experience. Depending on the skill and tactic used, the target may oppose the roll, with Insight or Sense or another appropriate skill.

Generally speaking, rolling against the target constitutes a single dream scene. A failed roll means the target does not give up the information or accept the suggestion, but does not become hostile to the operative. The operative will have to try a new tactic.

If a skill roll against the target is a fumble, the target becomes hostile to the infiltrators and may remove the invaders as though aware of the infiltration, as described below. The target will now be immune to all future infiltration attempts from this operative.

Possession

The most invasive use of Dream Infiltration is possession. In possession, the operative wakes the target up and controls his waking body and actions. To establish possession, the operative must first perform a successful infiltration, as above, then make an additional 'possession' roll, resolved as a POW vs. POW contest on the Resistance table.

- **If the operative's opposed roll is a success**, the operative possesses the sleeping body of the target. When the body wakes, the operative may use it as his own, while his own body stays asleep. The target's psyche is still present and aware of what is happening, but unable to intervene. The operative retains his own mental stats and skills, while using the target's physical stats (STR and CON, for example). As long the operative has control of the target body, any damage the target takes acts as damage to the operative's dreamself per the rules of dream combat. The operative risks losing SAN for every Hit Point of damage the target's body sustains.
- **If the operative's opposed roll is a failure**, the target instantly becomes aware of the infiltration and may immediately take action to expel the infiltrator, as described below. The target will now be immune to all future infiltration attempts from this operative.

'Absurdly Foolish'

Anytime a dreamer tackles an operation with a '#' notation, they are attempting something *genuinely stupid*. It is almost impossible to get Laundry permission to attempt these operations, and doing so is incredibly dangerous.

Dream Operation	SAN Loss
Beyond the Galaxy	0/1d4
An Alternate Plane of the Multiverse	1d3/1d10
Pre-Humanity Past	0/1d3
Pre-Earth Past	1/1d6
Infiltrating an Inhuman Entity's Dream	Per the Entity (as if seeing them)

Success: Succeeding an absurdly foolish Dream Navigation roll is a mixed blessing. The dreamer successfully performs the reconnaissance or infiltration, but doing so exposes the operative's psyche to mind-shaking forces. The operative must make a SAN check for performing the operation, per the above table.

If more than one category applies, the operative need only make the SAN check once, for the category with the highest loss.

Failure: Failing an absurdly foolish Dream Navigation roll is usually better than succeeding. Failure means the dreamer was unable to perform the operation, and his psyche was not confronted with whatever unfathomable horror awaited him in the dreamworld. The operative wakes as normal after a failed attempt, but must make a SAN check as if he had experienced a Forced Wakeup: if the SAN check is a failure, the operative loses 1d3 SAN and must take a random Sleep Disorder.

Fumble: Fumbling an absurdly foolish Dream Navigation roll is a disastrous occurrence. The operation is a failure, but the dreamer's psyche still glimpses the unfathomable. The dreamer must first take a SAN check as if he had succeeded; then he must roll twice on the Dream Nav Fumble Table on page 49 and take the higher of the two results.

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- If the operative's opposed roll is a fumble, the operative has made some kind of fatal error. The operative's dreamself dies, and he must take a random Sleep disorder and make a SAN check (0/1d4). The target will now be immune to all future infiltration attempts from this operative.

Possession can end in several different ways.

1. If the target body dies, the operative's dreamself also dies. The operative wakes up and must take a random Sleep disorder and make a SAN check (0/1d4).
2. If the operative's body wakes, either naturally or through a forced wakeup, the possession immediately ends. Keeping the operative's body asleep longer than eight hours requires sedation and medical attention.
3. After about twenty-four hours, the target body will become exhausted and have to sleep. When this happens, the operative is then in a normal infiltration, but has aroused suspicion in the target's dreamself. Any future action the operative takes against the target takes a -10% modifier.
4. Anytime the target's body takes at least 1 Hit Point of damage but does not die, the operative has to retest to maintain possession of the body. If the retest is a failure, he immediately experiences a forced wakeup.

Expelling Infiltrators

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If a target becomes hostile to or aware of infiltrators, the target has two options for self-defence. Normally these options are employed when a target discovers an infiltration, but a host may use these options to remove unwanted guests in the case of morpheo meetings and dream briefings as well.

Wake Up: The infiltrated dreamer can attempt to wake up. To wake up while one's dreams are occupied, the target must roll against the higher of his Dream Navigation skill and his Idea, opposed by the highest Dream Navigation skill among the infiltrators. If the target wakes up successfully, the infiltrators must perform emergency wakeups or risk being 'stranded.' The infiltrated target may only attempt wakeup once.

Attack: If a dreamer becomes aware of infiltration, he can simply attack the infiltrator. If the host kills the infiltrator, he is ejected from the dream and subject to psychological trauma. The aware host also has the advantage of being able to call upon his own subconscious mind for assistance. The subconscious mind can help a host in combat in two ways:

- First, the host has more power to manifest weapons in his own dream, gaining a +15% modifier to manifest weapons against infiltrators or unwanted guests.

- Second, the host gains a combat advantage if his mind is stronger than that of the invader. For every point by which the host's Intelligence exceeds that of the infiltrator, he gains a +5% bonus to any attack.

Machine Dreams

Pro tip: You can virtualise any universal Turing machine. In effect, you can dream inside a computer system. Most of the time, this isn't really that useful, unless you want to try stealing data by reading it one bit at a time. However, if the computer is modelling a virtual world - say, a computer game - you can hop into that dreamscape and interact with it as though it were a dream.

Combat & Manifesting Technology

Dream operations are risky. Even in a benign operation like a morpheo meeting, violence is possible. While dream combat cannot do actual physical harm to the sleeping combatants, it can deal serious psychological trauma. Dream combat largely functions the same as combat in the real world. Combat is divided into rounds as normal. The attack rolls, dodges, and parries are resolved as they would be in the real world. An operative's dreamself has the same skills, characteristics, and abilities as his normal self. If an operative has a 55% skill with Shotgun, so will his dreamself. However, dream combat differs from real world combat in two crucial ways: weapons and taking damage.

Weapons in Dreams

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There is no guarantee that an operative will have a weapon in a dream that he has in real life. Any weapon an operative needs or wants in a dream combat must be manifested (see *Manifesting Technology*, below).

Taking Damage in Dreams

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Physical damage in a dream manifests itself as psychological damage in the real world. Any time a character takes hit point damage in a dream but does not die, he must immediately make a SAN check. If he fails, the character loses the equivalent number of SAN as his dreamself has lost Hit Points. If an operative's dreamself is killed, he does not suffer the SAN loss for the final blow; thus, if he loses all his Hit Points in a single attack, then the only SAN loss he risks is the 1d4 for dying.

Even though the sleeping operative takes no real Hit Point damage, the player should still track the losses as they bring the character's dreamself closer to death. Major Wounds have no effect in dreams beyond the threat of SAN loss.

If an operative's dreamself reaches zero Hit Points his dreamself dies, and he immediately wakes in the real world. The operative must take a random Sleep disorder and make a SAN check (0/1d4).

Manifesting Technology

If you set something down in a dream, it is impossible to find later. When you need something in a dream, you either have it or you don't. There is no way for an operative to bring gear with him into the dreamworld; if he needs a weapon or tool, he must attempt to manifest it with his subconscious. The more sophisticated the item, the more difficult it is for the subconscious to create it.

Manifesting an item of technology is passive and retroactive. If an operative successfully manifests an item, he has actually been carrying it the entire time. Manifesting an item of technology takes no time, but if the operative is in combat, only one piece of technology may be manifested in a round. Once an operative has failed a roll to manifest, he cannot manifest anything else during the scene or combat. Manifested items may be passed off to other operatives, but once an item is set down or left behind, it is lost.

To manifest an item, the operative rolls the higher of his Dream Navigation or Idea, modified according to the following table. This roll takes a +5% modifier if the operative possesses the item in real life, and a +10% modifier if the operative went to sleep physically touching the item.

Technology	Examples	Roll
Archaic	Knife, Sword, Bow, Horse	+10%
Modern and Common	Bicycle, Car, Handgun, Chainsaw, Lockpicks	+0%
Modern and Rare	Shotgun, Submachine Gun, Plane or Helicopter	-5%
Extreme or Magic	Basilisk Gun, Hand of Glory, Explosives, Laser	-10%
Computer Technology	Laptop, Smartphone, Necronomiphone	-20%
Alien Technology	ANNING BLUE SKULL or PLUTO KOBOLD gadgets	-25%
Imagined Technology	Infinitely absorbent sponge, Shoggoth aerosol can, Colour Out of Space Flashlight, etc.*	Varies*

* This technology is only limited by the imagination and descriptive prowess of the player, but the gamemaster should feel free to assign an appropriate modifier. This modifier can also include the (#) Absurdly Foolish tag (p. 49), at the gamemaster's discretion.

If the roll is successful, the operative is carrying or has access to the technology. If the roll is a failure, he does not manifest the technology and may not try to manifest any other technology during the current scene or combat. If the roll is a fumble, the operative must roll on the Dream Navigation Fumble Table on page 49.

Waking Up, Recovering Sanity

In ideal conditions, a dreamer can awake without any problems beyond momentary disorientation.

The Morpheo Section rarely encounters ideal conditions.

Waking Up

There are four ways a dreamer may wake from an active dream state.

- **Normal Wakeup:** Under normal, peaceful circumstances, an operative can trigger his own wakeup. This is automatic and takes no roll. This normal wakeup cannot be triggered during a combat, chase, or other crisis.
- **Emergency Wakeup:** Triggering wakeup in the midst of a crisis is trickier (dreamers call this 'punching out'). If an operative is hurtling toward the earth, or in combat, or in the tentacles of some hideous, creature, an operative may attempt emergency wakeup.

Performing an emergency wakeup takes one full round – if an operative is in a dreamworld combat, he must wait until his action. To successfully wake, he must make a Dream Navigation roll. If successful, the operative leaves the dreamworld and wakes up safely in reality.

If the roll is a failure, the operative does not wake up, but may try again in subsequent rounds at -5% per attempt. If the roll is a fumble, the operative does not wake up and may not try again until the crisis is over.

- **Forced Wakeup:** There are a number of circumstances which can cause an operative to wake up against his will, the most common being an external wakeup in the real world.

Any time an operative experiences this kind of forced wakeup, he risks psychological trauma. The operative should make an immediate SAN check. If the check is a failure, the operative loses 1d3 SAN and must take a random Sleep Disorder.

- **Dreamself Death:** The dreamworld is dangerous. There are terrible forces that can kill an operative's dreamself. Sometimes an operative will even find a

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reason to take his own life rather than be trapped in trapped in some nightmare. If an operative dies in the dreamworld, he immediately wakes in the real world. The operative must take a random Sleep disorder and make a SAN check (0/1d4). If an operative dies as a result of suicide, he does not suffer SAN loss from the Hit Point damage.

Recovering Sanity

The dreamworld can be brutal on an operative's mental health. Fortunately, it is easier to recover Sanity lost in the dreamworld than Sanity lost in the real world. There are two ways this is expressed.

Defeating the Unnatural: Whenever an operative in a dream drives off or defeats a creature that has caused Sanity loss, the operative immediately regains half of the Sanity loss that creature caused.

Psychotherapy: Dream memories fade. Psychological scars from dreams respond more quickly to psychotherapy than do scars from real world trauma.

Psychotherapy can be applied directly to the Sanity loss experienced in the dreamworld whether it is associated with a particular mental disorder or not. Successful use of the Psychotherapy skill can recover lost Sanity by 1d3 points per month of treatment, or by 1d6+1 points if the Psychotherapy roll is a Special Success.

In addition, if an operative can reduce their total SAN loss from dreamworld operations to zero, he may also begin to heal sleep disorders. Successful use of the Psychotherapy skill for one month can reduce an acute sleep disorder to normal or remove a normal sleep disorder entirely.

Stranded in a Living Host

Any time an operative enters someone else's dreams, there is a chance the operative could be *stranded* in the host's subconscious. If the operative's host wakes up, the operative has a single chance to perform an emergency wakeup. If it fails, he is trapped in the target's subconscious mind. While trapped, the operative is subjected to the whims and impulses of the host's subconscious. Perhaps only a day passes in real time, but the operative may endure countless nightmares. There are three ways to wake from this kind of stranding.

First, the operative may wait until the host next sleeps. To survive the ravages of the host's subconscious, the operative must make a Dream Navigation roll.

- **If the roll is a success**, the operative weathers the storm until the host next sleeps. The operative can then finally wake normally.

- **If the roll is a failure**, the host's subconscious kills the operative's dreamself. The operative wakes and must take a random sleep disorder, and make a SAN check (0/1d4).
- **If the roll is a fumble**, the host must roll on the Dream Nav Fumble table on p. 49.

Second, an outside force in the real world may wake the operative. If this occurs, he is subject to a normal forced wakeup. The operative should make an immediate SAN check; if the check is a failure, the operative loses 1d3 SAN and must take a random Sleep Disorder.

Third, the operative may kill himself in the dreamworld, thus waking in the real world, taking a random sleep disorder and making a SAN check (0/1d4).

Stranded in a Deceased Host

The host's real-world body *dying* is far more dangerous. The operative again has a single chance to perform an emergency wakeup as the host's subconscious crumbles around them.

If this roll is a success, the operative wakes and is unaffected.

If this roll is a failure or fumble, the operative must plead before Glaaki, the Lord of Dead Dreams, for freedom. The operative must make an Idea roll.

- **If the roll is successful**, Glaaki allows the operative to leave the dead dream. The operative wakes and must take a random sleep disorder. The operative must also make a SAN check for seeing Glaaki, with a SAN cost of 1d10/3d10. The operative gains +1d6 to Cthulhu Mythos skill.
- **If the roll is a failure or fumble**, Glaaki does not allow the operative to go free. The operative will remain comatose while his body slowly dies. Another operative could theoretically infiltrate the dead dream, find the operative, and plead to Glaaki again for both himself and the imprisoned operative with a -10% Idea roll.

Sleep Disorders

Working in the dreamworld is an almost guaranteed way to acquire sleep disorders. Sleep disorders are forms of mental instability similar to those from Sanity loss, but are particularly associated with unconscious operations.

Anytime a character must take a Sleep Disorder, roll randomly on the following table. This roll is in addition to any insanity that might occur as a result of SAN loss, as described in Chapter 8 of *The Laundry Roleplaying Game*.

Sleep Disorder Table

D100*	Sleep Disorder
1-20	Insomnia
21-35	Narcolepsy
46-50	Somnambulism
51-65	Hypersomnia
66-75	Somniphilia
76-85	Sleep Talking
86-90	Bedwetting
91-95	Night Terrors
96-100	Somniphobia

Normal Versus Acute

Sleep Disorders will either be *normal* or *acute*. An acute disorder is an extreme version of the disorder. A normal sleep disorder will have only minor effect on a character's effectiveness, but when a disorder becomes acute, it becomes a tool to be used by the gamemaster at his discretion.

There are two ways to acquire an acute sleep disorder. If a character rolls a random sleep disorder and the two digits match (i.e. 11, 22, 33, and so on.), the listed disorder will be acute. Alternatively, if a character gets the same sleep disorder more than once, it becomes a acute.

Example: Agent Winsted has to take a random sleep disorder. She rolls a 56 and gains normal hypersomnia – a hassle, but manageable. If she had rolled a 55 (matched digits), she would have become an acute hypersomniac, and her disorder would be a toy for the GM to play with at whim. If agent Winsted had already been a garden variety hypersomniac before rolling the 56, her hypersomnia would also have worsened from normal to acute.

Sleep Disorder Descriptions

Bedwetting: The most humiliating sleep disorder is actually the least harmful. Compared to insomnia, somnambulism, or night terrors, bedwetting is trivial and interferes with a Dream Op's functions almost not at all. Perhaps this is why it triggers such juvenily fierce teasing from other operatives.

Acute: Characters with acute bedwetting will only be able to use the bathroom when asleep. As soon as they are asleep, they will become entirely incontinent, losing control of their bladders and bowels.

Hypersomnia: Sometimes called "Sleeping Beauty Syndrome," this disorder causes its victims to sleep for unusually long stretches. This condition is thought to be the inspiration for the Washington Irving story, *Rip Van Winkle*. Hypersomniac operatives will sleep for days or even weeks at a time, broken only for short, hazy periods to eat or use the bathroom.

Acute: An acute hypersomniac spends less time awake than asleep. These dreamers will spend a month or more only rising to attend to bodily functions.

Insomnia: Perhaps the most mundane disorder, insomnia extracts a terrible toll. The character either cannot fall asleep, or cannot stay asleep, or both; he will be irritable, moody and exhausted, and often operate in a kind of haze.

Acute: Characters with acute insomnia almost never sleep. They are in a state of constant haze and fatigue.

Narcolepsy: Also called dysomnia, narcolepsy causes a character to fall suddenly asleep at inappropriate times during the day. The character may be eating, in mid-conversation, or even driving when he suddenly drops deeply into sleep. Usually there is some emotional trigger that brings on a narcoleptic episode, but it is not consistent. The most common emotional trigger for narcolepsy is a potent emotional response like hilarity or fear.

Acute: Characters with acute narcolepsy fall asleep at the worst possible moments – often right when the monster appears or the gunfight starts.

Night Terrors: A character afflicted with night terrors will wake up from a sound sleep screaming and shrieking. Of course, given the horrific nature of what some Dream Ops encounter, it is tempting to describe this as a logical response. The problem with night terrors is that the sleeper retains no memory of what triggered the episode: he wakes screaming from his dreams, with no idea why. As a result, Dream Ops that develop night terrors are often forced to withdraw from the Morpheo Section.

Acute: Characters with acute night terrors can no longer function in the Morpheo Section. Every time they sleep, they wake up screaming. This will pretty much destroy any romantic partnership the character tries to maintain.

Sleep Talking: The character randomly prattles while sleeping. He has no control over when or what he says. Usually a sleep-talker's speech is incoherent and senseless, but sometimes his words reveal enough to pose security threats.

Acute: Acute sleep talkers present a very difficult problem for the Laundry. While asleep, they speak quite coherently and will thoroughly and honestly answer any questions they are asked.



Somnambulism: The lay term for somnambulism is 'sleepwalking,' but this disorder is actually further reaching than just walking. Somnambulists may engage in a wide variety of waking behaviours while totally asleep including eating, driving, sending emails, and, of course, walking.

Acute: Acute somnambulists are much harder to wake than those afflicted with a more mundane case. Their sleeping behaviour becomes very extreme and might include playing midnight rugby, engaging in criminal behaviour, or, in some terrifying cases, even performing computational sorcery.

Somniphilia: In the real world, the dreamer lives in a squalid flat he moved into after his wife kicked him out. He has a stressful job, too much paperwork, and he really should get a dermatologist to check out that spot on his neck. But sleeping, his achievements are limited only by his imagination and his Dream Navigation skill! In his dreams, he might be a king or potentate. He might have great powers. And the woman that loves him is literally the woman of his dreams. It is no wonder that some operatives become obsessed with spending all their time in dreams.

Acute: Acute somniphiliacs can no longer clearly distinguish between dream and reality. They experience the waking world as a painful break until they can get back to their dreams. These characters almost always struggle with addiction.

Somniphobia: For many Dream Ops, this is not as much a disorder as a completely reasonable reaction to the things they have endured while asleep. Somniphobia is the absolute dread of sleeping. A somniphobic character will go to great lengths to avoid sleep.

Acute: Dream Ops afflicted with acute somniphobia are facing the end of their work with the Morpheo Sector. They are terrified of sleeping. The only way to get them to sleep is through sedation to such a heavy level as to make achieving an active dreamstate impossible.





Grimoires

At its most basic, a grimoire is any information storage medium that contains information about sorcery and spells. The majority of older grimoires that are designed to teach the user about traditional magic are books; typically large, ancient, dusty books that are usually written in obscure languages and contain a variety of complex and lurid illustrations. However, as the digital age has clearly shown, books are far from the only medium for storing information. The following are some of the more infamous and unusual grimoires that Laundry has acquired, or encountered in rumours.

Grimoires For Traditional Magic

Experienced computational sorcerers understand that a high-end desktop or the latest smartphone are the best tools for performing magic. However, the occult community contains any number of traditionalists who still prefer dusty tomes filled with spells written centuries ago. Most traditional sorcerers have no idea that magic can be performed in any other fashion; the Laundry and other similar organisations do their best to foster this ignorance. Other traditionalists are either deeply eccentric or outright insane; they refuse to believe that sorcery and the latest modern technology can or should work together and will happily go off on long tirades about how magic and high technology are inherently in opposition with one another. The vast majority of the grimoires that these sorcerers swear by are complete nonsense, and most that are not utterly useless are incapable of teaching the reader enough sorcery to cast anything more powerful than a level one spell. These books are not considered a serious threat by the Laundry. However, the Laundry regards a few older grimoires as especially dangerous.

The Picatrix

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This ancient and rare grimoire is regarded by the Laundry as the single most dangerous traditional magic grimoire known. Originally written in Arabic, and translated into both Latin and German, it purports to be a book on the theory and practice of 'astral magic' – using the alignment of heavenly bodies in ritual magic. Most editions of this book seem to consist of nothing more than what modern computational sorcerers would describe as a well-done grimoire that focuses on using planetary alignments in magical calculations. However, some editions differ subtly in how they are written and how the many charts and tables in the book are designed. Reading and carefully studying this version of the *Picatrix* summons a powerful level three

spirit (see *The Laundry Roleplaying Game*); this spirit does not possess the reader, but forms a mental link allowing it to influence the reader's actions from its home dimension.

According to most rumours in the occult community, reading these demonic versions of the *Picatrix* gives a sorcerer great magical power. In reality, the level three entity assists the reader in performing magic, and in doing so, makes every spell the reader much more reliable and powerful. A traditional sorcerer who has read this book can rival the power of a skilled computational sorcerer with the latest hardware. However – aside from the obvious danger of various occult nutcases having as much power as the best Laundry sorcerers – extradimensional entities never provide anyone with a free lunch. Even as it helps the sorcerer cast his spells, the being is influencing the sorcerer's motives and desires. On rare occasions, it possesses the would-be sorcerer, but in most cases that the Laundry has encountered, it remains in its home dimension and simply manipulates him through the link.

The Laundry does not know if the books all call up the same level three entity, or if each book calls up a different entity, but even if they are different, their motivations and actions are quite similar. Although the entity's exact plans are unclear, the Predictive Branch's best guess is that it is attempting to prompt a chain of events in our dimension as part of a ritual that in some way influences the structure of its home dimension. The exact nature of these events is unknown, but all indications are that they would ultimately prove destructive to humanity. Another theory is that this entity – and perhaps others of its kind – feed on violence and destruction, and are attempting to create a massive war, or some similar catastrophe. The entity or entities involved in this attempt are clearly exceedingly circumspect, using human pawns and catspaws so as to avoid being trapped or destroyed by sorcerers in our world.

The *Picatrix* promises to teach the would-be sorcerer great power, and it actually provides the reader with a basic understanding of traditional magic; however, the first spell in the book is the one to summon the entity. Sorcerers studying this book are advised to cast this spell before attempting other magic, and are promised that it will provide them with a familiar spirit, which will enhance their power, give them magical advice, and help protect them from magical dangers. The entity's connection to the book allows the sorcerer to summon it with only a level one spell.

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This entity works through the sorcerer and is largely responsible for any magic the sorcerer attempts to perform, although it cannot perform any magic in our world without a sympathetic magic link to a human sorcerer. During the rituals the human sorcerer performs, it both assists with the ritual and talks the sorcerer through his part in it. If necessary, it can simply cast the spell itself, while the sorcerer goes through the motions of spell casting, allowing even the most inept sorcerer to perform any spells up to level three. To perform higher level spells, the sorcerer is going to need assistants or more elaborate preparations.

The Picatrix Spirit

INT 16 POW 19

Skills: Command 60%, Cthulhu Mythos 70%, Fast-Talk 75%, Insight 60%, Knowledge (Occult) 90%, Persuade 80%, Sorcery 70%.

Sanity Loss: 1/1D8.

Spells: This entity can cast spells of up to level three using mental magic, but requires rituals to cast level four spells. The Picatrix spirit suffers no ill-effects from using mental magic.

This entity is both a skilled con artist and able to use its own magic to manipulate the emotions of anyone who summons it. It plays up the sorcerer's lust for power, and when it causes an inconvenient spell to fail, it consoles the sorcerer and offers special rituals to help improve the sorcerer's magical skills...

The Seven Cryptical Books of Hsan

These seven books contain 512 hexagrams, together with commentaries and instructions on using them for divination. The Chinese *I Ching* is a subset of the Hsan hexagrams. While traditional occultists believe that the *Seven Cryptical Books* are primarily a means of divining the 'will of the gods' by casting hexagrams and interpreting them according to the advice given in the *Cryptical Books*, an analysis of the hexagrams by Laundry computer scientists suggests that the original purpose of the hexagrams was a symbolic logic system – in effect, a computer language. Unfortunately, no complete copy of the *Seven Books* has ever been found, and the existing copies are all damaged or corrupt in some fashion, making a full reconstruction of the Hsan code impossible.

Many commentaries suggest 'correspondences' and 'flowing rivers' between hexagrams, implying these are effectively code snippets that can be combined into larger incantations. More worryingly, the books also hint that some hexagrams or hexagram groups correspond to existing spirits or demons – the *Seven Cryptical Books* are not just a programming manual for reality, they also contain pre-existing bargains and treaties with powerful exonomic entities.

A sorcerer who masters the full hexagrammatic language of the *Seven Cryptical Books* may cast mental or traditional magic much faster than normal. A mental magic spell normally takes 10 times the listed casting time; with the Hsan code, it can be cast at the listed casting time, while traditional spells only take five times as long. However, the code of Hsan is limited to Level 4 spells.

Celeano Fragments

A relatively recent occult grimoire, the *Celeano Fragments* were written by Dr. Laban Shrewsbury of Arkham, who claimed that he transcribed the text found from books he read in an otherworldly library orbiting an alien planet. The Fragments live up to their name – they are a disjointed, confused jumble of concepts and references. The original copy of the Fragments was deposited in the Miskatonic University library by Shrewsbury prior to his disappearance; the Black Chamber confiscated the book in '44, but by then, copies were already circulating in academia and the occult underground.

On their own, the *Fragments* are next to meaningless. Trying to discern any structure or narrative is futile; the book jumps from topic to topic even within the same sentence, and is so confused that many occultists believe the whole thing is written in an abtruse cipher that happens to look like plaintext. For those with considerable knowledge of the Cthulhu Mythos, though, the *Fragments* draw connections between existing, previously disassociated pieces of knowledge. A fragmentary description of a piece of inhuman art with suggestive curves might be meaningless to most readers, but for that rare reader with both an understanding of Dho-Nha geometry and the culture of the Dogon people of Mali, it illuminates the secret history of their cosmology.

A character who reads the Fragments may add one-fifth of their current Cthulhu Mythos score to their Cthulhu Mythos. For example, a character with Cthulhu Mythos 10% would add 2% ($10 \div 5$), while a character with Cthulhu Mythos 40% would add 8% ($40 \div 5$).

Non-Textual Grimoires

Traditional magic uses various exotic ritual activities to create the symbolic states needed to reshape reality. In most types of traditional magic, this includes a mix of images, including glyphs and circles; patterned movements, such as dancing; patterned sound, such as music and chanting; and the thoughts of the magician himself. However, it's possible for someone who understands magic exceedingly well to perform sorcery using only one of these elements, most often either art or music. Playing a song can produce magic, as can carefully studying a work of art. Listening to and watching an artistic (or perhaps simply psychedelic

and irritating) video can often produce even more powerful magic. It's equally possible to encode the knowledge of how to use sorcery in the same form. These non-textual grimoires demand unusual skills to understand, but they are just as effective as any other type of grimoire. The Laundry has an archive of unusual grimoires in the form of paintings, prints, sheet music, music recordings, and even internet videos.

Art Grimoires

Both art collecting and art theft are expensive, high-end endeavours. Some people purchase (or steal) art because it's beautiful, even more people do so because famous works of art are exceedingly valuable and are useful as everything from portable property to long-term investments. A very few people, however, buy and sell art because it's magical. The vast majority of paintings, sculptures, prints, engravings, and other works of art are no more magical than a can of ordinary latex paint, and this includes most works of art reputed to have mysterious or mystical properties. The fact is that the vast majority of artists were simply that, people who made art, and magic is sufficiently complex and difficult that before the advent of powerful computers, doing magic by accident was exceptionally rare.

A few occult works of art locked away in the archives of the Laundry and similar organisations were created by famous artists, but the vast majority of magical works of art were created by sorcerers, alchemists, and other people who actually studied magic and were sorcerers first and artists second. These paintings, prints, drawings, and sculptures can all teach careful and determined viewers occult secrets and provide the knowledge of how to cast spells. A single painting is insufficient, but a sequence of images – which can range from a simple triptych to a series of two dozen studies of various images – can form an entire grimoire.

The Laundry knows that some of these works are not in their vaults, and many are in the hands of people who are sufficiently wealthy and powerful that government agents can't simply walk in and seize their art collections. Fortunately, the vast majority of these works are owned by art collectors who have no understanding of the occult knowledge contained in their work. A few may eventually study these paintings and learn some secrets, but the chances of this are quite low. Instead, what the Laundry most fears is art theft, either by sorcerers or by art thieves who know enough to understand that they could sell these works to ambitious sorcerers without having to worry about any questions regarding the paintings' sources.

Naturally, when art thieves are sorcerers, or work for sorcerers, their thefts become more difficult to prevent, and the thieves even harder to apprehend. Occasionally, Laundry operatives work with UK or international law

enforcement officers to track down art thieves and stolen art works. Alternatively, a wealthy patron whose artwork is at risk of theft may be offered a low-cost security system upgrade by a Laundry front company. On a few occasions, Laundry operatives have become art thieves themselves, or have contracted for the services of experienced professionals who could use a favour from the government. This typically only happens when a wealthy collector is either beginning to show an interest in the occult, or is considering selling their collection to a suspected sorcerer or dealer in occult artworks.

The Memory Palace

The *Memory Palace* is a 16th century work of uncertain providence, but some analysts claim it was made according to a design by Giordano Bruno. It depicts a red tower, hundreds of stories high, showing a different scene on each level. Some scenes show male and female figures, others hold collections of items or scrolls or alchemical formulae. The painting is divided into three frames, showing the base of the tower, the middle section, and the upper stories.

Several panels contain occult symbols or depictions of rituals. Panel 1, Levels 13-22, for example, contain images associated with the Enochian metalanguage, while Panel 2, Level 57 clearly depicts an ANNING BLUE SKULL specimen. An estimated 30% of the tower's levels remain unclear, although damage to the painting makes it likely that these images will never be positively identified.

On its own, *The Memory Palace* provides very little new information; however, it has proved an excellent tool for drawing connections and finding new perspectives on existing knowledge. Currently, the original *Memory Palace* is in the hands of a private collector in Germany; copies of the painting are widely held by occult organisations across the world.

The City Under The Lake

The first recorded mention of *The City Under The Lake* is in the diary of Sir Arthur Conan Doyle, who mentions that he and several fellow Spiritualists were invited to a private photographic exhibition entitled '*The City Under The Lake*' in 1922, where he saw '*a collection of curious and enchanting images under glass, said to depict the dwelling place of the Secret Chiefs of the dead*'. He never referred to this exhibition again, and there are no other records of the *City Under The Lake* photographs until a single photograph was discovered in the ruins of a bombed-out building by a SOE psychic during World War II.

(Researchers point to the mysterious death of Leo Mantin in 1923 as being possibly connected to the photographs. Mantin made his living shooting pornographic photographs in a flat in Soho from 1920 to 1922. He vanished in October

1922, and his body was found on the roof of his apartment. An autopsy showed he was killed by an impact, as though he had fallen from a very great height.)

The photograph depicts a strange city. It appears to have been taken from a vantage point overlooking the city, possibly from a balcony on a tall tower. The streets are shrouded in mist and few details can be seen. The architecture style is reminiscent of Mohenjo-Daro in India (abandoned around 3,800 years ago), with rectilinear buildings and mostly straight streets. The buildings are made from what appears to be greenish brick.

In 1969, the photograph went missing from the Laundry stacks. Four years later, the same photograph – or another survivor from that 1922 exhibition – is referred to in the Fall 1973 issue of *Contemplation* magazine, where the author (writing under the pseudonym of 'Dr. Oswald') claims that looking at the photograph through 'a pool of clear water' has the property of 'activating' the image. As the magazine closed down in 1973, the Laundry was unable to conclusively verify that looking at the photo through a screen of water has any occult effects, but numerous sorcerers and cults have claimed that their occult teachings stem from the *City Under The Lake*.

Allegedly, looking at the photograph through water for at least fifteen minutes gives the observer a Lore (Occult) Experience roll. As per the standard rules (see *The Laundry Files Roleplaying Game*, page 63), if the player rolls *higher* than his skill, the character gains 1d6 points of Lore (Occult). However, if the character rolls a 99-00, his meditation has attracted the attention of an exnome via the photograph, and he is possessed.

Only the original photograph works, and the observer cannot be protected by a ward or protective circle. The Laundry theorises that Brownian motion agitation of the water is somehow required to evoke subliminal information in the photograph.

Modern Art Grimoires

Old European oil paintings and ancient Chinese scrolls aren't the only way to encode the complex visual information necessary to provide insights into the occult. Works of modern art can also be used to relay knowledge of the occult. Today, even graphic novels and music downloads are used to convey occult truths.

Sophea

The most famous example is *Sophea*. Created by Roger Bennett, a skilled and famous creator of comic books and graphic novels who is also an amateur occultist, this work was produced as a limited edition, leather bound graphic novel

with a print run of only a hundred copies. The Laundry did not discover this work until it was already printed. However, since most of the actual occult knowledge is contained in the illustrations, Laundry operatives were able to arrange for the print quality to be deliberately lowered in the large-scale commercial release, so that this far more widely-printed version provides no actual occult knowledge. Digital scans of this book are also insufficiently detailed to provide occult knowledge to the viewer. However, while the Laundry has managed to acquire sixty-three of the copies of the limited edition, the author still owns five, and the other thirty-two copies are in unknown hands. Roger Bennett is watched by the Laundry, but while he collects ancient magical oddities and worships a presumably mythical reptilian deity in his basement, the Laundry has no evidence that he actually performs sorcery, and he is sufficiently famous that interfering with him would be difficult, especially since several of his fans are important government officials.

The Hyde Project – A Digital Art Grimoire

Digital media also work. Fortunately, digital images of occult artwork are rarely useful, since the level of detail is usually not high enough to depict the complex and often tiny images sufficiently well to allow the viewer to gain the necessary unconscious insights. Exceptionally detailed digital images are possible, but require elaborate and specialised digital cameras, stabilised tripods, and either large, high-resolution prints of the images or extremely high definition monitors. Unfortunately, it's possible to make visual grimoires that are specifically designed for use in digital format. These grimoires are quite rare, since few sorcerers who perform traditional magic understand computer graphics well enough to great such images, but one famous example exists – *The Hyde Project*.

This multimedia work consists of dozens of still images and an elaborate musical soundtrack. It was first seen on the web in 1998, and while the Laundry immediately took it down from UK servers and computers, it had already spread worldwide. Today, it is most often posted from servers in Eastern Europe, but there are believed to be dozens of copies on CDs and flash drives all across the UK. Largely, it is owned and viewed by eccentrics in the new-age movement.

The typical viewer is also interested in hallucinogens and using meditation and other techniques for cognitive expansion and enhancement and spiritual growth; few of them are willing to study it long enough and carefully enough to understand its actual message. However, while very few seek out this work to learn occult secrets, some viewers are sufficiently dedicated that after a few months of careful viewing they realise that they understand some facets of the universe that were previous opaque to them, including sorcery.

Musical Grimoires

Like art, music can also be used as a means of both learning and casting magic. Several publically known works of classical music were designed as grimoires, and most of these works are also designed to be played as part of a traditional magic ritual. Often, a small chamber orchestra of skilled sorcerers is all that's required to perform moderately powerful magic. Sheet music is considerably less collectable than paintings or prints, and so is far easier for the Laundry to acquire. However, it is also vastly easier to reproduce digitally, and there are now on-line versions of most pieces of classical music. Historically, there have been a few occasions where chamber music has been performed for an audience in order to either bind the audience with a geas or to possess them with various extradimensional entities. The Laundry does its best to make certain that nothing like this happens nowadays.

Classical music, and especially the complex and unfamiliar sort of classical music needed to perform sorcery, is very far from the popular taste. However, while most pop music is too musically simple to be used as part of a grimoire, the spread of complex electronic music, starting in the 1980s, caused various occult intelligence agencies to become concerned. So far, all occult electronic music has been based on the principles of traditional sorcery and has all of the advantages and disadvantages of this type of magic. One of the reasons Laundry operatives are so dedicated in their efforts to prevent the spread of electronic music grimoires is that they do not want the few rogue computational sorcerers gaining access to this type of music and adapting it to the far more reliable and powerful principles of computational sorcery.

The Five Weingartner String Quartets

Some of the most well known works of occult classical music are the five string quartets by Austrian conductor, composer and pianist Felix Weingartner. The commonly performed version is devoid of occult influence, but Weingartner wrote alternative arrangements for all five pieces. These arrangements are more difficult to play, but provide occult instruction for both the musicians and skilled and dedicated listeners. In the early twentieth century, Weingartner extensively studied both esoteric philosophy and the occult, and the occult visions of these five string quartets were designed to showcase his knowledge and impress his fellow occultists.

The Trance Spell Album

One of the more insidious magical ideas that Laundry operatives have recently encountered is the spread of magical music downloads. These works all seem to be been created by the same musician and artist team, or perhaps by a small group of musicians and artists who know each

other's work and share ideas. This music consists of long works of trance music of the sort popular in raves. Of course, you don't need to play this music backwards for something strange to happen. Listening to it carefully over and over again rewires your brain so that you learn magic, often providing the listener with insights that are only half-conscious. Six of these songs are designed to be played one after the other and are known to Laundry operatives as the 'trance spell album.'

Fans listen to the music, listen to the music again, and watch the videos, and after repeated exposure over the course of several months, the most obsessive fans begin to half-consciously understand what they are seeing and hearing. Those that succeed in making both a Music roll and an Occult roll gradually learn about both traditional magic and some of the more disturbing secrets of the universe while simply staring intently at a music video over and over again.

Although the Laundry operatives looking into this music are at least thankful that the people involved clearly have no understanding of computations sorcery, they are worried. It's proving difficult, even with the Laundry's backdoors, to track the fans sharing the files, even on their computers, much less their music players. The fact that many of these files are downloaded on and then seeded from computers in other countries and in distant parts of the world makes the job even harder.

Laundry operatives investigating these music downloads and videos believe that one of the primary purposes of this musical grimoire is to create a large number of sorcerers who can help out at sorcerous raves, thus boosting the POW available for these rituals. While some of the brightest and most dedicated fans of the music have become sorcerers and begun practicing magic, most who succeed in using this grimoire absorb the information without fully understanding how to use it. However, at a rave designed to act as a spell, these half-conscious sorcerers easily fall into the rhythm of the ritual and act as additional sorcerers, boosting the power of the ritual (see *Parallel Processing* in *The Laundry Roleplaying Game*, p. 133).

As a result, the people putting on these rave rituals are able to work far more powerful magic than if a dozen or more of these sorcerers weren't present. The Laundry has raided one of these raves, but the people putting it on escaped under powerful personal wards. These sorcerers are now on the Laundry's most wanted list.

Computational Sorcery Grimoires

Despite the Laundry's best efforts to keep computational sorcery out of the hands of all unauthorised personnel, no form of security is perfect. Over the more than fifty years since Alan Turing revolutionised sorcery, a few civilians

have written and distributed grimoires of computational sorcery. Almost all of these works originated within the hacker community and were originally digital files, files that the Laundry does its best to delete from all unsecure computers.

The Tome of Power

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Although it's no more than twenty-two years old, the origins of this document are shrouded in mystery. Back in the late 1980s, someone not associated with any occult intelligence agency learned far more than they should about computational sorcery. Titled *The Tome of Power*, this grimoire is an on-line file first found upon a BBS in Los Angeles in 1989. Most commonly found as a text file, this document is slightly more than three hundred pages long when printed out and was clearly a labour of love. The Black Chamber took it down, and in fact deleted the entire BBS, as soon as they discovered it. However, at least a few people had downloaded it. It first showed up in the UK on a London BBS in 1990.



From the various minor problems, it's clear that the author didn't have the benefit of reading the various top secret, eyes-only reference works available to the Laundry and similar agencies, but despite that lack, the author did a pretty darn impressive job of discovering the basics of computational sorcery. The document clearly contains math that is derived directly from Turing's Last Theorem, which

means that someone else stumbled onto Turing's discovery, which happens from time to time. Unusually, whoever did this managed to stay off the radar long enough to do a lot of research into computational demonology without being caught or killed.

A comprehensive personality profile of the author based on the text indicates that they were almost certainly in their late teens or early twenties, brilliant, poorly socialised, and male; in other words, a typical late '80s geek guy, which in part explains the file's rather overblown name. This same profile also reveals that the author was also almost certainly sane and not possessed. The fact that the book is very clear about various safety precautions helps to confirm the truth of both of these observations.

There have been a few on-line discussions about this file, and it's clear that almost everyone who reads it thinks it's either a joke or the ramblings of a crazy person, or perhaps an insanely complex supplement for a role-playing game. As a result, far more people have downloaded it than ever get around to reading it, much less attempting to learn magic from it. Also, because the spellcasting techniques are somewhat more complicated than the optimised versions that the Laundry uses, only a skilled programmer is going to actually be able to use this file.

The overlap between geeks who are willing to try casting spells on their computer and those with the ability to do so is quite small.

None of this, however, prevents Laundry operatives from doing their best to eliminate every copy of this file that they can find. Currently, there are automated searches that constantly look for instances of the file, using backdoor programs to gain access to the hard drives and flash drives of almost every online computer or mobile device in the UK. On finding a copy, the program alerts a Laundry operative and provides him with the option of deleting the file, corrupting it, or replacing it with a similar-looking but harmless file.

Unfortunately, these programs can't gain access to printed hardcopies, to off-line computers storing it in their hard drives, or to the few people with computer security good enough to keep out the Laundry's backdoor programs, and despite the Laundry's best efforts, new copies occasionally appear online, mostly via computers outside of the UK, but not all.

Most often, *The Tome of Power* has clearly been found on someone's old computer and been put online for fun; in many cases, the file is either only partial or has been edited to include role-playing game rules, jokes or sarcastic comments about the author. But there are also a few cases where it seems to have been deliberately uploaded by someone who

understood that it was something special; sometimes the file is uploaded anonymously from a public computer in a coffee shop, university, or library, and on a few occasions, the file has been packaged on a flash drive, along with programs designed to upload it onto various sites, entirely unbeknownst to the person using the flash drive.

The vast majority of the time, a Laundry operative deletes the files and follow-up investigation reveals that the owner has absolutely no problematic knowledge; very few people end up being recruited due to this file. That said, the few exceptions keep a few people in the Laundry up late worrying.

Currently, the Laundry doesn't know for sure if the book is being covertly placed online by a single dedicated individual with widespread resources, a small number of individuals, or a large organised cult, but the best guess is that *The Tome of Power* is currently being studied, propagated, and almost certainly used by a small group of hackers. These

individuals have tinkered with the content, and their best and most recent version appears to be slightly more reliable than the original file. Currently, the goals and motives of these hackers in unknown. At least one seems to be located in London, but what evidence there is suggests that most are in the US.

The Tome of Power

There are now several different versions of this book, almost all of which are inferior to the original. Many are utterly useless, and most of those that actually work provide between 5% and 10% less Cthulhu Mythos and Sorcery than listed. There are also, however, a handful of surprisingly insightful alternate versions that provide up to 5% more Cthulhu Mythos or Sorcery than the original.

Book	Year	Language	Time	Sanity Loss	Mythos	Sorcery	Skill Requirement
Picatrix	1130s	Latin	36 weeks	1d10/1d20	+10%	+15%	Knowledge (Occult) 30%, Science (Mathematics) 30%
Seven Cryptical Books of Hsan	??	Chinese	36 weeks	1d8/2d6	+10%	+10%	Science (Cryptography) 30%
Celeano Fragments	1915	English	15 weeks	1d4/1d8	Special	+5%	Cthulhu Mythos (5%)
The Memory Palace	1500s	Art	3 weeks	1d4/1d8	+5%	+5%	None
City Under The Lake	1923	Art	15 minutes	-	None	None	None
Sophea	1999	English + Art	12 weeks	1d8/2d8	+15%	+10%	Knowledge (Occult) 20%, Art (Drawing) 30%
The Hyde Project	1988	Art + Music	10 weeks	1d4/1d8	+5%	None	Knowledge (Occult) 20%, Science (Pharmacy) 20%
Weingartner String Quartets	1911	Music	16 weeks	1d10/1d20	+12%	+15%	Knowledge (Occult) 30%, Art (Music) 40%
Trance Spell Album	2008	Music	15 weeks	1d8/2d8	+5%	+10%	Art (Music) 20%
Tome of Power	1988	English	20 weeks	1d4/1d6	+5%	+15%	Science (Mathematics) 30%, Computer Use (Programming) 40%





Psychics

'...she came out of spook country just the same as Ellis did: staring at goats for state security.'

— The Jennifer Morgue

Almost every culture has its share of legends or rumours of people exhibiting remarkable abilities: abilities that cannot be explained through the intervention of magic or the activities of extradimensional entities. Mind-reading, remote sensitivity, out-of-body experiences, telepathy, aura reading, manipulation of temperature, movement of physical matter, precognition, and other astounding feats. These extraordinary feats are regularly identified as *psychic abilities*.

Since the earliest periods of the Cold War, scientists and government agencies worldwide have openly (and clandestinely) sought to harness this strategic resource. For more than a hundred and twenty years, private citizens have been seeking out information about parapsychology, from the Society for Psychical Research, centred in London and founded in 1882, through the US-based Stanford and Duke Universities in 1911 and 1930, respectively. The Czech-based study of 'psychotronics' in the early 1970s added considerable legitimacy (and perhaps unwanted attention) to the field. Throughout this time, behind the curtain of state secrets, the earliest days of the Cold War were marked by off-the-books divisions of various countries' defence departments, working directly or through anonymously-funded private organisations, pursuing ambitious programs to find, test, and recruit individuals demonstrating psychic abilities.

These efforts met with some success, and are ongoing. While old Joe Stalin himself pushed the Soviets into extensive testing for psychics for use as spies or as strategic weapons, the United States government famously attempted to create a team of 'peaceful warriors' for use as operatives in the late 1970s through the early '80s. To this day, Russian 'Blue Star' spies are still active, and reports are that the US government's 'Stargate Project' was subsumed by the Black Chamber after the 'goat-staring' section of the program was declassified.

The Laundry has its own psychics, most of whom are stuffed into Predictive Branch and/or padded cells ('psychic' is often a synonym for 'my brain is a time-share for Things from Beyond'). Few are field-qualified agents, but there are some with useful knacks that can be used as player characters.

This section presents rules to handle psychically-capable Laundry agents, with a description of the most commonly-known powers, their uses, and their drawbacks. Agents with psychic abilities are called *psychics*, and this section refers to them as such.

How Psychic Abilities Work

Psychic abilities are just like skills, though obviously not everyone can have them. Sometimes the psychic ability requires the player to overcome a target's POW, INT, or SIZ on the Resistance Table, in addition to making a psychic ability roll. The psychic ability descriptions specify which characteristic is used in each event. If the target of the psychic ability is a willing target, there is no need for a Resistance roll – the psychic ability succeeds if the ability skill roll is made. An unconscious target likewise automatically loses a Resistance roll.

Instantaneous psychic abilities can be performed in a normal round, using the psychic's DEX rank to determine who goes first in the actions phase. Some psychic abilities take longer than an instant: these must be announced and the skill rolled on the psychic's regular DEX rank, with the ability's effects taking place at a later round on the character's DEX rank. Some abilities require relative calm and cannot be performed in a stressful (e.g., combat) situation, and so can be performed at any time outside of combat.

Psychic ability attempts yield the following results:

- **Fumble:** The psychic ability fails spectacularly. Any required Sanity check becomes *Difficult*. Additionally, roll on the *Psychic Ability Fumbles* table, below. Some abilities describe additional effects resulting from fumbles.
- **Failure:** The psychic ability fails. The psychic must make a Sanity roll, but there are no other consequences other than those incurred by the potential SAN loss.
- **Success:** The ability is used successfully. A successful psychic ability roll requires a Sanity roll. If it is an opposed ability, a subsequent Resistance roll may be required vs. the target's POW, INT, or SIZ; if the psychic wins the roll, the power has the desired effect, and the psychic gets an experience skill check for the

psychic ability as normal (*The Laundry Roleplaying Game*, p. 63). If the psychic loses the Resistance roll, the power does not work, although the Sanity roll must still be made. Regardless of the outcome of the Resistance roll, the psychic must wait the listed time to use the psychic ability again.

- **Special Success:** The psychic ability is used with confidence and aplomb. If the subsequent Sanity roll fails, the psychic loses the minimum SAN possible. The GM should choose one of the following effects, appropriate to the ability: the range is doubled; the duration is doubled; the quality of information provided is exceptional; the ability can be used again in half the normal time; etc. Additionally, if the psychic ability requires a Resistance roll, the psychic's POW is temporarily increased by +5 for the purpose of the Resistance roll.

Sanity Cost

Despite extensive New Age speculation about hidden powers of the mind and how everyone has latent psychic abilities, they are ultimately unnatural extensions of human psyche. No matter how accustomed a psychic character is to using these abilities, they never become 'normal' or part of the everyday world. For this reason, psychic abilities can always potentially cause the users (and others witnessing or affected by their use) to lose SAN points.

Psychic Ability Fumbles

d10	Result
1	Vertigo: Psychic must make a successful Agility roll or will fall prone.
2	Stupefied: Psychic must make a successful Luck roll or will become oblivious of his surroundings for the next round.
3	Stunned: Psychic must make a successful Idea roll or be stunned for the next round. A stunned character is considered helpless, as per page 61 of <i>The Laundry Roleplaying Game</i> .
4	Headache: Psychic must make a successful Endurance roll or suffer massive headache lasting turns. All psychic abilities and intelligence-based skills become Difficult for the headache's duration. Nose may bleed.
5	Amnesia: Psychic must make a successful Idea roll or will gain temporary amnesia, lasting 1d6 rounds. See page 72 of <i>The Laundry Roleplaying Game</i> for effects.
6	Unconscious: Psychic is knocked unconscious and will sleep for 1d6 hours or until wakened.
7	Maddened: Psychic loses the maximum possible SAN for the ability.
8	Disabled: Psychic loses the use of psychic ability for 1d6 turns, and all attempts later that day are <i>Difficult</i> . A full night's sleep will restore the ability to normal.
9	Backlash: Psychic ability strikes the psychic instead of the intended target, to full effect. If the ability is self-oriented, roll again.
10	Trauma: Psychic loses 1d3 HP from physical manifestations of psychic trauma, manifesting as a severe nosebleed, bleeding from eyes or ears, massive headache, etc.

Psychics as Player Characters

If a player wishes to create a psychic, the character must have at least POW 12. Characters whose beginning POW characteristic is 11 or lower cannot have psychic abilities, and will never develop them. If the character's POW is 12 or greater, the GM may require a Luck roll to determine if the character has any psychic abilities at all. This should be determined during Step Five of character creation, described on pages 17 and 21 of *The Laundry Roleplaying Game*. If the roll is successful, the character is psychic.

Psychic agents in the Laundry's employ are classified as belonging to one of two groups: *sensitives* and *trained psychics*. The character's initial POW identifies which group they belong to: a POW of 12-16 means that the character is a sensitive, and a character with a POW of 17-18 can choose whether to be a sensitive or a trained psychic. Though POW characteristic scores may increase or decrease, the initial POW score at the time of character creation determines which group the player belongs to.

Having psychic abilities does not affect an agent's ability to use sorcery, nor does the use of sorcery interfere with the use of psychic abilities. They are distinct and separate methods of achieving supernormal results, though the end results may occasionally match. Those adept at sorcery can even use their psychic powers to enhance their spells.

Sensitives

Sensitives are individuals exhibiting a nominal level of psychic ability, usually identified by government screening or private sector research. They are far more common within the Laundry's ranks than trained psychics, and while they are considerably less powerful, sensitives are also generally better-adjusted and have more freedom to mingle with their fellow Laundry agents. Sensitives are usually assigned to Predictive Branch within the Department of Research and Development.

For Step Eight of character creation (described on page 18, 19, and 21 of *The Laundry Roleplaying Game*), characters must select this assignment, adding +10 to the listed skills:

- **Applied Psychogenics:** Computer Use (any), Gaming, Insight, Knowledge (Occult), Science (Mathematics).

Player character sensitives begin with one psychic ability at a rating of POW x 2%, selected from the psychic abilities described on pages 67-73 of this chapter. Skill points cannot be spent to improve this ability. Write this psychic ability down on the back of the character sheet in the section for Sorcery or Notes.

A sensitive character begins with -10 to his starting SAN, but does not suffer from any initial insanities or other ill effects from the initial SAN loss. This was incurred through previous usage of psychic abilities, with post-traumatic counselling and recovery taken as read.



Trained Psychics

The big guns – or loose cannons, depending on your point of view – of the Laundry's psychically-able agents are trained psychics, people whose psychic talent was identified at an early age. Inducted into black-box military programs, trained psychics have spent the majority of their post-recruitment lives in exhaustive training and conditioning, learning how to better manifest and use their unique gifts. Laundry psychic assets are among the most multicultural within the organisation, as this is one of the few departments within Capital Laundry Services where 'turned' foreign agents are allowed to serve, after exhaustively demonstrating their loyalty. Some trained psychics are older relics of Cold War-era experimentation conducted by the US or the KGB, and as such are further isolated from their fellow Laundry agents.

Trained psychics are generally older than most Laundry agents, due to their Cold War origins, so for Step Three of character creation (pages 16, 17, and 20 of *The Laundry Roleplaying Game*), consider adding +20 years to your character's age, with the associated benefits. Unfortunately, most of the rest of the Laundry considers trained psychics as freaks, and are carefully monitored for the first signs of psychosis or psychological trauma.

Trained psychics begin with three powers, chosen from the list in this chapter. The first of these skills begins at an initial skill rating of POW x 3%, the second at POW x 2%, and the third at POW x 1%. Skill points cannot be spent to improve these abilities. Write these psychic abilities down on the back of the character sheet in the section for Sorcery or Notes.

A trained psychic begins with -20 to starting SAN, but does not suffer from any initial insanities or other ill effects from this initial SAN loss. This was incurred through previous usage of psychic abilities, with the character assumed to have completed any required post-traumatic counselling and recovery.

Increasing Psychic Ability Skills

Like skills, psychic abilities increase with experience when used in stressful situations. Whenever you have performed a successful psychic ability roll in the course of play, you should make a mark next to that ability. Later, you can attempt an experience check, as with other skills. If a psychic ability requires a second roll (such as a Resistance roll), and the second roll is not successful, the psychic ability does not earn a skill check.

You can also increase your psychic abilities through training and research, using the rules for experience and improvement provided on pages 63-64 of *The Laundry Roleplaying Game*. However, if the agent's behaviour has warranted investigation from Internal Security or the

Auditors, or the character is currently suffering from an identified insanity, any requests for psychic training are likely to be denied.

Gaining New Psychic Abilities

There are three primary methods of doing this: training, trauma and magic.

Training: The character develops the new ability through intense training, usually at the hands of a psychic with the desired psychic ability at 75%+. The time required for training is equal to the student's POW in weeks. At the end of this time, the character must sacrifice 1 point of permanent POW and succeed in a Luck roll based on the new Luck value. If successful, he has learned the new power at a skill rating equal to his new POW x 1%. If unsuccessful, the point of POW is lost and the character may begin training anew. Only those with an existing psychic ability can benefit from training.

Trauma: The character suddenly manifests a new psychic ability in a time of extreme duress, such as a major loss of SAN or a psychological trauma. This should be handled collaboratively between the player and the GM. If the GM agrees, during a mission the player may declare his character has been placed in a situation where a new psychic ability might potentially emerge. The conditions should be extreme, such as seeing a teammate die, losing a significant amount of SAN, being tortured or otherwise physically menaced, etc., and the GM must approve of the condition. The character then sacrifices 2 permanent points of POW, and receives the new psychic ability at a skill rating equal to the new POW x 1%. Characters without existing psychic abilities can manifest new ones, but only if the trauma involved something supernatural (or if the character was already steeped in magic).

Magic: Rolling a natural 01 on a Sorcery check may trigger the development of a psychic ability. The character has the option of sacrificing a permanent point of POW, and receives the new psychic ability at a skill rating equal to the new POW x 1%.

Psychic Abilities

This section describes the psychic abilities available to sensitives and trained psychics, or other individuals created by the GM for use as NPCs. The entry for each ability covers the following traits:

1. **Range:** The range the psychic ability works at.
2. **Duration:** How long the psychic ability will remain active.
3. **Frequency:** How much time the psychic must wait between uses of the ability.

4. **Sanity Cost:** The potential SAN cost. See 'Sanity Cost' above.

Following these traits is the text description of the psychic ability with particulars on its use.

Astral Projection

Range: POW x 10 kilometres

Duration: POW turns

Frequency: Once daily

Sanity Cost: 1/1d4

With a successful roll, Astral Projection allows the character to psychically leave his body and travel throughout the physical world in an invisible, intangible form – essentially a projection of the soul. The astral body has the same attributes as the character's normal body, although he has no ability to directly affect the material world. While using this psychic ability, the character's astral form moves at his normal MOV, although he can drift, float, or walk... whatever is most comfortable. The astral form can move through doors, walls, windows, etc. but is treated as an exosome or supernatural entity for purposes of passing through defensive wards.

While projecting, the character can see and interact with other astral characters as if they were both in the real world. Combat in astral form is described in the *Psychic Combat* sidebar. Ghosts and many exosomes inhabit astral space, so this is not entirely the safest place to be traipsing about bodiless.

While a psychic is projecting, his physical body is comatose, without a guiding intelligence. If someone attempts to interact with the character's body while he is projecting and out of sight of his body, a successful Idea roll is required to notice the interference. Being 'banished' while in astral form instantly snaps the character back to his body.

Psychic Combat

Two characters on the Astral Plane may engage in psychic combat. This is resolved as a POW against POW struggle. The winner of the contest may choose to banish the loser from the Astral Plane, or inflict 1d6 points of POW damage on the loser. A character reduced to 0 POW ends up in a coma.

Exosomes and other bodiless entities can try to possess foes via the Astral Plane. If the exosome wins the contest and banishes its opponent, sending the astral traveller back to their material body, the exosome can ride along and grab the victim's body.

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Aura Detection

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Range: POW in metres

Duration: 1 round

Frequency: Once per turn

Sanity Cost: 0/1d2

Living beings are wreathed in complex auras of energy, naked to the human eye. The first one to actually photograph these auras was Simon Kirlian, in 1939, as an accident, and the standardisation of his process led to labelling the strange energy as 'Kirlian auras.' These auras are emitted by all living beings and can reveal information about a being's condition, soul, or even psychological nature.

Aura Detection allows a psychic to see and interpret the aura of another living being. Auras are usually mixes of several different colours, with strong colours indicating extremes of personality or emotion. The GM may require a successful Spot roll to detect subtle changes or slight elements of an aura, such as subconscious or deliberately obscured feelings.

Once an aura has been detected, the psychic can make an Idea roll to determine any of the following:

- Whether the being is diseased, and if so, how severely.
- Whether the being is hostile towards the psychic, and how much so.
- The being's relative power, rated on a scale of *much stronger, stronger, equal to, weaker, much weaker* than the psychic.

Someone possessed by another being (such as by a demon) will display the aura of the possessing entity rather than his own aura, something that is generally pretty spectacularly obvious. Aura Detection also reveals the presence of any occult energies or sorceries at work on the subject, such as geases and curses, as well as any active magic artefacts or wards in his possession. All beings give off Kirlian auras, so this can also be used to detect invisible creatures. Ghosts do not give off auras, though most exonomes do, and a psychic will suffer any normal SAN loss from viewing a supernatural entity in addition to the SAN loss from using aura detection.

Mind Shield (page 70) works against Aura Detection, allowing the shielded psychic to blur his Kirlian aura and prevent detection. The shielding will be obvious, a flickering blur of indistinct colour, rather than the traditional appearance of a Kirlian aura.

Eidetic Memory

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Range: Self

Duration: Instantaneous

Frequency: Once per hour (multiple rolls can be attempted per use)

Sanity Cost: 0/1

The psychic is able to recall information from previous experiences with meticulous attention to detail. With a successful roll, a psychic using Eidetic Memory can recall accurate information about anything he has witnessed or read, up to his POW in years. Each additional skill roll extends this range by a number of years equal to the psychic's POW, though only one SAN roll is required and one skill check is earned. If any of the rolls after the first is a failure, the psychic cannot continue the attempt; he has seen as far back as he is going to on this occasion. A psychic cannot see further into his past than his birth.

Once the Eidetic Memory roll has been successfully made, the psychic can attempt a Spot, Listen, or Sense roll as if actually present in the scene once again. Most of the time, Eidetic Memory is considered to be 'photographic memory,' a visual recollection, though the psychic can recall other sensory information specific to the memory, such as hearing, touch, or taste/smell.

Emotion Control

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Range: POW x 10 metres

Duration: One turn

Frequency: Once per hour

Sanity Cost: 1/1d2

With Emotion Control, a psychic can control the emotional state of another person. The psychic must pit his POW versus the target's POW in a Resistance roll. Success means that the psychic causes the target to feel an emotional state (love, trust, hatred, fear, lust, calm, etc.) of the player's choice. A special success lasts one hour rather than one turn. Failure means that the target is unaffected, and a fumble triggers the emotional state within the psychic instead of the target! The psychic must be within range of the intended target, and the target must be able to feel the intended emotional state. If the target is possessed, unconscious, etc. the emotional state has no effect.

The affected target will not act in a suicidal fashion or as if mind-controlled. If the psychic is attempting to provoke extreme or self-destructive behaviour, the target may attempt an Idea roll to recognise the unnatural influence. If successful, the target can then attempt to break the Emotion Control with a POW vs. POW Resistance roll at the beginning of each round. Success means that the target breaks free and is in control of his actions. The psychic

does not automatically sense the target throwing off his influence; if the target chooses to continue 'playing along,' pretending to still be under the psychic's control, the psychic must make an Insight roll to notice.

Empathy

Range: POW in metres

Duration: Instantaneous

Frequency: Once per turn

Sanity Cost: 0/1, or 1/1d6 vs. an insane target

With Empathy, a psychic can read a target's emotional state to determine if his inner feelings match those on display. The psychic must be able to see the intended target, or sense him through another psychic ability, and the target must be within range.

To use Empathy, a psychic must make a successful Empathy roll, then must succeed at a Resistance roll of his POW vs. the target's POW. Success yields an insight into the dominant state of emotion the target is currently experiencing. A special success reveals the cause of the emotional state (the event or person responsible, etc.) and provides a strong insight into what the target plans to do about that emotional state. Failing the Resistance roll yields nothing, while a fumble provides the psychic with false or misleading information, in addition to a roll on the *Psychic Ability Fumbles* table (page 65). With a successful Idea roll, the target knows that his emotions have been revealed to someone, and with a successful INT x 1% roll, will be able to discern the psychic's use of Empathy, assuming he's aware that such powers exist.

As noted in 'Sanity Cost,' using Empathy against a subject who is currently insane is riskier, and causes more SAN loss. Mind Shield (page 70) is a useful defence against this psychic ability.

Intuition

Range: POW x 100 metres

Duration: POW x 1 rounds

Frequency: Once per hour

Sanity Cost: 1/1d3

Intuition allows a psychic to make predictive leaps that defy logic and stretch the limits of normal sensory perception. With Intuition, a psychic must designate a type of thing he is looking for: a lost or concealed item, a hidden door, a hidden safe, a concealed weapon, or even another being. The GM will then provide the direction to the nearest and most appropriate example of such an item (or type of thing) within the ability's range. Mind Shield (page 70) will protect against being detected through Intuition.

The GM can use a psychic's Intuition as a passive ability, rolling secretly for the player and providing hints about what the psychic has intuited. When used in this passive manner, there is no SAN loss, and fumbles do not result in a roll on the *Psychic Ability Fumbles* table on page 65, but there is also no Experience skill check for successful use.

Mind Control

Range: POW in metres

Duration: POW in rounds

Frequency: Once per day

Sanity Cost: 1d2/1d4

With Mind Control, a psychic can force the target to do his bidding, robbing him of free will. The target is aware of what's happening, but cannot act against the psychic while the power is in effect.

To use Mind Control, the psychic must succeed in a Resistance roll of his POW vs. the target's POW. If the roll is successful, the psychic can control the movements and even speech of the mind-controlled target, although he must concentrate on doing so. While controlling the target, the psychic does not gain any insight into the target's thought processes or physical state, and cannot control how he feels: like using a remote control rather than leaping into a driver's seat. The target can leave the range of the power once Mind Control is established without breaking the effect.

The domination is complete, although the GM may allow the target a POW x 1% roll to resist if he is strongly opposed to the psychic's actions, with success allowing him to hesitate or stumble. In addition, the target can attempt to break the psychic's control with a new POW vs. POW Resistance roll at the beginning of each subsequent round; success means that the target breaks free and is in control of himself once more.

If the controlling psychic wishes to have the target do anything other than lie down and fall asleep, he must concentrate, using no other psychic abilities and doing nothing more than moving slowly and/or speaking to others in short sentences.

If the psychic is forced to fight, or is otherwise interrupted, he must succeed in a Luck roll – a *Difficult* Luck roll, if injured – to maintain his concentration. If he fails, the target is automatically released from the Mind Control. The target regains control over his body and thoughts at the beginning of the next round after the psychic ability ends. The target is aware throughout that he has lost control of his own actions, but may need to succeed on an Idea roll to intuit that he was being mind-controlled, if he is not already familiar with the supernatural.

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Mind Control can be used on animals, but it's *Difficult*. It could also possibly be used on non-human creatures like ghouls or Deep Ones, but again would be *Difficult* and have a much higher SAN cost. Both the psychic and the target make Sanity rolls when this power is successfully used.

Mind Reading

Range: One metre

Duration: Instantaneous or multiple rounds

Frequency: Once per day

Sanity Cost: 1d2/1d4

Mind Reading allows a psychic to search the mind of another person, revealing surface thoughts, hidden motives, or even memories. After a successful Mind Reading roll, a psychic must make a successful POW vs. POW Resistance roll against an unwilling target. If successful, the psychic has instantaneous access to the target's surface thoughts and recent memories, initially yielding a quick impression of relatively easy-to-access memories and thoughts from the target's short-term memory. If more specific information is desired, or information from further back than the last few days, the psychic must continue Mind Reading for multiple rounds. If the Resistance roll fails, the psychic gets only a flash of the uppermost thought in the subject's mind.

Mind Reading a willing target is much easier: no Resistance roll is required. If the target is concealing information from the psychic, an *Easy* Insight skill roll will reveal the deception and the truth being concealed. Rooting around for a specific memory requires the psychic to make a successful roll of the target's Idea characteristic (not the psychic's). If the memory is particularly buried or suppressed, the target's Idea roll is *Difficult*. Mind Shield (below) will work against Mind Reading.

The GM should determine how long it takes to retrieve a specific memory if the psychic is attempting to recover hidden or suppressed information. It is suggested that this take 1d3 rounds for something buried but not profoundly suppressed, up to 1d3+3 rounds for a memory that is systematically hidden or otherwise traumatic to the target.

Climbing into the mind of an insane target can be risky to one's own mental health. If the target of the Mind Reading is currently 'indefinitely' insane (*The Laundry Roleplaying Game*, pages 70-71), the psychic automatically suffers the highest potential SAN loss for using Mind Reading: 2 points for a successful Sanity roll and 4 points for a failure. If the memory being sought was one that caused the target to suffer a SAN loss, echoes of the experience may cause damage to the psychic... the psychic must make a SAN roll based on the source of the SAN loss suffered by the target, suffering the *minimum* possible SAN loss.

Using Mind Reading on an exnome or other supernatural entity sends the psychic into an alien landscape, causing the psychic to lose the full amount of SAN from encountering that being. Additionally, the psychic's POW is halved (round up) for any Resistance rolls to prevent possession, leaving the front door conveniently wide open and the welcome mat dusted off.



Mind Shield

Range: Self

Duration: POW x 1 rounds

Frequency: Once per turn

Sanity Cost: 0/1d2

Mind Shield helps protect a psychic against psychic attacks. To use Mind Shield, the psychic must make a successful roll with the psychic ability. The psychic's POW is then doubled for the purpose of any subsequent Resistance rolls versus psychic attack. If the psychic attack is already underway, the psychic can attempt to disrupt it when next able to act.

In addition to its value against offensive psychic abilities (like Emotion Control, Mind Control, Mind Reading, and Telepathy), Mind Shield works against passive psychic abilities (Aura Detection, Empathy, and Intuition), as well as any other psychic form of detection that can reveal the psychic's presence. In these cases, Mind Shield must be in effect prior to the detection power's use, or the psychic will be noticed.

If a psychic suffers a SAN loss while Mind Shield is active, it works as psychic armour, allowing the psychic to make Resistance rolls of his POW against the prospective SAN loss. If the Resistance roll is successful for the psychic, he can subtract his POW value from any SAN loss incurred (negative final values are ignored). If the roll is a failure, the SAN loss occurs normally.

Precognition

'Precog fugues aren't deterministic, Bob; worse, they tend to disrupt whatever processes they're predicting the outcome of.'

— Overtime

Range: Self

Duration: Instantaneous

Frequency: Once per day

Sanity Cost: 1/1d3 (potentially more)

Precognition provides a psychic with a brief, intuitive glimpse into the future. To use Precognition, a psychic must meditate for at least one turn without interruption, and then announce how far into the future the precognitive fugue will take him. The psychic must concentrate on the power the whole time. The psychic must then make a one-sided Resistance roll, pitting his POW against the scale of how far into the future he wishes to see, per the table below (note that this reverses the usual order for resolving psychic abilities, in that the Resistance roll comes *before* the skill roll).

Scale	Interval
8	1 round
10	10 rounds
11	1 turn
13	1 hour
15	1 day
18	1 week
21	1 month
25	1 year
30	10 years
+5	per additional 10 years

Once the desired interval has been established, the psychic must make a Precognition skill roll, interpreting the results as indicated below.

Fumble: The psychic has a clear and coherent vision that is (unknown to him) completely inaccurate and misleading.

Failure: The psychic's flash of insight is incomprehensible or contradictory, and does little other than provide him with an uneasy feeling about a situation. The psychic will be aware that the Precognition has failed.

Success: The psychic has a glimpse into the future up to interval specified. The glimpse is solid enough to get a strong impression of what is to come.

Special Success: The psychic sees the target time in considerable detail, and has an intuitive sense as to how things will transpire. A further successful Idea roll will let him know what needs to be done to achieve (or avoid) the event seen.

Example: A psychic with POW 16 wants to look one week into the future, a scale 18 fugue. The psychic makes a one-sided Resistance roll of his POW 16 vs. a scale of 18: a chance of 40%. Having succeeded at the Resistance roll, the psychic must now succeed with the Precognition psychic ability. A successful skill roll gives the psychic a brief flash from a week in his future, centred around the psychic and his near vicinity.

Psychokinesis

Range: POW in metres

Duration: Instantaneous or one round

Frequency: Once per hour

Sanity Cost: 0/1d2

Psychokinesis allows a psychic to lift and move objects with the power of the mind. The psychic must first activate the psychic ability with a successful skill roll, and then match his POW in a Resistance roll versus the object's SIZ (see page 50 in The Laundry Roleplaying Game for a table of sample SIZ ratings for common objects). If the skill and Resistance rolls are successful, the psychic can pick up the object and move it in the air or along the ground at normal walking speed.

The object must stay within range of the psychic. Once an item is being held with Psychokinesis, the psychic can move it instantaneously, or hold it for up to one round. If the psychic is knocked unconscious, falls asleep, or suffers a major wound, the hold on the item is lost and it falls to the ground. If the psychic is significantly distracted, or attempts a complex task while using Psychokinesis, the GM should require a successful Idea roll to maintain attention on holding the object aloft.

To throw an object using Psychokinesis, the psychic must succeed in a Throw roll in addition to the psychic ability and Resistance rolls. Objects used as thrown weapons against

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other characters do 1d6 points of damage per 10 points of SIZ, or the object's normal damage if it is a throwing weapon by design. To catch an item with Psychokinesis, the character must be ready for it, make a successful Psychokinesis skill roll and a POW vs. SIZ Resistance roll, and *then* make a successful *Difficult* Throw skill roll. If all of these are successful, the item is caught with Psychokinesis.

A psychic cannot lift his own body with Psychokinesis.

Psychometry

Range: Touch, or immediate vicinity

Duration: Instantaneous

Frequency: Once per hour

Sanity Cost: 0/1 (or more)

Objects are psychic sponges, soaking up emotions and impressions from the people who have used them. Places also have this quality, absorbing psychic turbulence from extreme emotional states, especially violent or terrible acts committed within them. Psychometry allows a psychic to detect residual emotional imprints in an object or place. It does not work on living beings. With a successful Psychometry roll, a psychic receives a vision related to the object or place, whether a sense of its previous use, an emotional state associated with it, or even a dim memory related to the strongest emotional sensation. The stronger the emotional resonance soaked into the object or area,

the more distinct and clear the psychometric impression to the psychic. Items or objects that have soaked up Sanity-affecting sensations may cause additional SAN point loss, at a value based on half the normal SAN loss (round up) for experiencing the events in person. See page 69 of *The Laundry Roleplaying Game* for example SAN losses.

After the Psychometry ability roll is made, a successful Idea roll can be used to identify the user of an object if it is someone the psychic has met. If the person is someone he has not met but knows of (through a picture, television, etc.), the Idea roll is *Difficult*. A psychic can also use Psychometry to determine any special activating code or trick to open or activate an object, from a combination for a lock to the incantation that activates a Hand of Glory. This can be attempted once for a given object. Failure means that the psychic cannot try again on the specific object until he has increased his Psychometry skill.

Remote Viewing

Range: POW x 10 kilometres

Duration: POW x 1 rounds

Frequency: Once daily

Sanity Cost: 1/1d2

Remote Viewing allows a psychic to project his awareness into another area, experiencing it as if he were actually physically present. The range for this ability is POW x 10 in kilometres.



Use of this ability is *Difficult* if the psychic has never been to the target location. This awareness is limited to the mundane senses: the psychic character has not physically gone anywhere, as with Astral Projection, but merely extended his perceptions. The awareness granted by Remote Viewing is current – it does not allow the psychic to see into the past or the future. The psychic is absolutely unable to interact with the environment being observed, although he can attempt perception-based skills to allow greater understanding of what he is experiencing. He cannot use any other psychic ability while using Remote Viewing, or the vision will end. The psychic may end the vision at any time up to the listed duration; at the end of the vision, his senses return to his body.

Sensitivity

Range: Self

Duration: Instantaneous

Frequency: Once per day

Sanity Cost: 0/1d2

Sensitivity is a form of nonspecific psychic awareness, far less powerful or focused than the other psychic abilities described in this section. A psychic can use Sensitivity to detect supernatural abilities or exonomic presences, or to recognise working occult items. If the emotional, spiritual, or supernatural emanations are negative or hostile, the psychic will feel a sense of foreboding and distrust of the area; if the overall impression of the area is positive, it will instil a sense of peace and harmony. If the psychic impressions are coming from a specific object in the psychic's vicinity, an Idea roll will allow the psychic to identify the specific object exuding the most intense psychic impression, although not the specifics of the emotional state.

Sensitivity also gives the psychic an indication if other psychic abilities are being used, or have recently been used in the vicinity. GMs may wish to utilise Sensitivity passively, rolling secretly for the psychic and informing the player when the psychic experiences insights.

Telepathy

Range: POW x 10 kilometres

Duration: POW x 1 rounds

Frequency: Once per hour

Sanity Cost: 0/1 for both psychic and target

Telepathy allows the psychic to communicate mind-to-mind with another person, linking consciousness and creating a psychic bridge through which unspoken messages and thoughts can be exchanged. Due to the idiosyncrasies of each individual mind, telepathic communication can be strained and oddly distant, as if through a filter that removes subtext and nuance. It does not provide any of the psychic linkage of the Destiny Entanglement Geas (*The Laundry Roleplaying Game*, page 136).

Telepathic contact with an unwilling target requires a successful POW vs. POW Resistance roll. If the roll fails, the psychic ability cannot be used on that person for another hour. Telepathy with a willing target does not require a Resistance roll. With a successful roll, the psychic can perform one of the following actions:

- Speak with the target mind-to-mind as if in conversation, without either party needing to speak aloud or give any external sign that they are communicating.
- Pass along a simple or complex message to the target, including instilling in the target's mind a memory or mental image of an event, place, object, or person.
- If desired, attempt an Insight roll to determine the target's current frame of mind (worried, calm, etc.) if it is not apparent from the subject of the conversation.

Any use of Telepathy will be obvious to the target, and if the psychic is known to the target, an Idea roll will reveal the psychic's identity. At the beginning of each round after the Telepathy is first engaged, the target may make another POW vs. POW Resistance roll to attempt to end the telepathic connection.

Successful telepathic communication with an indefinitely insane target (as described on pages 70-71 of *The Laundry Roleplaying Game*) causes the psychic to automatically suffer the full potential SAN loss for using Telepathy. Telepathic communication with an exonomic or supernatural entity requires the psychic to make a *Difficult* Sanity roll in addition to the standard Sanity roll for using Telepathy, suffering half (rounded up) the normal SAN loss for encountering that being. Initiating telepathic contact with a level two (or higher) exonomic capable of possessing a living being is extraordinarily stupid, a level of idiocy equivalent to peeing on an exposed power cable; the psychic's POW is halved (round up) for any Resistance rolls to prevent possession from that entity if it so desires.



THAUMATURGICAL EMERGENCY PROCEDURES

Health, safety and magic in the workplace



HUMAN RESOURCES ADVISORY #2010-033

This document replaces HRA #2000-653 and HRA #1992-779 but not HRA #1975-666. Please contact your line manager for any clarifications – do not contact Human Resources.

This document is intended for personnel of all levels certified for magic of any type. If you are not certified for sorcery, please complete form AF-005 prior to reading this document and submit it to your supervisor for approval. If you are certified for sorcery, please complete form GF-005 within three (3) days following reading this document and submit it to your line manager. Employees hired before 01/09/99 may instead complete form GG-003 regardless of magical certification.

Foreword

While every safety precaution is taken, the nature of our work means that all employees, regardless of department, must be certified in basic thaumaturgical safety. As such, the Extraordinary Committee of the Health and Safety Executive (HSE) requires the distribution of this document to all of our employees so they may be prepared in the event of a thaumaturgical emergency. The dangers which you and your coworkers will face in this situation can be reduced if you do as this document describes. Read this document with care. Your life and the lives of your coworkers may depend upon it.

Challenges to Health and Safety

When used correctly, magic is as safe as any energy source. You are no more at risk working with magic than you are working with electricity. However, a competent electrician respects the energy he/she is working with and understands the possible dangers therein. Therefore, be aware of the following risks when working with magic:

- **Thaumic Resonance:** Magical energy can contaminate areas similarly to nuclear fallout. If you enter an area of high thaumic resonance, you may be infected with magic. This contamination is harmless and can be removed easily using a variety of quick and mostly painless methods. While thaumic poisoning does exist, current safety protocols ensure this is not a concern to the average employee and complete recovery is certain 99% of the time.
- **Hallucinations:** Between small demons entering our minds and the deleterious effects of thaumic resonance on your nervous systems, you might receive false sensory images and scents. Strange lights, temperature variations, and dark urges might be encountered from time to time, but should not cause alarm. If you suspect demons may be playing tricks on your mind, please visit the medical station for an examination (Note: Employees may be required to submit to drug testing during such an examination).

- **Extra-Universal Travel:** Gates to other universes are normally obvious, but when travelling in unusual places such as caves or unused Underground side tunnels, you may find yourself transported to a different universe. This is rare and should not be a concern unless you work with gates, in which case please read HRA #1998-441.
- **Accidental Summoning:** Although summoning demons is a typical and safe activity in Capital Laundry Services, there remains the possibility of summoning creatures more powerful than established containment procedures. Do not summon something that you cannot put down.
- **Possession:** To be honest, possession is the least likely of your worries. As long as you practice safe magic, you need not be concerned with being possessed by a cthonic entity.

Planning for Safe Magic

Document HRA #2008-432 goes into detail about security with regards to sorcery, so please reference that document when necessary (assuming you are cleared for it). Regardless of certification, it is everyone's responsibility to plan for safe magic use. Follow these directions unless directed otherwise by a superior:

Prepare before casting: Magic must be treated with respect. Before casting, make sure you have taken proper precautions. Double check all pentagrams, wards, and runes, and make sure you have enough power to run a proper grid.

Watch where you are going: Keen awareness of your surroundings is the biggest step towards magical safety. Avoid any areas you are not permitted to enter, and read and obey all posted signs. Be aware of your surroundings and report in immediately should you find yourself on an alien world.

Be somewhere else: Similarly, you cannot be harmed by magic if you are nowhere near where magic is being performed. Stay away from testing areas, training rooms, and the stacks whenever possible. When your shift is over, leave the building promptly and do not return until your next shift or when ordered to by your supervisor, line manager, or similar authority.

Maintain your wards: Make sure you are always wearing or in physical contact with your personal ward. Inspect it weekly, keeping it clean and measuring its thaumic power. If your personal ward measures in the red, contact your line manager immediately to schedule a thaumic recharge. Do not fold, spindle, or mutilate your warrant card.

Create a magical survival kit: All employees must maintain magical survival kits at their desks. This kit should include, but is not limited to, the following: Spare personal ward, potable water, food, tin opener, torches and spare batteries, matches,

change of underwear, conductive ink pen, tea, sugar, vitamins, disinfectant, blanket, and traceable copy of the area ward sigil Sign of K'Toshule.

Identify your nearest thaumic shelter: Capital Laundry Services has established a number of shelters in most facilities that can protect a number of employees should a massive thaumic event occur. Know the location of the nearest shelter wherever you are, and how to get there. Shelters can be identified by large red signs and heavy doors.

Do not touch coworkers: Possession can be spread through skin-to-skin contact. Therefore, avoid unnecessary contact, even to offer solace or a friendly handshake.

Warning Signs

Despite practising safe magic, thaumic energy can be released from a spell or similar magical event. If you suspect thaumic resonance in the workplace, watch for these warning signs:

- Cold spots, warm spots, or areas of unusually even temperature
- Low bandwidth (unless previously announced by IT)
- Strange moans or whispers
- Coworkers who want to shake hands
- Coworkers with glowing eyes and/or hunger for human flesh
- Hallucinations unattributed to any recreational drugs
- Paperwork that completes itself (Note: Such paperwork should not be turned in)

SURVIVING A THAUMATURGICAL EMERGENCY

What you have learned so far protects you from everyday occurrences. However, Capital Laundry Services has a plan for major thaumaturgical emergencies. These include the Three Note Warning System. Your familiarity with these three sounds may very well save your life.

- **The Attack Warning:** When a major thaumaturgical emergency is expected, a rising and falling note will be sounded across all available PA systems, landline phone networks, cell phone networks, and emails. **WHAT TO DO:** Immediately head for the nearest thaumic shelter. If this is impossible, create an area ward or hide under your desk. If you are in a hallway or outside the building, drop and cover yourself with any available shielding material such as newspapers or bags. Do not hyperventilate or panic.
- **Thaumic Release Warning:** When there is danger of massive thaumic release, you will hear three loud tones or whistles. Remember that you may hear a thaumic release warning without an attack warning! **WHAT TO DO:** Take refuge in the nearest shelter as with an attack warning. Do not leave until the all-clear has sounded. Do not open the door for any coworkers or strangers, as they may be possessed. Report any strange lights or tentacles immediately to your supervisor.

The All-Clear: When the immediate danger of attack or thaumic release is over, you will hear a steady tone. **WHAT TO DO:** Resume normal activities. Complete form BN-101 within the next twenty-four hours and submit it to your supervisor (or line manager should your supervisor be deceased or missing).

The Action Checklist

Tick when completed:

Warning Sounds

1. Do you know the warning sounds?
2. Do you know what action you must take when you hear each warning?
3. Do you have any sounds on your computer or phone that are similar to the warning sounds?

Thaumic Shelters

4. Do you know your nearest shelter location?
5. Do you know how to create an area ward?
6. Are you prepared to use your own blood as a drawing medium?

Survival Kit

7. Does your survival kit have all the necessary items?
8. Is the food and water still consumable?
9. Is your kit easily accessible in the event of an emergency or is it being used as a monitor stand?
10. Do you have a bucket to use as a lavatory?

Action After Attack

11. Have you checked that any small fires have been put out?
12. Have you turned off the water supply at the mains?
13. Have you replenished your survival kit?
14. Have you checked all nearby coworkers for signs of possession or cannibalism?
15. Have you reported your survival to your line manager?
16. Have you looked in a mirror to see if your eyes are glowing?

REMEMBER

- The danger from thaumic resonance is greatest in the first hour. During that time, you must stay in the shelter and avoid contact with all personnel.
- Listen to your supervisors. They are better trained than you.
- If you must leave the shelter to dispose of waste or bodies, do not stay outside any longer than necessary.
- The longer you remain in the shelter, the safer you will be. However, please leave the shelter once the All Clear has been sounded.
- Keep your hands clean. A thaumaturgical emergency is no excuse for uncleanness.



Faustian Research

*E'en hell hath its peculiar laws, I see!
I'm glad of that! a pact may then be made,
The which you gentlemen will surely keep?*

— *Faust*, Goethe

Question: A raging fire burns out of control, consuming every scrap of fuel in its path.

Do you: a) Desperately pour your meagre water supply on the fire even though you know it won't be enough? b) Run screaming away as fast and far as you can? c) Thumb your nose at good sense by building an *additional* fire in the desperate hope that it will steal oxygen and fuel from the first fire and halt its progress, knowing all the while that your efforts have probably only increased the potency of the original fire, making the problem much, much worse?

If you answered C; if your instinct is to literally fight fire with fire; if you believe that the ends justify the means and that by doing a little evil, you can avert a greater evil; then the Laundry has a field of arcane study for you!

A subset of the Research and Development Department, the Faustian Research sector of the Laundry explores arcana borrowed or derived from other races and beings. The ultimate aim is to reverse-engineer these spells and replicate them using the safer (and less icky) techniques of Computational Demonology, but until the backroom boffins work that out, we're stuck with boxes of liver and cans of *aqua fortis* and uranium dust. The spells and arcane artefacts published here are the known useable products of Faustian research. They include successful studies of three different creature races, one alternate plane of the multiverse, and even one Great Old One. But these are just the known quantities. Like knowledge-hungry sorcerers in lonely towers, Faustian researchers are constantly testing, studying, and bargaining with puissant otherworldly forces.

The Laundry watches them closely. There is every chance they'll set themselves on fire.

Homo Sapiens Necrosis

For centuries, ghouls and humans have interacted. While some ghouls are nothing more than voracious grave robbers, others can be surprisingly tractable, even eager to communicate. Sometimes ghouls suffer a kind of nostalgia for the time before they contracted Twomey's Disease. These ghouls will often reach out to humanity, making

them easy targets for communication, study, capture, or even dissection, depending on the ethics of the agency in question.

Ghoul spellcasters are quite rare, but studies of Ghoul culture and biology have yielded some valuable arcane tools. Their so-called 'Necrotic Sorcery' is powered by the consumption of human flesh. To date, no substitute for human flesh has been successfully developed. Prolonged engagement in this kind of cannibalism can have strong physiological and psychological effects. Necrotic sorcerers inevitably develop acute eating disorders like anorexia, bulimia, bingeing, purging, and of course, compulsive cannibalism.

Note: Although it involves spell-like 'rites,' Necrotic Sorcery does not function the same way as standard magic; the rites do not have 'levels' or POW requirements, and the spellcaster's ability to perform them is not based on the tools and processing power he has to hand. In most cases, spellcasting is based on the Occult skill.

Regenerative Feast

This rite allows a human to temporarily enjoy the benefits of a ghoul's metabolism. The human can eat human flesh and convert it immediately into potent healing far exceeding normal human capacity. There are two versions of this rite: minor and significant.

Minor Feast

Requirements: To perform the minor version of Regenerative Feast, the spellcaster must have an Occult skill of at least 45% and a Knowledge (Ghouls) skill of at least 35%. The beneficiary, who may or may not be the spellcaster, must knowingly and willingly consume at least one ounce of human flesh from a cadaver.

Casting Time: The minor version of this rite takes about 30 minutes to perform.

Sanity: Whether or not the rite succeeds, the beneficiary must make a SAN check when consuming the cadaverous flesh, with a cost of 1/1d4.

The spellcaster must make an Occult roll. If the roll is successful, the beneficiary immediately heals 1d4+2 Hit Points. If the spellcaster achieves a special success, the beneficiary regains 2d4+4 Hit Points. If the roll is a failure or fumble, the beneficiary risks infection as described below.

Significant Feast

Requirements: To cast the significant version of Regenerative Feast, the Spellcaster must have an Occult skill of at least 55% and a Knowledge (Ghouls) skill of at least 40%. The beneficiary, who may or may not be the spellcaster, must knowingly and willingly consume about half a pound of human flesh from a cadaver.

Casting Time: The significant version of this rite takes about 3 hours to perform.

Sanity: Whether or not the rite succeeds, the beneficiary must make a San check when consuming the cadaverous flesh, with a cost of 1/1d6.

The spellcaster makes an Occult roll. If the roll is successful, the beneficiary immediately heals 1d4+2 Hit Points, and after a full night's rest, the beneficiary may heal one major wound. If the spellcaster achieves a special success, the beneficiary fully recovers his entire Hit Point pool and may heal one major wound immediately. If the roll is a failure or fumble, the beneficiary risks infection as described below.

Infection: If the rite is performed unsuccessfully at either level, the beneficiary has consumed cadaverous human flesh. They must immediately make an Endurance roll to avoid a food-borne ailment, such as Salmonella, *E. Coli*, or even Kuru. If the Occult roll to perform the rite was a fumble, the Endurance roll is *Difficult*. If the rite is performed in a medically-controlled environment (a hospital or Laundry facility with medical supervision), this Endurance roll is

Easy. If this Endurance roll is a fumble, or if the rite is used repeatedly, the beneficiary begins to develop Twomey's disease.

Dead Memory

Requirements: To perform Dead Memory, the spellcaster must have an Occult skill of at least 60%. The spellcaster must knowingly and willingly consume at least one teaspoon (around a quarter of an ounce) of tissue from a corpse's brain.

Casting Time: One hour.

Sanity: Whether or not the rite succeeds, the spellcaster must make a SAN check when consuming the corpse brain, with a cost of 1/1d8.

Dead Memory is effectively biological clairvoyance. The spellcaster consumes a small helping of the neural tissue from a dead body to acquire the memories and knowledge the dead person possessed in life. The body must be a human body and the spellcaster must be able to salvage about a teaspoon of intact brain matter to eat.

To perform the Dead Memory rite, the spellcaster must make an Occult skill roll, at -5% for every day after the first the body has been dead (performing Dead Memory on a body seven days dead, for example, would take a -30% modifier). If successful, he gains some of the memories of the corpse; he may choose to gain one or more skills possessed by the deceased, or aim for specific memories, or both.

If the rite is performed successfully, there is a risk that the memories of the dead body will overwhelm the personality of the spellcaster. To avoid this, the spellcaster must make a one-sided Resistance roll, pitting his POW against the POW of the corpse. Each skill chosen increases the effective



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POW of the corpse by +2; each memory increases its POW by +1 to +4, depending on how complex it was, or how important it was to the target's sense of self.

Example: Laundry agent Frank Grimes is stuck in a sewer, and needs to banish Mordiggan, the Corpse-God of the ghouls, before it eats him. Unfortunately, the only sorcerer who knew the banishing spell got shot five minutes ago. Frank uses the Dead Memory rite and succeeds on his Occult roll, taking the sorcerer's Sorcery skill and the memory of the banishing spell. He must then make a POW vs. POW' roll to resist mental backlash, pitting his POW of 14 against the Sorcerer's POW of 15 + 3 (2 for the Sorcery skill, +1 for the spell) for a total of 18.

- **If the Resistance roll is successful**, the spellcaster is able to clearly distinguish his own memories from those of the target corpse.
- **If the Resistance roll is a failure**, the spellcaster becomes confused which memories are his own and which are from the target corpse. While the spellcaster retains his own personality, it will be modified by the alternate memories. The character's motives and allegiances may alter as a result of this confusion, but the character does not become an NPC. This confusion fades as the alternate memories fade. The resulting emotional trauma costs the spellcaster an additional 1d8 SAN.
- **If the Resistance roll is a fumble**, the spellcaster's personality is completely sublimated by the memories of the target corpse. The spellcaster must behave in the circumstances as the corpse would – effectively making him an NPC. This sublimation does not last indefinitely. Every time the spellcaster wakes from a full sleep, he may make a new Luck roll to recover his own personality. The emotional trauma and confusion from this event costs the spellcaster an additional 1d10 SAN.

The memories acquired slowly fade with time. Skills degrade at a rate of 10% per day.

If the target corpse had a higher Cthulhu Mythos score than that of the spellcaster, the spellcaster must permanently lose the SAN for the difference. The spellcaster also gains the new skill score, but it will fade in time.

After casting Dead Memory, the caster must immediately make an Endurance roll to avoid a food-borne ailment, such as Salmonella, *E. Coli*, or even Kuru. If the Occult roll was a fumble, the Endurance roll is *Difficult*. If this spell is cast in a medically controlled environment (a hospital or Laundry facility with medical supervision), the Endurance roll is *Easy*. If the Endurance roll is a fumble, at the discretion of the gamemaster, the beneficiary begins to develop Twomey's disease.

The Tantalus Technique

In the early '90s, *Homo sapiens necrosis* scholar Dr. Gerald Clark decided to live among the ghouls. Like a subterranean Jane Goodall, Clark dwelt in one of the ghoul warrens for many months. During his visitation, Clark took copious and meticulous notes. Eventually, the doctor 'went native,' but in a final act of humanity, he mailed his scientific journal back to the Laundry.

At first, it appeared that Clark had sacrificed his humanity in vain. His meticulous notes largely confirmed what was already known about ghoul society. Then the reviewers discovered that, before he had turned, Clark had worked as an apprentice to the colony's shaman. Further, Clark had witnessed and assisted in several instances of rare ghoul spellcasting.

Clark's notes described a ghoul shaman opening a gate with no technological support and only minimal ritualistic support. Instead, before the ritual's initiation, the shaman consumed a carefully harvested medallion of human liver. The journal also painstakingly described a grave robbing which Clark and the shaman undertook together to harvest a liver for ritual use. Only an organ from the most pure human cadaver would do. The ghoul was guided by scent, but Clark's notes indicated that certain factors were preferred: a virgin, firstborn or seventh born, religious upbringing, strong moral fibre, B+ blood type, etc. Finally, Clark's journal offered a step-by-step description of the complex carving which prepared the liver for consumption.

Early tests ranged from unsuccessful to unethical to downright unfortunate, but eventually the R&D folks were able to successfully document what became known as the 'Tantalus Technique' (also, informally, 'Plumber's Lunch'). The Tantalus Technique is a sort of spell modifier. If an agent consumes appropriately prepared human liver before casting a spell, he may gain a significant bonus to the POW available for the spell.

To employ the technique, the agent must have some of the properly harvested and prepared human liver on hand. The preparation process is complex and takes several hours to perform. An agent that knows the process can carve a human liver from a viable candidate into 3-5 acceptable cuts with a successful roll of Craft (Cooking) or Fine Manipulation.

The Laundry also keeps a small number of prepared liver cutlets on hand for high-level arcane operations. With appropriate paperwork, a Laundry agent can requisition a prepared liver medallion from Catering. In either case, a cut has a potency of up to about 12 hours, after which it is useless.

Livers can be used to augment traditional spellcasting or mental magic, and do not assist computational demonology (unless you can figure out a way to get a computer to eat a

magic sandwich, and cramming it into a USB port doesn't count). It takes no additional time to consume the liver as part of a spell. It can easily be folded into the process for any spellcasting, and the spellcaster may choose increase the effective POW available to cast the spell by 1 to 4. After the spell has been attempted, the spellcaster must make a SAN check; the SAN cost is determined by how much additional POW the spellcaster used, as follows.

POW Bonus	SAN Cost
+1	0/1d3
+2	0/1d4
+3	1/1d6
+4	1d3/1d10

If the spell is cast unsuccessfully, the beneficiary has consumed cadaverous human flesh. He must immediately make an Endurance roll to avoid a food borne ailment, such as Salmonella, *E. Coli*, or even Kuru. If this spell is cast in a medically controlled environment (a hospital or Laundry facility with medical supervision), this Endurance roll is *Easy*.

GENOA FRACTAL (Polyps)

The Laundry has no relationship with GENOA FRACTAL. It is likely that having a 'relationship' with Polyps would be no more possible than having a relationship with the Ebola virus. However, during the Korean War, the Black Chamber performed some very aggressive study on the creatures, and, in a rare security lapse, the results made their way across the pond and into Laundry facilities.

The borrowed research revealed a strong connection between the Polyps' piping sound and their frenetic cell reproduction. After adding years of their own study, Faustian researchers discovered that by recreating the piping noise, radical cell reproduction could be achieved in most organic matter. Initially, the hope was to develop a medical application of the sound, but the results were disastrous, and the experiments began to look like lab-rat-genocide. However, over the years, two Faustian researchers have been able to develop potent applications of the phenomenon.

Constaphone

The first was created by Professor Stanislaw Constantine, a Balkan-state-Soviet defector and musical savant who worked on the GENOA FRACTAL project in the late 1960s. While the piping tones of GENOA FRACTAL were too subtle and complex to be created and controlled through computer technology, Stanislaw believed that a wind instrument could be created that would simulate the sound. He believed a talented musician using the instrument could actually harness and control the cell growth.

In the spirit of Erich Zann, Stanislaw created the Constaphone – a woodwind instrument that resembles a kind of bassoon/bagpipe hybrid. Like Zann, the creation and use of the Constaphone drove Stanislaw insane. After producing two prototypes, he took his own life by 'playing' the third prototype in a sealed room, killing himself and destroying the last 'phone. Stanislaw's two instruments are still in the Laundry's closely guarded possession. It is believed that the Black Chamber has learned of the Constaphone and is eager to acquire a prototype to study for duplication.



Constaphone

Availability: Rare

Certification Required

The Constaphone is an arcane device. Any use of the Constaphone requires a Perform (any woodwind instrument) roll. The Constaphone may be used against any creature composed of terrestrial matter. The target does not have to hear the sound to be affected, but must be exposed to the interfering sound waves of the instrument – blocking your ears doesn't help, but drowning out the noise with a sufficiently powerful and disruptive sound source (say, *Bloodbag* played at full volume through big juicy speakers). The Constaphone is a level three magical attack, and can be blocked by wards or countered by entropy manipulation spells.

Single Target Attack: The Constaphone acts as a sustained ranged attack against a single target within 30 metres. It takes a single Perform roll to establish the attack, which may be continued each round as long as the target is in range. If the roll is successful, the target will experience sudden, cancerous cell growth and debilitating pain. This inflicts 1 Hit Point per round to the target. Acting while targeted in this way requires an Endurance roll each round at -5% per Hit Point taken from the Constaphone.

Radius Attack: The Constaphone can also be used as an instantaneous attack against all living organic matter within 10 metres of the performer. It takes a single Perform roll to perform this attack.

If the roll is successful, all living organic matter in the radius other than the performer experiences sudden, cancerous cell growth. This does 1d6+3 Hit Points of damage to all susceptible targets in the radius.

This attack affects all living organic matter in the radius beyond microbial in size. This includes plant matter, animal life, insect life, etc. After this attack, the affected area usually looks like it is covered in bubbling cancerous meat. Anyone seeing this effect for the first time must make a Sanity check with a SAN cost of 1/1d4.

Healing: Though profoundly difficult to control, the Constaphone may also be used to heal damage to single target by creating rapid, benevolent cell growth. This may be done to any target within 10 metres. It takes a single Perform roll at -10% to establish the healing, which may be continued each round as long as the target is in range. If the roll is successful, the target heals 1 Hit Point per combat round.

Constaphone Side Effects: Any target that has taken or healed damage from a Constaphone risks having the cell growth metastasise. After the target has stopped suffering Constaphone damage, he should make a percentile roll. There is a 2% chance per Hit Point of damage taken, or a 3% chance per Hit Point healed, that the damage will metastasise.

Example: A target that suffers 6 points of damage from a Constaphone has a 12% chance that the damage will metastasise. Similarly, a target that has healed 6 points of damage through the Constaphone has an 18% chance that the damage will metastasise.

If the Constaphone damage metastasises, the target loses 1 from his maximum Hit Points per week until death. If a target dies from the Constaphone, there is a 10% chance that his corpse will birth a GENOA FRACTAL (Flying Polyp) specimen.

The Genoa Remedy

The second researcher to make strides in the GENOA FRACTAL field was Dr. Daryl Jeffries, a researcher at MIT. In the '80s, Jeffries built on the Constaphone work with his own research. Because GENOA FRACTAL tissue is wildly unstable, it had been manifested, but never successfully preserved. In the '80s, Jeffries performed an unauthorised study, in which he isolated microscopic amounts of active polyp matter and contained it in a van Koch field.

Jeffries then created a capsule containing a mix of the active polyp matter and a cocktail of vitamins and antibiotics to help the body tolerate the introduction of the polyp tissue. Jeffries had hoped that he was creating a tissue repairing pharmaceutical. He called the prototype the Genoa Remedy.

The drug was never tested on a human or even canine subject, but the results with lab rats ranged from compelling to frightening. At first, the rodents that consumed Genoa Remedy began to demonstrate enormous pain tolerance and healing abilities, followed shortly by hyper-aggression. The wounds they delivered would quickly fester and turn cancerous. A few rodents began showing other GENOA FRACTAL traits like uncontrolled growth and a disregard for gravity. In the most extreme case, the Genoa rodent actually passed through the wires of its cage to attack a nearby intern. Ultimately the creature had to be killed with a beaker of hydrofluoric acid, and the intern was severely injured.

While Jeffries' research was shut down (and possibly grabbed by the Black Chamber), a copy of his research notes was circulated to various fringe mailing lists and occultists. The Laundry and several other groups have attempted, with varying degrees of success, to recreate the remedy.

Genoa Remedy

Requisitioning these pharmaceuticals is extremely difficult, and then they are loaned only for research, not consumption. Nevertheless, it is possible that an agent could find himself in the field with access to the Genoa Remedy. The drug has never been tested on a human subject, but there's no reason a desperate Laundry agent overburdened with monsters and paperwork shouldn't be the first.

Availability: Difficult, Impermissible to remove from Laundry facilities.

Once consumed, the Genoa Remedy takes 1d3+1 combat rounds to kick in. When the drug takes effect, the consumer should make a Sanity roll. If successful, the consumer is able to control the murderous rage which the polyp matter instils. If the Sanity roll is a failure, the consumer must attack the nearest target, whether friend or foe, using whatever weapons come to hand, or teeth and nails if there's nothing suitable nearby,

For the duration of the drug's effects, the consumer gains the following abilities:

- Flight.
- Phasing through doors, walls, and any other solid surfaces.
- +15% to unarmed attacks.
- Any living, organic creature that makes flesh-to-flesh contact with consumer experiences rapid, malignant cell growth. The target takes 1d6 points of damage and is exposed to secondary effects described below.
- Regenerate 1d3 Hit Points per round.
- Ignore Major Wounds.
- Being reduced to negative hit points doesn't kill the user. The user has to be reduced to a negative Hit Point total equal to their starting Hit Point total, or be blown to pieces.

The drug lasts for three rounds and then begins to wear off. At the end of each round after the third that the drug has been in effect, the consumer must make an Endurance roll. If the Endurance roll fails, the supplemental wears off. If the consumer is at negative Hit Points, he immediately falls dead. If the consumer has positive Hit Points, he has survived, with the following side effects:

- Consumer is instantly incapacitated.
- Consumer will begin to experience the effects of any Major Wounds he may have taken.
- When the Consumer recovers, he must make a SAN check with a cost of 1d6/3d6.
- Consumer must roll for Genoa Remedy Side Effects as described below.

Genoa Remedy Side Effects: Any target that has taken damage from flesh-to-flesh contact with someone that has consumed Genoa Remedy risks having his cell growth metastasise. After the target has stopped suffering damage, he should make a percentile roll. There is a 2% chance per Hit Point of damage taken that the cell growth will metastasise.

The consumer of the Genoa Remedy also runs a great risk of the cell growth metastasising. After the supplemental wears off, the consumer should make a percentile roll. There is a base 5% chance, +5% per Hit Point the consumer has regenerated, that the cell growth will metastasise.

If the cell growth metastasises, the target will lose 1 from his maximum Hit Points per week until death. If a target dies from this effect, there is a 10% chance that his corpse will birth a GENOA FRACTAL (Flying Polyp) specimen.

NOMENCLATURE PENDING

Calling upon any of the known extant Class 4+ exonomic entities (aka 'Great Old Ones') normally has an outcome set ranging from 'agent's brain is eaten' to 'agent's plane of existence is eaten.' There are, however, some cosmic horrors that are more... tractable than others, and who can be invoked with only minimal risk of ending the world. One such entity is codenamed NOMENCLATURE PENDING.

While the ultimate goals of NOMENCLATURE PENDING (NP) are incomprehensible, the entity has agreed to assist those who approach it via the correct protocols. From our perspective, it's a treaty. From the other side... well, one senior Faustian researcher described interacting with NP:

Imagine that we are ants in a boy's ant farm. If we work really hard, we might keep the boy's interest. We desperately carve tunnels in clever shapes and patterns to impress and communicate with the boy, but if he gets bored, he might just pick up the farm and give us a good shake.

To call upon NOMENCLATURE PENDING, an agent must first open a Level 2 Gate to create a communications channel. (See *The Laundry Roleplaying Game*, page 139.) Because opening a gate is a less-than-trivial project, a couple Faustian researchers created the unauthorised 'Shepherd' app for laptops and Necronomiphones. When run, Shepherd opens a level two gate to contact NP very quickly. Obviously, having an app on a phone that opens a channel of communication to a Great Old One is appallingly dangerous, and the Laundry has never authorised its use. Nevertheless, if an agent knows the right R&D geeks, a copy might be attainable.

Once an agent has opened a gate and established communications with the entity, the agent must plead for help in the manner of his choosing. This will always involve some kind of skill roll like Persuade, Bargain, Command (for the ridiculously cocksure), or Science (Mathematics) or Knowledge (Law) for a formal approach. If the agent has poor scores in these skills, he can roll a *Difficult Luck* check instead. Each time an agent calls upon NOMENCLATURE PENDING, the Old One becomes less patient. Every time the agent pleads with NP after the first, the agent's skill takes a -5% modifier. Thus an agent pleading to NP for the fourth time would take a -15% skill modifier.

Traditional invocations include:

Equus Stellar (Byakhees): Is equivalent to a level 3 summoning. NOMENCLATURE PENDING will sometimes dispatch his minions to aid a supplicant. Byakhees may be used as steeds, carrying the agent's team across the globe or even into the stars. They are also formidable creatures, useful in a fight. Of course, agents not used to the critters must suffer the usual Sanity effects.

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Sacrifice Required: Trivial for a single specimen; Moderate for multiple specimens.

Additional Power: If a sorcerer needs additional Power to cast a spell, NOMENCLATURE PENDING can supply more than a spellcaster could ever use (see *The Laundry Roleplaying Game*, page 135.)

Sacrifice Required: varies according to POW needed; from Trivial for 3 or less to Significant for a nearly unlimited bonus.

Help!: A truly desperate agent can just call on NP for intervention in some fantastic way, as a guillotine blade falls or a bomb timer counts down or an ANNING BLACK prepares to devour the team. Such intercessions come in the form of entropic effects or sudden infusions of occult knowledge (in other words, Cthulhu Mythos).

Sacrifice Required: varies according to the request, but never less than Moderate.

- **If the skill roll to plead with NP is successful**, NP intervenes on the agent's behalf. He will also require his sacrifice.
- **If the roll is a failure**, NP ignores the plea and requires no sacrifice. If the sacrifice was an offering the agent made ahead of time, NP still consumes it, but gives nothing in return.
- **If the roll is a fumble**, the agent must roll on the NOMENCLATURE PENDING Fumble Table below.

Paying the Piper

Anytime NP grants a boon, he also requires some kind of sacrifice. This sacrifice may happen ahead of time, like an offering performed as the supplication is made, or it may happen after the fact as a retroactive sacrifice. It prefers the former; an agent that makes a sacrifice before or during the plea gets a +10% bonus to their skill roll. Of course, if NOMENCLATURE PENDING ignores the plea, then the

agent has still performed the sacrifice and given up whatever was offered. Sacrifices can vary greatly and are only limited by the creativity of the agent and Gamesmaster. Some examples of sacrifices at each level follow:

Trivial: Agent permanently loses a few SAN (1d3) (reducing both current and maximum SAN) or a Hit Point (again, reducing maximum score). Agent must perform some minor act he would not otherwise perform, like animal sacrifice.

Moderate: Agent permanently loses significant SAN (1d6), or 2 Hit Points, or some combination (reducing maximum score in both cases). Agent must perform an act he would not otherwise perform, like human sacrifice.

Significant: Agent gives his own life. Agent must perform a terrible act he would not otherwise perform, like sacrificing three or more people or a mass murder.

PANDORA WAITING

PANDORA WAITING is an entity trapped underneath a mountain on the Cook Islands. Occult references claim the entity to be a 'god from Yuggoth'; research suggests a Class Four entity bound to a physical host. Legends claim the god is hideous to look upon, and that anyone who does is instantly hardened into a living mummy. Their thoughts and souls remain intact, but their bodies become petrified corpses. Since its arrival in our continuum, many races and creatures have tried to destroy the abomination, only to fail with miserable consequences.

So the Laundry made a deal with him.

Specifically, the deal was struck in 1962 by then-director of Human Resources, Arnie Blevins. For months, Arnie had watched as his wife, Mildred, died of lymphoma. When she finally passed, something in Arnie snapped. As head of HR, he knew just enough to be dangerous and could leverage his position to manipulate more skilful agents. Dangling

NOMENCLATURE PENDING Fumble Table

D100	Fumble Result
1-40	The agent glimpses NOMENCLATURE PENDING through the gate too clearly and must make a SAN check (1d4/1d10).
41-75	One or more hostile Equus Stellar (Byakhees) appear to attack the agent and anyone nearby.
76-90	NOMENCLATURE PENDING draws the agent through the gate on a curious whim. The agent will be returned in 1d10x1d10 hours. Upon his return, the agent must make a SAN check (1d6 /2d10).
91-95	NOMENCLATURE PENDING draws the agent through the gate to become a worshipper. The agent will be returned in 1d20x1d20 days. Upon his return, the agent must make a SAN check (1d10 /3d10).
96-99	NOMENCLATURE PENDING reaches through the gate and eats the agent.
100	NOMENCLATURE PENDING decides to pass through the gate into the agent's reality for a short time, creating a localised apocalypse. Anyone present must make a SAN check (1d10 /4d10) and is most likely eaten thereafter.

sick days and retirement packages over their heads, Blevins forced a pair of field operatives to put him in contact with an elder being. Desperate to protect their health benefits and vacation days, the agents opened a gate to the first godlike being they could pinpoint.

The meeting between Arnie Blevins and PANDORA WAITING was poorly documented. The agents that arranged the meet had the misfortune of seeing the creature in the flesh and were instantly mummified. Arnie had no desire to make the event public, but the agents' absence could not be hid, and Blevins was summoned to appear before the Auditors. During the audit, Blevins revealed that he had signed a blood oath to PANDORA WAITING, through the god's exonomic slaves. Arnie's side of the deal was simple: 'Bring Mildred back to life.' The entity had only one desire – freedom. Blevins had signed a pact stating that the Laundry would 'work to free the lord Ghatanothoa.'

Obviously the Laundry has no desire to free PANDORA WAITING. Lawyers from Contracts & Bindings and Legal Affairs have done everything they can to nullify the treaty, but as Blevins was a full department head, he had just enough authority to commit the entire organisation with his signature (a structural loophole that has since been rectified¹). Each year, the Laundry does everything it can to meet the definition of 'work to free' in the least effective way possible.

To bring Mildred back to life, Blevins had been furnished with a grotesque fetish – a heavily adorned necklace whose primary feature was the spiralled shell of an extinct undersea worm. Per instructions by the Lloigor, Blevins had slashed his wrist and poured his blood into the shell. Though only a few inches in length, the shell seemed able to hold as much blood as he could pour, and Arnie only stopped when he began to lose consciousness. He then hung the heavy necklace on his wife's corpse. Immediately her body convulsed, her eyes snapped open, and she desperately breathed in a ragged breath. Then she started screaming. She screamed, and screamed, and did not stop until her husband carried her into an emergency room, where she was sedated.

When Mildred recovered from sedation, it was clear that her mind was fractured. She stared at any light source in a room and whimpered incoherently. She did, however, seem to recognise her husband, and he was her only comfort, staying by her side in hospital until the Auditors came for them both.

Mildred's Fetish was analysed by Faustian researchers. The central shell was determined to be a fossil from an extinct abyssal worm called the 'Harvester Fluke.' Because the creature is extinct, finding Harvester shells in good condition is extremely difficult, but the researchers felt certain that if they had more shells, they could recreate the necklace.

Under the guise of paleontological study, the Laundry researchers began a search for Harvester shells, offering a modest reward to any beachcomber, collector, or deep sea fisher who came up with an intact fossilised specimen. To date, Faustian researchers have laid their hands on four Harvester shells and fashioned them into fetishes. None have yet been tested.

The Pandora Fetishes

The Pandora Fetishes are large, grotesque necklaces featuring a single bulky spiraled shell. There are currently only four in existence, and the Laundry has deemed their use 'an abomination.' Consequently, requisitioning one of the Fetishes is a bureaucratic nigh-impossibility.

Availability: Rare

The fetish has only a single function: to restore life to a deceased person. The body of the deceased must be reasonably intact. To use the Fetish, a living person must permanently donate some amount of life-force by voluntarily pouring his own blood into the Harvester shell. The donor must invest at least one Hit Point and may invest more if he chooses. These Hit Points are lost permanently (reducing the donor's maximum).

The fetish must then be placed on the deceased, around the neck, against the skin. The target is instantly returned to life and consciousness with 1 Hit Point; his Maximum Hit Point score is reduced by 1 permanently. The subject must make a SAN check (1d10/3d10) after being resurrected.

The natural life-span of the resurrectee is 1d6 years per Hit Point invested. From this point on, the wearer must wear the fetish constantly. If it is ever removed, the wearer instantly shrivels to a husk and the fetish loses all potency. If the wearer is ever killed again while wearing the fetish, he recovers the very next round with 1 Hit Point, his maximum Hit Points are reduced by another 1 and he must again make a SAN check (1d10/3d10).

Ghatanothoa's Involvement: Using the Pandora Fetish opens a rift to Mu where Ghatanothoa sits, awaiting freedom according to his own unfathomable timeline. Anytime the fetish is used, there is a risk of attracting the hideous god's attention. When the Pandora Fetish is first placed around someone's neck, the donor must make a Luck roll at +5% per invested Hit Point after the first. If this roll is a success, there is no involvement.

If this roll is a failure, the donor must roll on the PANDORA WAITING Involvement Table. If this roll is a fumble, the donor must roll twice on the PANDORA WAITING Involvement Table and take the higher roll.

PANDORA WAITING Involvement Table

D100	Involvement
1-25	Ghatanothoa's Clamour
26-50	Single Lloigor Appears
51-60	Lloigor Raiding Party Appears
61-80	Glimpse of Ghatanothoa
81-95	Limb of Ghatanothoa
96-100	Ghatanothoa's Intrusion

Ghatanothoa's Clamour: The moment the necklace is placed on the wearer, all present hear the sound of Ghatanothoa clamouring for freedom beneath Mount Yaddith-Gho. It is a sound that has always been present, but now they finally hear it. The cacophony is devastating to the ears and psyche. All within earshot of the necklace must make a SAN check (1/1d6). In addition, all within earshot must make an Endurance roll. If this Endurance roll is a failure, the victim loses his hearing for 1d100 hours. If this Endurance roll is a fumble, the victim loses his hearing *permanently*. The necklace's wearer is immune to both these effects.

Single Lloigor Appears: A single Lloigor appears to reclaim the necklace.

Lloigor Raiding Party Appears: At the discretion of the Game Master, 2 or more Lloigor appear to reclaim the necklace.

Limb of Ghatanothoa: One of Ghatanothoa's amorphous limbs reaches through the rift in reality. Anyone present that sees the limb must make a SAN check (1d4/1d10). Each round, roll 1d6 to see who the limb targets: 1,2,3 – the fetish wearer; 4,5 – the Hit Point donor; 6 – anyone else present (or roll again). The limb may be avoided with a *Difficult Dodge* roll each round. If this roll is a failure, the limb encircles the victim and draws him off forever to sunken Mu. The limb is effectively indestructible and will continue seeking a target until it has captured a victim or all present have fled the area.

Glimpse of Ghatanothoa: The rift becomes visible from certain angles. Anyone present is at risk of seeing some or all of Ghatanothoa. Each person present other than the necklace's wearer must make a Luck roll.

- **If an individual's Luck roll is successful,** he does not see the rift and glimpse the hideous god on the other side. There is no effect.
- **If an individual's Luck roll is a failure,** he glimpses a portion of Ghatanothoa and must make a SAN check (1d6/1d10).

- **If an individual's Luck roll is a fumble,** he sees Ghatanothoa in its entirety. He is petrified into a living mummy. The only way to release him from an eternity of perpetual torment is destroy his brain.

Ghatanothoa's Intrusion: Ghatanothoa uses this moment to seize freedom. The god will begin pouring itself, octopus-like, through the rift. It will not succeed in passing its entire enormity through the rift, but enough of it will flow through to deeply imperil all present. Anyone within sight of the fetish must make a Luck check to see if they avert their eyes quickly enough.

If this Luck roll is a success, the observer glimpses a portion of Ghatanothoa and must make a SAN check (1d6/1d10).

If the Luck roll is a failure, he sees Ghatanothoa in its entirety, and is petrified into a living mummy, as above.

Anyone unable to flee the area within three combat rounds will be devoured by Ghatanothoa.

Esoteric Alchemy

Esoteric alchemy is a variation on classical sorcery. In its most basic form, computational sorcery involves summoning information and energy from other dimensions. Esoteric alchemy involves channelling extra-dimensional energy via symbolic manipulation of matter so that it can cause physical and psychological transformations.

To accomplish these transformations, the alchemist combines a wide variety of dangerous chemicals and exotic ingredients. They use these components in lengthy procedures, where the alchemist creates various types of potions and other substances that are designed to be consumed by or applied to the target at some later time.

Learning & Performing Alchemy

The process of learning and using alchemy is similar to learning and using sorcery. Like the Sorcery skill, the Alchemy skill can only be increased via training and does not improve with experience. Alchemy is used to create alchemical preparations – strange and terrible chemical brews that warp and reshape their targets. To perform alchemy and create an alchemical preparation, the alchemist must have access to an alchemical laboratory, containing gear and chemicals similar to well-equipped a secondary school chemistry lab, as well as all of the paraphernalia necessary for traditional sorcery. To perform alchemy, the alchemist sets up a complex chemical process that typically involves a mixture of laboratory chemicals and various biological substances like blood or animal brains, all of which are repeatedly combined, boiled, and distilled.

While these reactions are occurring, the alchemist must also draw complex diagrams on, under and near the chemical flasks, and perform chants and similar ritual activities. Creating an alchemical preparation requires at least one week. The alchemist must spend one full day of hard work to begin the procedure necessary to create the preparation, and another full day to complete it. For longer procedures, the alchemist must also spend one full day working on the procedure every week that it is ongoing. In addition, the alchemist must look in on the procedure and adjust it once a day; this requires between five and fifteen minutes, but missing even one day causes the Alchemy roll to become *Difficult* instead of *Average*.

At the end of the procedure, the preparation is complete, and the alchemist can either use it immediately, or store it for later use. Alchemical preparations remain potent for 1d3+1 months. Alchemists can only create one preparation at a time, as a single laboratory can only be used to create one preparation at a time, and splitting his time between multiple laboratories would tax the efforts of even the most dedicated alchemist.

Unlike computational sorcery, alchemy preparations only come in four levels. There are rumours of level five alchemical procedures that allow the user to permanently transform himself into a godlike entity, or at least to become immortal and unkillable, but these preparations are nothing more than legends, at least for human alchemists. Esoteric alchemy was originally created by DANUBE CROSSING, and they were more adept at it than any human can be.

Note: As with Necrotic Sorcery, Alchemy resembles sorcery but does not function the same way. Preparations *do* have levels, but there are no POW requirements, and the alchemist's success or failure is based wholly off a roll of his Alchemy skill. As with sorcery, the alchemist must have a certain degree of Alchemy skill to understand procedures of a given level, per the table below. Unlike in sorcery, an alchemist with too little skill cannot simply work from instructions and hope; if he lacks the skill, he cannot attempt the procedure.

Preparation level	Minimum Alchemy Skill Required
1	30%
2	50%
3	70%
4	90%

Special Ingredients: One problem with performing esoteric alchemy is that every level three procedure requires at least one special ingredient, and every level four procedure

always requires at least two different special ingredients. By definition, special ingredients are always difficult or problematic to obtain: freshly obtained extracts from living human bodies, such as vitreous humour or cerebrospinal fluid; tissue or ichor samples from summoned beings; blood from a BLUE HADES; or other problematic materials like plutonium, nerve gas, or a few millilitres of brain tissue from a living sorcerer.

Different recipes for the same preparation often require different special ingredients, and different preparations almost always do. One of the ways the Laundry identifies practitioners of esoteric alchemy is by their attempts to acquire such materials.

The Dangers of Esoteric Alchemy

Most alchemists think they have stumbled upon or been taught the secrets of a wondrous and well-hidden form of chemistry. While this is true to a small extent, for the most part alchemy is sorcery in chemical form. The various exotic chemicals react with the air or with living bodies to produce chemical reactions that create and shape contact with other dimensions by means of the patterns of chemical bonds forming and breaking.

The chemicals used to create changes like those produced by the monstrous transformation procedure do not physically mutate the subject, although almost all alchemists believe otherwise. Instead, the alchemy warps reality in and around the subject, altering the laws of physics. In effect, the subject becomes an exnome. Unsurprisingly, this is a terribly bad idea. The Laundry keeps even the existence of alchemy a secret from junior operatives, because they do not want anyone being tempted into experimenting with it.

Even occasional ingestion of alchemical procedures significantly increases the individual's risk of developing cancer in a decade or two, as well as an increased risk of insanity and a greater susceptibility to spontaneous possession in haunted areas. Use of alchemical preparations also greatly increases the individual's odds of having children with a variety of exotic birth defects, including gorgonism.

In addition, individuals who use the same procedure several times sometimes experience the effects of the procedure spontaneously, anytime the subject becomes highly emotional or is exposed to even moderate concentrations of thaumic energy.

Level three and occasionally even level two hauntings are often sufficient to trigger spontaneous and involuntary transformations. As a result, Laundry personnel are strictly forbidden from either manufacturing or using any alchemical preparations.

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Simply making and using alchemical preparations is inherently risky. The Game Master should make all rolls for the success of an alchemical procedure, keeping the results to himself. The alchemist instantly knows if he has fumbled their roll, because the failed procedure will cause some form of damage to the equipment – and perhaps to the alchemist – but the only way to determine the difference between a successful alchemical procedure and a simple failure is to actually use it. See the Failed Alchemical Procedure Table & Fumbled Alchemical Procedure Table, below, for further information.

Alchemical Creations Similar to Existing Spells

Alchemical procedures can duplicate the effects of the Entropy Manipulation, Exorcism, Geas, Glamour, Prognostication, Summoning, and Banishing spells. Level one and level two procedures require one week to perform, level three require two weeks to perform, and level four procedures require three weeks to perform.

Entropy Manipulation: Procedures that affect individuals or objects are applied to or consumed by the target; procedures that affect areas are usually created as gases or volatile liquids.

Exorcism: The target must either consume the alchemical preparation or someone must apply the preparation over most of the skin or surface of the target.

Geas: The target of the geas must consume the alchemical preparation.

Glamour: The alchemical preparation is a volatile liquid that is applied to the target's skin or surface.

Prognostication: The target consumes a drug that induces visions of the future. In addition to any benefit gained, the target loses 1d6 SAN.

Summoning: Alchemy can only perform types of summoning that involve the entity possessing a human or animal. The alchemist creates a substance that is then injected into or consumed by the target, who is then possessed. This procedure can be used to allow entities to possess both corpses and living people. A number of alchemists, including the infamous Herbert West, have learned the trick of using a serum to transform corpses into residual human resources.

Banishing: Extra-dimensional entities that make physical contact with the alchemical preparation are banished.

Failed Alchemical Procedure Table

If an alchemist fails his Alchemy roll, then anyone who ingests or otherwise uses the resulting alchemical preparation must roll on the table below.

Roll	Effect
01-20	Halve the duration or effects of the preparation.
21-60	The preparation fails to work.
61-80	The preparation either acts in reverse or duplicates the effects of some other alchemical preparation.
81-90	The preparation causes the subject 1d8 damage and temporarily subtracts 1d6 from one of the subject's characteristics (except SIZ). The lost characteristic recovers at a rate of 1 point/day.
91-00	The preparation wracks the user with pain, causing 2d6 damage, and permanently subtracting 1d3 from one of the user's characteristics (except SIZ). If used on an object, this preparation corrodes the object and renders it both obviously damaged and non-functional.

Fumbled Alchemical Procedure Table

If the alchemist fumbles his alchemy roll, then the alchemist must immediately roll on the table below. Add +10% for every level of the procedure after level one.

Roll	Damage From Alchemy Fumble
01-30	One piece of delicate equipment used to make the preparation is ruined.
31-70	All equipment used to make the preparation is destroyed.
71-90	Everything within two metres of the alchemical laboratory suffers 1d8 damage.
91+	Everything within four metres of the alchemical laboratory suffers 1d10+2 damage.

Additional Alchemical Procedures

Enhancement & Reduction

Level: One to three

Preparation Time: One week

This preparation enhances a living target in a specific manner, increasing the target's STR, CON, DEX, or MOV, or providing him with temporary armour. Unfortunately, this enhancement places a great strain on the user's body. Anyone who uses one of these preparations also suffers damage once the duration ends. This damage takes the form of severe cramps, bruising, and in the most extreme cases bleeding from the nose, ears, and eyes. See the table below for both the degree of enhancement and the amount of damage using this preparation does to the target. In addition, while under the effects of this preparation, subjects are unusually violent and paranoid. They are capable of complex thinking and planning, but they greatly prefer plans that involve violence or murder and are somewhat nervous and paranoid. Subjects sweat heavily even in cold weather. All of these preparations last for one hour, and can be used again immediately if desired. However, the user takes double damage from each preparation after the first that they use within 24 hours.

Level	Characteristic, MOV, or Armour	Damage
1	1d3	1d2 HP
2	1d6	1d4 HP
3	2d6	1d6+1 HP

A reverse of this preparation also exists, which reduces the subject's STR, CON, DEX, POW, or MOV by the same amount that the enhancement preparation raises it. The effects of this preparation last for 24 hours, after which time the user suffers 1d2 HP of damage. If the subject's STR, CON, or DEX is temporarily reduced to 0, he is weak and bed-ridden; the subject is paralyzed if his MOV is reduced to 0. Subjects whose POW is reduced are considerably more vulnerable to suggestion; add a bonus of 10%/level to all rolls made to attempt to persuade, con, or lie to anyone whose POW has been reduced with this procedure. If the subject's POW is reduced to 0, he becomes entirely devoid of will and does whatever he is told, even if he would normally find an order horrific and objectionable.

Monstrous Alteration

Level: Four

Preparation Time: Three weeks

This procedure transforms a human subject into a hideous parody of humanity. The subject gains 1d3 to SIZ, and 1d6

each to STR, CON, DEX, MOV, and Armour. In addition, the subject also heals 1d3 HP/hour for as long as it remains in effect. However, the subject also becomes a criminally-insane sadist for the duration, and his body becomes deformed and warped, causing his CHA to be reduced by 1d6. Using this alteration also raises the difficulty of all interpersonal skill rolls, like Bureaucracy, Etiquette, Fast Talk, Perform, Persuade, and Status, by one category:

Easy rolls become *Average*, and *Average* rolls become *Difficult*, for the duration of the procedure. If the subject is *already* a criminally-insane sadist, using this procedure increases his insanity to grandiose proportions! This procedure lasts 6+1d6 hours. Once the effects of the preparation ends, the subject suffers 1d6 damage.

Powder of Ibn-Ghazi

Level: Two

Preparation Time: One week

This preparation duplicates the effect of a Tillinghast resonator (*The Laundry Roleplaying Game*, p. 97). It can be created in one of two forms: the first is a substance that the user injects or ingests, and which provides the user with all the benefits and risks of using a Tillinghast resonator. The second form is a powder that can be blown on or thrown at a target and which causes invisible or glamour targets, as well as targets that are only partially within the physical universe, to become visible. Both effects last for 1d6 +2 hours per dose.

Transformation

Level: Three

Preparation Time: Two weeks

This procedure can only be used on living beings. It can be used to grant living beings various temporary abilities. Such abilities can include any ability possessed by an animal, such as a bat's sonar, poison fangs or claws (roll 3d6 for the POT of the poison), the ability to have the character's hands and feet stick to walls like a gecko, prehensile toes, and many similar abilities. One of the most commonly used is regeneration, which allows the character to heal 1d3 hit points every 10 minutes. Another allows the user to hibernate in a death-like trance for between one and twelve weeks (depending upon the formulation). In this state, the user does not require food, water, or even air, and is even immune to the vacuum of space.

Each use of this preparation grants the target one new ability. An additional use of this preparation before the previous one has worn off grants a new ability, but only at the cost of removing the ability granted by the previous preparation. With the exception of the version that

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produces hibernation, this preparation lasts for 1d3+1 hours. Regardless of the specific transformation used, the change makes the target look hideously unnatural, and causes his mind and emotions to temporarily become somewhat inhuman; use of this preparation temporarily reduces subject's CHA by 1d6. In addition, once the effects of the preparation end, the subject suffers 1d3 damage due to the strain on his body.

Transmutation

Level: Two to four

Preparation Time: One week per level

This is one of the most powerful and dangerous alchemy spells. The preparation is typically a liquid or an aerosol spray that alters whatever it contacts. It is designed so that there is some substance that is immune to its affects – usually wax or glass – allowing the preparation to be stored and carried safely. This preparation changes anything else it touches – stone, plastic, carbon steel, or even living flesh. In all cases, after 10-12 seconds (1 round), it has done what it is going to do, and the object is safe to touch.

The basic effects, at level two, include rendering any substance as flexible and malleable as wet ceramic clay, changing the colour and texture of any substance it is applied to a predetermined colour and texture, or dissolving whatever it is applied to into nothing. These preparations can be designed to only affect living targets, to only affect non-living targets, or to affect both equally.

Level two versions of this preparation only affect an amount of material equal to SIZ 3. Increasing the level of this preparation by one allows a single preparation to affect a target of up to SIZ 10, and increasing the level of the

preparation by two levels, to level four, allows it to affect up to SIZ 30. If the preparation cannot affect all of an object or living being, it only affects a portion of it. All of these preparations cause 1d6 damage to living targets, except for preparations specifically designed to cause damage to living targets, which cause 1d6 damage *per level*.

Essential Saltes

Level: Four

Preparation Time: 48 hours

By means of this formula, a living being may be resurrected from his 'essential saltes.' The 'saltes' are an organic residue created by the alchemist from the remains of a living being. Ideally, the alchemist needs access to the complete remains of the target; if the full remains are not available, the resurrected entity may be hideously changed, with reductions of INT, POW and CHA proportional to the missing components. The maximum age cadaver that can be raised is twenty years per percentage point of the preparer's Alchemy skill.

Example: Dr. Flamel, a skilled alchemist, is preparing the Essential Saltes of his good friend Cagliostro, dead these two hundred and seventeen years. Fortunately, Dr. Flamel's Alchemy skill of 81% allows him to resurrect a body up to one thousand, six hundred and twenty years old, so this is pretty much a walk in the park.

Once the salts are extracted, they may be activated with a level two Entropy Manipulation spell to bring the target to life. Once the Entropy Manipulation spell ends, the target returns to dust, although powerful resurrected sorcerers can maintain their own integrity through magic.





Reality Bleeds

Reality Bleeds

There's no denying that magic is kind of fun (though woebetide the officer who uses magic for his own amusement; the Laundry frowns on that sort of activity, and by frown, we mean 'promote' the officer to a hell of paperwork and counting paper clips), but it's not without its downsides. Besides the ever-present threat of summoning something that will eat the collective brains of all humanity, magic screws with reality. It can make you see, hear, and feel things that aren't there. Worse, it can do the same for things that *are* there but shouldn't be.

The Laundry takes stern measures to protect its employees from the deleterious effects of working with magic, but it cannot protect everyone from everything. Despite best practices, ISO certifications in thaumaturgy, and several forests' worth of memos in three-ring binders describing safe magic down to the placement of feet when summoning imps, magic still impacts the environment. In other words, sometimes reality bleeds.

Thaumic Resonance

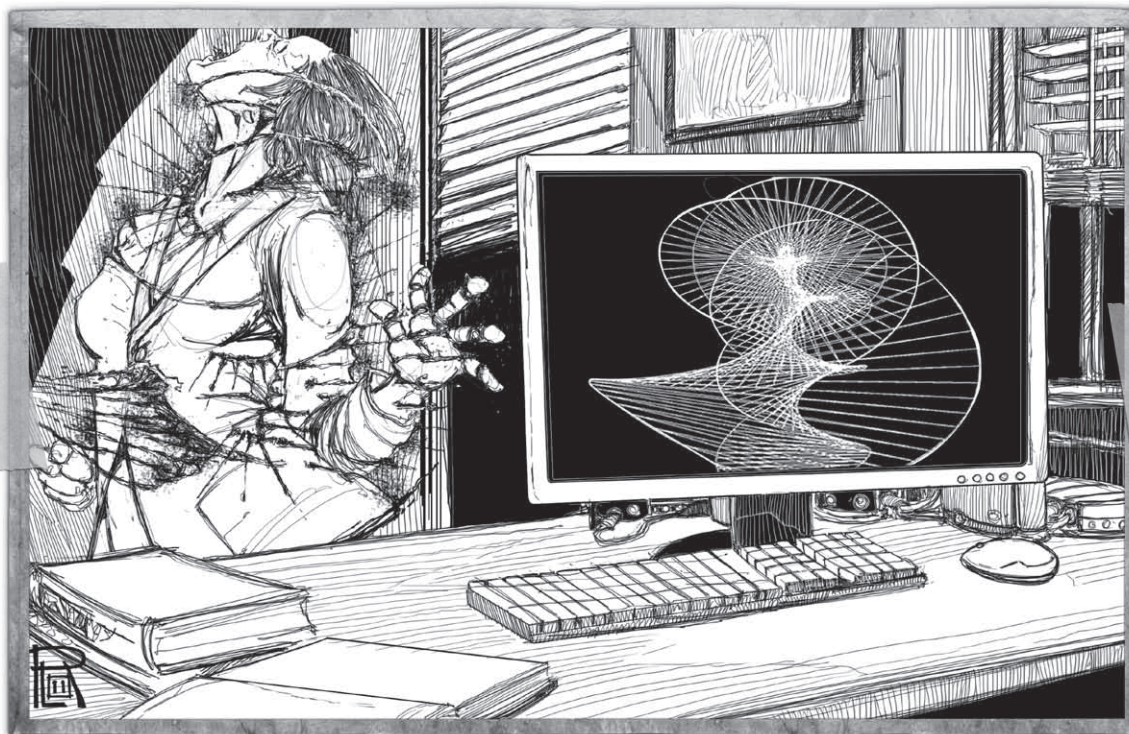
As described on page 126 of *The Laundry Roleplaying Game*, thaumic resonance is the magical energy used to power spells. It can accumulate in specific areas for a variety of reasons, including sites where people have had very

strong emotions. Human brains are perfect channels for extra-dimensional energy, even more so when those brains are buzzing with activity that comes from powerful emotions. Dying is one of the more common events to create this perfect storm, but by no means the only method. Any event that solicits powerful emotions from humans can leave behind thaumic resonance.

If you're talking one person, then the resonance is insignificant and fades away completely in a few months. When you're talking hundreds of people, however, the resonance increases exponentially and stays for a long time.

A place where death has accumulated is the textbook case for these magical hot spots. This is where the walls between realities thins, and not just because of the accumulated deaths. The bodiless creatures on the other side can sense all of the human corpses there, just like a *Top Gear* fan passing an exotic car dealership. There's a lot of lingering, wanting, and if the entities that want to break into our universe have mouths, drooling.

You should always remember it is the emotional trauma associated with dying and the resultant bodies that increases thaumic resonance, not the killing *per se*. Most people die in hospitals, but there isn't always much resonance as a result.



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On the other hand, there are few deaths in an old, well-used brothel, but there's plenty of resonance there, because of the intense emotions found therein (and no, you cannot request a budget line for 'Brothel resonance measurement for the continued safety of the community'; Laundry line managers are smarter than that, or they wouldn't be line managers).

It's not just emotion and bodies that bring thaumic resonance. Places where magic has been repeatedly used, from the den of a Cthulhu cult to the Laundry training room for Summoning 101, are stained with magical energy. They can be cleaned up, and proper grounding prevents most of the contamination in the first place, but there's only so much one can do. Think of it as radiation – you can scrub the inside of a nuclear reactor with whatever you want, but it will still make a lousy picnic spot.

If repeated spellcasting can build up the thaumic resonance of a spot, gates practically *wash* the area in magical energy. That is one reason why the Laundry doesn't use gates very often – they cannot afford to replace the real estate (that, and no-one wants to summon something he can't put down). Places where gates to other worlds have been successfully opened have more resonance than any cemetery or graveyard.

Then there's maths, the reality of, well, reality. Places that are routinely home to powerful calculations tend to weaken the fabric of reality, even if they are not calculating Dho-Na curves or similar computational magic. That said, you won't find any resonance in a maths classroom – you need some serious computations to weaken reality.

And humans aren't the only ones causing magic pollution. Magic-using autonomes such as BLUE HADES and PLUTO KOBOLD cause thaumic resonance just the same as humans, and their lairs suffer the same contamination. And rather than just causing thaumic resonance through magic use, exonomes like CRESCENT BLACK or faeries *are* sources of resonance, and their lairs can be severely contaminated (there is a 'chicken-and-egg' problem with exonomes in these locations; did the exome give the area a thaumic resonance, or did the thaumic resonance call the exome to it?).

Thaumic resonance contaminates these areas like radiation after a nuclear bomb detonation. It lingers long after the event ends, sometimes centuries or longer, distorting the local reality. The wall separating our world from others wears thin in these places, creating areas where energies and entities from other dimensions (or both) can bleed through.

The term 'haunting' is usually used to describe these places. While not always accurate, it does conjure up the correct images: Weird lights, strange sounds, cold spots, apparitions,

and the like. Bear in mind that thaumic resonance can affect items as well, not just locations. If an object is repeatedly exposed to magic, such as a ritual dagger or conductive pen, it can accumulate thaumic resonance and become as strange as a haunted house. Objects rarely rise above level 3 – more resonance than that and the object either explodes, falls into another universe, or becomes sentient and a different problem entirely.

The Laundry classifies areas of thaumic resonance by the standard five-point scale (why does the Laundry keep using a one-to-five scale for everything, you ask? how many points does an Elder Sign have?).

Below are optional rules that enhance the effects of thaumic resonance. The table below expands on the Thaumic Resonance Table on page 126 of *The Laundry Roleplaying Game*. The effect of such areas on casting spells can be found below, in the section *How Resonance Affects Spells*.

The list examines each level in detail, explaining what causes the thaumic resonance, common examples of such areas, the unusual activities going associated with the resonance, and the effects of being in the area.

Level One

Causes: Repeated human deaths, highly traumatic events, extreme positive emotions, repeated casting of level one spells, residence by a level one exome.

Examples: Old cemeteries, old whorehouses, asylums, haunted houses, homes of serial killers, homes of poltergeists, hospitals, torture chambers, magic libraries, ritual items (not used to cause death), beds used in sex magic, Laundry training rooms, bones of those who died traumatic deaths, old computers overused by occult intelligence agencies, grimoires.

Description: The most common experiences are cold spots on the walls and floors or around the object. These can be identified by thermal imaging or thaumometers, as they are thin connections to highly entropic universes. Unusual feelings of dread, anxiety, or being watched are also typical. This is because demons *are* watching you, hoping to eat your mind – that tends bring about bad feelings. It is as easy to leave a level one area as walking away.

Effects: All characters entering the area must make a SAN check (0/1) as they deal with the sudden feelings of dread and the hair on the back of their necks standing up. Experienced characters can skip this if the GM deems them hardened enough.

Level Two

Causes: A large collection of dead bodies (i.e., a buffet for demons), repeated highly traumatic events, repeated casting of level two spells, residence by a level two exome.

Examples: Necropoli, old scary asylums, mass graves, battle cemeteries, old hospitals, altars, sites of repeated minor magical rituals, CRESCENT BLACK lair, parts of PLUTO KOBOLD bases, Thule Society summoning sites, ritual items used to kill, bones of old sorcerers, something from another dimension (stone, dust, bit of otherworldly bone, etc.), authentic copy of the *Necronomicon*.

Description: The mental effects increase, including *déjà vu*, nightmares, strange fantasies, and loss of directional sense. Demons from other universes cannot manifest in level two areas, but they can be glimpsed from time to time. Cold spots still exist, although hot spots or flashes of colourful light are also present. Leaving a level two area is easy, although there might be lingering creepy feelings afterwards.

Effects: SAN checks must be made when entering the areas or holding the items (0/1d2).

Level Three

Causes: Long-term magic use, a large and very old collection of graves, repeated casting of level three spells, opening a level three or four gate, residence by level three exomes.

Examples: Ancient graveyards or necropoli, faerie strongholds, ANNING BLUE SKULL laboratories, sites of long-term and repeated ritual sex or murder, ancient magical relics.

Description: Small objects can move about or even disappear as they fall through the cracks into another world. Physics starts buckling under the pressure, creating unusual changes in gravity, momentum, perception, and even causation. Level one exomes and the occasional level two exome wander through the area but will not notice humans (and therefore not attack) unless provoked. It is a slight challenge to leave a level three area, due to loss of balance and minor hallucinations.

Effects: All characters need to make SAN checks (0/1d6) when entering this area or touching these objects. MOV is reduced by 2 while in the affected area (objects with level three resonance do not affect movement). Athletics, Climb, Drive, Jump, Navigate, Pilot, Ride, and Swim are all reduced by 5%.

Level Four

Causes: Repeatedly opening level three or four gates, repeated casting of level four spells, residence by level four exomes.

Examples: Altar of ancient but still active cult, old autonome city where minor gods once walked the earth.

Description: Other dimensions become clearly visible now and may even be travelled to, although such gates are very unstable and can collapse temporarily or permanently without notice. Physics is more-or-less random as various universes slip in and out of the area. Cold spots and spooky noises are gone, replaced by real demons and level one entities floating about at will. They are obvious to anyone in the area, and will attack people randomly. Leaving the area becomes noticeably difficult.

Effects: All characters need to make SAN checks (1/1d6) when entering this area. Additional SAN checks may be called for when characters spot the exomes – see the specific references on page 200-203 in *The Laundry Roleplaying Game*. Characters with level one wards avoid possession as normal, but anyone without a ward must make a LUCK roll to avoid being possessed. Any human corpses in the area have a 25% chance of turning into zombies (see p. 203 in *The Laundry Roleplaying Game*). Due to the changes in the laws of physics, MOV is halved (rounded up) and use of the following skills is always *Difficult*: Athletics, Climb, Drive, Fine Manipulation, First Aid, Hide, Jump, Listen, Navigate, Pilot, Repair, Ride, Sense, Spot, Stealth, Swim, and Track.

Level Five

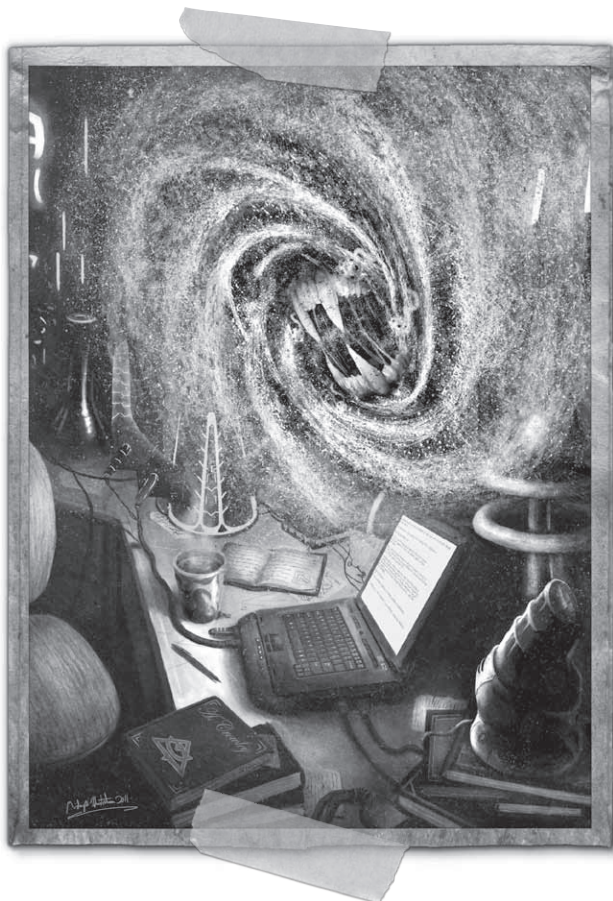
Causes: Multiple openings of level four gates, former residence by a level five exome(s), repeated casting of level five spells

Examples: R'lyeh, Plateau of Leng

Description: If you survive being in a level five area, you will hopefully have no memory of what it looks like. Our physical laws are long gone and there are multiple universes lying all over the place. Level one exomes are actually rare, as they're scared away by the level two, three, and four entities running around like kids in a toy store. Differing air pressures may literally suck people into other universes regardless of whether they can survive there or not.

Effects: All characters need to make a SAN check (1/2d4) when entering this area. All skills rolls are *Difficult* and MOV is halved (rounded up) due to universes are shifting out from under the characters randomly and without warning. Characters *must* have a level two ward or automatically

suffer from possession. All corpses in the area become zombies, including reasonably intelligent animals such as dogs or cats. Any spell failure must roll on the Spell Failure Table regardless of the casting method.



Resonance Poisoning

As with personnel working in nuclear power plants, employees of Capital Laundry Services are protected from thaumic radiation – to a degree. The Laundry honestly tries hard, but it's impossible to stop all the resonance from contaminating its officers. For most characters, that's not a problem – they work so little with magic that the resonance collecting in their bodies never gets near problematic levels.

Computational demonologists and other Laundry sorcerers are not so lucky. For them, resonance poisoning is a serious concern. This is when a human body collects so much thaumic resonance that it begins to affect their minds and bodies, and not for the better. Although resonance poisoning manifests in small and almost comical ways initially, if left untreated, it can become a very serious condition.

As you may have guessed, the Laundry recognises five levels of resonance poisoning. Each has its own affects on the afflicted person. GMs are free to pick any number of affects listed under each level below. It is rare for player-characters

to be afflicted with resonance poisoning (see the sidebar for more information), but experienced NPCs such as Laundry executives or cult sorcerers will often suffer from some level of poisoning.

Level One

- Clothes always feel too tight or too loose.
- BBC documentaries become quite interesting.
- Weirdness magnet.
- The character becomes slightly obsessed with a particular food.
- Strange dreams occasionally become a problem.
- Alcoholism, bipolar disorder, or clinical depression become established.
- Animals are skittish or uneasy around the character.
- Gain 1 point of Cthulhu Mythos.

Level Two

- Must wear a pointy hat and robe, or spell casting becomes *Difficult*.
- Batteries drain twice as fast in hand-held devices.
- The character seeks out large gatherings, such as movie theatres or clubs.
- Nightmares occur once or twice a week.
- Televisions and radio sets nearby tune into old or impossible broadcasts (*'Why is Churchill live on the radio?'*)
- Drug abuse is common.
- The character feels drawn to a particular point in space, like a star.
- Cravings for meat outweigh desire for fruit or vegetables.
- The character seeks debates on ethics and morality; may read Nietzsche.
- Animals behave aggressively towards the character.
- Instinctive feelings of awe, reverence or kinship with alien gods.
- Gain 1d3 points of Cthulhu Mythos.

Level Three

- Cannot perform simple maths (complex equations are unaffected).
- Electrical appliances often break or act funny.
- Cannot empathise with other humans.
- Regular sex isn't enough; kinky and unsafe practices become enticing.
- Almost every dream is a horrible nightmare.
- Poltergeist activity follows the character, especially at night or when stressed.
- The character gets sick easily and often.
- Cancer appears, usually in the lungs, skin, or thyroid.
- POW increases by 1 and CHA drops by 1.
- Schizophrenic symptoms become obvious.

- Insects and certain fungi are drawn to the character.
- On death, the character lingers as a ghost.
- Gain 1d4 points of Cthulhu Mythos.

Level Four

- Mood affects the local weather.
- Every spell cast (not including apps) has +1 POW.
- Empathy nosedives and strangers are seen as things, not people.
- The character fears sleep, but only needs a few hours each day.
- Character believes he can see or taste magic.
- The body is plagued with a hacking cough, chronic pain, limp, or similar affliction.
- Cravings for blood and meat become hard to resist.
- POW increases again by 1 and CON drops by 2.
- Worshipping Great Old Ones sounds like a good idea.
- Exonomes may contact the character through dreams, psychic signals or emissaries.
- Gain 1d6 points of Cthulhu Mythos.

Level Five

- If stressed, a level two gate opens at a nearby random location.
- Every spell cast (not including apps) has +2 POW.
- Empathy is completely gone. All people are merely objects to be used.
- Speaking in human languages is extremely tiring. Inner monologue conducted entirely in Enochian.
- The character no longer needs sleep and requires very little food.
- Visions of other dimensions pop in and out of the character's head.
- Cancer goes into full remission. All addictions are kicked.
- POW increases by 2.
- Demons follow the character, creating a level one resonance (see above) wherever the character goes.
- Character transcends humanity, either vanishing from this dimension or turning into something squamous.
- Gain 1d10 points of Cthulhu Mythos.

Player Characters & Resonance Poisoning

The GM may decide to afflict a character with any of the above effects should he deem it appropriate. However, special care should be taken when giving resonance poisoning to player-characters. Talk to the players first to see their reactions to the idea. If you want to give resonance poisoning to a new character (i.e., he's an old sorcerer working with a group of young Turks), make sure the player agrees to it. Otherwise, you're saddling a player with roleplaying and mechanical effects he doesn't want and probably shouldn't have.

That said, GMs are free to make resonance poisoning a real concern for campaigns. There are two ways to do this.

1) Spell use: This method differentiates between those characters who work directly with magic and those who don't. Whenever a character rolls on the Spell Failure table, he also gains resonance poisoning equal to

the level of the spell -2 (so, a level three spell gives level one resonance poisoning). If the agent already has that level of resonance poisoning, he climbs to the next level.

2) Magic exposure: Long-term exposure to magic can cause resonance poisoning. Have the character make a Luck roll once per year spent in close proximity to strong thaumic fields; if this roll fails, the character gains one level of resonance poisoning. A character cannot gain resonance poisoning higher than the level of the spell or effect generating the thaumic field (so, you're only going to get level five resonance poisoning if you spend a few years sunning yourself on the scenic beaches of Carcosa).

Laundry Health and Safety inspectors regularly check for symptoms of poisoning; employees who display worrying levels of contamination may be retired or reassigned to less hazardous roles.



Hostile magics

Modern computational demonology only goes back to Turing's work in the 1940s. Systematic cataloguing of occult phenomena really kicked off with the spiritualist movements of the nineteenth century, and before that, it's all hermetic wizards high on mercury fumes and magic mushrooms. We've only scratched the surface of what's possible. Most of the opposition are either roughly on the same level or lower than us. We don't know exactly what the Black Chamber has, but whatever they throw at us is going to be derived from the same basic principles that we're working from.

Most of the opposition, that is.

To talk around the elephant in the room for a moment, there are elements of traditional spellcasting that we haven't yet reverse-engineered. These spells do things that we haven't yet figured out how to map onto a Dho-Nha curve. They may be hideously inefficient, slow and prone to failure, but they still work in ways that our models can't explain.

And then there's *them*. BLUE HADES are a few million years ahead of us. They do things that we don't have words for – their magic is indistinguishable from their biology, from their architecture, from their culture. The various autonomic and exonomic species we've run into have powers that we cannot yet explain. Some of these effects ignore any protection provided by defensive bindings or personal wards. Some of them corrode the stuff of reality, so we can rely on nothing.

As CASE NIGHTMARE GREEN approaches, all types of magic become both more common and more powerful, and so Laundry operatives will encounter these unusual types of magic more frequently. Alien artefacts that have been dormant for millennia may now spontaneously activate, while human inventors begin having more ideas that lead to devices with extradimensional properties.

Spellcasting

The spellcasting techniques used by other species appear to be forms of traditional or mental magic – certainly, we've never spotted a Deep One whipping out a laptop. Their spellcasting is much, much faster than any form of traditional magic, taking only a few seconds to complete. Either they're activating delayed spells (see page 21), or

else they're capable of visualising Dho-Nha curves on the fly. Most spellcasting appears to involve a combination of gestures and vocalisations, although in the case of something like a DEEP SEVEN specimen, it's impossible to distinguish the magically potent gurgles and tentacle-flailings from the wholly mundane gurgles and tentacle-flailing.

Technology

We've also encountered alien artefacts and tools, which isn't as helpful as you might suppose. Imagine what would happen if someone from the past found a modern digital pocket camera. Someone from a century ago would have some vague idea of what it did; he'd know it was powered by electricity, he'd understand photos and movies, and the lenses would be completely comprehensible, although not the autofocus system. He would have absolutely no idea how it worked, the CCD would be like magic to him, but he'd at least know that the camera was a camera, albeit based on some incredible electrical technology.

But if someone from five hundred years ago found it, it would be magic. He wouldn't know about photographs, complex optics, motors, electricity, or much of anything else in the camera. About all he'd know is that it was made of metal, contained lenses, and displayed magic pictures. And that person from 1500 AD knows considerably more about a digital camera than any Laundry operative knows about alien technology.

Almost none of it looks anything like any human technology. A great deal of alien tech, especially that from DEEP SEVEN, ANNING BLUE SKULL, and two of the known extra-dimensional species looks like either exotic living organisms or carved pieces of solid stone or crystal. Detailed examination using everything from x-ray crystallography to scanning electron microscopes reveal that the organisms appear to have been heavily genetically engineered, and the nonliving devices are made from substances that seem to be synthetic. And that's it.

Identifying Artefacts

Much BLUE HADES technology is based on specially engineered bacteria, including thaumically-active bacteria and bacteria designed to create thaumically-active organs in both BLUE HADES and in various useful undersea animals. Some of these bacteria are designed to infect ordinary, non-hybrid humans, but use of these bacteria is a violation of the Benthic Treaty. Some of these bacteria produce directed thaumaturgical activity when the bacterial colonies reach a certain size. Others allow - or cause - the living beings they are infecting to manifest various extra-dimensional abilities. They also make extensive use of chemically treated metals, especially gold.



Known examples of DEEP SEVEN technology consist of specially-manipulated rock formations located near the boundary between Earth's crust and mantle. These thaumically-active rock formations are mostly stationary, but can be remotely manipulated by distant DEEP SEVEN using specially modulated patterns of seismic waves. Some of these rock formations survive and remain active even after they have been brought to the surface by geological activity;

at that point, humans might be able to learn to remotely activate these 'devices.' The ill-fated JENNIFER MORGUE incident involved a DEEP SEVEN 'construct.' which may have been a cybernetically augmented specimen, or a vehicle, or a 'robot' (or, for that matter, what we have identified as DEEP SEVEN may actually be biological constructs operating on behalf of some other intelligence).

Thaumically-active ANNING BLUE SKULL technology consists of various objects between the size of a fava bean and the size of a grapefruit. Most are oval or geometric in shape, appear to be made of carved stone, and are activated by contact with a dozen or more of the microscopically thin tendrils ANNING BLUE SKULL has at the ends of its fractal manipulators.

ANNING BLUE SKULL also created a wealth of more conventional technology that is not thaumically active, but which is nonetheless quite powerful. Almost all known examples of this technology are complex biological constructs. The most sophisticated of these are the sentient beings known as ANNING BLACK, but non-sentient biological constructs designed to be manipulated by an intelligent user were also common.

The Laundry's contact with the entities known as PLUTO KOBOLD has been exceedingly limited, but they have recovered several pieces of technology, most of which is considerably more comprehensible in form and function than other alien technology.

Weapons generally look vaguely weapon-like rather than like blobs of slime or complex crystal formations. Some of these devices were made by PLUTO KOBOLD for use by humans. Most PLUTO KOBOLD technology has some thaumaturgical component, including drawing energy from other dimensions. As a result, these devices never run out of power, which enhances their utility to individuals who gain access to one or more such devices.

Most DANUBE CROSSING technology consists of specially grown crystals with powerful thaumic resonances. DANUBE CROSSING also created a thaumo-chemical technology that was the inspiration for human esoteric alchemy.

Encounters & Reports

----- Supplemental Report on Joanna Whatebridge -----

The autopsy on Joanna Whatebridge came back (see attached document), and so we have answers as to her unusual abilities. Ms. Whatebridge was clearly a BLUE HADES hybrid, although our BLUE HADES contacts report that she and her family were unknown to all nearby BLUE HADES populations. Ms. Whatebridge seems to have been at least three generations removed from any direct BLUE HADES ancestry, but still possessed enough of their genetics to use one of their attack bacteria.

It seems that her ability to distend her jaw and widen her mouth sufficiently to entirely devour a person in two bites, and her ability to extend her neck by more than half a meter, were both spatial distortion effects and not actual physiological changes.

The effect seems to have opened a dimensional aperture in her throat; we were unable to find any of agent Derek Halston's remains or even traces of his DNA in Joanna Whatebridge's stomach. We are currently investigating how Ms. Whatebridge obtained the BLUE HADES attack bacteria, as well as investigating rumours of similar attacks that occurred after Ms. Whatebridge's death. We are also attempting to track down members of her extended family.



EYEWITNESS REPORT:DISAPPEARANCE OF LYNN CHANG
SWANSEA, 2008

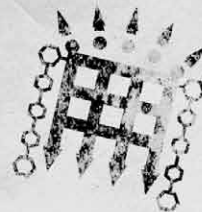
SANDRA MACLAREN: I didn't know Ms Chang at all well; she had rented the cabin on my farm for the summer so she could study Ogof Ffynnon Ddu - she was a geology student in London and needed to work on her thesis. I liked having another Londoner about. I only moved here a year ago, and I miss it sometimes.

I told her about the weird stories, from the last two sets of people who went into the cave - feelings of being watched, and an urge to leave. She agreed that it sounded like foolishness, but I don't know now. I'd never even been in a cave until I moved here, and I've only been in that cave as part of an introductory caving tour last summer, but I told her that she maybe shouldn't be going down there alone. She said she knew what she was doing and didn't need to bother with finding another experienced caver.

The day before the incident, she came back really excited. She said that she'd found a new passage, one that no one had reported before, and that it went down really deep. She said that she didn't know how anyone could have missed a great big hole like that. She also mentioned it feeling really spooky. I heard a scream from the cabin that night, and ran out to investigate. She said she'd had a nightmare. Just before I got to her cabin, I remember her shouting 'They're coming from below.' The next morning, Lynn seemed agitated, and rather than going back in the cave, decided to spend that day writing. I had to drive to town, so I don't know what happened next.

When I was driving back, just as I rounded the turn, I heard her yelling and saw her running away from her cabin and out to her car. Then, I can't explain it, the earth just opened up. It was too far away for me to see clearly, but it looked like the rock parted, like a giant mouth opening up, right above her. That's the last I saw of her, and by the time I had stopped the car and run over there, I couldn't tell the opening had ever been there, except for the earth and rocks being shifted a bit.

Oh. I... Of course, I - I must be misremembering. She would have had to be in the cave, wouldn't she? She died in the cave and I heard a shout as she fell. That makes much more sense, I don't know why I ever thought about the earth splitting open like that. Mind plays tricks on you, doesn't it?



EYEWITNESS REPORT

BROKERAGE FIRM OF TALFORD & LEWIS, BRISTOL

OFFICER STEVENS: I know this was extremely traumatic, but I need you to recount the events surrounding the recent incident at your firm again.

RENEE TALFORD: Mr. Waterburg is a geologist who did business with our firm. While he was in the Antarctic, economic problems on the continent resulted in a substantial loss to his investments. The first time he came to see us after he returned, he was very upset, and I attempted to explain that the current economic climate was not permanent and that his investments should improve in no more than a year or two. At this point, he became verbally abusive and made a few vague threats. He also looked quite stressed, even apart from his financial loss; it looked like something wasn't right with him. I didn't think anything of this, but I did ask Clive in reception to be prepared to call the police if Mr. Waterburg returned in a similar state.

I don't understand what happened when he came back the next day. He didn't even open the door; I heard a shout from Clive and then saw a hole opening up in the door. We have a metal door, and I saw an arm covered in something thick and shiny reaching through it – the door fell apart wherever he touched it. It took him less than ten seconds. I saw, it was Mr. Waterburg, with this big slimy thing on his arm, from his shoulder on down. It had lots of long tiny fronds branching out from it and they waved around. It looked like some sort of undersea thing.

Clive yelled for Sophie to call the police and ran up to talk to Mr. Waterburg. Then – then Mr. Waterburg – he grabbed Clive with his slimy hand, and I don't know what happened. Clive screamed and fell apart, like, all over the place, blood and bits everywhere. Mr. Waterburg shouted for me to come out, but by that time the rest of us were running out the back door. The pills let me talk about this without screaming, but I need to stop now. Please catch him soon.



C L A S S I F I E D

EYEWITNESS REPORT:

LOSS OF THE WITTSBERG ARCHEOLOGICAL EXPEDITION,
TAKLAMAKAN DESERT

We were all sitting around the campfire one evening, waiting for the water to boil for tea. I got a funny feeling in my head, and I swear that I briefly saw someone tall and thin, dressed all in robes, standing by the fire and pouring some clear liquid in the pot of water. I yelled, and whoever it was was gone, like a mirage. They just blinked out of existence. I told everyone about it, but everyone laughed and said that sort of thing happens the first time you go out in the deep desert. People exchanged stories about other expeditions, and then we had tea. I didn't want any; both of the professors joked about that. The first few people having the tea remarked it was better than usual and tried to get everyone to have some. Several people started getting weirdly insistent and so I pretended to have some, and poured it on the ground. I sniffed it first though, and it smelled absolutely delicious, better than tea has any right to smell.

A bit later, I heard this high-pitched noise in the distance, and everyone else said it was time to go. I asked where we were going, and they all looked at me oddly, so I shut up. They all gathered up their tools and instruments, but left all of the vehicles and supplies behind. Then, everyone began walking towards that noise, calmly and steadily, like they were all in a trance. I pretended to twist my ankle and made sure I was at the back of the group, near Dr. Graber. When I saw that everyone was walking into a cave lit with these weird purple and blue lights, I decided it was time to go. I could see movement in that cave and it looked wrong, all sinuous and twisty. I tried to grab Dr. Graber and go, but she fought me, yelling at me that it was time to go in. By this time, several of the others were looking at me, so I ran. I had the keys to one of the jeeps in my pocket. I got in and started driving.

C L A S S I F I E D

The Case of The South Kensington Stone

One of the Laundry's recent unsolved mysteries is the South Kensington stone. What we know is that in 2004, a young woman named Raeni Wright who worked in telephone tech support purchased a small, curiously carved stone that looked like jade, but wasn't. She bought it in a small shop on Edgware Road. Somehow, she discovered that if she placed the stone in her mouth, she 'phased' partway into an alien dimension. Her diary indicates that she could not sense this dimension clearly, but in this state, she knew that she looked blurry and indistinct, and was almost invisible in low light. More importantly, she learned that she could walk through walls and reach through glass cases. Anything she was wearing or carrying transformed with her, as did anything she completely closed her hand around.

What followed was a fairly discreet, but highly effective crime spree. Ms Wright studied alarm systems and avoided anything that might be set off when an item was removed. We know she rifled dozens of safety deposit boxes, almost a hundred jewellery stores, and likely a similar number of cash drawers. She would almost certainly still be out there committing crimes, entirely unknown to us, except that she began spending more time intangible, and eventually something from that dimension ate her. In 2009, the top half of her body was found in an alley in South Kensington, the rest of her body most likely devoured by something none of us want to see. An analysis of the scene revealed that she spit the stone out when she was killed; we have the saliva spatter pattern, with a void the size and shape of the stone. What we don't have is the stone, which we assume someone took. Did a sorcerer or cultist learn about the stone and use some inhuman creature to kill Ms. Wright? Maybe someone saw her die, or found the body before the police did, and nicked the stone? We have no idea. We were fortunate that Ms. Wright kept a private diary on her computer and that she was using standard encryptions, so we learned all about her history with the stone. But we still don't know how it works, where it comes from, or where it is now.

Extract from CHAPEL PERILOUS report
11/6/02

Team Bravo entered the ruined church by blasting a hole in the roof of the transept. The four visible targets were eliminated with short bursts to the centre mass; ward-penetrating rounds proved effective against their protective talismans. Thaumic readings were strongest in the water-logged crypt, so we proceeded downstairs. There, we encountered a humanoid that was either a full-blooded BLUE HADES or a full-conversion hybrid. The humanoid gestured at REDACTED, who collapsed. Thaumic readings spiked, and we opened fire with no visible effect.

The humanoid sank into the waist-deep water. Sgt. REDACTED dove into the water with the intent of physically restraining the target, whereupon he immediately began screaming and thrashing about. Where the water droplets hit my skin, it caused considerable pain, and I could see the sergeant's flesh melting and forming a pink-red slick around his body. The water droplets had no visible effect on his equipment or clothing. I grabbed REDACTED's unconscious body and retreated back up the stairs.

The water level began to rise, and water welled up between the flagstones of the church floor. Unable to reach the door due to flooding, I climbed the rappelling line back up to the roof and called for evac. Regrettably, the water reached REDACTED's legs before I was able to haul him up.

Later examination showed that REDACTED's ward had absorbed a level three spell and was rendered inert. The backlash knocked him unconscious. He has since spoken of dreams of drowning and a 'sleeping god,' suggesting that the spell was designed to affect his thought processes and possibly open his mind to hostile influences. The chemical composition of the water was unchanged, and chemists are at a loss to explain how the water could have become so corrosive to human flesh, while leave other substances, including other organic materials such as leather or wool, unaffected.



CASE GOBLIN WILLOW

CASE GOBLIN WILLOW

Disposal of used assets is a problem for any intelligence agency. You can't just throw old files into the trash – what you throw away today will be on some rival agency director's desk tomorrow. For mundane files, you can shred or burn the papers, write zeroes to every sector of the hard drive and then smash the platter, melt the CDs... but what about human assets? As the old saying goes, three can keep a secret if two of them are dead.

If only the grave would hold its secrets. In the Laundry, death isn't always a barrier. GRAVEDUST technology lets an operative call up the recently deceased, and the warped brains of powerful sorcerers never rest easily. The dead need special handling.

Back during World War II, the Laundry was part of the Special Operations Executive, the SOE. As the joke went, SOE stood for Stately 'Omes of England – back then, SOE took over half the big country houses for the duration of the war. Not everything was given back when hostilities ceased. The SOE took over Quaere House in '42, and never let it go. From '45 until 1959, Quaere House was used for debriefing and holding captured German scientists under Operation SURGEON – the English version of the infamous Operation PAPERCLIP in the USA, where the best German scientists were spirited away to American laboratories before the Soviets got them.

In the 1970s, the old church at Quaere House took on a new role as the Laundry's official graveyard. One of the most important duties of the Quaere Office is to inter the thaumically charged remains of Auditors and other Deeply Scary Sorcerers in a suitable fashion. The whole graveyard is set up to disperse lingering magical fields and to prevent Black Chamber spies from digging up the Laundry's secrets with necromancy. The Quaere churchyard is also considered a strategic asset for the Laundry – it's a soul capacitor filled with some of the most potent wizards of the 20th century.

Two months ago, the alarm at the Quaere Graveyard was triggered. As per approved procedures, there was an investigation. The report determined that mechanical fault was to blame – one of the alarm sensors was broken. Nothing to worry about, just a hungry field mouse or a rotten protective gasket. File it, move on.

Only not everyone was willing to let the breach go that easily. James Angleton, for example, has a... personal fascination with Quaere, possibly because it's one place he will never go. The official inquiry determined that nothing was going on there – but if the break-in at the graveyard was the beginning of an internal power play, then that inquiry could have been sabotaged. Time to run his own inquiry...

GRAVEDUST

This adventure involves a lot of GRAVEDUST. As any fule wat medle with tings man wuz, not ment to kno, a GRAVEDUST rig is a highly specialized circuit board designed to communicate with the dead.

Low-end models, made with off-the-shelf components, can only communicate with individuals who have been dead for two weeks or less. If the circuits are made purer and with more exacting tolerances, then the unit can communicate with individuals that have been dead for far longer. Project TRANQUIL is using the unnaturally 'pure' environs of the WESTMINSTER graveyard to call up the dead of distant worlds (at least, that's the idea; in fact, they've got a local Nazi).

Using a gravedust rig requires the immediate presence of a corpse, which need not be human. By dialling the correct code, the user can talk with the corpse as easily as they could call their relatives. This dialling code is automatically determined during the process of setting up a gravedust rig to communicate with a particular corpse. The process of setting up this device requires at least an hour of work and a successful Electronics Skill roll. The price of failure is simply the necessity of spending another hour and rolling again. Users are strongly advised to wear powerful wards when communicating with dead sorcerers or deceased non-human intelligences, since magically skilled entities that are dead can attempt to possess the user through the connection between them formed by the gravedust rig.

What's Really Going On

The Laundry's graveyard, classified as Operation WESTMINSTER, is magically enchanted to be a 'dead zone' for necromancy. Normally, GRAVEDUST work is easily disrupted by the background hum of the recently diseased – getting the right soul on the line is very, very hard.

That's why the best GRAVEDUST rigs are assembled in space or in exorcised cleanrooms. Operation TRANQUIL is taking advantage of that old enchantment to experiment in calling up older souls. TRANQUIL is trying to communicate with inhuman entities from deep space.

What they picked up, though, is one of the few corpses in the graveyard *not* bound by the enchantment, an ex-Nazi scientist and sorcerer called Karl Fritzch. Fritzch helped the Laundry build the graveyard and knows the back doors. He's masquerading as an alien intelligence to TRANQUIL, but he also managed to get his psychic tendrils into the Quaere office intranet. From there, he was able to get into their email system.

One of the staff in the Quaere office is a promising young Turk called Wainwright. He thinks he's on the fast track inside the Laundry. Why? Because a few weeks ago, James Angleton himself emailed Wainwright, telling him exactly that. Wainwright believes Angleton is mentoring him, grooming him for a role at head office. Soon, Wainwright

will leave the Quaere dead end behind and head straight to Mahogany Row.

All he needs to do is kill his boss. Angleton made it clear that this sort of promotion-through-assassination is fair game in the Laundry. The manager of the Quaere office is a semi-senile old coot called Brown. He's a former sorcerer with a Swiss-cheese brain. No-one would miss him. The truth is, though, that it's not Angleton sending those murderous emails – it's Karl Fritzch. Fritzch's plan is to have Wainwright murder Brown. When Brown is buried in the WESTMINSTER graveyard, it will open a route for Fritzch to escape and possess Wainwright.

Unless the player characters foil this plan, a Nazi sorcerer will gain access to the heart of the Laundry!

Mission Overview

CASE GOBLIN WILLOW starts off in a deliberately low-key manner – so low-key that it should set the paranoia alarms of any clued-in players ringing immediately. The middle part of the mission is an open-ended investigation based around the Quaere office, the TRANQUIL research facility, and the WESTMINSTER graveyard. In this stage, you must introduce the key NPCs (Wainwright, Dr. Brown and Tabitha Laws) and get the characters investigating the connection between TRANQUIL and their ostensible network-fixing mission.

Karl Fritzch

The son of a stove builder, Fritzch is best remembered for coming up with the idea of using Zyklon-B nerve gas on prisoners in the concentration camps. He was a member of the SS; he served in Dachau, was deputy commander of Auschwitz from 1940 to 1942.

Fritzch was a monster. He employed psychological warfare to break the spirits of inmates, and used torture, starvation and poison to shatter their resolve. One prisoner, the Franciscan priest Maximilian Kolbe, was later canonised by the Catholic Church – Fritzch ordered ten prisoners to be walled up in a disused cell until they starved to death, and Kolbe volunteered to take the place of one of the condemned.

In 1943, he was arrested on charges of corruption, and ended up being transferred to a suicide penal battalion. Most accounts claim he died in the battle of Berlin, although there is some evidence that he made it to Norway before being killed by MI6.

In fact, Fritzch was recruited by the Nazi *Thule-Gesellschaft* and trained as a Necromancer. He helped build the soul capacitors at Peenemunde; his bloody fingerprints are all over the Atrocity Archives. He fled the fall of the Third Reich, but the Laundry caught up with him in Norway and brought him back to England for interrogation. They kept him imprisoned at Quaere House until he died in '59.

Now, he wants revenge. Fritzch helped design WESTMINSTER, and knows how much power it holds. Ideally, he'd prefer to infiltrate the Laundry and bring it down from within, but if he can't manage that, then using the Laundry's honoured dead to call forth an ice giant would be a fitting act of vengeance.



Try to keep the focus of the investigation off Wainwright as much as possible. Play him as a competent but unobtrusive factotum as much as you can. Whenever the investigation gets too close, run one of the Optional Horrors (page 113) to distract the players.

The mission to the abandoned farmhouse (page 114) triggers the start of the endgame. From there, keep the pressure on the players, throwing crisis after crisis at them so you can kill off Dr. Brown without any problems. Try to present Brown's death almost as an afterthought, a sad bit of collateral damage that isn't really connected to the main event.

The final confrontation should, ideally, be triggered by the players. If they work out that Brown's death – and, more importantly, Brown's funeral – was orchestrated by Wainwright, they can confront him and foil Fritzch. If they fail to spot the connection, then you can either make Fritzch into a running villain as a Nazi mole in the Laundry, or else run the optional Doomsday scene.

1. The Briefing

Another day in the Laundry, another meeting. This one appeared in your Outlook calendar overnight. It's under the aegis of Facilities, which probably means a boring discussion about cabling requirements in the New Annexe or something, but everyone on the 'to' list is field-qualified, it's cced to Auditing, and there's a note ordering you to clear your schedule for the next two days...

At the meeting, the characters are met by a bored middle manager from Facilities called Brickley, who explains that the characters are being sent to the countryside, to the village of Quaere, to run a software audit. Brickley blinks at the number of characters being dispatched, but the budget's being covered by another department, not his, so he doesn't give much of a damn. A successful **Bureaucracy** or **Status** roll reveals that Operational Oversight are footing the bill for this one, which is strange but not unheard of. Maybe some previous mission broke the network? Anyway, not his problem.

Ron Brickley, by the way, is a man beset by woes. You think saving the world is hard? Try running maintenance in a building where the corridors run at strange angles and the rats in the walls have human hands and, occasionally, power tools. His mouth may be briefing the characters about their mission, but Mr. Brain has long since moved on to the problem of the rotting joists down in F Block.

The Mission

Quaere's one of the oldest Laundry offices. Quiet place. Brickley is faintly surprised to see it on the work order – he half-assumed it had been shut down years ago. Anyway, the

team are to take a train down to Quaere and check their network to make sure that all their servers are properly licensed and no-one's installed anything naughty or tentacled without permission.

It is patently obvious (**Idea** roll) that this is not the sort of job that requires two day's work.

Or for that matter, more than one office drone.

In fact, sending a player character as opposed to Peter-Francis Young or some other vaguely animate carbon rod is complete overkill. Any characters from Financial Control should be sniffing loudly with displeasure around now. Still, the work order is clear. Brickley advises the characters not to raise a fuss – it's a nice break in the countryside.

Research or Knowledge (History or Espionage): Quaere is a small village in the middle of Wiltshire. There's a large mansion there, Quaere House, which was taken over by the Special Operations Executive in 1942; apparently, they kept prisoners of war there for several years after V-E Day. The Laundry was involved somehow.

The Quaere office keeps an eye on occult activity in the area; it's a very quiet posting. A lot of retirees and TNRHRs get sent there (a TNRHR is Technically Not a Residual Human Resource, and means an employee who has visible life signs but is less competent and self-motivated than a zombie).

Research or Science (Thaumaturgy): There's a research facility at Quaere involved in some sort of occult experimentation. Very hush-hush.

Status: If a character calls in some favours, they can find out that that someone in Operational Oversight planned this whole mission. That someone obviously wants the player characters to go to Quaere, and is using the network audit as a cover story. Get thee to Wiltshire and poke thy nose in.

Equipment Budget

If the players bother to ask, then the budget for this mission is 10 points. Feel free to go crazy and don't spend it all at once.

2. Welcome to Quaere

The mission briefing included train tickets to Quaere, and apparently the local office will arrange accommodation. So, a quick trip via Paddington Station and a change at some godforsaken platform in the middle of nowhere puts the characters on the right line for Quaere. As the train approaches Quaere station, the characters glimpse

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the tree-shrouded grounds of Quaere House, and see the not-at-all gambrel roofs of the little town (population of around 1,500).

Waiting on the platform is **Director Brown**, the head of the Quaere field office. He wears a rumpled and somewhat ratty suit, and his hat looks like it came out of the wrong end of a DEEP SEVEN. His tiepin writhes alarmingly. He beams in a genial but wholly unfocussed way, and greets the wrong people off the train – he steps up to a pair of Australian backpackers and flashes them his warrant card, and gets confused when they don't show him theirs in response.

Brown has a nervous twitch and a habit of dropping... those mouth noise things you make when you say something... that anyone with **Medicine** can easily diagnose as a case of K-Syndrome. He's an ex-sorcerer who's lost bits of grey matter to Things From Beyond. If his condition was any worse, the Laundry would ship him off to the Funny Farm; as it is, he's clearly on light clerical duties while he runs out the clock.

Once the characters make contact, Brown welcomes them to Quaere. He doddles at them like an amiable old duffer, talking about how nice it is to have visitors from London. They're here to fix the... blinky light boxes, or so Wainwright tells him. Marvellous, what they can do with beige boxes these days. It's not like the old days... and then he wanders off into some anecdote about a botched mission in Syria and pillars of salt. If the characters drag him back on topic, he tells them the following in no particular order:

- Mr. Wainwright – Brown's right hand man – has booked them into the best guesthouse in town.
- It's just across the road from the Quaere Office. They used be up at Quaere House, when he started working for the Laundry, but the National Trust took Quaere House back in...1969, was it?
- They still have access to some facilities on the grounds, up at TRANQUIL and WESTMINSTER. They have computers up there too – the characters should pop up there and fix their bleepy boxes too.
- Once the characters drop their bags off at the guest house, they should come over to the office. Brown will put the kettle on.

The Guesthouse

The guesthouse ("*The Laurels*") is attached to the village pub. On arrival, the portly owner asks if the characters are "up from London." Apparently, Mr. Wainwright told her they would be coming, and they're up on the second floor.

The four bedrooms on the third floor are not normally used, and have a musty smell, as though they haven't been opened in years; a successful **Spot** or **Knowledge (Occult)** roll notices warding glyphs scratched into the glass or scrawled on the inside of the doors. They're Laundry designs, probably dating back to the '50s or '60s. It's old magic. These rooms are protected by a Level Two ward.

Director Brown

Director Ian Brown joined the Laundry back in 1958, at the age of 18. He's technically retired, but wizards of his calibre don't sleep easily. Running the dull-as-ditchwater Quaere Office is about as interesting as staring out the window of a retirement home anyway. When he's awake, he's a Deeply Scary Sorcerer of no mean power, but most of the time, he's a lovable old duffer.

Playing Director Brown:

- Hmm? What's that? Speak up, boy, I'm a bit deaf.
- Brown's an old school sorcerer, and he's been practising magic for so long that he forgets it's not normal. He can make the kettle boil by looking at it, his pet cat's been dead for five years but hasn't stopped moving, and he mutters under his breath in Enochian. Drop in random acts of accidental magic.
- That Wainwright boy is an absolute godsend. You rely on him for everything.



Once the characters are ready, they can head to the office. The Laundry office in Quaere is a dingy two-storey building. It's unmarked – to most people. The characters, however, can see the sigil above the door.

Alternatively, the characters can visit one of the other locations in Quaere. There's Quaere House, of course, and Projects TRANQUIL and WESTMINSTER in the grounds. And... actually, that's about it in terms of things to do in this little village, at least in terms of Laundry activities. The pub's not bad, and there's a surprisingly good restaurant nearby.

All the makings of a nice little break in the country.

3. The Field Office

Imagine the sales office of a small and unusually dull agricultural feed supplier. Brown walls with cheap calendars, two-bar electric heaters, corkboards with pinned notes, an air of grinding dullness. That's the Quaere office. If you get assigned to somewhere like this, you'll serve out your years cross-referencing cancer clusters with ley-lines and scouring the local newspapers for coded messages.

Downstairs, there's:

- **The Front Door:** It's reinforced (STR20) and warded with a variety of spells (a Glamour to make people ignore it, a Level Three ward against hostile spells, and a Level Three paralyzing ward that fires on anyone who tries to force their way in). Buried in the hallway on the far side is a summoning grid that calls the Night Watchmen – faceless shadows that laugh and tickle before dragging intruders off to some netherworld.
- **Director Brown's Office:** Cosy and crammed with memorabilia from a lifetime in the Laundry. Photographs of Brown standing next to other figures cover one wall – the other men in the photos are all blurred or strangely unrecognisable. Piles of books and papers cover the floor like yellowing snowdrifts. Brown has a big comfy chair and a battered radio to keep him entertained.
- **Operations:** This large room is the nerve centre of the Quaere Office. It consists of half-a-dozen desks, each fitted with a beige-box desktop computer and a filing cabinet. On one wall is a big ordnance-survey map of Wiltshire centred on Quaere and marked with lots of coloured strings, flags and sticky-notes. The Quaere Office has an official staff of nine, but there are usually only three or four people here, including Wainwright.

- **Armoury:** A small cupboard with necessary supplies, like wards and thaumometers. The office also has shotguns, pistols, banishment rounds and the like, but nothing exotic. Only Average-availability items can be found here. There's a Basilisk gun on the top shelf.
- **Kitchen:** It's a kitchen. Mrs. Lundun brings in sandwiches for everyone.
- **Back Door:** The back door leads out into a small yard at the back of the building. Notably, from there you can walk along a muddy, tree-shaded path that runs along the back of the village out to Quaere House. The path is magically shrouded, making it very difficult for any civilians to happen on this little short cut. The zombies from the graveyard (see page 113) use this route to get to the office when they're needed.

The cramped upstairs contains:

- **Computer Room:** The office's old Windows NT server, NAS backup, and a second dedicated server that runs a Level Two information-gate straight to the Laundry's Switchboard. In a side room, there's an emergency back-up power generator that automatically kicks in if there's a power cut.
- **Ritual Chamber:** Rarely used these days, but this large room is set up for both ritual magic (big altar, bell book and candle, jars of frog bits and pickled mandrake roots) and more modern demonology (electric pentagram wired to a reconfigurable breadboard). Any spells cast in this hallowed chamber get a +1 POW bonus.
- **Records:** Apparently, the whole concept of the paperless office has yet to reach Quaere. This room is crammed with filing cabinets, boxes, binders, tomes and the occasional ivory scroll-case, all full of old records dating back to before the Second World War. The acrid tang of active wards hangs heavy in the air.

Meeting Wainwright

As soon as the characters arrive, Brown hands them over to John Wainwright, the de facto office manager. Wainwright thanks the team for coming and gives them a brief grand tour. He also points out that the computer systems up at the Quaere House section in Project TRANQUIL are also technically part of the office assets, so the characters will have to visit there too.

First, though, he'll show them to the Beast upstairs – the Beast is the antique server that runs the Quaere intranet.

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John Wainwright

Being the shining hope of the Quaere Office is a little like having the lead role in the village pantomime - yes, you're the star, but it's not exactly the West End. Wainwright is a competent officer, mixing talents for computational demonology, management and investigation in exactly the right proportion to make him very useful to the Laundry. He's clearly wasted in Quaere, and he knows it.

For a few years, he was willing to stand and wait if that's what his duty calls for, but the emails from 'Angleton' awoke his buried ambition.



Playing Wainwright:

- You're on top of everything. You've always got the right file to hand, and keep everything on track. Make yourself useful and indispensable.
- You're also shockingly nice and sane for someone in the Laundry. Be an island of sanity.
- Speak quietly. No need to shout - insecure people shout. You've got it together. Angleton himself told you so.

John Wainwright, Talented Stooge

STR 12 CON 10 SIZ 10 INT 16 POW 13
DEX 10 CHA 15 EDU 17 SAN 60 HP 10

Damage Bonus: +0

Artefacts: Class Two Ward, Necronomiphone

Weapons: Pistol (1d10 damage)

Skills: Bureaucracy 60%, Command 50%, Computer Use (magic) 55%, Cthulhu Mythos 10%, Etiquette 45%, Firearms (pistol) 65%, Firearms (esoteric) 50%, Knowledge (espionage) 55%, Persuade 45%, Sorcery 35%

Wainwright also asks the team for a favour - he's short on field-qualified agents right now. If something comes up that needs field experience, like a confirmed sighting or a transient possession, can he borrow them for a few hours? If the characters quibble, then Wainwright points out that Head Office did send multiple experienced field-qualified officers out to check a few servers - maybe someone at Head Office wants them here to help out.

Field Operations

Wainwright also briefly briefs the characters on the Quaere Office's operations. They monitor occult activity across Wiltshire. Primarily, that means keeping an eye on a few minor cults, doing background checks on the crusty druids at Stonehenge, and making sure that the Swindon Soul Vortex is kept contained in its binding sigil of six interlocked roundabouts. Oh, and there's WESTMINISTER, of course, which is one of the Laundry's oldest still-active operations. Every few years, half of Mahogany Row turns up here.

The other big thing on the Quaere Office's plate is TURNSTILE TWO. The old TURNSTILE was a nuclear defence bunker built in the 1950s and '60s. In the event of atomic war, the Prime Minister and 4,000 other key leaders

and civil servants would be whisked away to a giant bunker built 120 feet underground in an old quarry.

Part of TURNSTILE was decommissioned and sold off in 2005, but the still-secret northern section is being redeveloped into a warded bunker for a worst-case NIGHTMARE GREEN scenario.

The Computer Servers

Examining the network shows that the bulk of traffic from the Quaere server comes from TRANQUIL.

Checking the servers takes a few hours' work and a successful **Computer Use (Maintenance)** roll. A special success means the character stumbles onto the weird email logs immediately. Otherwise, a successful Idea roll lets a character realise that something is off about the server's email system.

Breaking into the server requires **Computer Use (Hacking)**, or convincing Wainwright, Brown or Dave (see page 110) to give their admin passwords. Once in, the characters quickly discover the following:

Other Staff

Gary Porloy is the office's only other field-qualified agent. He's not very competent, and lacks the skills needed in the modern Laundry. He can still run a field exorcism or investigate a suspected case of possession, but that's about it.

- He's bitter about being stuck in Quaere. He blames politics. He's got enemies in Head Office.
- He drinks a lot. He claims it's to steady his nerves.

Bridget London is the soul of the office. Between her and Wainwright, the ship of the Quaere Office sails untroubled across its little village pond.

- She thinks very highly of Wainwright, and is much less fond of Dr. Laws up at TRANQUIL. Laws keeps causing trouble and raising a fuss over petty things.

Hetty Brown is the grand-niece of Director Brown. She's in charge of the office's records and research, which amounts to googling suspected cultists and tracking ley lines. She's also studying Computational Demonology, and hopes to transfer to London when an opening comes up.

- Before Wainwright took over, Hetty had a lot more influence thanks to her granduncle. She thinks Wainwright's got undue sway in Quaere.
- She knows more about WESTMINISTER than the other staff, and handles the arrangements for funerals and visits.

Clive Miller is the other office drone. He's a penpusher with a personality detectable only with the finest, most sensitive instruments.

- Secretly, he's having an affair with Bridget London.

- There's a special secret super-user account on the server, called 'secure'.

- If they check, then 'secure' is supposed to be used only by Director Brown; it's supposed to be an encrypted account for extremely sensitive information. If questioned, he can't remember the last time he checked it.

- Secure's in-box is full of some very juicy emails (see Handout #1). The emails started several months ago; the most recent was sent only a few hours ago.

- A **Computer Use (Magic)** roll notices that there's a very subtle spell woven into those emails. It establishes a sympathetic link between the sender and reader. It's hard to tell what the purpose of it is – it could be a tracking method, or a backdoor to a loyalty gas (in fact, it's Fritzch preparing Wainwright for possession).

- A **Computer Use (Hacking or Maintenance)** roll spots something very odd about the email headers – they've been spoofed. They look like they were sent from the Head Office in London (from James Angleton

no less), but they were actually sent from secure to secure. The user emailed their own account.

- A **Status** or a **Difficult Know** roll confirms that, barring unusual circumstances, Angleton doesn't use email.
- Checking Secure's login records shows an odd pattern. Sometimes, they log in for several minutes at a time, but on other occasions, they're logged in for only a few seconds.

Checking Records

Once the characters know what they're looking for, they can try checking the paper records in the Quaere Office for clues with **Research**.

Operation Surgeon: Notably, there's a pile of old papers in a file marked Operation SURGEON, which any character with **Knowledge (History)** or **Knowledge (Espionage)** remembers as the UK's own 'grab Nazi experts before Uncle Joe takes them' project. SURGEON was mostly focussed on aeronautics, but these papers suggest that there was an occult strand too.

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One folder in the cabinet was warded, but someone broke the ward and took the contents. They left one piece of paper behind (Handout #2), discussing one of the GLASS SURGEON prisoners. The old manila folder is oddly stained, as if the thieves had filthy hands. A close examination with a suitable **Science** suggests that the marks are a mix of dirt, grave moss and necrotic flesh. A zombie stole those papers!

Optionally, you can run one of the *Optional Horrors* (page 113) now.

Operation WESTMINISTER: Some of the files relating to WESTMINISTER are also stored here, although the really interesting bits are kept buried in the Stacks. All the characters can find here are boring legal bits (stuff about family visiting rights, rotas for maintaining the greenery and cleaning the headstones, purchase orders for coffins lined with meteoric iron and fitted with a telephone jack). The characters can piece together the basic details of what WESTMINISTER entails (see page 111), but getting further information means a call to Head Office and a **Status** test to get codeword clearance.

Two months ago, there was a suspected break-in at the WESTMINISTER site. Head Office sent a Bagger team down to investigate; they found nothing, and put the incursion down to faulty wiring or maybe local kids.

The Truth

Karl Fritzch is behind both crimes. He entered the Quaere intranet via TRANQUIL, but was unable to get past the Laundry firewalls protecting Head Office. He therefore infiltrated the 'secure' account and used it to get to Wainwright (Brown gave him the passwords, then forgot about doing so). He stole his own files using one of the graveyard zombies.

4. Project TRANQUIL

Stately Quaere House lies a few minutes' walk outside the village. High stone walls surround the estate. Formerly, the House was owned by a wealthy family with a questionable reputation; scandal, gambling debts and rumours of Satanic orgies followed them for many generations. The SOE took over the House in 1942, and the family officially sold it over to the Crown in 1949.

Quaere House itself is a crumbling Regency mansion, surrounded by a few acres of gardens and woodland. The National Trust run it these days, and it attracts a few dozen tourists every day during the summer. Inside, a small museum describes the history of the house. Most of the displays are

about past scandals and the gardens and architecture, but one display talks about the House during wartime, when it was used for 'military research' and 'a home for German defectors.'

Most of the grounds are open to the public, but the Laundry retained a few choice sections. Just behind the house is a stand of trees. No-one ever goes near those trees. Look at them, and your eyes just slide off them, as your lizard hindbrain screams at you to stay away from the nameless, formless danger. If you try to walk towards the trees, unreasoning terror makes you stay away. There's no rational reason why the trees are so scary from a distance.

Up close, the fear becomes more rational. There are zombies lurking in the darkness beneath the willows.

Any character bearing a Laundry warrant card is immune to the terror of the trees (and won't be automatically eaten by the zombies).

On the far side of the trees are two structures. One is the old gothic church that now houses Project WESTMINISTER. The other was once the stables, but is now Project TRANQUIL. The characters enter through a heavy door and step into a smaller room that degausses them (stripping away any active spells, and making their wards crackle angrily). Once they're through that, they find themselves at one end of a long corridor that runs the length of the building. Doors lead off to computer rooms, offices and the main laboratory.

Not Very Tranquil

As soon as the characters arrive, they're met by **Dr. Tabitha Laws**, the head of the project. Actually, met isn't the wrong word. 'Assaulted' fits better. Or 'bombarded.' She assumes that the characters are here to shut TRANQUIL down, and she's got a whole angry spiel about the potential benefits of the project and how the Finance Committee are short-sighted fools who don't appreciate her genius ready to go. Even if the characters explain who they are and what they're doing here, she still treats them with suspicion.

TRANQUIL is not a high-security project, and Laws is a loose cannon anyway, so she gives the characters codeword clearance for TRANQUIL along with #Handout 3. In laymans' terms:

- GRAVEDUST units let you talk to the dead.
- The more expensive and high-quality the components, the longer the 'reach' of the necromantic effect.
- That's because local interference gets in the way. You try to call up Julius Caesar, and Mr. Perkins the local butcher who passed away on Tuesday gets on the line instead.

Dr. Tabitha Laws

The Laundry does a trawl for mad scientists every few years, snaffling up academics and promising students whose research will inevitably lead towards Ye Liveliest Awfulness. Dr Laws had nearly finished her doctorate in neuroimaging with a sideline in mathematical modelling when the Laundry picked her up. She's convinced that she's going to change the world, and is willing to trample anyone who stands in the way.



Playing Dr. Laws:

- Never compromise. Never admit defeat. Don't let the little people stop you.
- Completing Project TRANQUIL may be the greatest scientific discovery in history. More importantly, you privately suspect it may be the key to surviving CASE NIGHTMARE GREEN. Other species must have survived similar conjunctions on other worlds - if humanity contacts them, we may learn how to survive. And since we're contacting their dead, we can even learn from the mistakes of those who failed to endure the coming of the Great Old Ones.
- Launch into a rant whenever anyone contradicts you.

- The WESTMINSTER graveyard is clear of any such interference. It's a still pond.
- Laws believes this will massively boost the reception of even cheap, off-the-shelf GRAVEDUST boxes... possibly beyond any previous efforts. In fact, her calculations point to the ability to pick up psychic death echoes from other star systems. TRANQUIL could become the SETI of the dead.
- This is, as mentioned previously, GENIUS AND MUST NOT BE STOPPED.
- **Degaussing Chamber:** Just in case any lingering psychic residue contaminates the experiment, this room automatically casts a Level One Exorcism on anyone who passes through.
- **Main Corridor:** As described above. There isn't much cover, but there's a clear line of fire.
- **Law's Office:** The administration office for the lab. Laws doesn't have much patience for paperwork.
- **Server Room:** Containing the backups and support hardware for TRANQUIL.

Touring the Lab

The main TRANQUIL laboratory consists of a row of computer workstations, all connected to a server in the middle of a summoning grid. Laws explains that she has placed several GRAVEDUST boxes in the nearby graveyard, while another five are kept in the psychic cleanroom. If the boxes in the warded graveyard pick up anything, it will show up on the computers. So far, they haven't picked up anything definite, although they have had some interesting wobbles that might be the ghosts of dead civilisations, or Cthulhu's wet dreams, or maybe just background emotion leaking in from dying stars.

As this place is likely to get attacked by zombies and/or be the scene of a firefight later, let's have a quick look at the layout.

- **Main Door:** Reinforced and warded (STR18 to force open, Level 3 ward that hits for 2d6 damage and paralyzes)
- **Psychic Cleanroom:** This room uses similar technology to the degaussing chamber, and is kept free of any potential necrotic energies that might trip the sensors. Five old-fashioned GRAVEDUST boxes sit in a row on the countertop, humming away.
- **Laboratory:** The main laboratory. As TRANQUIL has yet to have any definite 'bites,' the researchers spend most of their time analysing the signal data for any hidden patterns that might be otherwise lost in the noise, or else goofing off on Facebook.
- **Stores:** Spare parts, computer components, printer paper, jars of mummia... and a locked case containing a spray can of anti-zombie spray, and a Glock-17 loaded with banishment rounds.

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Checking Records

The Computer Servers: Dave's kept most of the software on the TRANQUIL server up to date, although some bits are misconfigured. A successful **Computer Use** roll does flag some odd traffic between TRANQUIL and the Quaere office intranet; it looks like someone tried to hack into the network from here.

The TRANQUIL Files: Examining the TRANQUIL logs with **Science (Mathematics)** or **Research** (or asking Laws to show her work) reveals some oddities. While they haven't detected any dead civilisations or dreaming gods, there are a few spikes that might be signals. If the characters check, they discover that these spikes correlate with the hacking attempts on the Quaere intranet.

The Equipment Log: Looking at the equipment lists for the project with **Accounting** or **Bureaucracy** spots something

odd. TRANQUIL was assigned twenty GRAVEDUST units, plus spare parts. They still have twenty units, but all the spare parts are gone. All the forms for wear and tear are present and correct, but they're all dated on the first of nine successive months. If they're to be believed, then one component failed January 1st, then another February 1st, then March 1st and so on. All the forms also use exactly the same ink and handwriting style, suggesting they were all filled in at the same time, and dated to look like the equipment failures took place over several months instead of all-at-once.

If confronted, then Laws grudgingly admits the truth. One of the GRAVEDUST boxes at the edge of the graveyard went missing. She suspects local kids, or maybe Barry tripped over it, broke it, and then hid the evidence. She put together a replacement box out of spare parts, and hid it to avoid having to report the damage to the Laundry. Losing a GRAVEDUST box could draw the attention of the Auditors,

Other Staff

Dr. Holsted is an elderly expert in GRAVEDUST techniques. He joined the Laundry back in the 1970s, and it shows - he's gone a little ghoulish. He lacks Dr. Laws' mathematical expertise, which is why he's not in charge of TRANQUIL. He's not happy about this, and argues with Laws at every opportunity. The lack of definite results from TRANQUIL mean that he gets to say 'I told you so' every five minutes, which would be bearable if he didn't lick his lips quite like that afterwards.

- His low opinion of Dr. Laws means that he'll try to make trouble for her. He might, for example, hint that the characters should take a look at the equipment list.
- He's creepy, he's spooky, and he looks hungry.
- Holsted may also recommend the players talk to Barry the Ghoul (see page 111).

Jamie Lewis is a cryptographer on loan from GCHQ. While he's signed Section III, he hadn't dealt with the supernatural before coming here. He's nervous, although he's not sure if that's because of the neighbourhood zombies, or because he can't shake the conviction that this is all a big joke and someone's going to leap out of a closet with a video camera and shout 'you're on Candid Camera.'

- Jamie speaks up in favour of Dr. Laws; she's a good manager and an excellent scientist, just a bit too... committed to her work.
- He's less impressed with the Quaere office; they seem sloppy and eccentric.
- He's hesitant to discuss supernatural topics, as he has no idea what's significant and what's just normal background weirdness for the Laundry.

Dave Blodgery, the closest Quaere has to an IT expert, and he's pretty far from an IT expert. He knows enough to keep the computer network running, but that's about it. He got drafted because the girl he shared a cubicle with in his previous IT job stumbled across the Tome of Power; she's now working with the Plumbers doing cool secret agent stuff while he's stuck in the Village of Nowhere. He plays a lot of Warcraft.

- Dave's clueless. You're better off talking to the GRAVEDUST boxes in the cleanroom.
- No, he hasn't noticed anything weird. If the characters investigate (see *Checking Records*, below), and point out the traffic logs to him, then he's genuinely mystified.

and she doesn't want that. She informed Wainwright, and he promised to keep an unofficial eye out for the missing box. It happened around the same time as the break-in two months ago, but she can't be sure they're connected.

5. Project WESTMINISTER

"Cursed the ground where dead thoughts live new and oddly bodied, and evil the mind that is held by no head. Wisely did Ibn Schacabao say, that happy is the tomb where no wizard hath lain, and happy the town at night whose wizards are all ashes. For it is of old rumour that the soul of the devil-bought hastes not from his charnel clay, but farts and instructs the very worm that gnaws; till out of corruption horrid life springs, and the dull scavengers of earth wax crafty to vex it and swell monstrous to plague it. Great holes secretly are digged where earth's pores ought to suffice, and things have learnt to walk that ought to crawl."

— *The Festival*, H.P. Lovecraft

The old church is a crumbling Gothic pocket monstrosity. Gargoyles cling to the grey spire, looking out over the haunted trees. The church is still consecrated ground, but is only used for certain very special funerals these days.

The oath of office doesn't say anything about 'until death.' Once you're in, you're in forever. This doesn't matter for most Laundry employees, unless they get brought back as Residual Human Resources. For wizards, though, it's a different matter. Wielding magic — especially when you do it directly, instead of through a computer — changes you. It stains your soul, changes you into something *other*. Those touched by magic don't rest easy.

Hence WESTMINISTER. When a sorcerer dies (and there are some in Mahogany Row who chose to give up their humanity along with their mortality), the body is collected by a firm of specialised undertakers and placed in an enchanted coffin. The funeral procession travels in the dead of the night to this graveyard under the trees in Quaere, and there the deceased is buried within the magical wards. Those interred in Quaere sleep soundly. No ghosts, no mysterious phone calls at 4am, no bad dreams — and definitely no chance of a thief stealing secrets from beyond the grave. Secretly, WESTMINISTER also functions as a thaumic energy reserve — the combined power of the Laundry's honoured dead can be deployed as a devastating weapon, a one-shot spell big enough to kill a god (maybe).

The WESTMINISTER Site

The small church itself is crumbling and the roof leaks in a few places, but it is still in moderately good repair. Inside, two rows of pews stand before a small plain altar. The walls are bare except for a few busts; whether they are past members of the family who once owned Quaere House,

or former Laundry members, is a mystery. Engraved on the floor is a magical seal, similar to the design on a Warrant Card.

The caretaker of the site, Barry the Ghoul, lives in the former sacristy at the back of the church. He clears away the bones before company calls (unless, of course, any of the player characters would like to gnaw on a thigh-bone with their tea).

The graveyard itself is the main attraction here. The older gravestones are a jumble of marble slabs and broken statues; the newer plots are all in neat rows with blank grave markers (blank to those without the right security clearance, anyway). Surrounding the graveyard are yew and willow trees, marked with runes. Old power cables run among the roots, and there are weatherproofed black boxes along the edge of the graveyard, humming with power. These are the anti-necromancy wards installed to protect the dead — at least, the modern part of it. Most of the enchantments on this place were laid using traditional spells. Magic soaked into the earth and stones, spells laid on the very air and on the sentinel trees.

The TRANQUIL system sits just inside the perimeter of the graveyard, and consists of fifteen bright yellow boxes connected to a cable that runs across the green area back to the stables. Anyone with **Science (Thaumaturgy)** and **Knowledge (History)** who has spent time studying the Atrocity Archives recognises the layout of the graveyard. It's built according to the same design as the Soul Capacitors at Peenemunde. The dark heart of the Nazi occult war machine, recreated in miniature amid the green fields of England.

Barry the Ghoul & His Zombies

Barry is the custodian of the WESTMINISTER facility. He's been here for a long, long time. He enjoys his work. Most of the dead are much too talkative, always bleating about how cold they are and how they don't want to be eaten. WESTMINISTER is relaxing. No whiny dead people. Even his six zombies don't talk. For a Laundry employee, Barry's sense of job satisfaction is remarkably high.

Getting answers out of Barry is tricky; he tries to avoid talking about either Quaere or TRANQUIL. He just keeps his head down — he doesn't want to cause trouble. He's not saying that the Laundry is institutionally biased against ghouls, but, well... the eaters of the dead aren't popular, either.

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Graveyard Defences

The graveyard is a dangerous place. Once you get past the Trees of Terror, you've got to deal with the zombies. They're programmed to stop anyone from tampering with the graves. They'll give one warning, but after that it's brain-eating time.

The real danger, though, is buried in the ground. Dig down more than a handsbreath (about three inches), and you hit the crackling, barely contained cauldron of thaumic energy stored here.

Breach the energy, and there's a burst of magical feedback (roll on the Spell Failure table on page 130 of *The Laundry Roleplaying Game*, treating it as a Level Three spell). More digging releases more energy. It's like an occult minefield (when Barry has to dig a new grave, the magical energy is shunted to a soul capacitor buried in the floor of the church; he also uses a shielded magic shovel for protection).

Oh, and each coffin is sealed with Level Four killer wards (3d6 damage) to prevent tampering.

Investigating the Graveyard

Barry can show the characters where the breach that triggered the alarm happened. Over at one side of the graveyard, a power cable for the warding spell runs close to the surface. That cable broke; someone could have pulled it out, or it could have just rotted naturally. The ward's power supply is, of course, multiply redundant and damage to one cable would have only caused a minor thaumic leak at most. The Bagger team fixed it.

Examining the chapel with a suitable skill (**Science (Thaumaturgy)**, **Knowledge (Archaeology)**, **Technical Use (Electronics)** and so on) lets the characters find the soul capacitor in the floor. Hidden beneath a flagstone in the chapel is a pair of heavy brass levers, fresh from Dr. Frankenstein's laboratory, that activate the capacitor.

Pulling one shunts the accumulated thaumic energy into the soul capacitor; pulling the other shuts down the WESTMINISTER containment field and warding spells. Note that turning off the containment field without first locking away the thaumic energy is a good way to recreate that bit in *Ghostbusters* where the fire station explodes.

Investigation

By this stage of the game, the characters should have an inkling that something strange is afoot in Quaere. If they need a push, have some superior in the Laundry contact them and suggest that they be especially diligent with this software audit.

In playtesting, the players usually ended up fixating on TRANQUIL, assuming that Dr. Laws was somehow responsible for the problems at Quaere. Others suspected that Director Brown was involved, or even that Wainwright was officially authorised to kill the Director, but had choked under the pressure. If possible, keep suspicion off Wainwright for as long as possible. The emails on the secure server are the smoking gun. Optionally, if the players discover the emails early in the game, then you could say that Wainwright encrypted them using magical encryption (a geased Maxwell's Demon that was sworn to secrecy) and the characters can't get into the files until their intrusion software completes a dictionary attack using all the true names from the Goetia.

Truth Geases

If the characters were here to officially investigate the Quaere Office with all the force of Head Office and the Auditors behind them, they could break out truth geases and make people swear on the Oath of Office and magically bludgeon Wainwright into revealing himself; but they're here to fix the computers, so they've got no official standing at all. Dropping a truth geas on a fellow employee is grounds for a disciplinary hearing, and won't do much good in this case anyway.

Of the three likely suspects, Laws will kick up a huge fuss and call in the characters' superiors if they try to geas her, Wainwright believes he's doing the Laundry's bidding, so he can call on his oath of office for protection, and Brown... well, any character stupid enough to try throwing a truth geas on an old hoary wizard like the director deserves to get turned into a frog.

Touching either lever without the proper ritual preparation (which none of the PCs have, and neither does anyone in Quaere) means instant death (a very potent Level 4 Death ward, inflicting 6d6 damage straight to POW).

Finding Fritzch's Grave: The interment of the Nazi predates Barry's tenure here; the 'B' mentioned in the letter isn't Barry, it's Director Brown.

If the players convince him to help them (and why exactly do they want to dig up a long-dead Nazi sorcerer), then he vaguely remembers roughly where they buried Karl... ish. Otherwise, the characters can try to use Scrying spells (but to do so, they need Karl's name and an emotional connection or other sympathetic link to the target), or check the burial records in the Quaere office.

The coffin itself is buried six feet deep. It's a plain, cheap coffin bound in iron and marked with warding runes (specifically, a Level Three ward that hits for 3d6 damage and also orders any creatures bound to the Laundry, like the zombies, to attack whoever triggered it). See *Stopping Fritzch*, page 118.

6. Optional Horrors

These scenes can occur at any time in the adventure. Use them to liven things up if the game gets stale, or else to distract the characters when they get close to Wainwright (or else use *Moon Farm* on page 114).

The Zombies

Six old and powerful zombies guard the WESTMINISTER graveyard. Sometimes, they wander down the secluded path to the back door of the Quaere office when they're needed for heavy lifting or added security. The zombies are geased to obey anyone carrying a Warrant Card, and to eat anyone who isn't.

Unfortunately, the binding spells on these zombies are old and outdated, and Karl Fritzch is a skilled necromancer even though he's dead. Fritzch can, if he wants, take control of the zombies. If he does so, then he may have to murder Barry the Ghoul, as the gravedigger keeps an eye on the zombies most of the time. Fritzch can dispatch the zombies to attack the player characters when they break into the Quaere office by night, or if they try digging up Fritzch's coffin prematurely. Fritzch could also send the zombies to break into The Laurels guest house and murder the player characters while they sleep. These zombies are more powerful than the average shambling corpse, thanks to enchantments and protective spells placed on them by the Laundry.



Tough Zombies

STR 19 CON 18 SIZ 14 INT 1 POW 1
DEX 7 HP 16

Damage Bonus: +1d6

Weapons: Claw 65%, damage 1d4+db

Armour: 10 points of Defensive Bindings, impaling weapons do only one point of damage, all others do half damage.

As another option, Wainwright can override the Night Watchmen in the Quaere Office and send them after the characters. Doing so requires him to complete a traditional magical ritual (dictated to him by Fritzch via email) to break the binding spell. Wainwright does this by night in the Quaere Office.

Night Watchman (Class Two Exonome)

STR 11 CON 11 SIZ 14 INT 4 POW 13
DEX 14 HP 12

Damage Bonus: +0

Weapons: Grapple 50%, damage held for tickling, Tickle 30%, immobilised for 1d6+1 rounds, Bite 30%, damage 1d6

Armour: 2 point skin

Skills: Stealth 90%

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Visions of the Past

Sensitive characters (or those packing Tillinghast Resonators, or meddling with high-thaum fields, or who get too close to the TRANQUIL system) may have psychic glimpses of the past. Possible images:

- The ghastly Christmas tree at Auschwitz, in 1940, when Fritzch placed the bodies of dead prisoners under the electric lights as a 'gift' for the living.
- The smell of Zyklon-B, like harsh bitter almonds.
- The cell where Fritzch walled up Kolbe and nine other prisoners; he could hear Kolbe celebrating mass through the brick wall.
- The Nazi war machine at Peenemunde, during the last days of the War in Europe and the desperate attempts to change the course of history by summoning the *Jotun*.
- Fritzch's incarceration at Quaere; he remembers limping across the fields with two Laundry handlers watching over him. Director Brown's first assignment in the Laundry was as one of Fritzch's jailers.
- Other ghosts from the Laundry, faces the characters may have glimpsed in paintings on Mahogany Row. The hole in WESTMINISTER means the dead are restless.

Weird Events

The graveyard contains a hell of a lot of thaumic energy (remember, the Laundry intend to use it to take out a Great Old One when the big guys show up for CASE NIGHTMARE GREEN) and Fritzch's tampering means that it's... leaking. All that magic can show up as random weird events in Quaere to throw the players off balance. Take a look at the *Reality Bleeds* section on page 89 for ideas on how uncontrolled magic can corrode reality.

7. Moon Farm

Run this scene to distract the players, or whenever Wainwright is ready to trigger his scheme of doom, or if the players haven't done much investigation and need a kick.

Moon Farm is an isolated little farmhouse surrounded by strangely twisted and foreboding woods. Back in the 1950s, the Laundry stormed the farm and arrested several members of the Motherwell family who owned the farm. The Motherwells were a very... close family, with unusual religious beliefs. Very fecund, too – the Laundry rescued more than twenty children from the cult (see Handout 4). The Motherwells worshipped a monstrous fertility goddess, and sacrificed their excess children to her by drowning them in an ancient well on the property. After the cult was suppressed, the Laundry arranged for the children to be adopted, and for the Ministry of Defence to purchase the farm (it's sometimes used for training exercises).

Ever since, monitoring Moon Farm has been on Quaere's books. An officer calls by the property once every few months to check on the wards, exorcise the cult's old altar and make sure that those trees are still just trees.

Wainwright uses Moon Farm as a ruse to get the player characters out of Quaere for a few hours. He can approach them directly, or go through Director Brown. Either way, the characters are asked to drive over to Moon Farm and run through a standardised battery of occult countermeasures. Nothing too challenging, but it needs Field Certification and the Quaere office is understaffed with qualified officers.

Moon Farm

The farm consists of a few acres of overgrown semi-wilderness. A belt of oak trees surrounds the dilapidated farmhouse. Weather-stained signs warn trespassers that this property is owned by the Ministry of Defence and that entry is strictly forbidden.

What's Really Going On

Take one stolen GRAVEDUST box. Add in a sympathetic-magic link to the WESTMINISTER capacitor. Stick it down a haunted well. Now add four unfortunate homeless people. The GRAVEDUST box calls up the psychic echoes of the cultists, and the power channelled from WESTMINISTER gives them the strength not only to possess the four victims, but also to conduct a summoning rite...

The four homeless victims are Jack Mistry and Ann Mistry, Leo Collins and Holly Hardy. The Mistris and Holly Hardy were part of a collective commune, but left after a bitter argument and are currently homeless. Collins is a paranoid schizophrenic; the other three keep him from hurting himself.

As the characters approach the farmhouse, they notice several things out of place.

- The farmhouse doors and windows were boarded up, but someone has broken in. From the graffiti and discarded soup tins, it could be some squatters.
- The surrounding plant life is weirdly lush and vibrant. There's an apple tree near the house that bends under the sheer weight of its fruit, weeds cover every surface, and those oak trees seem even bigger and more impressive when you get close to them.
- Thaumometers, wards and other sensitive equipment pick up a definite thaumic field. This place is hot.
- If the players think to check, they find the old well at the back of the farm. Bracken and other debris cover it. A successful **Spot** check notices something odd – someone was here recently, but moved a sheet of rain-streaked plywood back to hide the well again after they left.

The outbuildings around the farm are mostly empty except for old rusted farm machinery and piles of empty sacks. The reinforced door, broken chains and odd stains in one shed bear testament to the farm's previous incarnation. Inside the main farmhouse, the characters find more signs that someone is living here. They find four sleeping bags on the upper floor, food in the kitchen, and the smouldering remains of a fire in the grate. It's clear that someone – probably four people – are squatting here, but there's no sign of them.

A successful **Spot** roll lets the characters notice a door behind an old cabinet. This door leads to a rickety staircase (Luck roll to avoid falling through a rotten step for 1d4 damage) that goes down to the cult's basement temple. The Laundry cleaned up here decades ago, and the room is empty except for a lingering sense of unease and some oddly suggestive tree-roots that broke through the far wall. It seems that whoever's living in the house upstairs has not found the old temple.

Around now, the team's Thaumometers spike. Someone just opened a Gate nearby.

The Horror in the Trees

Right now, the four possessed victims are out in the woods near the farm, conducting a summoning ritual. Three of them are possessed by the ghosts (well, psychic echoes) of cultists. The last victim is possessed by a victim of the cult (and that's a rather horrible fate – not only did this poor schmuck get murdered and thrown down a well, but now

they've been resurrected for the same thing to happen again). Here's the sequence of events that transpires over the next few minutes:

- The summoning ritual enters its final phase. The player characters detect the growing magical spike.
- Outside, the moon appears in the sky over the farm... even in the middle of the day. Anyone with **Science (Astronomy)** can tell it's not Earth's moon.
- Two of the possessed victims emerge from the trees. Ann Mistry (a 24-year old woman) is possessed by the ghost of David Motherwell, the 'father' of the cult. The other victim (Jack Mistry, a 42-year old man) is possessed by a nameless Motherwell child, a four-year-old girl. "David" drags the "child" towards the well and – unless stopped by the characters – throws Jack Mistry down into the darkness.
- Meanwhile, the other two "cultists" continue chanting and performing a ritual in the trees, out of sight of the house.
- A few minutes later (or sooner, if Jack is sacrificed), the ritual opens the cult's old Gate, calling forth an emissary of the Great Mother. One old oak tree shudders, then begins to twist and bend, pulling its roots free of the earth and shambling into life. The bark flakes away, revealing rubbery black flesh beneath. It's one of the Dark Young of Shub-Niggurath – and it's hungry.

Exorcism

The possessed victims pose an odd challenge to the Laundry officers. They're not in control of their actions, and really aren't even aware of what's going on – the ghosts just repeat their actions in life. The spectral cultists think it's 1951 and that they're preparing the way for the Great Mother. The cultists are only Level One entities and can be banished with Exorcism (a Level One exorcism forces them to make a Luck roll to stay in this reality; Level Two or automatically works).

The Dark Young is more of a problem. The characters can either try fighting the horror, or banishing it (it's a Level Three exorcism). Alternatively, disabling the Gate in the woods (with either an Exorcism spell or a successful Sorcery test) cuts the creature's connection to its home universe, turning the possessed tree back into an unpossessed, mundane and about-to-fall oak tree. There's also a half-full tank of heating oil at the back of the house if anyone wants to go for an explosive solution.

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Something's Not Right: Any character that makes a successful **Science (Thaumaturgy)** or **Sorcery** test (or a Difficult Idea test) notices something odd about the ritual. Ghosts normally have trouble possessing laboratory rats, let alone people, and they certainly shouldn't have had the strength to reopen a sealed Gate so quickly. Even taking the favourable conditions into account, there's still a big shortfall of magical power. They must have had some external power source.

Before the characters check the well, though, they get a call from Quaere warning them of the problems at Project TRANQUIL (see *Reality Breach* on page 117), forcing them to choose between a fuller investigation here and heading to Quaere.

Possessed Victims									
STR 16	CON 8	SIZ 12	INT 11	POW 6					
DEX 8	CHA 8	EDU 10	SAN 50	HP 10					
Damage Bonus: +1d4									
Weapons: Punch 30%, damage 1d3+1d4									
Dark Young (Class Three Exonome)									
STR 44	CON 17	SIZ 44	INT 14	POW 18					
DEX 15	HP 30								
Damage Bonus: +4d6									
Weapons: Trample 40%, damage 2d6+DB									
Sanity Loss: 1d3/1d10									

The Thing in the Well

Searching the well means climbing down thirty feet into muddy darkness (**Climb** test), then pawing amid the mud. The cult dumped dozens of victims here over the years, and while the Laundry cleared most of the remains away, the characters may find the occasional bone fragment. A successful **Spot** test (or the use of a Scrying device) lets the characters find a plastic-wrapped bundle of electronics.

Examining the bundle reveals the following:

- There's a black box that is clearly a Laundry-made GRAVEDUST unit, just like the ones at Quaere. Checking serial numbers confirms it is the unit that went missing, that Laws tried to conceal using spare parts.
- The other electronics and ritual components are elements of a Sympathetic Magic spell that drains power from one location and funnels it into the GRAVEDUST box. The sympathetic link is a small

fragment of carved stone. **Appraise** identifies it as a gargoyle from WESTMINSTER.

- Another part of the spell is a low-level sympathetic magic effect that's designed to make possession easier. Someone paved the way for the ghosts to possess these victims.
- A successful **Computer Use (Magic)** or **Science (Thaumaturgy)** test notes that the Sympathetic Magic spell is brutally inefficient. It's not that it's badly designed per se, but it's very, very old-fashioned. In fact, it reminds any character who knows the history of magic of the old Thule Society designs from the Atrocity Archives. Whoever did this studied old Nazi magic and nothing else.

8. Reality Breach

The faked incident at Moon Farm drew the player characters away from Quaere; now it's time to occupy TRANQUIL.

The characters get a panicked call from Wainwright. He tells them that TRANQUIL's contacted something, and it's trying to force its way through. He's on the phone to Head Office, requesting OCCULUS backup, but if the characters can help out... well, this could be a full-scale incursion. Quaere Office needs help.

At TRANQUIL, the characters find a scene of chaos. A panicked Laws tells them that one of the GRAVEDUST units made contact with what she assumes is a dead alien mind. They tried to speak to it – and it started pushing through. She evacuated the TRANQUIL lab, but the automated cut-offs that should have stopped anything taking control of the GRAVEDUST units didn't work. There's a growing breach in reality in the middle of the lab. Someone has to go in and shut it down.

There are two options. Dr. Halstead wants the laboratory destroyed. When the Laundry built TRANQUIL, they installed a powerful death ward under the building. It's activated from Dr. Laws' office. Someone needs to go in and trigger the ward. It only affects those not carrying a Laundry warrant card, so the player characters should survive. The downside is that the ward will fry everything else in the building, including Laws' research.

Dr. Laws has a plan that preserves her work. Just go in, make it to the laboratory, and unplug the GRAVEDUST unit that's connected to the alien horror. The upside of this plan is that it's minimally destructive. The downside is that the characters have to go all the way inside.

In the Laboratory

TRANQUIL isn't very peaceful anymore. Clouds of eerie white almond-smelling smoke pour out of the Gate in the main lab. Shrieking little exonomes – globs of neon tentacles – flit through the air, flailing blindly for human nervous systems to latch onto. It feels disconcertingly like gravity has shifted, as though whatever is in the main lab is more massive and somehow more real than this whole planet.

For most people, it's a hellish nightmare. For experienced Laundry officers, it's a lot of sound and fury, but not actually that dangerous. The summoned exonomes are nasty little buggers, but a good Ward keeps them at bay (use the statistics for Lesser Manifestations on page 203 of *The Laundry Roleplaying Game*).



If the characters go for Hofsted's solution, and activate the purging ward in Laws' office, then they don't need to go into the laboratory at all. They can ignore the writhing thing in there, and just pop into the office and hit the switch. There's a blue flash from the floor, followed by a howling noise. All the characters need to make Endurance rolls to avoid blacking out, but suffer no other ill effects.

If they try to disable the GRAVEDUST box, then they've got to go into the lab itself. That means they get attacked by multiple exonomes, and it also means they come face to face

with the 'summoned horror' (or, more accurately, the show put on by Fritzch to distract everyone).

It looks like a swirling hole in reality, wreathed in crackling static electricity. Getting close to it means suffering 1d6 damage per round from electrical attacks. Switching off GRAVEDUST requires a successful **Computer Use (Magic)** or **Technology test**. Once the device shuts down, the crisis ends.

Staff from the Quaere Office are on the scene when the PCs emerge. There's a lot of clean-up. Civilians from the park saw some of the weirdness; they'll need memory wipes. TRANQUIL staff are suffering from smoke inhalation and shock, the whole building needs to be exorcised, and there's going to be a giant pile of paperwork before this is all over.

9. Death Spell

Meanwhile, John Wainwright's busy murdering his boss.

He does it gently and respectfully. He barely needs to use any effort. After all, Brown trusts Wainwright. While everyone else in the Quaere Office is off dealing with the mess at TRANQUIL, Wainwright drugs Brown's tea, waits until he's asleep, then carefully removes the old man's ward before hitting him with a death spell. Brown's already unwell – it only takes a brief and almost undetectable incantation to stop his heart.

It's unlikely that the characters are present for this scene – although if they've identified Wainwright as the traitor, and can tear themselves away from Moon Farm/Project TRANQUIL in time, then by all means let them mount a last-minute rescue. Otherwise, Director Brown passes away peacefully.

Incident Reports

The player characters don't get to investigate this death. Wainwright called in support from Head Office, so a short time later, a host of Plumbers, Baggers and other vaguely sinister types show up. Everyone in Quaere is interrogated; those who don't give satisfactory answers get audited.

Try to give the players the impression that this is the end of the scenario. Make them believe that the 'botched summoning' at TRANQUIL was the big climax, and this is all just post-game book-keeping. Run through End-of-Mission Accounting. Give the characters Status increases (or penalties) based on their actions – preserving TRANQUIL is worth 1d3% of Status.

Finally, ask them if they want to attend Brown's funeral.

10. A Funeral

As a former DSS, Brown will be interred here at the Quaere Graveyard. Several senior Laundry staff come down for the funeral, including Angleton. As part of the ceremony, the protective field around the graveyard will be shut down so the body can be buried – and that will let Fritzch hop into Wainwright's body.



It's a grey, rainy day that promises to be a dark and stormy night. Barry the Ghoul has already prepared the grave, with a white marble headstone that says only 'BROWN.' The assembled mourners look like a flock of grim crows with pasty faces and serious expressions. After the ceremony, but before the mourners leave the church, Boris activates the thaumic shunt to temporarily store the power of the cemetery in the soul capacitor, then shuts down the warding field.

Wainwright, by the way, attends the funeral, but is so 'overcome with emotion' that he steps outside moments before Boris hits the switch.

Stopping Fritzch: The easiest way to stop Fritzch is to dig up the corpse and exorcise it. If they do that before the ceremony, then they risk getting blasted by the protective ward. The safest time to do it is just after the funeral, but that's cutting it very fine indeed. Alternatively, they can take him down once he possesses Wainwright, but that may result in Wainwright's death.

- If he grabs Wainwright's body, then Fritzch's next action depends on circumstances.
- If all goes according to his plans, then he pretends to be Wainwright, waits to get promoted, then tries to take down the Laundry from within. If the characters identify Wainwright/Fritzch as a traitor, but are subtle about it, they can let him think he's succeeded, then have the Black Assizes collect him in the dead of night once his guard is down.
- If Fritzch grabs Wainwright's body, but there's no chance of getting into the Laundry, then he tries to flee. If he escapes Quaere, he can come back as a recurring villain for your games as he tries to restart the Thule Society.
- If all else fails, then he tries to seize control of the WESTMINSTER graveyard. He helped design it – he knows how to blow it up. Specifically, he knows that killing a group of powerful wizards right on top of the graveyard will cause a chain reaction – and he had one of the zombies steal the Basilisk gun from the Quaere office armoury and hide it among the graves.

Fritzch has his psychic claws embedded deep in Wainwright's body. Exorcising him isn't enough – the best way to eliminate him is to destroy (or at least degauss) his corpse while banishing him, so his consciousness has no bolt-holes to hide in.



HANDOUT #1

Only the most recent emails are available. Older emails have been purged from the system, including the backup tapes.

From: James Angleton (CPU)
To: secure@quaere
Subject: re: dealing with head office

As I explained in my last email, my friend, the Board has its eye on you. It is necessary that you demonstrate consistent excellence in your current assignment, so that you might secure a suitably influential posting following your next employee review. While I am a few years out of touch with the review board, if Simonson is still handling your district, you should slip a reference to Doncaster into your conversation with him, and suggest that you know what he did there to a girl called Elizabeth.

From: James Angleton (CPU)
To: secure@quaere
Subject: re: Countermagic

Regrettably, I cannot intercede directly with the invigilators, but I can certainly help with passing the exam board. I shall attach copies of certain classified papers and grimoires. Study this correspondance course in magic, and contact me if you have any difficulties. Obviously, you should be circumspect when casting spells, but the risks of sorcery are considerably exaggerated by overzealous Health & Safety officers.

<<< attachment not found >>>

From: James Angleton (CPU)
To: secure@quaere
Subject: re: Audit!

Consider this a milestone in your career. You are being noticed, and that draws fire. The Auditors are not infallible, and can be distracted. From your previous emails, I inferred that he is not entirely reliable. Find a way to deflect blame onto him. I have taken the liberty of drafting a letter for you...

<<< attachment not found >>>

From: James Angleton (CPU)
To: secure@quaere
Subject: What must be done

This business of ours is a bloody, Darwinian one. Ruthlessness is a trait to be cherished and praised. We need the best men at the top, and the only way to prove that you have what it takes is to remove obstacles in your way. Do not let the common morality of the herd restrain you – there shall be no room for weak stomachs in the years to come. Prove you have the iron will necessary to lead by doing what must be done.

Put an end to this matter quickly. There is work to be done here.

LICENSE TO SUMMON

HANDOUT #2

THIS DOCUMENT IS CLASSIFIED GLASS SURGEON. IF YOU DO NOT HAVE SECRET GLASS SURGEON CLEARANCE, DO NOT READ THIS DOCUMENT. RECLASSIFIED GLASS WESTMINSTER 1975. IF YOU DO NOT HAVE GLASS WESTMINSTER CLEARANCE, DO NOT READ THIS DOCUMENT.

Quaere House,
Wiltshire
18th November, 1959

Dear Eddie,

It gives me no small measure of relief to report that F. (Subject 21) has finally gone to his just rewards. Death, in the end, came swiftly for him with the sudden onset of pneumonia. It was merciful in comparison to the things he did in the war. Even before he was recruited by Hitler's warlocks, he was more of a monster than anything you've got down in the holding cells. F. pioneered the use of Zyklon-B on prisoners. He tortured them, desecrated their bodies, made a Hell on Earth the likes of which I can scarcely imagine. When three prisoners went missing, he retaliated by walling ten others up in a disused bunker. He spied on them every day, watching them starve to death, studying their response to hunger and darkness. The Catholics are talking about making a saint of one of them, a Polish priest named Kolbe who was the only man to survive ten days in the bunker. F. gave him a lethal injection to finish him off.

He told me all that, and much more, and I never saw the slightest flicker of remorse. All he talked about was work - he worked on the Peenemunde soul-capacitors from '42 after the SS kicked him out for cruelty(!), and was one of the Reich's most notorious necromancers. We should have left him to die in Norway, not spirited him back to our gilded cage. I worked beside him on WESTMINISTER for six years, and not a day went by when I didn't want to pull out my service revolver and put a bullet in that twisted brain.

Monsters can wear a human face without having to steal a man's body.

F. is dead now, and buried. B & I did it in the dead of night, without any ceremony. The world thought he died on the Eastern Front in '44; let that be the truth of it. It turned my stomach to inter him near our fondly-remembered dead, even if it was an unmarked grave. He can share their silence but not their honours, by God!

I shall be in London next week, to discuss my retirement from the service with the Board. I would very much like to meet with you and unburden myself a little before they lay down a discretion geas. We have seen too much, you and I, for either of us to sleep soundly in the end.

Yours faithfully,

(Signature not present in carbon copy)

HANDOUT #3

**Achieving Deep Time GRAVEDUST Invocation
Outside ISO1/ESO1 Conditions****By Dr. T. Laws, Department of Research and Development****ABSTRACT:**

Standard necromantic (GRAVEDUST) invocations require ultra-clean conditions for constructing vacuum tubes of sufficient sensitivity to achieve deep time (defined as $>3.5 \times 10^{11}$ seconds). They also require sufficiently powerful exorcisms or other isolation techniques to ensure local information echoes do not interfere destructively with the contact. Construction costs of GRAVEDUST invocations rises with the desired range, making long range contact prohibitively expensive. The TRANQUIL technique exploits the unusual local conditions created by the WESTMINISTER zone to achieve deep time GRAVEDUST contact using standard 'shallow' ($<3.5 \times 10^9$ seconds) units. Stochastic analysis of the results of GRAVEDUST tests showed a statistically significant information transfer. While interpretation of this information is a matter for translation and non-human psychological analysis, the possibility of contacting entities within a 100,000-year inverse light cone has been demonstrated.

METHODOLOGY:

Twenty standard GRAVEDUST units (Thompson-Holsted, Mark IV) were selected. A randomly selected set of five units was placed in a psychic cleanroom as a control group. The necroceivers of the remaining fifteen units were placed within the confines of WESTMINISTER, while the main body of the active units were connected using standard serial cables to desktop computers running GHOSTWATCH v2.1. The talisman receptor in each unit was bridged using a length of wire to complete the circuit.

Under normal circumstances, this arrangement would pick up local information residues, psychic echoes, 'stone tapes' and other low-level 'noise.' The protective effect of WESTMINISTER blanked the local echoes and permitted us to contact distant entities.

LICENSE TO SUMMON

HANDOUT #4

THIS DOCUMENT IS CLASSIFIED LUNAR BLIGHT. IF YOU DO NOT HAVE
SECRET LUNAR BLIGHT CLEARANCE, DO NOT READ THIS DOCUMENT.

Quaere House,
Wiltshire
December 12th, 1951

Dear Eddie,

I felt it best to give you the inside scoop on the Moon Farm debacle before you're called before the Board. I know both our heads are on the chopping block and that D.'s waving that axe around with abandon, so it's important for both of us to have the full story. Here's what happened from my end.

After we received your telegram of the 15th, I called up some trustworthy men from the 49th (West Riding & Midland) - people we'd worked with during the war - and arranged to meet them at Quaere House. I also informed the Director of the proposed action, and he told me to take Hatfield along. It was, I reiterate, the Director's idea, not mine. I know that will come up, so let's be absolutely clear on that point.

The 49th men had their own firearms; I brought my service revolver, and H. assembled a Rune of Destruction (Category II, according to the new classification). I also dug up a brace of warding talismans from the lab, so I felt very well equipped. We drove out and arrived at Moon Farm just after midnight. I ordered the soldiers to secure the main gate while H. and I investigated the farm itself.

Moon Farm consists of some forty acres. Partially wooded, very sheltered from the road. No neighbours, and you can tell why as soon as you set foot in the place. It's unholy, Eddie, in a way I'd never felt before. Not the sturm-und-drang malice of a summoned demon, but something old and fecund and rotten. Walking across those unnaturally lush fields was like walking on the rotting flesh of a maggoty god. For some reason, I was reminded of a childhood nightmare - when I first learned the story of the Resurrection in Sunday School, I remember wondering what would have happened to Our Lord if the angel had forgotten to roll away the stone in front of the tomb. Would He have starved to death inside that cave? Was He afraid of the dark, of the rotting stench of His own transfigured flesh?

Forgive me - I'm rambling, and blasphemously too.

The farmhouse and outbuildings were empty, but we found bedding and clothes for a dozen adults and at least thirty children. Every room was crowded with bunk beds, and the farm itself was surrounded by a wire fence, like the one we saw at Buchenwald.

Then we saw them. They stood in a circle around an old well, chanting and swaying back and forth, their hands raised over their heads. The children were there too, tied up like hogs. I could hear their sobbing. As I watched, one of the men picked up a boy of three or four years - my God, Eddie, I could see the family resemblance, it was his own flesh and blood - and threw the poor child into the well. He screamed for a moment, but it was cut off abruptly before he hit the bottom. This unnatural glow shot out of the shaft, as though the moon was inside the well, then it faded. I thought I saw something in the woods in that moment, beyond the crowd, but I cannot be certain. I don't much care, either.

H. lit up his rune, and I started firing and blowing my whistle. They came at us with silver knives and shotguns. We gave a good accounting of ourselves, especially once the soldiers heard the whistle-blast and the gunshots and came running. One of them got H., I'm afraid, and two of the soldiers were seriously injured. I don't know what happened to the third soldier, and I'll say that under oath. The last I saw of him, he was near the treeline.

All eight adult members of the Motherwell family - men and women both - were killed in the action. We rescued twenty-three children. Right now, they are at Quaere House, but we will make arrangements for them once we have a cover story in place. A full decontamination effort is needed at Moon Farm, and I don't envy the man who goes down that cursed well.

In summary - the Director might call it a botched operation, but I take genuine pride in putting those madmen down. F. tried to ask me about their ritual and the Moonwell. 'Scientific curiosity', he called it. It made my skin crawl. Patterns of horror repeating over and over, like the tracks of graveworms in dead flesh.

I cannot go on right now. I have some leave. I shall visit my sister.

Take care, Eddie. I'll write again when I feel up to it.

Yours faithfully,

(Signature not present in carbon copy)



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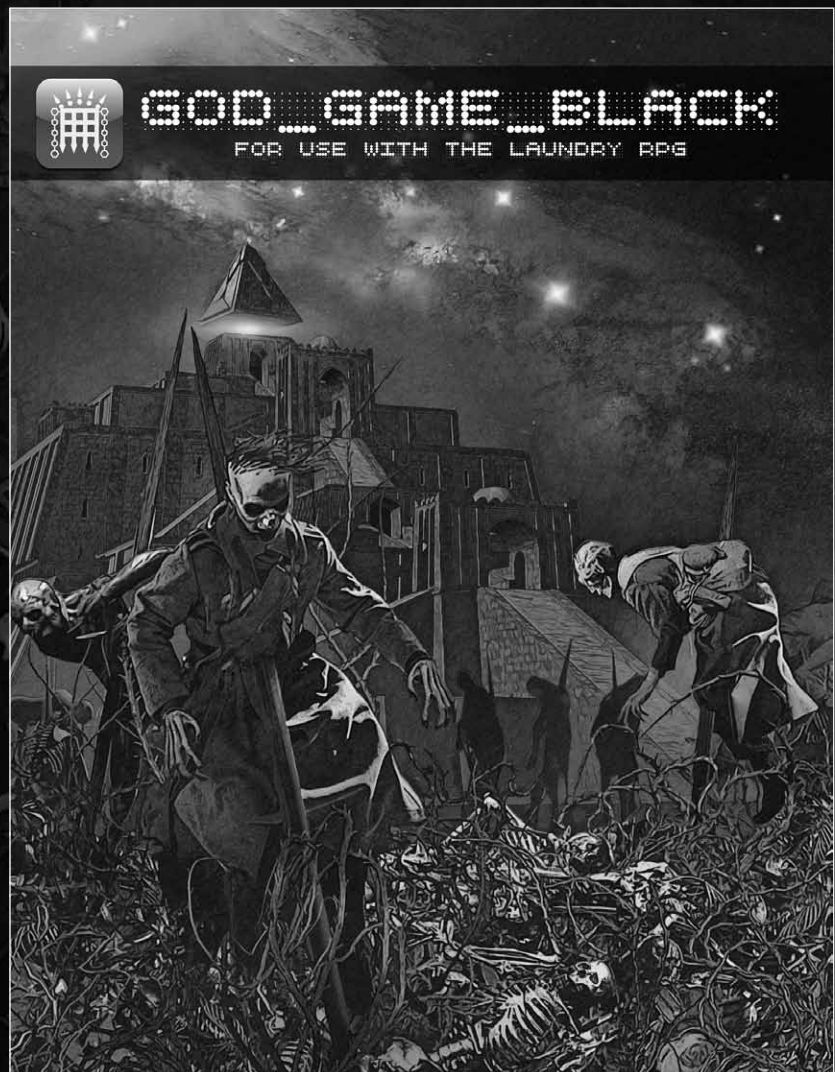
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