

Dead Letter

By Adam Scott Glancy

Adapted for Delta Green: The Role-Playing Game

This mini-campaign set in 1998 reintroduces Delta Green to its old nemesis, the Karotechia. In an ongoing campaign where the Karotechia's post-WWII existence is already known to Delta Green, this operation can be just one thread in a vast web of Karotechia plots. What sets it apart is that the Agents have a chance to go head to head with Reinhard Galt, one of the three members of the Karotechia's ruling Triumvirate. "Dead Letter" calls for the Agents to recognize when to be cautious and when to be bold. Too-cautious Agents will end up eating Galt's dust. Overly bold Agents will end up with impressive funerals.

For the Agents, the operation begins with a package intercepted by the U.S. Postal Inspection Service, a package with some highly unusual contents. But the story begins long before the Agents enter the picture.

<H1>Background

The old saying is true: Old Nazis never die, they just go to South America. In an isolated and well-defended hacienda in Brazil, an organization steeped in blackest magic has taken upon themselves the holy mission of starting a Fourth Reich, a Reich grounded in the occult. This group, the Karotechia, networks with Aryan and white-supremacist organizations around the world. (For more information on the Karotechia, see *Delta Green: The Conspiracy*.)

One of the Karotechia's ruling triumvirate, Dr. Gunter Frank, is a technological necromancer of great skill. His experiments in reanimation and necromancy require exotic chemical compounds. Because his work is now being conducted on a massive scale, Dr. Frank's facilities at La Estancia in Brazil cannot produce enough of his reanimation compounds. He has therefore placed an order through Nuevas Fronteras, one of his South American shell companies, with the American pharmaceutical company Amalgamated Bio-Carb (or ABC). The production of the reanimation compound is a highly illegal operation. Numerous OSHA and EPA standards would be violated by the production, transportation, and export of a chemical compound whose application, for security reasons, ABC would not be permitted to know.

ABC was perfect for the job. They were small and new, utilized cutting-edge technology, were geographically and jurisdictionally isolated (on the Blackfeet Indian Reservation, straddling the Montana/Alberta border), and so hungry for capital that they asked no questions about the mysterious compound.

But nothing is ever really perfect...and accidents do happen.

<H2>The "Accident"

A month ago, a group of low-rent burglars broke into ABC's "Gemstone" Blackfeet Production Facility. Thomas Iron Shirt, Jacob Lefthand, and Charles Low Horn—all residents of the reservation—mistakenly believed that there were chemicals at ABC that could be used to make designer drugs, like methamphetamines and MDMA. They were assisted in their break-in by

Iron Shirt's girlfriend, Lynne Crystal Stone, who worked at the plant in as a janitor. She provided Thomas and the others with uniforms, stolen ID, and a map of the facility. They went in during the July 4th holiday weekend.

After the trio entered the facility, they tripped the alarms and were pursued by ABC security personnel into the Sapphire production unit. ("Sapphire" was the code-name that ABC gave to the mysterious chemical compound they were producing for Nuevas Fronteras.) The ABC security guards wisely chose not to go into the Sapphire Unit to confront armed burglars, instead sending four guard dogs. Faced with snarling dogs, Thomas Iron Shirt made the fatal error of firing his weapon and punctured one of the production vats. The vat's contents were under extremely high pressure and it exploded, flooding the production unit with the gaseous Sapphire compound. As the ABC security guards raced to seal the entrances, the burglars and the dogs died of toxic shock from direct exposure to Sapphire.

They didn't stay dead long.

Within a few minutes the newly risen dead were howling and pounding on the sealed door as they tore each other to shreds. The first ABC personnel on the scene wanted to open the production unit and rescue the burglars, who they mistakenly thought had miraculously survived the chemical spill and were now being attacked by the guard dogs. Others argued that the chemical spill would contaminate other areas of facility.

One of the zombified burglars, Jacob Lefthand, was literally torn limb from limb by the zombified guard dogs, whose addled minds continued to obey their last orders. Lefthand's severed appendages continued to flop around on the floor, unable to lose their newfound unlife. Charles Low Horn and Thomas Iron Shirt tore two of the dogs apart, but eventually Low Horn fell before the animals and was badly mauled, losing a hand and a foot. Iron Shirt, who still retained his original intelligence, hid himself in an equipment closet with his companion. The dogs occupied themselves mutilating Lefthand and eventually calmed down. Once things became quiet in the Sapphire production unit, the ABC cleanup team figured the burglars were dead and chose not to open the unit until they were sure they could contain the spill.

Within an hour, Special Operations Director Ray Turner arrived on the scene and began to get things organized. When ABC personnel in biohazard suits entered the production unit, the two intact zombified dogs forced their way out and attacked the ABC personnel. Several personnel received bite and claw wounds and ABC security guards shot the berserk animals. The gunshot wounds, which could best be described as "non-survivable," failed to daunt the frenzied attacks. The dogs were eventually crippled by multiple shotgun blasts.

When the cleanup team entered the Sapphire production unit they found the dismembered components of Jacob Lefthand and the two other dogs still flopping around on the floor. Thomas Iron Shirt's cries for help brought the cleanup team to the equipment closet and its ghastly occupants.

Ray Turner was the first to realize what they may have stumbled onto and ordered a cover-up. The break-in was not reported to the Tribal police, the chemical spill was not reported to the EPA, and the ABC personnel who witnessed the event were first bribed and then dispersed to new and higher-paying positions with other ABC facilities. (Fortunately, there were few people to relocate, since the facility had been running on a skeleton staff for the holiday.)

Turner reported the break, the chemical spill, and the fatalities to his superiors at ABC, but he did not report the effect that Sapphire had on the burglars and dogs. Until he understood what Sapphire was and how it worked, Turner decided to keep all the information about the "zombies" to himself. Instead, he called in Dr.ENZILI Metreaux, one of ABC's top bio-chemists.

She had previously been working on new forms of artificial stimulants to revive coma patients. Turner couldn't have chosen a better person for the job.

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<S1>Timeline

JANUARY 2: ABC receives its order from Nuevas Fronteras, a Uruguayan holding company. They begin production of Sapphire soon after, making regular shipments of the compound to South America.

JULY 4: Blackfeet reservation resident Thomas Iron Shirt breaks into ABC and causes an accident in the Sapphire production unit. In the aftermath of the accident, Ray Turner launches a cover-up and has the resulting zombies isolated in Lab 6.

JULY 7 TO AUGUST 14: Dr. Enzili Metreaux arrives on the scene. She examines the zombies and experiments further with the Sapphire compound.

AUGUST 15: Dr. Metreaux brings colleagues Dr. Arnold Crisp and Dr. Peter Zeis to the Gemstone facility.

AUGUST 22: Dr. Crisp breaks into the closed wing of Lab 6, discovering the true scope of the operation.

AUGUST 23–31: Dr. Crisp plans a second break-in to steal some evidence of what is going on in Lab 6. He orders a subscription to *The Ecotopian* to learn if Fiona Lin-Wei still works there.

SEPTEMBER 1: The most recent copy of *The Ecotopian* arrives.

SEPTEMBER 4 (Friday): Dr. Crisp steals a reanimated dog's head and mails it next-day express to the offices of *The Ecotopian*.

SEPTEMBER 5 (Saturday): Postal inspectors intercept the dog-head package.

SEPTEMBER 6 (Sunday): Delta Green agents arrive in Berkeley at noon (scenario begins).

SEPTEMBER 8 (Tuesday): The first day after the Labor Day Weekend. Dr. Metreaux notices the missing lab specimen and ABC launches an internal security probe. Fiona Lin-Wei gets an anonymous phone call from Dr. Crisp.

SEPTEMBER 14 (Tuesday): Reinhard Galt arrives with his clean-up team.

SEPTEMBER 15 (Wednesday): Galt spends the day investigating ABC and auditing their books. He contacts Dr. Frank at 5 P.M. and receives orders to destroy the Gemstone facility.

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<H2>The New Reanimator

The process for creating Dr. Gunter Frank's reanimation compound was not new. It was a refinement of a technique devised decades ago by Dr. Herbert West, combined with parallel research performed by Dr. Javier Muñoz. Fifteen years ago, West's dissertation and some of his

notes were dug up by Dr. Metreaux, then a medical student at Miskatonic University. Enzili, the granddaughter of a voodoo mambo, did not think West's research into the revivification of dead tissue sounded as ridiculous as West's contemporaries did. Intrigued, Metreaux continued her research on Dr. West and his work and eventually discovered a journal kept by West's assistant. She found records from the Sefton Asylum for the Criminally Insane which partly corroborated the journal's account of West's experiments. Metreaux also followed up several intriguing leads concerning West's work in Flanders as a member of the WWI Canadian Expeditionary Force. In her spare time she tried to recreate West's experiments, but never got so much as a twitch from any of the lab animals she tried to reanimate. Ultimately, she gave up pursuing West's experiments.

Today, Dr. Metreaux works for Amalgamated Bio-Carb as one of their chief researchers, pursuing research on reviving coma patients and drugs which can mimic the work of nerves. Brought in by Ray Turner, she examined the Sapphire compound to determine exactly what ABC had been producing for the past six months, as well as figure out what Sapphire did to the burglars and the dogs who were exposed to it.

Set up in a restricted-access laboratory, Lab 6, Dr. Metreaux quickly recognized the similarity between the compound ABC was producing and the formula for West's "Re-Animation Agent." When she began experimenting with the remains of the burglars and the dogs, she found that the organs remained inoperative and that they neither ate, slept, or respired, but that the central nervous system retained control over the musculature and that cognitive abilities continued at reduced levels. When she began applying the Sapphire compound to dead lab animals, like mice, rats, and guinea pigs, it functioned almost exactly as described in West's assistant's journal. The dead animals functioned as if alive. Dr. Metreaux progressed to experiments on primates, dogs, and larger mammals.

As the scope of her research grew, Metreaux brought in two assistants with whom she had previously worked: Dr. Arnold Crisp and Dr. Peter Zeis. She worked with them in an "open" area of Lab 6 where all experimentation on the guard dogs and the new animals took place. The "closed" area of Lab 6, accessible only by Metreaux, Turner, and a few selected security personnel (and then only if escorted), was where Metreaux continued with her experiments on the three burglars.

Appraised of Metreaux's progress, Ray Turner, without ABC's knowledge, hired a patent-law firm to determine whether the Sapphire compound had, in fact, been patented—which it had not. Turner knew that if Metreaux could refine Sapphire for use on humans, the applications would be worth billions of dollars. Fatal wounds and terminal diseases would be a thing of the past, and perhaps even old age and death could be banished. Ray Turner would be the richest man in the world.

Before that could happen, Dr. Metreaux would have to conduct further experiments on humans. Ray Turner knew that contracting with a medical supply company would create an unwanted paper trail. And Turner was not yet sure he wanted to share this discovery with ABC. So he tasked his personal fixer and head of security at Gemstone, Louis Deschiel, to look into finding "alternate" means of acquiring the recently deceased. Were it not for the discovery of a security leak within the project, this would have led to smuggling corpses from city morgues around the country.

<H2>The Security Leak

Unfortunately for Metreaux, one of her assistants, Dr. Arnold Crisp, began to suspect what she was working on in Lab 6's closed wing. Curiosity and fear prompted Crisp to break in while he

thought Metreaux was meeting with Ray Turner. He was horrified by what he found: the undead Thomas Iron Shirt begged to be released from his plexiglass cell, the lively corpse of Charles Low Horn snarled from his cage like a rabid animal, and Jacob Lefthand's severed head rolled its eyes insanely as the EKG it was wired to chimed like a metronome. Crisp was forced to hide in the closed wing while Metreaux gave Ray Turner an on-site update on her progress. Overhearing Metreaux and Turner talking, he learned of their plans for the Sapphire compound, as well as their plans to begin experimenting on fresh cadavers.

Crisp feared that if he reported the reanimation experiments to the U.S. government, the feds would drop a national security net over the whole affair and continue the experiments in secret. What Crisp wanted was for the experiments to be exposed to the public and stopped altogether, so he decided to steal a piece of incontrovertible proof and mail it to the press.

But Crisp's paranoia was running full tilt. He was terrified that if he mailed the proof to some giant corporate-controlled broadcast or print media, ABC might be able to buy them off with the promise of immortality. What Crisp needed were fanatics: people too dedicated, stupid, or crazy to be bought off or intimidated. That's when he remembered Fiona Lin-Wei, a classmate of his from UC-Berkeley.

Fiona Lin-Wei was a fanatical environmentalist and a member of both PETA (People for the Ethical Treatment of Animals) and ALF (the Animal Liberation Front). She and several other students burglarized Crisp's graduate-school laboratory, freed all the lab animals, and videotaped examples of what she considered to be cruelty to animals. Fiona used her trial on charges of burglary, theft, and criminal mischief as an opportunity to rail against animal experimentation. Crisp attended the trial and developed a secret crush on the diminutive yet fiery Fiona, who took every opportunity to incriminate herself for the sake of her political views while her co-defendants kept fearfully quiet. This was definitely someone too dedicated, stupid, or crazy to be bought off or intimidated. The last thing Crisp had heard about Lin-Wei was that she was working as a reporter for an environmentalist magazine called *The Ecotopian*. So Crisp ordered a copy and discovered that Fiona was still on the staff—in fact, she was now the editor.

Fearing discovery if he dared to go inside the closed wing again, Dr. Crisp had to satisfy himself with retrieving the frozen head of a reanimated dog from the open wing of Lab 6. That night he smuggled it off the premises of the ABC facility, drove to Great Falls, Montana, and mailed it off by next-day express, with a note describing the source of the head and promising to get in touch soon with more information. As perhaps a combination clue and an ironic joke, when Dr. Crisp mailed the package he listed Thomas Iron Shirt as the sender on the package and purchasing receipt.

The package never arrived. It was intercepted by the U.S. Postal Service, thanks to heightened security procedures in the aftermath of the Unabomber and a rash anthrax-by-mail threats against abortion clinics. When Crisp called Lin-Wei at *The Ecotopian* and asked what she thought of the package, he was horrified to learn she never received it. He immediately hung up. Since then, Crisp has been in a panic. He doesn't know what to do. Is Dr. Metreaux on to him? Is his life in danger? Should he run for it? If they don't know he stole the head, will making a break for it tip them off and get him killed? As the scenario begins, he is paralyzed by fear and paranoia.

<H2>The Karotechia Cleans House

The July 4th accident caused ABC to shut down Sapphire for a couple of weeks, and as a result they missed one of their scheduled shipments to South America. Dr. Gunter Frank

became suspicious of the delay and tasked a law firm from Montevideo, Uruguay, to politely inquire about the situation on behalf of his shell company, Nuevas Fronteras. ABC responded with nothing but stammering misdirection.

A week after the scenario begins, Frank will dispatch Reinhard Galt, another member of the Karotechia's ruling triumvirate, to ABC to "correct" the problem. Dr. Frank would not trust this assignment to any of the lesser Ritter because he doesn't want word of this getting back to Olaf Bitterich. Bitterich is the most powerful member of the Triumvirate, and his eyes and ears are everywhere. Galt is the only person Dr. Frank can rely on for discreet tasks that won't get back to Bitterich. So Galt will assemble a few hand-picked Ritter and take a helicopter out of the jungle, a sleek Lear jet to Missoula, Montana, and thence to the Blackfeet reservation by helicopter again. There he will announce himself and his associates as representatives of Nuevas Fronteras. They will want answers and an audit of the project. When Galt eventually discovers the truth, he and his associates will destroy Gemstone and kill everyone present.

<H1>Getting Started

Of course, none of this takes place in a vacuum. Delta Green reacts to the discovery of the zombified dog's head. Their task force, in the form of the Agents, may make life difficult for the villains of this piece. Here is a list of possible agencies from which Delta Green might draw personnel for this mission. This is only a suggested list. Feel free to add Agents from any agency they feel will make the scenario more interesting and enjoyable.

- Central Intelligence Agency
- Federal Bureau of Investigation
- Postal Inspection Service
- Centers for Disease Control and Prevention
- U.S. Army Medical Research Institute of Infectious Disease
- Environmental Protection Agency
- Blackfeet tribal police

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<S1>Overt, Covert, Clandestine

There are three basic approaches the Agents can take while pursuing this mission: overt, covert, and clandestine. At any point during the scenario, the Agents may employ any of these methods. Be prepared to react accordingly.

The overt approach has been referred to by some playtesters as "The *X-Files* method." This is where the Agents just walk up and flash their ID and start asking questions, not necessarily explaining what they're investigating. It's quick but loud.

The covert approach is where the Agents show up with a cover story and ask their questions. The trick here is making sure the questions asked don't arouse the subject's suspicion that the Agents are really something other than they appear.

The clandestine approach is where the Agents never reveal their presence while searching for their answers. In this method phones are tapped, rooms bugged, suspects followed and photographed, and homes and offices secretly searched.

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<H2>Briefing

The Agents are brought in on this op by a Delta Green agent who calls himself John Drake. He acts as the team coordinator. His job is to gather assets, human and otherwise, and communicate with other cells as needed. Drake was contacted by a Delta Green friendly in the U.S. Postal Inspector Service named Johann Baldwin, and after conferring with Cell A, he assembles the Agents.

On September 5, the Agents are contacted by a variety of methods: encrypted email, “wrong-number” phone calls with code-words slipped in, dead drops, a random street encounter, whatever the Handler feels is appropriate for the individual Agent. All the Agents get invitations to “a night at the opera,” directing them to San Francisco and then to the University District post office in Berkeley, across the bay, along with the instructions found in **MISSION BRIEFING** on page XX. The Agents are to arrive at noon on Sunday, September 6, when the post office is closed. Be sure to emphasize how this ruins their plans for the Labor Day weekend.

They are met at the rear loading docks by Inspector Baldwin, described on page XX. He takes them through the letter-sorting area to a snack room with tables and a refrigerator. John Drake, described on page XX, is there. He thanks them for answering his summons so quickly. Drake leaves the initial briefing to Baldwin. It is short and to the point.

Baldwin explains that a postal worker intercepted a suspicious package that was leaking an oily fluid with a chemical smell. Postmaster Jim Hardwick called in the local sheriff’s bomb squad. The bomb-sniffing dogs went crazy at the package’s smell but did not alight on the package to indicate the presence of explosives.

Baldwin and his partner Richard Rafferty brought in a portable X-ray machine and looked inside the package. The still image they got was of a dog’s head wrapped in cold-packs. The bomb-squad packed it in. Baldwin and Rafferty opened the package to see if they could figure out what was up.

That’s when they discovered the dog head wasn’t dead. It was moving. It bit Rafferty on the hand and wouldn’t release him until Rafferty emptied six rounds from his service pistol into it. Baldwin believes the only reason it let go was that Rafferty shot the thing’s jawbone out of its hinge.

Rafferty received an indefinite medical leave and is currently at home, high on pain-killers and Scotch, but can’t quite stop shaking. Baldwin, however, assures the Agents that Rafferty is a good man who knows when to keep his mouth shut. Baldwin also says that he ordered everyone who’d seen the head, including Postmaster Hardwick, to not say anything to anyone about what they’d seen. That may not allay the fears of some Agents that a leak could result in unwanted press attention.

Baldwin goes to the refrigerator and retrieves a cardboard box from the freezer. The box’s sides are stained from the inside by some kind of bluish fluid. Agents easily note Baldwin’s obvious revulsion and trepidation at picking up the box. They also hear something wetly flopping around inside. The Agents may take whatever hazardous-materials precautions they wish. Baldwin gingerly cuts the tape and tips the contents onto the table.

What lies twitching on the snack-room table is an absolute abomination against nature. The head is that of a German Shepherd. Its right eye is blasted away by a bullet wound. A wound in the skull has exposed the brain tissue. The jawbone was shot out of its right hinge. Even so, its

jaw muscles jerk spasmodically. The flesh of the bloodless stump is stained faintly blue, as is the exposed brain tissue. While unpleasant to handle, the head poses no danger. The damage to the jaw hinge prevents it from closing sufficiently to cause damage.

Seeing the twitching, mangled head costs 0/1D4 **SAN**.

Drake leaves after the briefing, saluting the Agents with a “Be Seeing You” hand-sign from *The Prisoner*. He gives them the number to his encrypted cell phone and reminds them, “If there’s anything you need, don’t hesitate to call. We have friends everywhere.”

Once Drake is gone, Baldwin asks if the Agents would like to see what came with the head. That includes the original package, eight cold-packs, a garbage bag used to wrap the head and packs together, two sets of surgical gloves, and a note.

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<S1>Mission Briefing

OPERATION DEAD LETTER

CONTACT POINT: University District Post Office, Berkeley, California

DATE/TIME: September 6th, noon

MISSION OBJECTIVES:

- 1) Determine the source and the nature of the biological anomaly.
- 2) Determine level of involvement of the intended recipients of the biological anomaly.
- 3) Determine level of threat to national security and public safety created by whomever or whatever is responsible for the biological anomaly.
- 4) Neutralize any immediate threats with a minimum of exposure.
- 5) If violations of federal law have been committed, determine whether charges can be prosecuted without exposure of the public to information about preternatural or paranormal phenomena. If those responsible can be brought to justice without exposing us or the existence of preternatural or paranormal phenomena, then do so. If the threat of exposing us or the existence of preternatural or paranormal phenomena is too great, “alternative methods” of resolving the situation are authorized.

Postal Inspector Johann Baldwin will present all physical evidence currently available. Inspector Baldwin is a friendly, not an agent. Do not compromise compartmentalized security.

John Drake will provide all logistical support and coordinate your task force’s operation with other agents and friendlies as needed. Drake is the only contact authorized to receive information about this operation. All requests for resources and information must pass through him.

Be seeing you.

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<H2>Plugging the Leaks

One of the first things the Agents may want to do is to make sure none of this gets out and that no one has mentioned what happened. There is no set way to go about this, but a few techniques are possible.

The postal workers who were on duty the day the head was discovered could be gathered together so that an Agent with high law-enforcement or national-security credentials could read them the riot act. Pensions and employment could be threatened, with the added twist of group culpability if the story gets out. (“If this story so much as shows up in the *Weekly World News*, every one of you is fired and your pensions and retirement benefits are history!”) Workers with seniority have more of an interest in protecting their employment and retirement benefits. Employees with less (or no) seniority are not so intimidated.

The eighteen employees who were on duty that day, including the postmaster, could be polygraphed over the course of a day. Polygraphs are notoriously unreliable, but it might help determine who already mentioned something to their wife or over a beer with a friend. The Handler can decide whether anyone needs to be threatened with death or bodily injury before they realize that the Agents are not to be taken lightly. This could allow a Handler to explore the darker side of Delta Green’s conspiratorial nature. What price are the Agents willing to pay to maintain secrecy?

<H1>Evidence

The Agents have a limited number of clues: a bullet-ridden dog head (still moving), eight cold-packs, a garbage bag used to wrap the head and packs together, two sets of surgical gloves, a note addressed to Fiona Lin-Wei, and the cardboard box that held all of the above, which contains both destination and return addresses, as well as a postmark.

<H2>The Head

The dog head can reveal a number of secrets. To perform forensic and chemical analysis of the head, the Agents need access to laboratory facilities. Agent Drake can recommend a number of such facilities locally.

First, there is the regional FBI crime lab in San Francisco, access to which depends on the Agent’s federal law-enforcement connections. Lab personnel hesitate to allow the Agents to use the lab without solid authorization.

Second, Agents with CIA contacts—including Agent Drake, if asked—have access to a “safe” laboratory in San Francisco, for a price: Tenet-Woodson Laboratories, \$7,000 per night (a Major expense), no questions asked. (The lab is owned by a former CIA asset who still does low-profile work for his old employers on occasion; it also manufactures illegal pharmaceuticals for a local drug posse.) Drake can secure \$5,000 in funds, but the Agents must roll Persuade to obtain use of the lab at that price; alternately, they can make up the shortfall themselves (an Unusual expense).

Finally, a lab at the UC Berkeley veterinary school may be used if the Agents contact a Delta Green friendly at UCLA, Dr. Nadja Fulani (see *Delta Green: The Conspiracy*, page XX). The Agents either need to have worked with Dr. Fulani before or make an **INT×5** roll to recall her from conversations with other DG agents over the years. She is described in detail on page XX, as she may have other contributions to make to this op. Through friends and acquaintances on

the Berkeley campus, Fulani can get the Agents into the lab after hours, between 8 P.M. and 4 P.M., at no cost—as long as they don't blow anything up.

<H3>Forensic Analysis

Apart from the bullet holes in the dog's head, the only other trauma is, of course, where it was sawn from the neck. A **Forensics** roll or having the skill at 50% or better reveals it was removed with a surgical saw. It is impossible to determine whether the head was reanimated before or after it was removed from the dog's body. The brain has been severely damaged by the .38 caliber rounds. The musculature has been severely damaged but the muscles continue to function. The one intact eye rolls madly in its socket, the tongue quivers, the ears twitch, and the jaw limply flops open and shut from its single remaining hinge.

A **Medicine** or **Science (Biology)** roll, or having either at 50% or better, reveals that the tissue of the dog's head is neither truly dead nor alive. On a cellular level, the head's cells are not replicating, repairing themselves, taking in nutrients, or excreting waste. But they're not dying, either; they seem to be in some sort of stasis. An EKG or CAT scan reveals that the neural synapses of the brain—what's left of it—are still firing.

<H3>Chemical Analysis

A **Pharmacy** or **Science (Chemistry)** roll, or having the skill at 50% or better, reveals that the head's cell structure is permeated with an unknown chemical compound. A second roll, or having the skill at 70% or better, breaks down the compound's chemical composition into a partial formula. Not every element is identifiable, but it has the characteristics of adrenaline, cerebral-spinal fluid, and neural-transmitters. The compound is without doubt artificial. It has a characteristic blue color, which tints all the tissue it permeates.

<H2>The Note

The note is the most important source of information the Agents have, as it reveals where the package came from. It was printed by a consumer-quality inkjet printer on recycled twenty-pound paper. Its text appears on page XX.

<H2>The Box

The box airbill has three important clues: the destination address, the return address, and the date sent. It appears on page XX, but the Handler must fill in the date. The package was addressed by hand in ball-point pen to Fiona Lin-Wei, c/o The Ecotopian, Berkeley, California.

<H3>The Ecotopian

The Ecotopian is a bi-monthly magazine devoted to environmental activism. Its website, www.the-ecotopian.org, shows that it was founded in 1992. The magazine is sold by subscription and on newsstands in larger metropolitan areas. If the Agents obtain a copy, they find a professionally produced magazine on newsprint, thirty-two pages an issue. It focuses on the U.S. west coast but includes brief reports on environmental topics from around the world. The most recent cover story features a legal whale hunt undertaken by the Makah tribe of Washington state, a hunt opposed and occasionally intercepted by activists from the Sea Shepherd organization.

If the Agents have access to FBI databases, they can learn that the FBI believes *The Ecotopian* may have a radical, criminal agenda. Its staff includes members of Earth First, PETA, ALF, and Gradual Human Extinction—a group espousing the extinction of the human race through 100%

birth control. All of these groups have a history of activism that occasionally includes criminal activities. Several of the staff have criminal records, mostly involving minor drug-possession charges, trespassing, and criminal mischief charges related to the harassment of corporations, laboratories, and other facilities that work with toxic chemicals or perform animal experimentation. The FBI speculates that some members of the *Ecotopian* staff may be providing financial assistance to those engaged with harassment and sabotage of what they view as immoral corporations.

<H3>Fiona Lin-Wei

A search of the FBI's National Criminal Information Computer reveals that Fiona Lin-Wei of Berkeley, California, has a criminal history and a file with the FBI as a known ecological radical. She is employed as editor of *The Ecotopian*.

Born on 3 AUG 1971, Lin-Wei is of Scottish-Chinese descent. She attended UC Berkeley's journalism school from 1989 to 1992, when she was expelled following her conviction in 1992 for burglary, grand theft, and felony criminal mischief. The conviction stems from an incident in which she and three other members of the Animal Liberation Front broke into a research laboratory that was conducting experiments on sleep deprivation using primates. The ALF burglars stole the primates and transferred them to unknown ALF members for sanctuary. She is also a member of People for the Ethical Treatment of Animals.

In 1995 Lin-Wei was arrested on a misdemeanor charge of battery, for using pepper spray on a man in a Berkeley coffee shop whom she claimed assaulted her. Witnesses gave conflicting statements to police. That charge was dropped when the victim, who gave a false address, could not be located. In 1996 she was arrested for battery again after pepper-spraying a plant manager at an Oakland paint factory involved in a labor dispute with immigrant workers, for which she received community service and a psychological evaluation.

The 1996 psych eval was conducted by county mental-health workers and is guarded by doctor-patient privilege. The only way the Agents could obtain it is through illegal means: bribing a clerk, cybertheft, or burglary of the Oakland County Mental Health Office. According to the report, Fiona Lin-Wei has "a serious anger control problem." She is extremely insecure, both physically and intellectually. This insecurity often manifests itself in an aggressive confrontational stance. When her intellectual positions or moral beliefs are challenged, she often resorts to physical intimidation. Attempts to match her physical intimidation characteristically result in a violent response. The report recommends that Lin-Wei complete a twenty-six week anger-management course.

<H3>The Return Address

The return address is for Thomas Iron Shirt in care of a P.O. box on the Blackfeet Indian Reservation in Montana. A search of the FBI's National Criminal Information Computer finds one William Thomas Iron Shirt, a citizen of the reservation. He was born on 23 MAR 1977 and has had six juvenile and two adult arrests for trespassing, burglary, and petty larceny. His last listed physical address is with his father, Robert Iron Shirt, on the reservation.

The reservation post office has no box account for a Thomas Iron Shirt. In fact, the P.O. box listed on the return address is not even a valid number.

<H3>The Postmark

The package was postmarked in Great Falls, Montana. With Baldwin's help, the Agents can obtain—by next-day express mail, naturally—a copy of the security videotape from the time of the shipment. The shipper is a slender, blond-haired white man in casual clothing. From this

tape, the Agents can easily produce a clear photograph of the man they may later learn to be Dr. Arnold Crisp.

<H3>Handwriting

If samples of Dr. Crisp's handwriting are ever obtained, a successful **Forensics** or **HUMINT** roll, or having the skill at 50% or better, confirms that Crisp addressed the package and filled out the receipt for the two-day express delivery. It also reveals that the writer was under mental stress when he wrote the receipt and addressed the package. At the Handler's discretion, a second roll, or having the skill at 70% or better, can reveal other traits of the writer: age 30–40, college-educated, probably from the east coast.

<H2>The Rest

The eight cold-packs provide no additional clues. They are a common variety used by institutions across the country. There are no fingerprints.

The garbage bag is a common household brand and holds no fingerprints.

Nothing can be learned from the gloves, not even a brand name.

<H1>About ABC

At this point, the Agents likely want to learn everything they can about Amalgamated Bio-Carb, Inc., its Blackfeet production facility, and the Blackfeet Indian Reservation.

The Agents can find information on Amalgamated Bio-Carb, Inc. in the records of the IRS, the Securities & Exchange Commission, Occupational Safety and Health Act (OSHA) inspections, EPA inspections, EPA Permits and Licenses, news items, ABC's initial public stock offering prospectus and corporate charter, and mentions in professional journals. This material can be accessed through connections to the Internet and to computerized federal databases if the Agents have access to such resources through their day jobs. (No, ABC does not maintain a web site, although they have registered the domain name www.amalbci.com for future use.)

Each of the following bits of information can be found with a successful **INTx5** roll. Each roll, successful or otherwise, takes an hour to complete. Read the resulting information to the players and allow them to take notes.

FIRST SUCCESSFUL ROLL: Amalgamated Bio-Carb, Inc. is an aggressive bio-technology research and production firm, publicly traded on the NASDAQ stock exchange under the symbol AMAL. They seek to patent new drugs and chemicals which have applications to human (and to a lesser degree, animal) medical needs. They also subcontract their chemical and pharmaceutical production facilities, producing orders for customers around the world. But the long-term corporate goal is to turn their own production facilities to the production of patented drugs that ABC produces. ABC currently has twenty-three drug patents pending. They are particularly interested in drugs that affect the central nervous system: anti-psychotics, anti-seizure medication, etc. Their first commercial product, currently undergoing FDA review, is a drug to revive long-term coma patients. ABC has also been seeking artificial neurotransmitters which could be used to "bridge the gap" in severed nerve ganglia. Such a neurotransmitter would effectively end the suffering of millions of people suffering from nerve damage and paralysis. ABC stock was issued in 1995 at \$5/share, and has been as high as 57³/₁₆; at present, it's hovering in the low 20s. Analysts who follow the volatile field of cutting-

edge biotech stocks predict that if ABC's coma drug is approved, they'll hit a twelve-month high of 128, with a three-year possibility of 260. With one million shares in play, their current market capitalization is about \$23 million.

SECOND SUCCESSFUL ROLL: ABC's latest annual shareholder report includes a list of major stockholders, most of whom are administration and critical R&D personnel. If later compared against a subscription list from *The Ecotopian*, Dr. Arnold Crisp—who owns 15,000 shares of the company and has options for 30,000 more—is the only ABC employee mentioned who subscribes to *The Ecotopian*.

THIRD SUCCESSFUL ROLL: At the E-Safe Online Brokerage investor web site, one of their biotech analysts posted the following update two months ago: “Amalgamated Bio-Carb, Inc. (NASDAQ: AMAL) is running low on capital due to the high burn rate typical of the emerging biotech sector. The CEO, Dr. Leslie Dehaveland, has been pouring money into research and development but has yet to bring a product to market. ABC's contracts for small-scale pharmaceutical production have helped, but investors have seen a lot of biotech companies come and go and few have lived up to their potential; ABC may be just another flameout waiting to happen. If the FDA denies the coma drug or it flounders in the marketplace, Dr. Dehaveland may be out of a job. Rumors of infighting on the board of directors have further destabilized the stock price, and several larger companies have made quiet noises about a hostile takeover. ABC is allegedly looking for a ‘White Knight’ to invest in the company in order to stave off just such a takeover.”

FOURTH SUCCESSFUL ROLL: Amalgamated Bio-Carb, Inc. has developed a reputation for playing fast and loose when it comes to FDA and EPA regulations. They have set up most of their production and facilities outside U.S. jurisdiction, preferring such locales as the Blackfeet reservation, South Korea, Taiwan, and the People's Republic of China, although their headquarters and primary research facility is located just outside Baltimore, Maryland. There is a persistent rumor that ABC researchers have conducted human experimentation in China as part of their program to repair neural damage, and their name has been mentioned by congressional representatives in conjunction with the ongoing debate over high-technology leaks to China. These rumors may be one reason none of the large pharmaceutical corporations has moved to take over ABC through a stock buyout. While ABC has a great reservoir of research to be plundered, any incoming owners would become liable for any suits or fines resulting from ABC's violations of FDA and EPA regulations.

FIFTH SUCCESSFUL ROLL: Amalgamated Bio-Carb, Inc. may have been involved with some serious legal violations in its overseas operations. In the last year, ABC has retained Ray Turner as a special projects consultant. Turner has long been known as a corporate “fixer” who has allegedly engaged in criminal actions in support of corporate policy. He's been suspected in the bribery of legislators in Taiwan, of supporting labor unrest in the Philippines to pressure legislators into granting construction permits for a chemical plant in Manila, and blackmailing government officials in Malaysia to halt the investigation of a fire at an oil refinery.

<H2>ABC's Blackfeet Production Facility

Information on this facility can be found in applications and blueprints available through the Blackfeet Reservation Development Council, OSHA inspections, EPA inspections, EPA permits and licenses, newspaper articles, and IRS records. This information can be accessed through the Internet and connections to computerized federal databases. Each successful **INTx5** roll reveals one of the following bits of information. Each roll, successful or otherwise, requires one hour to complete.

FIRST SUCCESSFUL ROLL: In 1964 the Tribal Council applied to the federal government for permission to set their own air-quality standards. This right was granted by an act of Congress because the poverty of the area was so great that the only kind of power plant the reservation could afford was a coal-burning plant without scrubbers to filter the emissions. In the early 1970s, internal pressure within the Blackfeet tribe (due to health and environmental concerns over the Blackfeet power plant's emissions) caused the tribal council to invest in technologies that would bring the plant up to current EPA standards. However, the act granting the tribe autonomy in setting their emissions controls was never repealed.

Twenty years later, in 1996, ABC opened their Blackfeet Production Facility, just 30 km north of Browning, the capital of the reservation. The facility is effectively outside the jurisdiction and oversight powers of OSHA and the EPA. However, the Blackfeet Tribal Council's Environmental Protection Board has set health and safety standards of their own which are strictly enforced.

SECOND SUCCESSFUL ROLL: No one at EPA or OSHA knows for sure what's going on at ABC's Blackfeet facility, as on-site inspections are not permitted without prior approval of the Tribal Environmental Protection Board and ABC itself. The last EPA "courtesy inspection" took two months to approve. They didn't find any violations of EPA or OSHA standards. However, that inspection was in December of last year. The inspection for this year has not been scheduled yet, but it will no doubt also meet with delays in approval.

THIRD SUCCESSFUL ROLL: Give the players a copy of the ABC facility map on page XX.

<H1>Visiting *The Ecotopian*

A Delta Green friendly, Dr. Nadja Fulani, has ties to the UC-Berkeley campus. She may be able to provide the Agents with some information about *The Ecotopian* before they barge into the magazine's offices.

Dr. Fulani is a professor of Anthropology at UCLA and one of Delta Green's staunchest allies, having joined the organization while it was still officially sanctioned. Dr. Fulani serves Delta Green by providing intelligence on cults and secret societies, both new and old, while she continues to conduct her own anthropological studies.

She can brief the Agents a bit about *The Ecotopian*, as she is a subscriber and has numerous back issues. If asked, she is happy to part with them temporarily. (Their web site contains a smattering of articles, but they have yet to put their entire back catalog online.)

Reading the articles by Fiona Lin-Wei in the back issues of *The Ecotopian* takes three hours to complete. A successful **HUMINT** roll gleans that the author, Ms. Lin-Wei, is a true believer. She is very dedicated to the cause of environmentalism; it is perhaps the closest thing she has to a religious faith. She supports the Gaia Hypothesis, which holds that the Earth is a living, breathing organism. In recent issues of *The Ecotopian* she has begun to refer to the Earth as "Mother Gaia." Her reporting style is inspired and compelling. The ideas and philosophy espoused in the editorials and expressed throughout the articles are from the extreme far left. She often comments that the choice between the two main political parties is no choice at all. Even so, she still takes special care to vilify the Reagan-Bush administrations, which she characterizes as being dominated by "war-mongering patriarchal fundamentalist Christian fanatics, pushing an agenda of rapacious greed at the expense of women, people of color, and the 'lower' socioeconomic strata." She is deeply suspicious of the federal government, and the bigger the agency the more contemptuous she is. She admires anti-corporate monkey-wrenchers who harass and publicly expose the actions of environmental criminals.

<H2>Other *Ecotopian* Staff

No game statistics are given for the rest of the staff, although these short descriptions may assist the Handler when he or she needs to conjure another stock NPC to populate the offices of *The Ecotopian*.

Ecotopian Employees

Name	Position	Background
Keith Bass	Contributing editor	Scruffy socialist and self-styled ecological Che Guevara
Karen Czachowski	Editor	Ex-EPA chemist and eco-alarmist
Dana Gastineau	Photo researcher and subscriptions manager	recent UC Berkeley graduate
Colleen Harper	Production manager and assistant editor	UC Berkeley journalism student
Katherine Hawkins	Contributing editor	Rich girl and would-be Patty Hearst
Dwight Jenkins	Receptionist and gofer	Part-time environmentalist and full-time horndog
Trish Joseph	Editor	Vegetarian, Trotskyite, and radical lesbian poet
Manuela Klick	Assistant production manager	German exchange student and Green Party member
Michelle McGregor	Marketing manager	Part-time student, underpaid for a good cause
Shana Vandermade	Designer	Starving artist, paying her bills and suffering for her art

<H2>The Office

The Ecotopian's offices are on the second floor above a health-food restaurant (Eagle Roost) and an espresso bar/bookstore (Bay Lights Books) less than four blocks from the campus of the University of California at Berkeley. The Agents likely stick out like sore thumbs.

The cluttered interiors of the office are well-lit by large banks of windows and a skylight. The work area is one large, open suite. Its walls are lined with filing cabinets and the floor is filled by a half-dozen desks piled high with computers, bric-a-brac, and loose paperwork. The walls are plastered with Greenpeace and Earth First posters. Plants adorn the desks and filing cabinets. The desk nearest the stairs acts as a kind of reception desk.

Agents are greeted by Dwight Jenkins, a bespectacled and bearded young man. He studies political science at UC Berkeley and works at *The Ecotopian* part time, mostly to meet girls. He's suspicious of federal investigators and it requires a successful **Persuade** roll to get him to admit that Fiona Lin-Wei is in the office. In fact, she's sitting at the far desk, quietly eyeing the Agents. Dwight reacts better to female Agents, who can roll either **CHA×5** or **Persuade**.

For her part, Fiona Lin-Wei is very interested in meeting with the Agents, primarily because she wants to pump them for information and find out what they're investigating. If Jenkins is stonewalling them, she may choose to intercede and introduce herself. She doesn't meet them alone, especially if there's more than one Agent. In fact, she tries to involve the entire staff in any interview the Agents try to conduct. She does not want to lose the advantage during any confrontation with the feds.

It is extremely difficult for the Agents to conduct an interview while the other staff members interrupt them with questions, demands to see a warrant (which is not necessary unless the Agents want to make a legal search), and rude comments about Waco and Ruby Ridge. Lin-Wei treats federal investigators contemptuously and with suspicion. All **Persuade** rolls are at -20%. If the Agents let slip that they intercepted a package sent to her, she demands the Agents hand it over. Failure to do so results in Lin-Wei taking legal action, filing suit against the U.S. Postal Inspection Service. Later she may try to follow the Agents or photograph them as part of a story for the magazine ("Federal Investigators Intercept Evidence, Raid *Ecotopian* Offices"). This could prove very annoying for the Agents. However, she does not harass them once they leave Berkeley.

For all that, there's very little Lin-Wei can tell the Agents. Her only contact with the package's sender came when he called her on September 8 and asked what she thought about the package. When she told him she didn't know what he was talking about, the anonymous caller panicked ("Omigod! Omigod!") and hung up. She didn't know Dr. Crisp in college, didn't recognize his voice, and doesn't recognize his handwriting.

<H2>Breaking In

The Agents can find one important clue here by breaking into the magazine office, its subscription roster. But the Agents find it only if they are looking for it specifically.

Each staff member save Dwight Jenkins has a Macintosh computer on their desk. The computers are protected with a simple password system that requires a **Computer Science** roll to bypass. (Rebooting the system while holding down the shift key to disable extensions does the trick.) Once in, they can copy all the data and sift through it at their leisure.

The critical clue is located on the computer of Dana Gastineau, the staffer in charge of keeping up with subscriptions. The only subscriber in Montana is Dr. Arnold Crisp, whose address is an apartment number in care of Amalgamated Bio-Carb Inc.

The information at *The Ecotopian*, combined with the likeness of the package-sender taken at the Montana Post Office, pretty much gives the Agents their whistle-blower tied up with a Christmas ribbon. Now they need to decide how to approach the next phase of their investigation: getting a look inside the Gemstone facility.

<H1>The Reservation

After Berkeley, the Agents can backtrack the package to the Blackfeet Indian Reservation and Amalgamated Bio-Carb. Getting to the reservation and its capital of Browning, Montana, is up to the Agents. A charter flight or commercial flight can get them to the Great Falls regional airport. A military transport could be hopped to Malmstrom Air Force Base, just outside Great Falls. From there the Agents can rent a vehicle and drive to Browning. The closest FBI regional office is in Salt Lake City, Utah, but there is a small office in Helena, the capital of Montana.

Browning, Montana, is in the Rocky Mountains, not far from Glacier National Park. The scenic vistas in the area are some of the most breathtakingly beautiful in North America. Handlers should emphasize the shockingly blue skies, snow-capped peaks, and mirror-like lakes.

The tribal capital is not exactly a metropolis—Browning’s population is just under 1,200. It is, however, the densest concentration of population on the reservation. Some 7,000 Blackfeet Indians live on the reservation, which covers an area of about 7,700 square km or 3,000 square miles. The community is tightly knit. Most everyone has at least a passing acquaintance with just about everyone else. The violent crime rate on the reservation is very low except where alcohol is involved. Bar fights, domestic violence, drunk driving, and public intoxication are not uncommon. Muggings, narcotics trafficking, and narcotics-related violence are unheard of. The city is fairly prosperous, seeing a good deal of tourist traffic and some small local industry (a pencil factory and the ABC plant). Although much of the reservation’s economy is driven by the ranching, natural gas, and oil industries, ABC’s Gemstone production facility is the largest single employer.

The Agents are very conspicuous, being both non-locals and non-Indians. They quickly attract a great deal of attention unless they disguise themselves as tourists. And tourists never stay long.

There are two basic directions the Agents can take once they get to the Blackfeet reservation. They can track down Thomas Iron Shirt, the alleged shipper of the package, or they can investigate Amalgamated Bio-Carb’s Gemstone facility.

xxx TEXT BOX xxx

<S1>Blackfeet Indian Names

Here’s a list of Blackfeet Indian names which the Handler can draw upon to quickly generate NPCs. Choose one or roll 1D20. A traditional name is often combined with a more common white American first or last name.

1. Buffalo Bull
2. Bull Child
3. Calf Shirt
4. Chewing-Black-Bones
5. Crowfoot
6. Curly Bear
7. Day-Rider
8. Eagle Ribs
9. Grey Eyes
10. Heavy Head
11. Heavy Runner
12. Heavy Shield
13. Medicine Snake
14. Night-Gun
15. Old Chief
16. Rides-at-the-Door
17. Scraping-White
18. Three Calf
19. Weasel Tail
20. White Calf

xxx END BOX xxx

<H2>Who Is Thomas Iron Shirt?

If the Agents have not already done so, they probably want to check local records to find out who Thomas Iron Shirt is. A check with the tribal police reveals the information summarized in **THE RETURN ADDRESS** on page XX.

<H2>Tribal Police

Asking around the Blackfeet Tribal Police headquarters about Thomas Iron Shirt leads the Agents to Detective Sergeant Wallace Red Crow, who runs the burglary and stolen-property task force—a task force of one, it should be noted. Red Crow is a weathered, heavy-set man in his early forties. His dress is casual western wear: jeans, button-up shirts, and cowboy boots. Red Crow has an interest in Iron Shirt and his “gang,” having followed Iron Shirt’s criminal career since he was a juvenile offender.

Red Crow says Thomas Iron Shirt isn’t the smartest guy on the Rez. He isn’t the best looking. He isn’t the toughest, or even the meanest. But he combines all four of those middling attributes so effectively that he has a reputation as the number one up-and-coming bad-boy on the Rez. He has left a long string of high-school (and junior high-school) pregnancies in his wake and racked up more than a few unprosecuted acts of vandalism and public brawls. Lacking the entrepreneurial spirit to sell drugs, he turned to theft.

Red Crow explains that Iron Shirt and his two equally shiftless buddies, Jacob Left Hand and Charles Low Horn, are suspected in some half-dozen burglaries of businesses in Browning. Jacob Left Hand is homely and not too bright, with not much of a past and no foreseeable future outside the Montana Department of Corrections. Easily influenced and led, he hangs out with Iron Shirt because he wants approval and acceptance. Charles Low Horn is Iron Shirt’s right hand and chief muscle since even before he was expelled from high school. With a hair-trigger temper and a taste for indiscriminate violence, Low Horn never says no when Iron Shirt points him at someone to punish or intimidate. Of the three, Low Horn is the one who has spent the most time in county jail.

These punks have moved on from breaking into cars and homes to businesses. They go after high-end items they can sell off the Rez, everything from lawn mowers, gas grills, and sporting goods to TVs, stereos, and computers. Together they have probably made several thousand dollars off the tens of thousands of dollars’ worth of goods they have stolen and resold off the Rez. Red Crow wanted to question them about a recent break-in at the John Deere dealer in Browning on July 5, but hasn’t been able to locate any of them. In fact, he hasn’t found anyone who’s seen Iron Shirt or his two flunkies since the first week of July. Even Iron Shirt’s current girlfriend, Lynne Crystal Stone, claims not to have seen them. She may be telling the truth, since no one around Browning has seen the two of them together.

Red Crow sincerely hopes that the three of them have pulled up stakes and found another jurisdiction to trouble. He can give the Agents information on where to go and whom to question if they wish to look for Thomas Iron Shirt and his two partners in crime.

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<S1>The COINTELPRO Option

This option was developed by a group of playtesters who were very serious about using the “Clandestine” method for this op. COINTELPRO refers to an FBI domestic counter-intelligence program from the 1960s. Before being disbanded it in 1972, COINTELPRO was designed to infiltrate and undermine what J. Edgar Hoover saw as Communist-influenced organizations undermining America. COINTELPRO targeted such real and imagined threats as Dr. Martin Luther King, the NAACP, the Ku Klux Klan, the American Communist Party, the American Nazi Party, the Black Panther Party, and Vietnam War protesters.

Another target was the American Indian Movement, or AIM. COINTELPRO recruited informants and agent provocateurs, most of whom are still around in 1998, living out their lives. And while COINTELPRO was disbanded in 1972, the FBI never throws anything away. The lists of those informants are still available, especially to those with Delta Green connections.

There are six former COINTELPRO informants who previously infiltrated AIM living on the Blackfeet Indian reservation. Of the six, four have “come out of the closet” and admitted their involvement as FBI informants, making peace with friends, family, and former AIM associates.

Two have not. They are David Bird Rattler and Carl Mad Plume, and they will do almost anything to keep this former association secret, even though it was over 25 years ago. The Agents could pressure these two into gathering information in and around Browning and ABC, helping the team to keep a low profile. Bird Rattler and Mad Plume are details in the NPC section, on page XX.

xxx END BOX xxx

<H2>The Families

Thomas Iron Shirt’s father, Robert Iron Shirt, still lives on the Rez. His mother died seven years ago in a drunk-driving crash in which Robert Iron Shirt was the driver. A local jury refused to convict and Robert has been drinking himself to death ever since. He lives in squalor, drinking his social security disability check every month. The house is just outside Browning and is little more than a shack, its yard strewn with garbage. Thomas Iron Shirt is incoherently drunk during the night and barely alive by day. He can tell the Agents nothing about the whereabouts of Thomas Iron Shirt. He just mutters profanely about not having seen the “little shit” for months. Their relationship disintegrated years ago. The atmosphere of the Iron Shirt residence should paint a picture of absolute despair.

Jacob Left Hand’s parents are in better shape. Their yard is not cluttered with junk, the damage to their home shows signs of repair, and Jacob’s younger brother and older sister look well-fed and clean. Edgar Left Hand works on a local horse ranch. His wife Loren stays at home with the children. The Left Hands are concerned parents who desperately want their son back. Neither they or his siblings have seen Jacob since July 3. However, they have no illusions about the kind of trouble their son was up to. Edgar tried every kind of coercion, including beating Jacob, but the boy would not stay away from Tommy Iron Shirt and Charles Low Horn. Edgar is sure that Jacob has gotten himself killed. “Jacob comes home when he needs something,” Edgar says, “and he hasn’t been around for over two months. He couldn’t get by without us for that long.” His wife, Loren, hopes that Jacob and his friends have merely run away, off the reservation.

Charles Low Horn’s father is a guest of the state of Montana, having killed a man in a bar fight back in 1988. He isn’t up for parole until 2013. Charles’s mother, Rebecca White Calf (she’s

using her maiden name now), is a waitress at a Browning café. She is afraid of her son Charles. Years of abuse by his violent father made Charles grow into the spitting image of his old man. She would really prefer that Charles stay gone. She reacts poorly to the Agents' questions and pretends not to speak English. If the Agents have Det. Red Crow with them, he tells them she's lying about not speaking English. This makes her all the madder. She has no idea where Charles is. She hasn't seen him or his pickup truck since July 3rd.

<H2>Lynne Crystal Stone

As Thomas Iron Shirt's most recent girlfriend, Lynne Crystal Stone has considerable information about what happened but is slow to part with what she knows. She's been lying low since Thomas, Jacob, and Charles went into the Gemstone facility and never came out. Lynne is known to local law enforcement—particularly Det. Red Crow—and is not difficult to find. She lives alone in a small trailer on the outskirts of Browning. She works for ABC as a cleaner at the Gemstone facility.

Lynne Crystal Stone was an integral part of Thomas Iron Shirt's plan to burglarize ABC on the night of July 4. Iron Shirt picked that date because most of the non-Native personnel would be on leave and only a small staff would be running the plant. Stone stole work uniforms and electronic ID cards for the boys in preparation for the break-in. She got a parking sticker that they put in the windshield of Charles Low Horn's truck. Then the three would-be master criminals set off for the plant. When they didn't return the next morning, Stone figured that the trio had been caught by the ABC security guards and been turned over to the tribal police. Fearing her implication in the burglary, but still curious about what happened, she went to work the next evening. What she found disturbed her greatly. The plant was locked down and most of the workers sent home. She could hear alarms going off and saw frantic activity around the facility. Tanker trucks were gathered around the west side of the plant spraying water, or something, on the buildings. She saw men in "space suits" outside the plant. They were talking on hand-held radios. The only people working were security staffers and people detailed to "repair and containment" operations.

It soon became apparent that Iron Shirt and his friends had not been turned over to the police. There was no word of a break-in. Instead rumors were going around that there had been "another" chemical spill. She and most of the other workers were not allowed to return to work until July 6. By July 7, she had regained enough courage to begin asking around for Tommy, Jacob, and Charles, but she could find no one who had seen them after July 3. It dawned on her that something unbelievable had happened at ABC. Somehow the guards had killed the men and were covering it up.

<H3>Stone Investigates

Lynne Crystal Stone wanted desperately to find out what happened at the plant, but was afraid to go to the tribal authorities. It is widely believed on the Rez that the ABC goons can do whatever they want, and that they own the police and the tribal council. So she decided to play detective and find out for herself. She has learned a number of things about the recent goings-on at ABC.

She learned that there was a recent reorganization at ABC. After July 6, a large number of employees were transferred to ABC's facility in Maryland. After weeks of keeping her ears open and her mouth shut, she has deduced that the employees who were reassigned were people who worked the midnight to 8 a.m. shift in either the Sapphire production unit or the security office—specifically, everyone who was working on the night of July 4. She thinks the reassignments were part of a cover-up involving Sapphire. The old plant manager, Peter

Hillinger, was transferred to South Korea and a grim-faced guy named Ray Turner got his job. Turner brought a dangerous-looking man named Joe Deschiel to take over security.

Stone has come to the conclusion that the chemical spill and the burglary are connected. Maybe Tommy, Jacob, and Charles caused the spill, or perhaps they just witnessed it. She believes that ABC killed them to eliminate the witnesses and then disposed of their bodies in the waste incinerator. Right now she's trying to get assigned to the cleaning staff which takes care of cleaning Ray Turner's suite of offices so she can try to learn more.

<H3>Stone as an Asset

Whether Lynne shares any of this information with the Agents, or agrees to cooperate with them, depends on how the Agents interact with her. She thinks ABC has bought and paid for the tribal authorities, and she generally distrusts law enforcement; any attempts by law-enforcement investigators to interact with her are at -20%.

However, if the Agents share information with her—if, for instance, they show her the package to see if she recognizes the handwriting—then she is more willing to cooperate. She's even more cooperative if they suggest there is some chance that Tommy is still alive.

With the right persuasion, Lynne could even be talked into collecting chemical samples, planting listening devices, or even assisting the Agents in sneaking into the plant. She currently works third shift clean-up in the main administrative wing.

If ABC security catches Lynne spying for the Agents, they interrogate her with a polygraph. Once satisfied, Turner fires her and has security escort her off the premises. He doesn't try to kill her if he knows the Agents are hanging around—that would be too obvious. Instead he wraps up Lab 6, incinerates all the physical evidence (including all the zombified lab animals and humans), and gets the Sapphire staff and data out of Montana. However, if Turner is unaware of the Agents then he has Joe Deschiel and his men run Lynne's motorcycle off the road as she drives home from the ABC plant. That ought to be a sufficiently fatal "accident."

xxx TEXT BOX xxx

<S1>Backup and Reinforcements

The Agents may decide they must bring as much force to bear as possible and want to know what resources are at their disposal. There are several hundred federal law-enforcement agents in the state of Montana, and any number of them could be gathered given enough time and legally admissible evidence. The FBI office in Salt Lake City has several agents trained and equipped as a SWAT team. Additional agents could be called in from other states, particularly the U.S. Marshals' Special Operations Group. Of course, there is also the Montana State Police. Any attempt to enlist the assistance of the Bureau of Indians or the tribal police results in a leak to ABC about the raid.

The most powerful force at the hypothetical disposal of the Agents is not exactly law enforcement and would not exactly be operating in proper jurisdiction. The deputy base commander at Malmstrom AFB, Col. William Castor, is a Delta Green friendly. Malmstrom has four companies of 120 soldiers each of USAF Security Police. These are particularly good troops. Malmstrom AFB is part of the Strategic Air Command and the bomber wings stationed there are armed with nuclear weapons, thus requiring tight security. Its military police have access to wheeled armored personnel carriers, Humvees, and heavy support weapons including mortars and .50 caliber machine guns. They have transport, utility, and search-and-rescue helicopters, but no attack helicopters. Castor throws his support behind any credible

attempt by the Agents to “deputize” the MPs in the face of a real emergency—such as Nazi terrorists about to blow up a chemical plant and dump toxic chemicals into the Milk River (which incidentally feeds several reservoirs out of state and in Canada). Armed with real evidence, whether admissible in court or not, the Agents find the base commander, Brigadier General Randal Kaufman, extremely helpful, too, even to the point of stepping beyond his authority and jurisdiction in order to save lives.

xxx END BOX xxx

<H1>The Gemstone Facility

ABC’s Gemstone facility is located some 30 km north of Browning, Montana. The property is located at the end of a 10 km private access road off County Road 464. The facility is within 15 km of the Canadian border, which local Blackfeet still refer to as “the Medicine Line.” The Milk River runs past the facility and supplies it with water. There is also a rail line which crosses the Milk River and heads into Canada. The property is surrounded by an outer chain-link fence, almost 5 m tall and topped by razor wire, and an inner fence almost 4 m tall also topped with wire. The two fences are separated by a kennel run 10 m wide; guard dogs patrol the kennel run at night. The fences surround an area of about 20 hectares or 50 acres.

The Gemstone facility (see its map on page XX) consists of four low-lying bunkers arranged in a cloverleaf design around a central fifth building. The central building includes the administration offices, data processing, a security office, six research-project labs, cafeteria, medical center, and emergency decontamination facilities. Each of the four surrounding bunkers is a production unit. The Sapphire production unit is to the northwest. It is currently back on line and running at full production capacity. The other three production units— Ruby, Diamond, and Emerald—are engaged in legitimate pharmaceutical production. There are also a few outlying buildings, including the waste-incineration building, the temporary staff quarters, the dog kennel, and the security annex and vehicle garage.

Gemstone Facility Staff On Duty

Shift	First Shift <i>8 a.m. to 5 p.m.</i>	Second Shift <i>4 p.m. to 1 a.m.</i>	Third Shift <i>midnight to 9 a.m.</i>
Administration	37 (Monday–Friday)		
Custodial	20 (every day)	20 (every day)	28 (every day; administration offices)
Production	100 (every day)	100 (every day)	100 (every day)
Research, Lab 6	3 (every day)	1 (every day)	1 (every day)
Research, Other	23 (Monday–Friday)		
Security	16 (every day)	16 (every day)	16 (every day)

xxx TEXT BOX xxx

<H2>Gemstone Facility Special Events

SEPTEMBER 8 (TUESDAY): The weekly train arrives at the south gate at 9 p.m. It is loaded and ready to leave by 10 p.m. During this process, the Sapphire compound is pumped into bladders within the train's tanker cars. The rest of the tanker cars are filled with pesticides (designed to inhibit the reproduction of insects, not poisonous like DDT) which act as the cover for the Sapphire compound's illegal exportation into Canada and from there to South America.

SEPTEMBER 14 (TUESDAY): Reinhard Galt arrives to inspect the Sapphire program. His unannounced arrival causes security on the facility to be doubled until the following afternoon around 4 p.m.

SEPTEMBER 15 (WEDNESDAY): The weekly train arrives at the south gate at 9 p.m. It is loaded and ready to leave by 10 p.m. If the Agents are looking for a time to try and sneak into the facility, the combination of tanker loading and Galt's move to sabotage the facility provide an excellent opportunity.

xxx END BOX xxx

<H2>Gaining Access

There are three basic strategies for gaining access to the ABC Gemstone facility. The Agents can attempt to walk in the front door, they can arrange for the legal authority to raid the facility, or they can break in.

<H3>Open Approach

If the Agents drive up to the front gate and politely say they'd like to ask a few questions, they'll be rewarded with a meeting with the chief of security, Joe Deschiel, at the front gate. Deschiel drives up on an electric golf cart which security guards often use for moving around within the plant. He asks to see the Agents' identification and then asks about their business. Deschiel attempts to divert the Agents, telling them if they wish to speak to Ray Turner they'll need an appointment. If the Agents wish to speak with Deschiel about the July 4th break-in, he denies that any such event took place and refuses to permit them access to the Gemstone facility: "If you want in, come back with a warrant." He becomes brusque and hostile, treating the Agents like trespassers rather than law-enforcement officers. Deschiel denies everything, then curtly bids the Agents goodbye.

When Deschiel tells Turner that he turned the Agents away, Turner is furious. He orders Deschiel to track the Agents down and invite them back to Gemstone for a meeting. Deschiel drives out to wherever the Agents may be and personally delivers the "invitation." He is obviously unhappy about the duty.

If the Agents return with Deschiel to ABC, he ushers them into Ray Turner's office. Turner has had the office redone in a chic Southwest style, with an emphasis on wall hangings, rugs, and pottery from various Native tribes. Turner stands when the Agents enter and greets them warmly, shaking their hands. Then he orders Deschiel out of the office and gathers the Agents around a meeting table.

Turner answers the Agents' questions with lies, following up each question with a probing question of his own. He wants to know what prompted each question: "Where did you hear that?" or "What makes you ask that?" When the Agents run out of questions or get tired of

being lied to, the interview terminates. Turner permits a brief tour of the facility but not a full inspection, saying that would disrupt the production schedule.

There are a number of important things the Agents can learn from even a cursory tour. By taking a page from the U.N. weapons inspectors in Iraq, there are several ways they can covertly collect samples. Surfaces can be wiped with collection rags. Shoes equipped with soles designed to collect samples can be used to gather trace chemicals. Air filtration and sample-collection equipment can be disguised as briefcases and laptop carrying cases. Such clandestine collection equipment can be obtained through Delta Green contacts, such as John Drake, and delivered to Malmstrom AFB, near Great Falls, within 24 hours. If a rush is put on the order, subtract 1d12 hours with a successful **Luck** roll. Subsequent analysis reveals traces of the mysterious compound found in the dog head.

Even without such sophisticated equipment, some clues can be gained by touring the facility. For instance, the Agents get a first-hand look at the layout and security procedures. Most importantly, however, a successful **Alertness** roll in the Sapphire production unit will reveal that there is a familiar odor permeating that wing. The odor is identical to the chemical stench that hung over the severed dog head that was discovered in Berkeley.

<H3>Raid

Barging through the front gate unannounced with a team of investigators is not a legal option unless the Agents get a search warrant. Given Delta Green's illegal and covert nature, that is not an option that should be pursued except as a last resort. In order to get a search warrant the Agents need to develop sufficient evidence to show that there is probable cause to believe a crime took place at Gemstone. While the Blackfeet tribal government is exempt from EPA regulations, that won't protect ABC against charges of covering up a chemical spill. The Agents may even be able to show that there's probable cause to believe a burglary was attempted the night of the accident and that the burglars may have been killed or injured, and that this fact has been covered up by ABC as well.

Drafting a successful warrant application requires a successful **Law** roll. If the Agents secure the sworn testimony of Lynne Crystal Stone, add +10% to the roll. Sworn testimony of other employees who witnessed some aspect of the cover-up would increase the chances for success at obtaining a search warrant. Add 5% to the Law skill for each witness the Agents collect. However, since all the employees who witnessed the break-in, spill and cleanup (except for Turner, Deschiel, and three "reliable" security guards) have been dispersed to Maryland, this may prove both difficult and time-consuming.

Evidence of the chemical spill also assists in obtaining a warrant. Agents can detect the Sapphire compound in samples collected inside the Sapphire unit, on the grounds outside, and in the soil, plants, and animals downstream from the plant. Add 10% to the **Law** roll when obtaining a warrant if they have evidence discovered along the Milk River, 10% more for evidence collected outside the plant, and 10% for chemical samples found inside. If the Agents are so bold as to include the dog head as part of their warrant application, add another 20% to the attempt.

If the Agents serve a search warrant on ABC, there is no armed resistance. Turner simply calls his lawyers and his bought-and-paid-for members of the tribal government and attempts to have the Agents thrown off the property for trespassing. The tribal police—the ones sent to ABC, at least—initially back the ABC staff, on the pretext that the federal investigators and the federal judge who signed the warrant have no jurisdiction on the "autonomous and sovereign" Blackfeet territory. Physical resistance results in the ejection of Agents from the ABC property, but ranking officers in the tribal police do not allow the Agents to be placed under arrest.

Since the Agents are serving a legal warrant, they are authorized to use whatever force is necessary to prevent ABC from destroying evidence. In almost any confrontation, they would have the force of law behind their actions—within reason. Firing mortar rounds into the ABC plant would obviously be beyond reason. Forcing their way past ABC guards and arresting tribal police officers who oppose them would be within reason. On the other hand, no matter whether they were legally authorized to enter Gemstone or not, getting in a shootout with the tribal police or ABC guards is considered excessive force. No tribal police officer fires a weapon at the Agents unless the Agents start shooting first. Although some tribal police are under ABC's thumb, they aren't suicidal or crazy. They back down from an armed confrontation with federal law-enforcement officers.

Even if the tribal police and ABC succeed in obstructing a legal warrant with this bluff, it should only result in a 24-hour delay. The Agents can return the next day with summons to appear before the federal judge who issued the search warrant for everyone who obstructed the search. If those who obstructed the search cannot show good cause why they shouldn't be held in contempt of court, the federal judge could sentence them to up to a year in jail. The judge gives ABC and the tribal police an option to comply with the warrant or go to jail. The tribal police comply.

Turner, through his tribal-council contacts, arranges to have some Blackfeet protesting the Agents' actions outside the gates of the facility. They spread rumors that the Agents are here to shut the plant down and cripple the local economy. There are cries of "Wounded Knee!" and "Remember Peltier!" (Both are infamous incidents involving the federal government and the American Indian Movement.) This hostility could lead to slashed tires, sugared gas tanks, hurled mud, and threatening phone calls. Federal authorities have a poor reputation among Natives, and the Agents have a hard time interacting with the Blackfeet community after these rumors begin circulating.

Turner doesn't expect these tactics to keep the Agents out forever, just long enough to evacuate Lab 6 and destroy the evidence. If the Agents keep Gemstone under surveillance, they see Turner's hand-picked men moving specimens from Lab 6 to the waste incinerator. Whether they get away with this depends on the actions and decisions of the Agents, and whether the Karotechia has begun its sanitization of the site.

<H3>Breaking & Entering

This is an option the Agents will no doubt want to exercise, but the Handler should emphasize the danger it poses to life, limb, and career. Most groups of Agents try it regardless.

The Agents can get their hands on things like blueprints and building permits before they break in. These can be found in the records of the Blackfeet Tribal Council and can be easily and covertly obtained if the Agents have gained the assistance of Det. Red Crow (see page XX) or David Bird Rattler (see **THE COINTELPRO OPTION** on page XX). The plans cannot be checked out and only the clerk can make photocopies. A bunch of non-Blackfeet snooping around these records raises questions, but the Agents can go in and get the materials themselves if they have to. The problem is they'll be remembered later if any crimes are committed.

There are two main ways the Agents can get into Gemstone: the Covert method and the Clandestine method. In the Clandestine method, the Agents try to gain entry without being seen. In the Covert method, the Agents gain entry in disguise, pretending that they are ABC employees or authorized outsiders. The Clandestine method generally means the Agents can get in with a full load of combat gear. The Covert method makes this trickier.

If the Agents choose to “ninja” their way in, they need to come up with ways to get past the high fences topped with razor-wire, as well as the dog run filled with ferocious guard dogs. Then they have to avoid the surveillance cameras and roving security patrols. If the Agents are decked out in black tactical gear and ski masks, the guards aren't going to have to think twice before sounding the alarm. Of course, it is a lot easier to get inside ABC if the Agents choose to sneak in at the same time that the Karotechia goons make their move, since Galt's men will have taken out the security office and most of the guards and will be manning the security-camera monitoring station themselves. The Karotechia goons won't raise the alarm, but they will set some unpleasant surprises for the Agents.

If the Agents choose to infiltrate the Gemstone plant, an important ally is available to them: Lynne Crystal Stone still works for ABC and could be convinced to help, especially if the Agents promise to “rescue” Tommy Iron Shirt. She can get them custodian uniforms and samples of ABC identification. The Agents can ship the ID cards to Drake via Malmstrom AFB and he can have counterfeits made and shipped back in just 16 hours. Armed with uniforms and ID, the Agents can be snuck onto the Gemstone grounds in the back of a van that Lynne Crystal Stone can borrow for the occasion. Since most of the personnel who work in the various production units use eye protection and filter masks to protect them from fumes during production, the Agents can disguise themselves without attracting much attention. Of course, they won't be able to tote around belt-fed machine guns and .50 caliber sniper rifles while they're at it. Only easily concealable small arms will be feasible. Some larger weapons, like submachine guns, could be carried in equipment bags or tool boxes.

The Covert method is perhaps better if the Agents wish to gather information, since they won't necessarily trigger the alarm if they are seen. A combination of the two methods might be best if the Agents wish to seize control of the plant. A covert team could enter disguised as ABC employees, neutralize some of the security forces, and then the rest storm in and seize the plant. The success of any attempt largely depends on the care with which the Agents plan their infiltration and how well they adapt to the changing situation.

<H2>Wire-Tapping ABC

There are two ways the Agents can wire-tap ABC: with a warrant or without one. If the Agents work without a warrant, nothing they learn is admissible in court and if they're discovered, they may even be prosecuted under Montana's wire-tapping statutes. If they want a warrant, use the guidelines for obtaining a search warrant given under **RAID** on page XX. Since a surveillance warrant involves a lower level of governmental intrusion than a physical search, it is easier to obtain; add +20% to the attempt. Either way, there are several opportunities for listening in on ABC. Each requires **SIGINT** at 30% or higher, or a roll at +20% (ABC has poor communications security), and appropriate equipment.

<H3>External Lines

The external phone lines can be tapped by hooking into the telephone cables running along the poles outside the plant. Unlike many parts of the country, the phone lines on the reservation have not been replaced by fiber-optic lines. All the Agents need to tap in are a pair of alligator clips, a phone, equipment to sort out the twenty or thirty outside lines. (If the Agents have a surveillance warrant, they can obtain this equipment from the FBI; otherwise, they can put in a request to Drake.) The Agents can then listen in on any calls coming into or going out of Gemstone, as well as all modem and fax traffic. Unfortunately, there is very little that the Agents can learn, except perhaps things like whether Ray Turner is in his office at a particular moment. Potentially, they might also be listening in when the Karotechia cuts the exterior phone lines during their attack on the evening of September 15th, alerting them that something's going on.

<H3>Internal Lines

Tapping the internal phone lines requires the Agents to enter Gemstone and place a listening device inside the central switching board. The procedure and equipment are more sophisticated than tapping the aging lines outside, and time is limited, so it requires a **Stealth** roll as well. If that fails, the listening device will be detected should anyone go looking for it; Turner might order such a check if he gets suspicious. By tapping the internal phone lines the Agents can monitor all outgoing, incoming, and internal modem, fax, and phone communications. If the Agents succeed, they at least learn that Lab 6 is an area of intense and unusual research, though no overt mention of the reanimation process or test subjects occurs. At the Handler's discretion, they might also learn a little about the break-in and Turner's containment procedures.

<H3>Cell Phones

Using antennas to intercept cell-phone communications does not net any useful information, since Turner and Descheil are smart enough to know they shouldn't speak on unencrypted cell phones. However, when the Karotechia makes its move the Agents may hear Dr. Metreaux calling Turner, Crisp, and Zeis into Lab 6. She does this under duress and anyone listening may make a **HUMINT** to detect her nervousness.

<H3>Laser Microphones

The most productive type of device the Agents can deploy is a laser listening device. Such a device requires line of sight to a window of the room the Agents want to listen into, such as Turner's office. The laser detects minute vibrations in the window's glass caused by sounds in the room and an attached computer interprets the data and converts it back into sound. While Ray Turner may not reveal too much on the phone, he speaks freely in his office, which occupies the northwest corner of the administration building and has two floor-to-ceiling picture windows overlooking the Milk River.

<H3>Bugs

This same kind of information could be gathered if the Agents gain access to Turner's office and plant listening devices. They can gain access by breaking and entering or they could simply try making an appointment, as previously described. Quickly and surreptitiously planting a listening device while Turner is in the office with the Agents requires some kind of distraction as well as a successful **Stealth** roll. If the **Stealth** roll fails, Turner gets an **Alertness** roll each hour he is in his office to accidentally stumble across the bug. If the **Stealth** roll succeeds, the bug is not discovered unless someone specifically looks for it. Getting Turner out of his office, or planting the bugs during a break-in, grants a +40% bonus to **Stealth**.

When it comes to listening in on Turner's office, be judicious about what kind of information the Agents learn. After all, Turner and company are not some Saturday-matinee villains who openly discuss their plans in a way that makes every detail plain to the audience. Turner gets reports from Metreaux about her progress deciphering Sapphire. He and Descheil discuss the latter's attempts to find the source of the leak. Turner never mention anything about "zombies," but does mention "the specimens," "Sapphire," and "Lab 6."

<H2>Lab 6

The Agents aren't likely to come into contact with Dr. Enzili Metreaux unless they enter Lab 6. She can be found in Lab 6 up to 24 hours a day. She has taken to sleeping in the lab since the dog-head specimen was stolen. She only leaves to return to her apartment at the staff dormitory to drop off her laundry, take a shower, and stock up on food. As for her two

assistants, Dr. Arnold Crisp and Dr. Peter Zeis, they can usually be found in Lab 6 between 9 a.m. and 5 p.m. However, Crisp has been spending less and less time in Lab 6, coming in late and leaving early. Zeis still maintains his enthusiasm for the work with the Sapphire compound, arriving early and leaving late. Both have dormitory apartments.

Lab 6 is not readily apparent to anyone conducting a search of Gemstone without the use of a facility blueprint. The lab is only accessible through a hidden door located behind a stairwell, disguised as a wall. The mechanism to open the door appears to be a fuse box. Inside the fusebox is a keypad for punching in the seven-digit numerical code to open the secret door. The entry code is 3738535. It is a random series of numbers, unconnected to anything like birthdates or Social Security numbers. Only Metreaux, Turner, Deshiel, Crisp, and Zeis know the entry code. The door counts as Armor 15, should the Agents choose to force it or blow it up.

After the code is punched in, the hidden door automatically opens to reveal a short corridor and remains open for 30 seconds before automatically closing again. It can be jammed open with any substantial object, though this alerts the security office. The hallway, lit by fluorescent lights, terminates at a set of double doors which open onto the glaring white interior of Lab 6.

Initially, Lab 6 does not appear to be a chamber of horrors. The cages are plexiglass boxes. The lab specimens appear to be normal animals. Closer inspection, however, reveals that they are strangely still and quiet. This is especially odd behavior to see in the monkeys, which are known for frantic activity. Having an appropriate **Science** skill at 50% or better, or making a successful roll, reveals that the animal's behavior suggests they might be sick. Even stranger, there is no smell of animals in the lab, no odor of excrement. In fact, there's no excrement in the cages at all. If anything, the lab smells only of cleansers.

During working hours, Metreaux, Crisp, and Zeis work with the lab animals: making notes on behavior, testing cognitive ability, examining tissue samples, and testing and retesting the Sapphire compound. They often have the smaller lab animals out of their cages, but don't remove the monkeys or dogs from their cages without the assistance of Deschiel's most trusted security guards. Handling these larger animals is done very carefully, since the reanimated animals are stronger than they were in life and behave in unpredictable ways. They can be docile and compliant one moment, wildly savage the next.

There are several dissected reanimated monkeys and rodents, plus the four original "mangled" guard dogs, in a walk-in freezer. They are kept in the freezer to ensure their preservation; formaldehyde might damage the chemical formula that's keeping the specimens reanimated. Inventive and/or sadistic Handlers may try to find a way to complicate the Agents' situation with the dismal remains. Viewing the freezer full of weakly struggling remains costs 0/1 **SAN** from the unnatural.

<H2>The Closed Wing

This is the chamber of horrors. The wall to the left of the entranceway is lined with four plexiglass cages. The closest two are always empty. The third cage is where Metreaux stores Charles Low Horn when she's not performing experiments on him. Her first step was to see how much of Charles's physiology can be repaired, and to what extent. To that end she attempted to surgically attach a foot and a hand left over from the more badly damaged Jacob Lefthand. Low Horn's condition of repair (or disrepair) depends largely on when the Agents arrive. The closer to September 15th they arrive, the more like some insane Frankenstein's monster he appears. Low Horn is kept muzzled and strapped naked to a wheeled autopsy table at all times.

The work area is covered with bits and pieces of Jacob Lefthand. His head is set amidst the equipment in the primary work area, its cranium laid open and several dozen wires, electrodes, and probes inserted into his brain tissue. His eyes roll madly as the EKG pings away like some ghastly metronome. What little brain functions remain are being monitored on several computer screens. (Keep hands and fingers away from his mouth!) As the most seriously damaged of the three burglars, Jacob was the first upon which Metreaux began her work; hence he was subjected to a great deal of surgical intrusion. He is now a human jigsaw puzzle, his organs and limbs individually bobbing and bumping against the insides of Sapphire-filled specimen jars.

The last cage contains Tommy Iron Shirt. By some miracle, Thomas has survived the reanimation process with his original intelligence and consciousness intact. As such, he has become Metreaux's favorite subject and has, up until now, been spared some of the more invasive and permanently damaging procedures. Metreaux has been giving him I.Q. and physical-dexterity tests to see whether his mental faculties are degrading over time. Thomas hates Metreaux. He's seen what she's done to his buddies and he cooperates with her tests so he won't end up the same way. He is dressed in a hospital robe and is found either pacing his cage or sitting with his knees against his chest, staring and rocking. One of the drawbacks of his unlife is that he cannot sleep. It is whittling away at his sanity, but that shouldn't be an issue within the timeline of this operation. If the Agents enter the lab he begs to be released from his cage. If they assist him, he cooperates with them only until he sees an opportunity to escape or to kill Metreaux. If such an opportunity arises, he pursues it with a maniacal single-mindedness. If he kills Metreaux, he continues trying to escape and makes straight for Lynne Crystal Stone once he is free.

Metreaux keeps her notes and research materials locked in a wall safe. Naturally, only she knows the combination. See **DR. METREAU'S WORK** on page XX for details.

<H2>The Karotechia Arrive

No matter where the Agents are in their work, at 8:00 a.m. on September 14th a Bell JetRanger helicopter lands unannounced at ABC's Gemstone production facility and disgorges Reinhard Galt and his five *Totenkopf* (Death's Head) commandos.

Agents who have had the forethought to plant listening devices in Ray Turner's office or have it under surveillance by laser listening devices are greatly rewarded. Galt brazenly marches into Turner's office and announces that he and his five men are from Nuevas Fronteras, the company that commissioned the Sapphire compound. He demands to know why the latest delivery of the order has been delayed. He claims to be here to personally audit the project.

Turner is in a panic but covers fairly well. He explains that there was a break-in and that the Sapphire unit was damaged by the burglars. Turner tells Galt that production was delayed because of the time it took to clean up the chemical spill, repair damage to the unit, disperse and bribe the personnel involved in the cleanup, and dispose of the burglars' remains. Turner explains that the burglars were killed by security guards and their bodies were cremated in the waste disposal incinerator.

Turner grants Galt carte blanche to inspect production logs and other records related to the production of the Sapphire compound—which, incidentally, have been thoroughly doctored to cover up the fact that some of the compound is being diverted to Lab 6. Then Turner has Security Chief Deschiel give Galt and his men a tour of the facility and a more in-depth explanation of how the cover-up of the break-in and chemical spill was handled. Deschiel steers the “auditors” from Nuevas Fronteras away from the secret entrance to Lab 6.

<H3>Interrogation

Galt is unsatisfied with the answers he's getting. His natural suspicion is that either the burglars or some of ABC's personnel were exposed to the Sapphire compound and were subsequently killed and reanimated. He soon comes to believe that Turner and others at ABC know about the Sapphire compound's true application: bringing the dead back to a mockery of life.

Galt asks to see where the burglars were disposed of. Accompanied by two of his trusted guards, Deschiel gives Galt a tour of the waste incinerator building at around 4 p.m. on September 14th. After a demonstration of how the incinerator works, Galt casually gives an order in German for his men to "take them." The guards produced suppressed pistols, kill the two security guards, and cuff and gag Deschiel. They unceremoniously dump the dead guards into the incinerator. Then they hang Deschiel upside down, scalp him, and saw his cranium open while he is still alive. Galt tugs Deschiel's brain out at the base of the spine. Following a series of incantations—the Mephitic Memories ritual—Galt devours the still-warm brain like an animal. Then he dabs his chin clean with a handkerchief like he just finished off a plate of sweetbreads. Deschiel's body is then tossed into the incinerator as well. Turned up full blast, the incinerator reduces the three bodies to ash in about ten minutes. Galt's men mop the floor to remove fingerprints and the copious blood.

Following that ghastly ritual, Galt is aware of the leak, the existence of Lab 6, Turner's plans for the Sapphire compound, and possibly even the fact that federal agents have been poking around—depending on what the Agents have been up to. This changes the situation dramatically. Galt realizes that the Karotechia's exposure is far worse than even he imagined.

Galt contacts Dr. Frank via his encrypted cell phone and the two communicate using a book code. (A book code requires that both parties have identical copies of the same book. They form messages by referencing page, line, and word numbers. The code "24-45-09" would refer to page 24, line 45, 9th word. Each word in the message, therefore, is made up of a group of three numbers. Galt and Frank refer to the holy book of the Karotechia, *Mein Triumph*. See *Delta Green: The Conspiracy* for its details.) Galt takes about half an hour to construct the message and read the numbers to Dr. Frank, then hangs up and waits for the response. It arrives at about 5 p.m. Dr. Frank's response is short and to the point: "Sanitize."

For Galt, the meaning is clear. He must kill everyone who had contact with the Sapphire compound and whoever knows about the missing reanimated dog head. Lab 6 and its contents must be incinerated, all the data stored in the Gemstone facility's computers must be erased, and the entire facility destroyed. Galt and his auditing staff return to their helicopter, change into black commando gear, and get armed to the teeth.

<H3>In Lab 6

Their first move is to seize the security office, eliminating the guards there. One Totenkopf commando remains in the security office to keep an eye on the video monitors and kill any guards who come in during their shift. The other four and Galt go directly to Lab 6, which Galt easily accesses using Deschiel's memories, and there they capture Dr. Metreaux. They force her to call Turner, her assistants Zeis and Crisp, and the remaining member of Deschiel's security team into Lab 6.

Once everyone has been collected and disarmed in Lab 6, Galt performs a more conventional interrogation. He begins by messily gutting the last member of Deschiel's security team, as a demonstration of his "resolve." After draping the rosy gray intestines over his audience, he begins working on each of them in turn. Galt's suspicion, borrowed from Deschiel, is that either Crisp or Zeis is responsible for the leak since the dog head didn't come from the closed wing.

He figures that if the theft was made by someone with access to the closed wing, they would have taken a sample of one of the human specimens. So, Galt begins to torture and terrify his four victims. He is particularly keen on using the threat of letting the human and animal zombies tear them apart.

He starts by throwing Turner to the guard dogs or the monkeys as a demonstration, since he's certain that Turner wouldn't have tried to expose a project that was going to earn him billions of dollars. Once the zombies are done with him, Turner's condition is not unlike that classic Ambrose Bierce line: "A man though naked, may be in rags." The interior of the plexiglass cage is painted with Turner's blood.

Galt is not interested in interrogating Metreaux. He doesn't believe she would blow the whistle on a project she was heading. He also hesitates to mutilate Metreaux as he is interested in taking her back to La Estancia for "dinner."

As for Zeis and Crisp, Galt stuffs their genitals through the feeding-slot in the cage with some zombified dogs. Eventually, Galt determines that Crisp is the whistle-blower.

To be absolutely sure of who Crisp sent the head to, Galt wants to perform the Mephitic Memories ritual. This means he has to take Crisp with him and perform it later. If under pressure from the Agents or forced to make a hasty retreat, Galt decapitates Crisp and takes the head. If time permits, he packs the head in dry ice, since decay can reduce the effectiveness of the ritual; besides, it would taste bad.

<H3>Getting Out

The commandos fill Lab 6 with a few dozen kilos of plastic explosive and set a timer. To destroy the data in the computers, they rig the plant's mainframe with a charge of plastic explosives. Then they sabotage the plant's environmental safety and containment system. The plant locks itself down from the outside world, with doors electronically locking, airlocks closing, and exterior vents and air circulation equipment shutting down. Once this is done, the commandos move through the plant using security access codes to the Sapphire unit. Protected by their gas masks, they cause a second "chemical spill," flooding the entire Gemstone facility with the gaseous Sapphire reanimation agent, the most toxic substance available in sufficient quantities at the plant. This causes the entire staff to either flee the plant or die. Flight is especially difficult because of all the locked doors and windows. During the confusion, Galt plans to plant explosive charges to cause a fire to sweep the facility and incinerate all the evidence he didn't destroy already.

Galt's people want to escape as quickly as possible. They use Crisp, Metreaux, and any other ABC staff they encounter as human shields. If they cannot get out on their helicopter then they hijack the train that has come to collect the weekly output of Sapphire for transport into Canada. They only take the train a few kilometers over the border into Canada before they hop off and arrange pickup by local allies.

If Galt is permitted 24 hours to rest up, he performs the Mephitic Memories ritual on Crisp and learns that Crisp sent the dog's head to Fiona Lin-Wei. Galt ultimately has to go to Berkeley to eliminate Fiona Lin-Wei and anyone on the staff of *The Ecotopian* who knew about the package, and either retrieve or destroy the dog head. This part of the operation is, of course, unnecessary, since Lin-Wei and the staff of *The Ecotopian* never received the package. But Galt doesn't know that. He kills everyone there, too. Galt is nothing if not thorough.

<H3>The Dead Walk

There is one problem with Galt's plan: it must be performed quickly. After the Sapphire compound kills, it reanimates those who have died. It takes about ten minutes between death and the onset of reanimation. So, unless Galt and his commandos want to be up to their necks in the walking dead, they will need to move very quickly once they release the Sapphire gas from the tanks and let it circulate through the internal air systems. This is not possible if they face armed resistance—which is why they plan to eliminate the security staff before they begin their move. Throwing the Agents into the mix means the situation gets even more confused and delays their escape. Eventually it may devolve into a four-way fight between Delta Green, Galt's commandos, the surviving ABC security guards, and a horde of angry and confused zombies.

If the Agents do not have gas masks, the Sapphire compound may kill and reanimate them. Indoors, in more concentrated amounts, it acts as a poison (see **POISON AND DISEASE** on page 60 of the *Agent's Handbook*) with Lethality 30%. Outdoors, subject to dispersal by the wind, the Lethality rating is reduced to 15% and damage, should the Lethality roll fail, is halved. Ten minutes after death, the victim rises as a zombie.

<H3>Playing Out the Climax

The conflagration at the Gemstone facility might be the end of this operation. Be mindful of how you play out the confrontation between the Karotechia killers and the Delta Green team. There are a great many elements to keep track of. No two groups of players ever make the same choices.

The first playtesters tried to contact Dr. Crisp by phone, unwittingly tipping off ABC's security people that Crisp was the leak. But since they'd illegally bugged the offices of Ray Turner, they picked up his conversation with Deschiel and learned they were planning to kill Crisp before he could meet with the Agents. So they rounded up some MPs from Malmstrom and flew to the plant by helicopter. They set down and quickly discovered that the Karotechia were sanitizing the facility. They managed to evacuate most of the employees while trading shots with the Karotechia hit squad, but Galt used a bunch of other employees as human shields to get his men to their helicopter. Taking Metreaux and another person hostage, they took off and led the Agents on a helicopter chase through Glacier National Park. When Galt saw his JetRanger wasn't going to out-distance the Agents' Huey Blackhawk, he threw a hostage out at about 300 m to make the point that the Agents should back off. The Agents took a different route, but with their faster helicopter they got to the Missoula Airport before the Karotechia team and ambushed them as they tried to get to their Lear jet. After sifting through the ashes they ended up with a Totenkopf prisoner, but no Galt. Later they learned that he had "fast-lined" off the chopper into the Hungry Horse Reservoir at about 130 kph, whereupon he made a much quieter getaway.

The second group of playtesters tried a commando-style infiltration of the plant the same night the Karotechia tried to take over the facility. During the firefight the Agents destroyed the Karotechia's helicopter and ruined Galt's plans to release the Sapphire compound. Again, most of the employees escaped. The Nazis then stole the train that was being serviced and headed to Canada, but were unpleasantly surprised when none of their explosives at the plant went off—the Handler fumbled their Demolition roll. After one Agent broke his leg while trying to hop the train, the others commandeered a chopper from Malmstrom and followed the train into Canada. They got ahead of it, mined the tracks, and derailed the train. There followed a brutal firefight which killed everyone but Galt, one Agent, and a pair of NPC friendlies who still managed to get wounded. The last Agent was beginning to worry when his chopper's M-60 doorgun was shooting all of Galt's clothes off but only leaving bruises on his skin. Galt slipped

away again, this time hiding under the Agent's helicopter when it landed and then strapping himself to the landing gear when it took off. He dropped off after they returned to Malmstrom AFB. The surviving Agent was less than pleased to hear he'd given the Nazi a lift back into town.

<H1>Back to Berkeley

Of course, the disaster at Gemstone may not be the end of the scenario. If Galt got away with Dr. Crisp—or at least his head—then Fiona Lin-Wei and the staff of *The Ecotopian* are in grave danger.

After leaving the ABC plant, Galt and his remaining commandos hole up until 4 p.m. the next day, at which point Galt performs Mephitic Memories on Crisp. (Alternately, he may be able to torture the information out of the doctor, if he's survived this long; this means they'll be ready a lot sooner.) They travel first to Billings by helicopter, then to Oakland by the same private jet they arrived on. While en route, Galt arranges to have Fiona Lin-Wei "picked up." The muscle for the job is provided by a group of Northern Californian white supremacists who call themselves the Bear Flag Republic. Their numbers are not impressive, but their leader, Horst Jaeger, is devoted to the Karotechia—though ignorant of their true nature. He enthusiastically provides Galt with the assistance he needs, particularly if it means there's going to be one less "granola-eating gook" in the world. Galt's orders are to have Jaeger and his skinheads kidnap Fiona and take her to one of Jaeger's secret arsenals, a cabin in the hills outside Oakland. They're supposed to hold her until Galt arrives to take her away. He plans to perform the Mephitic Memories ritual on her, too.

If the Agents call Fiona Lin-Wei and try to warn her, her reaction depends on how she and the Agents interacted earlier. If their conversation was hostile, she may not believe the threat and may just chalk their warning up to "government harassment."

Dr. Nadja Fulani may provide another avenue of approaching Fiona. Where Lin-Wei might distrust a bunch of "suits," she is more easily approached by a more friendly figure such as Dr. Fulani. If Lin-Wei is convinced of the danger, she hides.

An emergency option might be to call Postal Inspector Baldwin and have Fiona arrested on trumped-up charges of mail fraud or some other violation of the U.S. postal regulations. Although this infuriates her, it saves her life. Galt and the Bear Flag Republic goons can't get at her as easily if she's in federal custody.

Galt does not leave the San Francisco area until he eliminates Lin-Wei. This single-mindedness may provide the Agents with an excellent opportunity to ambush Galt and his people. They must either convince Lin-Wei to play the role of human bait or simply keep Fiona under surveillance, not warn her of the danger, and wait for Galt to make his move. (If the Agents need to be led to these plans, Drake can always suggest them.) Inspector Baldwin is available for any operation. The details of using Lin-Wei as bait for a trap should be left to the Agents.

<H2>The Skinheads Strike

If Fiona Lin-Wei is kidnapped before the Agents are ready, they must work the case like a standard kidnapping. Cooperating with the FBI, the Berkeley police, and the California Highway Patrol would be a good idea if they want to have any chance of catching up to her kidnapers.

The kidnapers are four skinhead toughs driving a van with stolen plates. One stays with the van, keeping an eye out for Lin-Wei and the police, while the other three carry out the kidnapping. Their plan is simple and reckless due to time constraints; Galt wants Lin-Wei ready as soon as he arrives in San Francisco.

After locating Fiona Lin-Wei's apartment through the phone directory, one of the thugs gains entry through a sliding glass door on the second-floor balcony. He gets inside without anyone seeing him and then lets the other two in the front door. They wait quietly until Lin-Wei comes home from work. The lookout/getaway driver warns the three inside by cell phone that she is on her way up. They ambush her in the apartment, subduing her and whisking her down the stairs and into the waiting van.

<H3>Interference and Pursuit

Lin-Wei is difficult to subdue and the struggle demolishes her apartment and alerts the neighbors. One of her neighbors—John Mackey, a UC Berkeley undergrad—attempts to intervene as she is being dragged off, bloodied and bound with duct tape. For his troubles, he gets a broken nose and a split eyebrow. Another neighbor—Kevin Shapiro, a copy-shop employee/professional slacker—stays out of the fray but does get the blue panel van's license plate. Unfortunately, California license plate A1K 834 was reported stolen off a car in an Oakland shopping mall earlier that day. The skinhead kidnapers switch back to their real license plate after they get out of the area. The kidnapping is executed around 5:30 p.m.

An All-Points Bulletin with the make and color of the van, as well as a description of the kidnapers, could result in some sharp-eyed highway patrolman spotting the van. Success at a **Luck** roll at -30% means law enforcement spot the van. Trying to stop the van on the road results in a short gun battle, which ends as soon as two of the kidnapers are wounded or killed. As an alternative, a tail could be set up in short order, including air surveillance by helicopter. If the Agents play their cards right, this could lead them to Jaeger's cabin. Success should be based on the prudence and intelligence of the Agents' plans.

Working the scene of the kidnapping results in little in the way of immediate leads. There is ample hair, fiber, and fingerprint evidence at the apartment to track the kidnapers down, but probably only after it's too late for Lin-Wei. With Drake's assistance, the fingerprint check can be back in 1D20 hours. This leads the Agents to the skinhead kidnapers, who all have criminal records in the state of California. The skinheads don't return to their residences until the following afternoon, however, since they have the duty of disposing of Fiona's remains after Galt works his vile and lethal magics upon her. Their van is a treasure trove of forensic evidence, and it is no trouble to pin kidnapping and murder charges on them after the fact. Shaken by their experience with Galt the night before (described below), these craven thugs crack quickly and spill the beans about everything they know.

(If the Agents identify the skinheads and the Handler believes they deserve a break, an FBI hate-crimes task force may supply data on the Bear Flag Republic, Jaeger, and Jaeger's Oakland cabin in time to save Lin-Wei.)

The skinheads, however, know nothing about Reinhard Galt prior to meeting him at Jaeger's cabin. As far as they know, they're working for Horst Jaeger. They know the location of the cabin that Fiona is to be taken to and where the body is ultimately disposed of, but not why she was kidnapped. They can reveal quite a bit about Jaeger's other secret arsenals, and their information could lead to prosecutions of Horst Jaeger and many other members of the Bear Flag Republic for conspiracy to commit murder, accessory after the fact, kidnapping, and violations of federal firearms statutes and the RICO statutes.

<H3>The Feast

If the Agents don't catch up to Lin-Wei within five hours of her kidnapping, Galt murders her, decapitates her, cracks open her skull, and devours her still-warm brain as part of the Mephitic Memories spell. This is at approximately 9:30 p.m. (If Galt had to perform the spell on Dr. Crisp, it may result in another twenty-four-hour delay.) The ritual assures Galt that the leak from ABC never got as far as Fiona or *The Ecotopian*. As an added abomination, Galt spit-roasts her decapitated and gutted corpse over an open fire and feeds jovially on her remains. Any surviving Totenkopf commandos, Jaeger, and his skinheads do not partake of the ghastly cookout. They keep their distance and keep their comments to themselves.

At 2:00 a.m., Galt hands over Lin-Wei's remains to the skinheads for disposal. They take her head, entrails, and ravaged body to Jaeger's Bear Flag Republic "training center." Located in a rural area east of Modesto, this razor-wire-surrounded compound is another one of Jaeger's arms caches, which he uses to train his thugs and survivalist clients in paramilitary tactics. The camp is currently unused, but the grounds are patrolled by eight savage Rottweilers. (Jaeger sends his skinheads out to feed the dogs every three or four days, but keeps the dogs underfed to increase their aggression.) There the skinheads deposit the sad remains of Fiona Lin-Wei to supplement the dogs' diet. The body is torn to shreds, but there will still be sufficient bone and hair fragments for a DNA match to identify her.

For their part, Galt and his commandos vanish into the night. The Agents must content themselves with prosecuting Horst Jaeger and his skinheads.

<H2>Jaeger's Cabin

If the Agents move to arrest the skinhead kidnapers before they return to the cabin, they do not get a crack at Galt. The skinheads are supposed to contact Jaeger by cell phone to report that the kidnapping came off without a hitch. Once Jaeger arrives to check things out, he calls Galt and gives him the "all-clear" signal to approach the cabin himself. To ensure catching everyone together, the Agents must allow the kidnapers to take Fiona Lin-Wei all the way back to the cabin and then wait very patiently.

The cabin is located off State Road 12, on a logging road deep in the Rocky Mountains north of Sonora, California. The terrain is mountainous with dense pine and redwood forests. The cabin is built on a slope, facing towards the logging road. It's actually just a façade covering the entrance to an underground bunker built into the hillside. The grounds around the cabin have been cleared of underbrush, and trees within thirty meters of the cabin have been removed. This makes approaching the cabin under cover impossible.

The front of the cabin is covered by three concealed gunports, and each side of the cabin is covered by two concealed gunports at ground level. The interior of the cabin is set three feet below the level of the ground, thus providing the defenders with ready-made trench defenses when the shooting starts. The only weak spot is an approach from the slope above the cabin. Although this approach is covered by two gunports in the roof, the men using it do not have the protection of the trench defenses. Each wall is actually a double wall, with the six inches between the wooden walls filled with sand. This provides Armor 20.

First to arrive at the cabin are the four kidnapers and Lin-Wei, around 8 p.m. Then Jaeger and his two bodyguards arrive in a four-wheel-drive Jeep at 8:30 p.m. Finally Galt and any of his surviving commandos arrive in a couple of Mercedes (no more than four men per car) at 9 p.m.

To say the least, the cabin is a fortress. But there are two weaknesses. First, there is the roof. Unlike the walls, there is no sand in the roof to disperse the ballistic force of bullets. The roof

only provides Armor 5. By firing down into the roof from the slope above the cabin with assault or sniper rifles, the Agents could kill or injure the defenders, or at least disrupt their defenses enough to get an assault team up to and through one of the doors. The greatest danger here is the possibility that Fiona Lin-Wei catches a stray bullet, since she is gagged and duct-taped to a chair in the middle of the main den. Secondly, the cabin is susceptible to fire. While the Bear Flag team can use the escape tunnel, a fire presents a whole new set of dangers for Lin-Wei: smoke inhalation, suffocation, burning alive, and so on. If the cabin is set on fire, all the defenders retreat through the escape tunnel and try to slip away, leaving Lin-Wei to die. They take her through the tunnel only if Galt is present to insist on it.

Getting into the cabin isn't really a great idea since Galt intends to detonate the explosives stockpile in the hillside to cover his escape. The explosion knocks people in the immediate area off their feet. The force of the explosion is directed into the cabin, blowing out windows and doors and stunning (and deafening) everyone inside the cabin for 1D6 turns. When the explosives detonate, anyone in the cabin takes 1D12 damage and anyone in the kitchen suffers a Lethality 15% roll. The Lethality roll is 25% in the tunnel, which collapses in the blast, and 50% in the confines of the arms cache itself.

The skinheads don't fight to the death, and surrender if most of them have been injured. Horst Jaeger fights only so long as there's a chance to escape. He plans to go out the escape tunnel with Galt, leaving the skinheads behind. But Galt plans to blow the tunnel and trap Jaeger with his thugs in the cabin. Even if left behind by Galt, Jaeger does not betray Reinhard Galt or the Karotechia by turning informer. He would far rather go to jail for the rest of his life. Even the distant threat of death row does not shake him. Threatening to kill him doesn't work, simply because he doesn't believe the Agents would kill him in cold blood. He does not break unless he sees them commit murder or is subjected to extreme torture. Of course, use of physical coercion or shooting some of Jaeger's flunkies to prove the Agents are serious about their threats has serious repercussions. The Agents should never be allowed to forget that they are not beyond the reach of the law. Any non-Delta Green federal investigators or police with the Agents intervene to stop it and even arrest the Agents if the situation warrants it.

The Totenkopf commandos fight to the last to ensure Galt's escape, but they intend to follow Galt out the escape tunnel. For his part, Galt has one priority: escape with Fiona Lin-Wei or her head so he can later perform the Mephitic Memories ritual. The Agents have to move fast and hard to keep her head on her shoulders. During the final confrontation Galt should be allowed to slip away into the night. But in his rush to escape, Galt leaves behind almost all of his belongings, including his "cooking utensils" and, more importantly, his copy of *Mein Triumph*. See **MEIN TRIUMPH** on page XX for details.

xxx TEXT BOX xxx

<S1>Gear at the Cabin

There are considerable illegal arms and paramilitary equipment stored at the cabin. A partial list includes:

- Heavy Kevlar vests (Armor 5) & helmets (Armor +1)
- Night-vision goggles
- Gas masks
- Magazine bandoliers and equipment harnesses
- Tens of thousands of rounds of ammunition, smokeless powder, percussion caps, brass casings, casts for bullets, and reloading equipment

- Hundreds of kilos of explosives, most mixed from common household supplies, and dozens of pipe bombs already assembled. There is a small amount of C-4 plastique and detonators.
- Dozens of hand grenades, reassembled from military-surplus defused grenades. These are very dangerous to use. Attacks with them are at –10% for the chance that the grenade misfires or explodes too soon. If an attack roll fumbles, the grenade explodes as soon as the pin is pulled.
- Sixty AK-47 assault rifles, converted to full automatic, with bayonets and 10 magazines apiece
- Twenty 9 mm Mac-10 machine pistols converted to full automatic, with 10 magazines apiece
- Forty Ruger P-85 9 mm handguns, with 10 magazines apiece
- Thirty 12-gauge SWD Street Sweeper shotguns, semi-automatic and drum-fed
- One M-79 grenade launcher with forty 40 mm grenades
- A huge library of military-surplus instruction manuals and neo-Nazi propaganda
- A shortwave radio with a portable generator and gasoline supply
- Enough canned food and military rations for years
- A hand-pumped well that supplies fresh water

xxx END BOX xxx

<H1>Epilogue

This mini-campaign is designed to give the Agents an introduction to the Karotechia, not give them a chance to destroy the organization in one fell swoop. They may get their noses bloodied but give as good as they get. They may prevent the Gemstone facility from being destroyed with all the employees, expose the Bear Flag Republic to prosecution, save the life of Fiona Lin-Wei, and pick up Galt's lost copy of *Mein Triumph*, but they should not be allowed to kill Galt. He should escape, although perhaps a few Ritter short. Galt may also destroy Lab 6, or at least all data connecting the ABC with the Karotechia front company, Nuevas Fronteras. The Agents should be left with the impression that they have stumbled onto something huge and powerful: an organization proficient in both sorcery and arcane science with connections to racist “grass-roots” organizations, one more than capable of crushing those who annoy or oppose it. With the copy of *Mein Triumph* in hand, Delta Green has re-acquired a target thought lost since the aftermath of WWII. Operation SOUTHERN HOSPITALITY (see *Delta Green: The Conspiracy*, page 53) must be resurrected and the Karotechia, now exposed, must be ferreted out and destroyed.

This is your new mission, Agents. Good luck. Be seeing you!

xxx TEXT BOX xxx

<H2>SAN Rewards and Penalties

- Destroying or shutting down Lab 6: +1D4
- Exposing or arresting Ray Turner: +1
- Exposing or arresting Dr. Metreaux: +1
- Preventing the Sapphire spill (or failing to prevent it): +1D4 or (–1D4)
- Saving most of the Gemstone employees (or none of them): +1D4 or –1D4
- Saving Fiona Lin-Wei (or failing to save her): +1D4 (or –1D4)
- Saving Lynne Crystal Stone (or failing to save her): +1D4 (or –1D4)
- Exposing or prosecuting the Bear Flag Republic: +1
- Destroying all of the Totenkopf commandos (or none of them): +1 (or –1)

<H1>Characters – Bay Area

<H2>U.S. Postal Inspector Johann Baldwin

Inspector Baldwin has prior experience on a Delta Green operation. The operation involved a child/snuff-pornography ring with ties to a cult of the King in Yellow. Baldwin became involved because the cult was distributing their material through the U.S. mail. While he never encountered anything supernatural, he did notice how the case seemed permeated by a sense of supernatural “evil.” During the investigation, he made contact with several Delta Green-connected federal agents, including John Drake. Baldwin assists the investigation in any way he can, particularly in tracing the package or dealing with the U.S. Postal Service. Baldwin is frivolous and fun-loving, more interested in personal diversion than anything else. However, he was badly shaken by his experience with the reanimated dog head. He is desperate to figure out what it is he’s stumbled into. He does not accompany the Agents to Montana, as he must cover both his duties and his partner’s while Rafferty is out on sick leave. However, he may be called upon for aid when the Agents have to return to Berkeley.

Baldwin is a friendly and fit young Black man in khakis and a polo shirt, wearing his sidearm in a hip holster.

<H3>Inspector Baldwin

Delta Green Friendly, age 30

STR 11	CON 16	DEX 13	INT 12	POW 10	CHA 14
HP 14	WP 10	SAN 46	BREAKING POINT 40		

BONDS: [TBD]

MOTIVATIONS AND DISORDERS: [TBD]

SKILLS: Accounting 62%, Alertness 53%, Athletics 50%, Driving 58%, Firearms 62%, HUMINT 52%, Law 32%, Persuade 72%, Search 77%, Stealth 29%, Unarmed Combat 50%.

ATTACKS: *SIG Sauer P228 pistol* 62%, damage 1D10.

Unarmed 50%, damage 1D4–1.

<H2>John Drake

Drake is a Delta Green-connected, high-ranking CIA officer—a veritable legend around “The Company.” Drake is not his real name, nor a Delta Green code name, only a cover he used back in the 1960s. Everyone at the CIA who ever knew his real name has either died or long since forgotten it. Perhaps Drake has forgotten it, too. He is a very senior “black” operative, officially dead, and now unofficially retired. This guy has performed Delta Green ops since before Delta Green disbanded. A few years ago he used the codename Agent Patrick. Which cell he’s with now, if any, is up to the Handler. His role is to bring the Agents aboard on behalf of A-Cell and then act as a conduit for support and supplies. His access to supplies and

specialized talent requested by the Agents should be limited to reasonable requests. Yes, he can get them clandestine surveillance equipment or even satellite photos. No, he can't get them a briefcase nuke or the 101st Air Assault Division. The Agents may call on him for assistance but he stays in the San Francisco area. Drake is the person to whom the Agents should submit their final report. In a long-term campaign, he can continue to be the Agents' point of contact and could introduce them to any important figures in Delta Green.

Drake is an old white man in black suit with a gray tie with gray-white hair cropped short. The years of twisted work have not worn well on him. His demeanor exudes a mixture of fathomless exhaustion and smoldering fanaticism.

<H3>John Drake

Delta Green Fixer and Eyes-Only Legend, age 72

STR 7 CON 7 DEX 6 INT 18 POW 13 CHA 11
HP 7 WP 13 SAN 48 BREAKING POINT 46

BONDS: [TBD]

MOTIVATIONS AND DISORDERS: Sleep disorder

Adapted to helplessness

Adapted to violence

[Others TBD]

SKILLS: Accounting 67%, Alertness 58%, Art (Photography) 49%, Athletics 48%, Computer Science 41%, Craft (Electrician) 70%, Demolitions 46%, Disguise 51%, Dodge 40%, Driving 76%, Firearms 76%, First Aid 64%, Heavy Machinery 41%, HUMINT 82%, Melee Weapons 64%, Navigation 41%, Occult 56%, Persuade 66%, Pilot (Boat) 42%, Pilot (Helicopter) 50%, Search 76%, Stealth 67%, Swim 52%, Unarmed Combat 66%, Unnatural 15%.

SPECIAL TRAINING: Lockpicks (DEX).

ATTACKS: *H&K USP Compact P10 pistol* 76%, damage 1D10

Unarmed 66%, damage 1D4-2

<H2>Nadja Fulani, Ph.D.

Dr. Fulani is an anthropologist specializing in the study of secret societies, everything from the Knights Templar to the Ku Klux Klan to the National Security Agency. She is fascinated by the sociology and psychology of secrecy and made her career by delving into the secrets and rituals of groups that jealously guard their privacy and anonymity.

Fulani can be useful in a couple of ways to the Agents. First, she can give them an introduction to the staff of *The Ecotopian* and help them get acclimated to Berkeley. Second, she could be very handy when it comes to analyzing the copy of *Mein Triumph* that Reinhard Galt may conveniently lose at the end of the operation. She has a passing knowledge of the Karotechia, which most reputable historians consider a myth.

Dr. Fulani is tall and a strikingly beautiful Black woman, bearing a close resemblance to the famous Egyptian bust of Nefertiti. She wears her hair short-cropped and natural, very close to her scalp. Her figure is still toned from the years she spent walking through the most inhospitable terrain of the earth. Even in her mid-fifties, Nadja Fulani turns heads.

<H3>Dr. Nadja Fulani, UCLA Dept. of Anthropology

Expert on cults and occult folklore and Delta Green friendly, age 56 in 1998

STR 10 **CON** 11 **DEX** 12 **INT** 18 **POW** 12 **CHA** 14

HP 11 **WP** 12 **SAN** 50 **BREAKING POINT** 48

BONDS: Dr. Francis Miller, mentor and anthropology chair, 11.

Akunna Fulani, younger brother, political activist, 14.

Machie Fulani, mother, still hoping Nadja gets married, 12.

MOTIVATIONS AND DISORDERS: Assist the fight against evil.

Understand the Thurston Papers.

Discover threats before they strike.

Adapted to helplessness.

SKILLS: Alertness 47%, Anthropology 82%, Archeology 42%, Athletics 68%, Bureaucracy 42%, First Aid 49%, History 66%, Search 48%, Navigate 62%, Occult 73%, Persuade 71%, Psychotherapy 67%, Swim 54%, Unnatural 21%.

FOREIGN LANGUAGE SKILLS: Bantu Dialects 23%, German 42%, Latin 58%, Patois (Haitian) 27%, Spanish 28%, Swahili 32%.

ATTACKS: Unarmed 40%, damage 1D4–1.

TOMES: Nameless Cults (described on page 163 of the *Handler's Guide*)

The Thurston Papers (described on page 214 of *The Conspiracy*)

<H2>Fiona Lin-Wei

A grating champion of the speechless furry masses, Fiona Lin-Wei is a dedicated fanatic who has proven capable of only minor successes up until now. Having a cause to champion saves her from mundane tasks like paying her bills, doing her laundry, or dealing with her grandchild-demanding mother. A woman with a strong personality, she meets any confrontation with a higher level of hostility. She packs an arsenal of nonlethal weapons. She even took up boxing for a while. Oddly, if there is an encounter with Reinhard Galt, Fiona's stunner and pepper gas have more effect on him than a whole magazine of bullets.

It proves difficult to get Lin-Wei to trust the Agents. However, should they break through her suspicious nature, she would make an interesting Delta Green friendly. She is hooked into the

eco-conspiracy-theory rumor mill. She has sources of information “fringy” enough to be of use to Delta Green when it comes to detecting unnatural activity among political subcultures.

<H3>Fiona Lin-Wei

Ecotopian Editor and Eco-Activist, age 26

STR 8 CON 13 DEX 13 INT 12 POW 14 CHA 14

HP 11 WP 14 SAN 70 BREAKING POINT 56

SKILLS: Art (Photography) 72%, Athletics 76%, Dodge 53%, Driving 63%, HUMINT 31%, Persuade 52%, Survival 72%, Unarmed Combat 52%.

ATTACKS: *Electric stunner* 65%, stuns target.

Pepper spray 65%, stuns target.

Unarmed 52%, damage 1D4–2 (or 1D4 with brass knuckles).

<H1>Characters – The Reservation

<H2>Law Enforcement

The Agents may call upon local, county, state, and federal law-enforcement officers and military police to act as backup and fire-support. Use these stats for local police. Most federal agents face more extensive training and add +10% to skills below 50%. SWAT team members add +20% to combat skills and have Heavy Weapons and Military Science (Land) at 50%.

<H3>Typical Law Enforcement Officer

White male, age 40.

STR 13 CON 12 DEX 11 INT 10 POW 11 CHA 10

HP 13 WP 11 SAN 55 BREAKING POINT 44

ARMOR: Reinforced Kevlar vest (Armor 4).

SKILLS: Alertness 50%, Athletics 40%, Criminology 30%, Driving 50%, Firearms 40%, Law 30%, Melee Weapons 50%, Persuade 40%, Stealth 30%, Unarmed Combat 50%.

ATTACKS: *SIG Sauer P220 pistol* 40%, damage 1D10.

M16A2 semi-automatic rifle 40%, damage 1D12, Armor Piercing 3.

Remington Model 870 shotgun 60%, damage 2D8 (double Armor).

Extendable baton 50%, damage 1D6+1.

Unarmed 50%, damage 1D4.

<H2>Carl Mad Plume

Carl Mad Plume was just 21 years old when he joined the American Indian Movement. He saw it as a way to recapture some modicum of self-respect and self-reliance for his people. Unfortunately, he became the target of an FBI “bad-jacketing” operation. FBI COINTELPRO agents concocted “evidence” to make it look like Mad Plume was an FBI snitch. Then they played on Mad Plume’s fears that his fellow AIM members would kill him if they believed he was a snitch. Through this blackmail, Mad Plume became an informant.

Twenty-five years later, Mad Plume is a small-time sheep rancher in the area around Browning. He has raised a family and has two grown sons. He is extremely angry to see the Agents show up on his doorstep. All interpersonal skills are at –20% if the Agents reveal they work for the federal government. However, he cooperates if the Agents explain that they are investigating ABC. Mad Plume hates ABC, seeing it as just another example of white exploitation of his people. He’s heard rumors about chemical spills and employees being sent away as part of a cover-up. He can gather a few rumors for the Agents and maybe even ask a few questions, but he is not a trained investigator. He usefulness is limited. But he knows just about everyone in town and on the Rez. And he thinks he knows who is in ABC’s pocket and who is honest. Of the latter, Det. Red Crow is first on the list.

<H3>Carl Mad Plume

Sheep Rancher and Former FBI informant, age 48.

STR 11	CON 14	DEX 10	INT 8	POW 8	CHA 10
HP 13	WP 8	SAN 40	BREAKING POINT 32		

SKILLS: Athletics 33%, Craft (Mechanic) 43%, Driving 42%, First Aid 38%, Medicine 43%, Persuade 37%, Riding 46%, Search 52%, Survival 54%

FOREIGN LANGUAGE SKILLS: Blackfeet 33%.

SPECIAL TRAINING: Roping (DEX).

ATTACKS: *Marlin Model 336 lever-action rifle* 61%, damage 1D12, Armor Piercing 3.

<H2>David Bird Rattler

Twenty-five years ago, David Bird Rattler did a stupid thing. He thought that he could play the FBI and AIM off each other for personal and political gain. By supporting AIM and working as an FBI informant, Bird Rattler thought he would be able to come out on top no matter what. To some extent he was correct. He curried favor with the tribal radicals who supported AIM, and also with the tribal government which had closely aligned itself with the FBI’s COINTELPRO agents. However, it soon became apparent that the FBI didn’t share the loyalties of its informants with anyone. Bird Rattler was forced to snitch on several friends who were members of AIM, and the information he gave to the FBI led to two men being sentenced on federal charges. Bird Rattler went on to have a successful career in tribal politics, and served as tribal president from 1984 to 1988. He retired from politics in 1990 and lives on his ranch

near Cut Bank, Montana. He has become relatively wealthy from selling oil and gas leases on land he owns in the eastern part of the reservation.

But today, Bird Rattler is very unhappy with himself. He still feels guilty about his betrayals. While in politics, he tried to make up for them by being scrupulously honest. He poured everything he could into programs to increase the standard of living on the reservation and keep the federal government out. Today he is beginning to think he shouldn't have left tribal politics, particularly since ABC showed up. Bird Rattler can see that corruption is on the rise, and worries that there may be health hazards posed by ABC's operation.

Bird Rattler will be unhappy to see the Agents show up on his doorstep, but he cooperates if the Agents make clear that they are investigating ABC. Bird Rattler has contacts across the entire reservation. His name and reputation still carry a great deal of weight. He knows Det. Wallace Red Crow and can put in a good word with him for the Agents. Bird Rattler is also aware of Thomas Iron Shirt's reputation as a womanizer and a thief: Iron Shirt got one of Red Crow's grand-nieces pregnant and then left her.

<H3>David Bird Rattler

Former Tribal Council President and Former FBI Informant, age 76.

STR 4 CON 5 DEX 10 INT 14 POW 16 CHA 15
HP 5 WP 16 SAN 80 BREAKING POINT 64

SKILLS: Accounting 79%, Driving 34%, Firearms 50%, First Aid 42%, History 41%, HUMINT 42%, Medicine 39%, Persuade 82%, Riding 72%, Survival 47%.

FOREIGN LANGUAGE SKILLS: Blackfeet 77%, Crow 37%.

SPECIAL TRAINING: Blackfeet Tribal Lore (History), Roping (DEX).

ATTACKS: *Remington Model 30A rifle* 50%, damage 1D12+2, Armor Piercing 3.

<H2>Detective Sergeant Wallace Red Crow

Wallace Red Crow is an honest and fair officer in an environment that easily breeds corruption. However, he is no crusader. He just wants to do his job and keep his own little corner of the universe clean. While he is personally incorruptible, he is not interested in ratting out fellow officers who are not so honest. However, Red Crow despises brutality and violence and would go against an officer who hurt or injured someone illegally. Red Crow will assist the Agents to some extent but won't wish to get directly involved, since it might cost him his job. He is willing to risk his personal safety but not his career. But if it is demonstrated to him that ABC is involved with kidnapping and human experiments (even on someone as disreputable as Tommy Iron Shirt), he does everything in his power to bring ABC to justice, his career be damned.

<H3>Detective Red Crow

Honest Cop in a Dishonest World, age 41.

STR 12 CON 11 DEX 12 INT 10 POW 13 CHA 12

HP 12

WP 13

SAN 65

BREAKING POINT 52

SKILLS: Alertness 49%, Athletics 41%, Criminology 50%, Driving 55%, Firearms 66%, HUMINT 53%, Law 26%, Melee Weapons 41%, Navigate 41%, Persuade 32%, Riding 51%, Search 45%, Survival 47%, Unarmed Combat 49%.

FOREIGN LANGUAGE SKILLS: Blackfeet 61%.

SPECIAL TRAINING: Roping (DEX).

ATTACKS: *Smith & Wesson Model 13 .357 revolver* 66%, damage 1D12.

Ruger Mini-14 rifle 66%, damage 1D12, Armor Piercing 3.

Bowie knife 41%, damage 1D6, Armor Piercing 3.

Unarmed 49%, damage 1D4-1.

<H2>Lynne Crystal Stone

Lynne Crystal Stone isn't the sharpest knife in the drawer; otherwise, she wouldn't be wasting her emotions on a sleazy opportunist like Thomas Iron Shirt. However, she does have guts and determination, and is canny enough to know when to keep her mouth shut. She has been playing private eye for the past few months and has a bit of a jump on the Agents. Thanks to her career as a juvenile delinquent and shoplifter, she has acquired some of the instincts of a natural spy. If properly recruited, she would be perfect for penetrating ABC. She is also a survivor and is wary of the Agents putting her in danger. With any luck, she'll get through this without encountering her zombified boyfriend. Doubtless the Handler will ensure she isn't so lucky.

<H3>Lynne Crystal Stone

Ingenue Juvenile Delinquent, age 18.

STR 9

CON 12

DEX 13

INT 7

POW 9

CHA 13

HP 11

WP 9

SAN 45

BREAKING POINT 36

SKILLS: Alertness 61%, Driving 73%, Persuade 62%, Stealth 57%, Search 67%.

SPECIAL TRAINING: Lockpicks (DEX).

ATTACKS: None.

Characters—Amalgamated Bio-Carb

<H2>ABC Security Guards

ABC's security force is made up of ex-police and former soldiers. Quite a few are Blackfeet and citizens of the reservation. Others are Montana locals who commute to work. There are 48 guards total, working three shifts of 16 each. Most are just average citizens. However, there are a trio of trusted guards, non-locals hand-picked by Deschiel for illegal ops. These three covered up the "accident" and secured the new test subjects in Lab 6. They can be counted on to assist in tracking down the leak and finding out who burgled Lab 6. If the pay is enough—and it is—they're even willing to kill whoever turns out to be the leak. Their names are Fred Brice, Clayton Douglas, and Jim Searls. All three spend their off hours at the big Blackfeet-owned casino in Browning, drinking, gambling, and sticking out like sore thumbs.

<H3>Typical Guard

Happy to Be Paid Well for a Change, age 35

STR 13 **CON 12** **DEX 10** **INT 10** **POW 11** **CHA 10**
HP 13 **WP 11** **SAN 55** **BREAKING POINT 44**

SKILLS: Alertness 49%, Athletics 53%, Dodge 47%, Driving 56%, Firearms 42%, Melee Weapons 58%, Search 33%, Survival 55%, Unarmed Combat 56%.

SPECIAL TRAINING: Dog Handling (POW).

ATTACKS: *Extendable baton* 58%, damage 1D6+1.

SIG Sauer P226 pistol 42%, damage 1D10.

Remington Model 870 shotgun 62%, damage 2D8 (double Armor).

Unarmed 56%, damage 1D4.

<H2>ABC Guard Dogs

A total of 48 guard dogs patrol the grounds of the Gemstone facility, all of them huge German Shepherds trained to attack or withdraw on command. They patrol unescorted in the kennel-run between the interior and exterior fences. They patrol the interior of the facility in the company of security guards.

<H3>Typical Guard Dog

STR 12 **CON 13** **DEX 13** **POW 10**
HP 13 **WP 10**

ARMOR: 1 point of fur and thick skin.

SKILLS: Alertness 70%, Track by Smell 80%.

ATTACKS: *Bite* 30%, damage 1D6.

Knock down 50%, damage special (see **KNOCK DOWN**).

KNOCK DOWN: If this attack hits, the dog attempts an opposed STR×5 test against the target. If the dog succeeds, the target is knocked prone.

<H2>Dr. Arnold Crisp

Arnold Crisp is in deep trouble. He went out on a limb to steal the dog head and mail it to *The Ecotopian*, and now that plan has gone in the crapper. The staff at ABC have uncovered the theft and are conducting an investigation. He's considering stealing more proof and making a run for it. If he becomes aware of the Agents' presence, he considers contacting them, but he's paralyzed with fear. He hesitates to make the first move. It requires a successful Persuade roll at -20% to get Crisp to tell what he knows. That roll is at full skill if the Agents mention Fiona Lin-Wei to Dr. Crisp, who still has a puppy-dog crush on her from college.

Although he doesn't know it, Crisp has fallen under Security Chief Deschiel's suspicion as the whistle-blower. Deschiel has had Crisp's dormitory room and phone line bugged. Any attempt to have a private conversation with Crisp in his room or on his phone proves disastrous. While Crisp does have a cell phone, if the Agents call him on it while he's in his dormitory, Deschiel's people overhear Crisp's end of the conversation.

<H3>Arnold Crisp, M.D., Ph.D.

Sapphire Scientist and Rebel Without a Clue, age 27

STR 12 **CON** 11 **DEX** 10 **INT** 16 **POW** 11 **CHA** 10

HP 12 **WP** 11 **SAN** 51 **BREAKING POINT** 44

SKILLS: Computer Science 56%, Craft (Microelectronics) 66%, HUMINT 43%, Medicine 77%, Persuade 61%, Pharmacy 87%, Science (Biology) 82%.

FOREIGN LANGUAGE SKILLS: Latin 23%.

ATTACKS: *Unarmed* 40%, damage 1D4-1.

<H2>Louis Deschiel

Louis Deschiel was a corrupt lieutenant in the New Orleans Police Department when he went to work for Ray Turner, helping to arrange the assistance of organized crime in the dumping of toxic waste. Since then he and Turner have formed a partnership, moving from corporation to corporation as "fixers"—or as Turner would put it, "maximizing assets and minimizing liabilities." Turner takes care of the work inside the companies while Deschiel works the street. Deschiel has performed numerous illegal acts of corporate espionage and counter-espionage for Ray Turner. Once in the Philippines, Deschiel acted as the bag-man to pay some corrupt local police to kill an environmentalist who was organizing a protest against an ABC chemical

plant. Although he has never killed anyone himself, he considers himself “up for it,” and is fond of guns and the macho image he associates with them. Deschiel is a robust bulldog of a man, ugly in a way that only makes him seem more threatening and powerful.

<H3>Louis Deschiel

ABC's Gemstone Facility Security Chief, age 42

STR 15 CON 12 DEX 13 INT 12 POW 12 CHA 8
HP 14 WP 14 SAN 60 BREAKING POINT 48

ARMOR: Light kevlar vest (Armor 3).

ADAPTATION: Adapted to violence.

SKILLS: Alertness 40%, Driving 53%, Firearms 72%, HUMINT 50%, Law 27%, Persuade 71%, Search 46%, Stealth 56%, Unarmed Combat 72%.

SPECIAL TRAINING: Lockpicks (DEX).

ATTACKS: SIG Sauer P225 pistol 72%, damage 1D10.

Unarmed 72%, damage 1D4.

<H2>Dr. Enzili Metreaux

Enzili Metreaux graduated from Harvard Medical School but spent several summers interning at the Miskatonic University medical college in Arkham, Massachusetts. She has been written up in the New England journal of medicine a few times for new theories on neuro-fiber function and growth. Her background is a formula for success: brilliant, focused, ambitious, and ruthless. She has become one of the most skilled research physicians in the world at a very young age. There is little she will not do to advance her plans. She sees herself becoming the most powerful and influential woman on Earth if she can perfect the Sapphire compound into a “cure” for death or even a fountain of youth. She is not really prepared for how horribly wrong things have gone. First, someone breaks into Lab 6 and steals one of the biological specimens. Next, the “South Americans”—who appear suspiciously Aryan—are poking around. By the time the Agents show up, Metreaux is wondering how to make her escape with the Sapphire compound in hand. She certainly considers blowing the whistle on ABC if she thinks she can convince the Agents that she’s the one who sent the dog head, putting the blame on Ray Turner as a “deranged corporate megalomaniac.”

<H3>Enzili Metreaux, M.D., Ph.D.

Sapphire Program Director and the New Re-Animator, age 36

STR 9 CON 11 DEX 9 INT 17 POW 15 CHA 13
HP 10 WP 15 SAN 56 BREAKING POINT 45

DISORDER: Obsession With Mastering the Formula.

SKILLS: Accounting 47%, First Aid 67%, Medicine 88%, Occult 32%, Pharmacy 89%, Science (Biology) 87%, Science (Chemistry) 87%, Surgery 88%.

FOREIGN LANGUAGE SKILLS: Haitian Creole 41%.

ATTACKS: *Scalpel* 30%, damage 1D4.

<H2>Ray Turner

Ray Turner's a corporate executive who is accustomed to operating out on the edge of legality. He's been the director of other illegal, quasi-legal, and sometimes just immoral projects for corporations around the world. His career has been defined by ruthless cunning. He is also in excellent physical shape and can be very intimidating. He keeps a huge, gleaming pistol in his desk. He means to keep the events at ABC's facility under wraps from higher-ups until Dr. Metreaux has the Sapphire compound perfected. He needs to be able to present the CEO and board of directors with a fait accompli so that he can attach himself to the resulting revenues. Once Metreaux works the kinks out, Turner expects to be one of the richest men on Earth. If he has any weakness, it's his own self-image. He thinks of himself as a "pro," some kind of soldier-of-fortune. Ray may be too used to operating in a third-world environment where he can get away with anything, including murder. This overconfidence could very easily be his undoing.

<H3>Ray Turner

ABC Gemstone Facility Director and "Mr. Fixit," age 43

STR 14 **CON** 14 **DEX** 11 **INT** 15 **POW** 14 **CHA** 14

HP 14 **WP** 14 **SAN** 70 **BREAKING POINT** 56

SKILLS: Accounting 81%, Alertness 47%, Firearms 40%, HUMINT 78%, Law 52%, Persuade 82%, Pharmacy 26%, Science (Chemistry) 25%, Search 58%, Unarmed Combat 53%.

FOREIGN LANGUAGE SKILLS: Spanish 40%.

ATTACKS: *Desert Eagle .44 magnum pistol* 40%, damage 1D12.

Unarmed 53%, damage 1D4.

<H2>Dr. Peter Zeis

Zeis is Metreaux's other laboratory assistant. He is 35 years old, tall, thin with a fading brown hairline. He is quiet and hardworking, which belies his excitement to be a part of the Sapphire program. He is more interested in winning a Nobel prize than in becoming wealthy, but it's because he's hungry for prestige and fame, not goodwill for humanity.

<H1>The Denizens of Lab 6

<H2>Thomas Iron Shirt

Tommy Iron Shirt thought that robbing ABC was going to be the score of a lifetime: he'd steal thousands of dollars worth of chemicals and sell the stuff to some bikers that he knew in Billings, Montana. There'd be enough money to get off the Rez and down to California, particularly if he found a way to cut his two partners out of the deal. After all, there were a lot of angry fathers and uncles who wanted to take a piece out of him for knocking up their daughters and nieces, and it was time to blow this town. But when that bullet punched into the stainless steel tank and the thick blue gas poured out, all thoughts of wealth and riches fled.

Iron Shirt refuses to believe the truth of his condition, despite all the evidence. He reacts violently against anyone who suggests he may not be alive. His only goal is to escape Lab 6 and get back to his girlfriend, Lynne Crystal Stone, but if given the opportunity he doesn't hesitate to kill Dr. Metreaux. His motivation for getting back to Lynne is not emotional; he just knows he can count on her for help and money. But he may freak out and try to kill her if she questions why he has no heartbeat, no pupillary reaction, and is currently at room temperature.

<H3>Thomas Iron Shirt

Evidence of Karmic Justice, age 20.

STR 24	CON 24	DEX 9	INT 11	POW 1	CHA 13
HP 24	WP 1	SAN 24	BREAKING POINT 16		

ARMOR: See **ROTTING RESILIENCE**.

DISORDER: Intermittent Explosive Disorder.

SKILLS: Alertness 49%, Athletics 63%, Driving 42%, Firearms 34%, Search 32%, Stealth 54%.

SPECIAL TRAINING: Lockpicks (DEX).

ATTACKS: *Unarmed* 56%, damage 2D4.

ROTTING RESILIENCE: Iron Shirt takes half damage from all non-hypergeometric attacks. A zombie reduced to 0 HP (for example, by a successful Lethality roll) may still not be fully destroyed, only so badly mauled that it no longer poses a threat. They retain animation even if decapitated. Only substantial destruction of the brain causes its grotesque semblance of life to grow still.

UNDEAD: Whatever animates Iron Shirt's dead flesh sustains it against rigors that would harm or kill the living. Cold, suffocation and radiation seem to do no lasting harm unless his body is physically destroyed. He does not even rot at the usual rate. It may take years for his flesh to deteriorate enough to immobilize him.

SANITY LOSS: 0/1D6 from the unnatural.

<H2>Sapphire Zombies

The scientists at ABC use any term they can imagine to avoid calling the products of their work “zombies.” We need no such compunction.

Charles Low Horn is typical of the condition of someone killed and reanimated by Project Sapphire. In Low Horn’s case, there’s very little left of his personality except his rage. His ability to express that rage has been severely curtailed due to the loss of his right hand and foot to ABC’s guard dogs. If released he kills anyone he encounters, with the sole exception of Tommy Iron Shirt. Despite his brain damage, Low Horn still has some instinct to protect Thomas.

Jacob Lefthand is reduced to a glaring head with snapping teeth.

<H3>Sapphire “Specimen”

Strews Red Death In Its Wake

STR 24 **CON 24** **DEX 7** **INT 1** **POW 1**
HP 24 **WP 1**

ARMOR: See **ROTTING RESILIENCE**.

SKILLS: Alertness 20%, Unarmed Combat 30%.

ATTACKS: Bite 30%, damage 2D4 (see **WORRY AND RIP**).

ROTTING RESILIENCE: A Sapphire compound zombie takes half damage from all non-hypergeometric attacks. A zombie reduced to 0 HP (for example, by a successful Lethality roll) may still not be fully destroyed, only so badly mauled that it no longer poses a threat. They retain animation even if decapitated. Only substantial destruction of the brain causes its grotesque semblance of life to grow still.

UNDEAD: Whatever animates the zombie’s dead flesh sustains it against rigors that would harm or kill the living. Cold, suffocation and radiation seem to do no lasting harm unless the zombie’s body is physically destroyed.

WORRY AND RIP: After succeeding with a bite attack, a zombie uses its action each turn to inflict 2D4 damage on the same target, without having to make another attack roll. If the bite pierced the victim’s armor, the “worry and rip” damage ignores armor. The victim can attempt an opposed STR test as an action each turn to break free.

SAN LOSS: 0/1D6.

<H2>Re-Animated Lab Animals

The reanimated lab animals in Lab 6 are not particularly aggressive, but if there is a commotion or combat in Lab 6 they become highly agitated, and if then released from their cages they randomly attack anyone in the lab.

<H3>Rats and Guinea Pigs

There are 25 small reanimated rodents in small plexiglass cages. If they are released into the confusion they run around, randomly climbing on and biting whomever they can. Anyone they attack gets to attack first; if the attack fails then the zombie rodent bites with 30% skill and does 1 damage. Any successful attack destroys one.

<H3>Zombie Lab Monkey

There are eight reanimated primates.

STR 7 **CON** 11 **DEX** 12 **POW** 1

HP 9 **WP** 1

ARMOR: See **ROTTING RESILIENCE**.

ATTACKS: *Bite* 45%, damage 1D4.

ROTTING RESILIENCE: A Sapphire compound zombie takes half damage from all non-hypergeometric attacks. A zombie reduced to 0 HP (for example, by a successful Lethality roll) may still not be fully destroyed, only so badly mauled that it no longer poses a threat. They retain animation even if decapitated. Only substantial destruction of the brain causes its grotesque semblance of life to grow still.

SANITY LOSS: 0/1.

<H3>Zombie Guard Dog

There are two of these soulless killers.

STR 12 **CON** 24 **DEX** 8 **POW** 1

HP 19 **WP** 1

ARMOR: 1 point of fur and thick skin and see **ROTTING RESILIENCE**.

ATTACKS: *Bite* 30%, damage 2D6.

Knock down 50%, damage special (see **KNOCK DOWN**).

KNOCK DOWN: If this attack hits, the dog attempts an opposed STR×5 test against the target. If the dog succeeds, the target is knocked prone.

ROTTING RESILIENCE: A Sapphire compound zombie takes half damage from all non-hypergeometric attacks. A zombie reduced to 0 HP (for example, by a successful Lethality roll) may still not be fully destroyed, only so badly mauled that it no longer poses a threat. They retain animation even if decapitated. Only substantial destruction of the brain causes its grotesque semblance of life to grow still.

SANITY LOSS: 0/1.

<H1>Characters – The Karotechia

<H2>Reinhard Galt

Among today's neo-fascist and anti-Semitic cabals, Galt is a half-mythic figure whom many perceive as the very model of the invincible Aryan superman. Galt is thought of by many as the leader of the Aryan revolution. It is not a role he relishes. He is far less interested in creating a Fourth Reich than he is in making sure his diet remains diverse and varied for the rest of eternity. To this end, he has collected recipes for cannibalistic cuisine from around the world and become an accomplished cook. Galt has grown tired of working with the Bauern and Ritter, whom he views as "inferior mortals." Because he no longer has the patience to deal with subordinates, those who know his culinary preferences live in terror of him. He often shoots those who fail at even the most minor tasks.

Reinhard Galt is 1.9 m tall and weighs 86 kg (6'3" and 190 pounds), with a very muscular physique and classic German features. He wears fine European clothes. He keeps his blonde hair cut short and his face clean-shaven, and he looks like he could have stepped out of a WWII SS recruitment poster. He exudes an aura of casual arrogance and disdain for those around him. See *Delta Green: The Conspiracy* for his full and ghastly history.

<H3>SS *Oberführer* Reinhard Galt

Ageless Cannibal and Mercenary, age 86 in 1998 but physically 34

STR 16 **CON** 18 **DEX** 14 **INT** 15 **POW** 12 **CHA** 16
HP 17 **WP** 12 **SAN** 0

ARMOR: See **WARRIOR'S RING**.

SKILLS: Alertness 86%, Art (Cooking) 77%, Athletics 86%, Craft (Mechanic) 41%, Criminality 68%, HUMINT 34%, Firearms 66%, First Aid 72%, Heavy Machinery 39%, Heavy Weapons 39%, Melee Weapons 57%, Military Science (Land) 78%, Persuade 56%, Stealth 82%, Survival 72%, Unarmed Combat 91%, Unnatural 21%.

FOREIGN LANGUAGE SKILLS: Anzique 58%, Arabic 31%, English 36%, Portuguese 43%, Spanish 41%

ATTACKS: *Unarmed* 91%, damage 1D4.

SS dagger 57%, damage 1D6+1, Armor Piercing 3.

HK33K rifle 66%, damage 1D12+2 or Lethality 10%, Armor Piercing 3.

H&K MP5 submachine gun 66%, damage 1D10 or Lethality 10%.

P08 Luger Auto pistol 66%, damage 1D10.

RITUALS: Ageless Banquet (detailed in *Delta Green: The Conspiracy*), Mephitic Memories (detailed on page XX), Warrior's Ring (detailed in *Delta Green: The Conspiracy*).

WARRIOR'S RING: Anyone wearing this ring made of human bone resists an amount of damage equal to their POW from each non-magical, kinetic-energy attack. The ring guards against bullets and knives, in other words, but not from flames, suffocation, or poison. The ring plagues the wearer with cannibalistic urges. Each time the ring is put on, or worn a full day, the wearer loses 1D4 SAN from the unnatural and must roll POW or less on 1D100 or succumb to the cannibalistic temptation and lose 1D20 SAN from violence.

<H2>Karotechia Commandos

These five men were personally trained by Galt at La Estancia. They are loyal to Galt and serve him unquestioningly. They are awed and terrified by Galt and fear him more than death itself. They were specifically selected for this mission because they don't speak English. Galt doesn't want them knowing too much about the details. All five arrive with Galt on their Bell Model 206 JetRanger helicopter. When they arrive they're dressed like accountants. When they go back to the helicopter to arm up, the transformation to commandos should be shocking: black fatigues, tactical armor and helmets, night-vision goggles, gas masks, radio earpieces, smoke grenades, fragmentation grenades, silenced submachine guns, machine pistols capable of firing three-round bursts, and satchel charges. The Agents had best not take them lightly.

<H3>Typical *Totenkopf* Commando

"Death's Head" Killer, Absolutely Loyal, age 33

STR 15	CON 15	DEX 13	INT 11	POW 11	CHA 8
HP 15	WP 11	SAN 35	BREAKING POINT 33		

DISORDERS AND ADAPTATIONS: Amphetamine Addiction, Intermittent Explosive Disorder, Adapted to Violence.

SKILLS: Alertness 56%, Athletics 55%, Firearms 53%, Search 35%, Stealth 64%, Unarmed Combat 64%, and either Demolitions 63% or Pilot (Helicopter) 63%.

ATTACKS: *Unarmed* 64%, damage 1D4.

H&K VP-70M pistol 53%, damage 1D10 or Lethality 10%.

H&K MP5SD suppressed submachine gun 53%, damage 1D10 or Lethality 10%.

Fragmentation grenade 75% (including +20% for the blast radius), Lethality 15%, Kill Radius 10 m.

C4 plastic explosive block, 570 g., Lethality 30%, Kill Radius 2 m.

C4 plastic explosive satchel charge, 2 kg, Lethality 60%, Kill Radius 75 m.

<H2>Horst Jaeger

Born Howard Pringle, Horst Jaeger was fascinated with the WWII German military from an early age. He collected Nazi memorabilia, a passion he retains to this day. He served in the U.S. Army and was honorably discharged at the age of 26 with the rank of staff sergeant. Disgusted with the liberal direction America was taking in the wake of the civil rights movement, he changed his name and joined a series of white, mostly European, mercenary units fighting in the African anti-colonial wars of the 1970s. In South Africa, Pringle was recruited by a former SS *Sturmbanführer* who was cultivating Karotechia contacts with pro-Apartheid Afrikaners. Since the mid-1980s he has worked as a faithful Karotechia agent in his native United States. His current assignment is to cultivate a white separatist movement in California. He has organized the Bear Flag Republic as a way of attracting tax protesters and other anti-federal government types who might not be attracted merely by racism. As part of the Bear Flag Republic, Jaeger has created a number of secret arsenals around the northern part of the state. Jaeger also has strong contacts with the skinhead communities in San Francisco and Los Angeles, and has been known to provide them with weapons when race crimes are planned and carried out. To hunt down Fiona he uses a group of skinheads he's been cultivating for just such "deniable" work. Jaeger is very overweight but still muscular. He wears his gray hair long, his beard thick, and often sports camouflaged U.S. military fatigues.

<H3>Horst Jaeger

Self-Appointed President of the Bear Flag Republic, age 55

STR 17 **CON** 7 **DEX** 10 **INT** 13 **POW** 14 **CHA** 10
HP 12 **WP** 14 **SAN** 59 **BREAKING POINT** 56

ADAPTATION: Adapted to Violence.

SKILLS: Athletics 52%, Demolitions 81%, Firearms 66%, Heavy Weapons 39%, Melee Weapons 50%, Navigation 54%, Science (Chemistry) 52%, Stealth 42%, Survival 31%, Swim 36%, Unarmed Combat 49%.

FOREIGN LANGUAGE SKILLS: German 22%.

SPECIAL TRAINING: Parachuting (DEX).

ATTACKS: *MAC-10 submachine gun with suppressor* 66%, damage 1D10 or Lethality 10%.

AK-47 assault rifle 66%, damage 1D12+1 or Lethality 10%, Armor Piercing 3.

Ruger P-85 pistol 66%, damage 1D10.

M79 grenade launcher 59% (including +20% for its blast radius), Lethality 15%, Kill Radius 10 m.

M1884/98 III knife bayonet 50%, damage 1D6+2, Armor Piercing 3.

Unarmed 49%, damage 1D4+1.

<H2>California Skinheads

Jaeger hand-picked these young toughs from around the state to act as bodyguards and errand-boys. They are smarter, stronger, meaner, and better ideologically indoctrinated than your average skinhead brawler. All have had experience as members of various neo-nazi organizations such as the Aryan Nations and the the National Socialist White Peoples Party. Someday, after this internship under Jaeger, they hope to return home and become leaders in the Aryan movement. All are eager to distinguish themselves. They all sport athletic physiques and shaved heads. Their “uniform” consists of black T-shirts, jeans, heavy boots, and a plethora of Nazi tattoos. Jaeger has access to no more than ten of these neanderthals. He may distribute weapons to them, but they lack combat training and experience beyond fistfights.

<H3>Typical Skinhead

Scumbag Muscle, age 18–25

STR 14	CON 12	DEX 11	INT 8	POW 8	CHA 6
HP 13	WP 8	SAN 26	BREAKING POINT 22		

DISORDERS AND ADAPTATIONS: Addicted to Amphetamines, Adapted to Violence.

SKILLS: Alertness 36%, Athletics 63%, Driving 39%, Firearms 31%, Melee Weapons 53%, Stealth 37%, Unarmed Combat 63%.

ATTACKS: *Baseball bat* 53%, damage 1D8+1.

Switchblade 53%, damage 1D4+1, Armor Piercing 3.

AK-47 assault rifle 31%, damage 1D12+1 or Lethality 10%, Armor Piercing 3.

Ruger P-85 pistol 31%, damage 1D10.

Unarmed 63%, damage 1D4.

<H1>Tomes and Rituals

<H2>Unnatural Tomes

<H3>Dr. Metreaux’s Work

In English. Study time: weeks. Medicine +5%, Pharmacy +3%, Science (Biology) +6%, Science (Chemistry) +4%. SAN loss 1D10.

The collected papers of Dr. Herbert West with comparative notes from ABC’s Sapphire program by Enzili Metreaux, Ph.D.

RECOMMENDED RITUALS: Metreaux’s Formula.

<H3>Mein Triumph

In German. Study time: weeks. Unnatural +2%, SAN loss 1D6.

A book dictated to Bitterich by an avatar of Nyarlathotep convincingly calling itself an ascended Adolph Hitler. Mein Triumph details how Der Führer was transformed into a demigod by mass sacrifices in the death camps and how the Aryan race can attain similar status by exterminating the lower races. The cover shows a swastika encircled by a snaky monster or demon with its wings spread.

RECOMMENDED RITUALS: Honor the Führer.

<H2>Unnatural Rituals

<H3>Honor the Führer

Complex ritual. Study time: days; 1D8 SAN. Activation: hours; 1 POW, 1D6 SAN.

A chant in German and incomprehensible phrases summons the immortal spirit of Adolph Hitler—which is to say, an avatar of Nyarlathotep taking that form for its own purposes. The operator or an assistant must sacrifice 1 POW permanently, and the operator and each assistant loses 1D6 SAN. For each assistant, the Ritual Activation roll receives a +5% bonus.

<H3>Mephitic Memories

Complex ritual. Study time: days; 1D10 SAN. Activation: minutes; 10 WP, 1D10 SAN.

The operator devours the still-warm brain of a freshly dead corpse as peculiar prayers to unspecified powers of life, death, and dreams yield a strange awakening. For 24 hours after the brain is consumed, the caster may use any and all skills and knowledge the victim possessed. At the end of the 24 hours, the caster loses all the skills and knowledge gained. The memories of the victim can be permanently absorbed if the caster expends 10 POW instead of 10 WP.

<H3>The Sapphire Formula

Elaborate ritual. Study time: weeks; +1% Unnatural, 1D10 SAN. Activation: a day; 9 WP, 1D4 SAN.

Dr. Metreaux's refinement of the Reanimation Formula ritual results in "specimens" whose muscles are infused with appalling energy and resilience, granting STR and CON scores of 24. The "ritual" requires a chemistry laboratory, where the operator mixes unnatural ingredients using techniques that, if studied too closely, seem to be as much witchcraft and alchemy as science. The process takes a day and costs 9 WP and 1D4 SAN. The result is a weird, blue solution, sufficient for one use, which may be preserved for a few months if carefully refrigerated. The formula, injected into the brain of a corpse, within a few minutes animates it to a rough semblance of life. If the injection takes place soon after death, there is a small chance that it retains some of the intelligence it had in life. The chance equals the POW that the corpse had in life (roll the POW or lower on percentile dice), minus one POW per minute that has passed since death. If the roll succeeds, the reanimated corpse has an INT score equal to its old INT or the die roll, whichever is lower, and does not decay further. Retaining at least 3 INT—enough to realize one has become a reanimated corpse—costs 1D6/1D20 SAN from the unnatural. Otherwise the corpse is exactly like a zombie (see **SAPPHIRE SPECIMEN** on page XX). If the roll fails, or it has been too long after death, the resuscitated corpse is mindless and

continues to decay. Either way, the formula confers no control over the reanimated corpse. Dismembered body parts can also be reanimated but retain no innate intelligence. Injecting the formula into a corpse in any other way has no effect. Injected into a living creature, it is a poison with a speed of 1D6 turns and a Lethality rating of 30%.