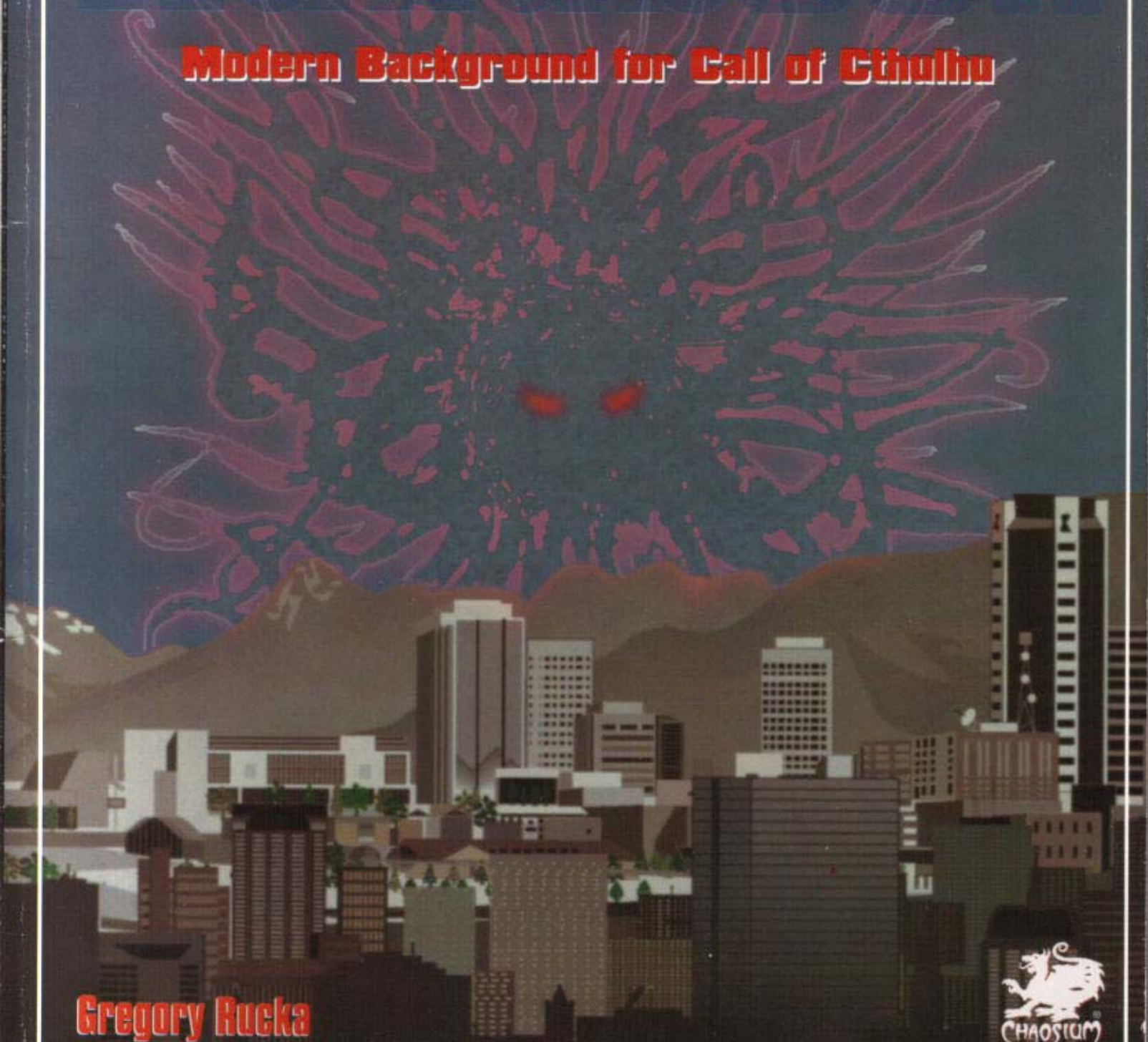


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FOR
Call of
Cthulhu
1990s

1990's Handbook

Modern Background for Call of Cthulhu



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SOURCEBOOK

The 1990's Handbook

Modern-day Background for *Call of Cthulhu*



The 1990's Handbook

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Introduction

As the end of the millennium approaches, more and more people are sitting up to take notice. Historically, the end of a millennium has been a time of great social, political, and religious fervor and upheaval, times when those who have been waiting for—something—feel that their patience is about to pay off. With the year 1000 we saw the Crusades, destruction, death, and pain, people scattered and running for the safety of ideas that offered salvation and redemption.

The same thing may be happening now. Look around you—look and see the changes, the many different groups with their many conflicting agendas, and look at what they offer. The year 2000 is on the horizon, and humanity is racing to the date with a prayer on its lips and no small fear in its heart. Something is going to happen, but nobody is certain what.

The late twentieth century has seen more and more people stray from “traditional” religious beliefs to embrace ideologies that fifty years ago would have been branded as pagan. Witches and devotees of other supernatural/natural glories abound, and the New Age has brought healing through crystals and past-life regression through hypnosis. Factions of today’s youth embrace a nihilism not seen since the Roaring Twenties, a hedonistic drive that glorifies the pleasures of the “primitive” over the restrictions of modernity. Not so long ago, fear of nuclear war kept people from gazing too far into the future, afraid of what they might see. Now we know our planet is slowly eroding beneath our feet, that our population is nearing a critical mass. The future holds less hope than fear, and fear has always demanded comfort. With the year 2000 as an arbitrary signpost of the future, more and more people are seeking to ease their fear, going to those who offer answers and hope, often heedless of the price for such artificial succor.

As always, there are those who seek to exploit this time, this vulnerability that we are faced with when we look and realize that in the last 2000 years we have grown, perhaps, not at all. We are still as we were when the Mad Arab gazed up into the night sky—pitifully inconsequential and naive, adrift in a vast universe that is possibly hostile, but more likely (and more frighteningly) apathetic.

Call of Cthulhu is a game of horror. It is a horror that derives, in great part, from the collision of reason and imagination, and it thrives in the middle ground where neither school holds sway.

As such, many of the ideas put forth in this book are plausible while still managing to be fantastic. The horrors lurking in our modern world are most often of this kind—a synthesis of the mundane and the monstrous. Movies are mundane. Movies with graphic violence are mundane. Movies with graphic sex are mundane. Snuff films are monstrous, but we can easily believe they are out there because the preceding foundation is so reasonably solid. After all, there are people in the world who cut up children and eat them (witness Jeffrey Dahmer). If that kind of horror exists, what more must be lurking under the surface, waiting to rise?

Whereas the 1920’s are a matter of historical record, our modern age, by definition, is not. It is easy to believe in the absolute depravity of mankind, in white slavers and babies sold on the black market, of snuff films shown in cramped and dirty basements below Times Square. It is easy to accept that our world is controlled by shadowy groups that move in darkness, plotting and planning, selling drugs and weapons and politicians. The Conspiracy Theory is a child of our modern era—but potentiality is not proof, and the reality of Watergate does not prove CIA involvement in the assassination of President John F. Kennedy.

This book maintains the existence of *none* of these things; it merely presents more ideas for horror in our modern age. In keeping with the Lovecraftian thesis, the ideas presented here attempt to be both mundane and fantastic at the same time—the plausibility is key, as any Keeper or investigator would agree.

It is in the details that the horror lies, perhaps because it is from the believability of the details that the fantastic can rise and stand.

Here, then, is a book of details, most mundane, some fantastic, but all with one purpose—that of bringing Lovecraft’s horror home to us here and now.

Just don’t believe everything that you read.

—Gregory Rucka

New Equipment

Wherein are considered modern devices fashionable or otherwise useful today, their relative merits, and how to use them.

THIS SECTION, like the following weapons section, considers equipment legally possible for investigators to own in the United States. Possession is a matter of law as well as wealth, at least when considering potentially murderous devices or devices which tend to put their owners beyond the reach of the law.

Bulletproof Vests

Bulletproof armor has been available for centuries. In the early Renaissance, suits of armor were "proofed" by firing matchlocks at them at close range.

Modern body armor is categorized by threat level. Threat Level 1 is intended to protect against low-powered handguns. Threat Level 2 defends against high-powered handguns and submachine guns.

Level 1 and 2 bulletproof vests are available from police specialty shops, some gun stores, and similar sources. All bulletproof vests are hot to wear, and restrict the user's action to a greater or lesser degree. Reflect this in play by a flat percentile loss from the wearer's Climb, Dodge, Jump, Swim, and Throw skills and all melee weapon attacks and parries.

Level 1 body armor, made of Kevlar nylon cloth, is comparatively light. Such a vest can be concealed beneath a jacket or sport coat. Any observer suspecting a bulletproof vest may attempt a Spot Hidden to notice the vest. In fact, Kevlar can be tailored into a sport jacket or suit, though the cost is considerable: For a suit, figure \$5,000 for a suit coat and trousers or skirt; for a sport coat only, figure \$3,000.

A Level 2 vest is more bulky. Normally, such vests are worn outside one's clothing, though they could be concealed under a windbreaker or heavy coat. Level 2 protection is not directly tailorable to become ordinary-seeming garments.

Protection lent either by Level 1 or Level 2 body armor is not perfect. The bullet's impact against the vest passes directly to the target's body. This blunt trauma can cause serious injury, even death, though the bullet itself may not penetrate the vest. Some experts claim that this type of body armor is vulnerable to blades. If the Keeper wishes, Levels 1 and 2 can be considered to give no protection against a knife or other bladed weapon for which an impaling roll result can be achieved.

Furthermore, even the best bulletproof vest only covers the wearer's chest and abdomen. Whenever a shot hits

an individual wearing such protection, and the optional hit location rules are not being used, roll 1d6. A result of 1-3 indicates that the bullet struck the target's unprotected head, arms, or legs, while a 4-6 result indicates that the bullet struck the vest, and that its effects are appropriately reduced.

Heavier body armor, Levels 3 and 4, is available, but is neither flexible nor light. Reinforced with titanium, steel, or ceramic plates, such armor is much too stiff and bulky for most active use. It cannot be concealed under anything less than a rain poncho or loosely belted trenchcoat. Levels 3 and 4 protect against standard rifle bullets and armor-piercing bullets, respectively. Commonly called flak jackets, such armor is commercially unavailable.

Bulletproof Vests

Protection	Threat Level	Skill Loss	Armor Points	Cost
Light Vest	1	5%	6	\$200
Heavy Vest	2	10%	8	\$400
Lt. Body Armor	3	20%	10	\$2,000*
Hvy. Body Armor	4	30%	12	\$4,000*

*Nominal price only. Such armor is normally unavailable to private citizens.

Modern Surveillance

This section roughly details the myriad devices that have sprung up and since been refined since the 1920's for the sole purpose of gathering information about an individual without notifying your quarry that you're on to him. It would be quite impossible to list all devices available for electronic eavesdropping and surveillance here, but roughly the field breaks down into devices that detect and/or record sound, devices that detect and/or record images, and devices that defeat either of the aforementioned. Much of this equipment is combined, allowing the user to observe both action and conversation.

Investigators should be cautioned, however—eavesdropping is an invasion of privacy, and widely punished throughout the world when not performed with official consent. Additionally, prolonged surveillance of an individual can be deemed stalking, another crime, only recently acquiring legislation in the United States. In either case, possession of such surveillance devices naturally raises police eyebrows, and anyone caught with such equipment better have an attorney handy, or at least a substantial Fast Talk.

EAVESDROPPING

Parabolic Microphones

Parabolic microphones have long been available from a variety of sources. Most models are battery powered, cumbersome, and nearly impossible to conceal. Smaller versions are available, about the size of a bullhorn, but efficiency and range suffer. Effective ranges differ depending on individual devices, but have been known to exceed one mile in optimal conditions (no wind, no traffic, no noise pollution). In the hands of an expert with appropriate audio recording equipment and editing facilities, however, specific conversations can be extracted from a crowded room, or even a football stadium. Parabolic microphones can be acquired for an outlay between \$100 to \$1,000.

Bugs

Bugs come in all shapes and sizes, but work on the same principle. A microphone is concealed in the presence of the subject being listened to, and using some sort of power source, the bug either transmits the sound via radio waves, the telephone line, or infrared light to a receiver that plays the sound and/or records it for later review. Modern technology has advanced to such a degree that it is possible to conceal a microphone in a shirt button or a ballpoint pen or perhaps something even smaller. Such concealed microphones run on batteries and are normally used as "wires" for undercover work, allowing a back-up team to monitor their investigator's status. These microphones are available from \$90 to \$1,000 depending on transmission type and range.

The major drawback with most types of bugs is that when they do transmit, they use radio waves, and thus may reveal themselves during a bug-sweep. Most sweeping devices bathe the subject area with high-frequency bursts that cause a microphone to squeal, allowing its location to be pinpointed. Other sweepers simply scan for specific transmission waves and then allow the user to triangulate back to the source. Sweepers run from \$50 for a standard telephone tap detector to over \$1,000 for pinpointing devices that also deactivate automatic wiretapping equipment.

Recording bugs can be hidden in almost anything and most are voice-operated, so as to conserve needed tape space. Specially fitted pagers and attache cases are available, custom made to conceal their recording system yet remaining fully functional to the casual observer. These run from \$100 to \$500.

Infrared bugs work on the same principle as their more mundane counterparts, except that instead of transmitting audio via radio waves, sound is transmitted on a modulated IR beam. This requires line-of-sight reception and has a limited range (200 to 500 yards in optimal conditions). Thus, IR bugs are not usually worn, but rather placed at a location (say, behind the curtains) that the eavesdropper wishes to monitor. They tend to work better at night than during the day, but they have the distinct advantage of being far harder to detect in a standard bug-

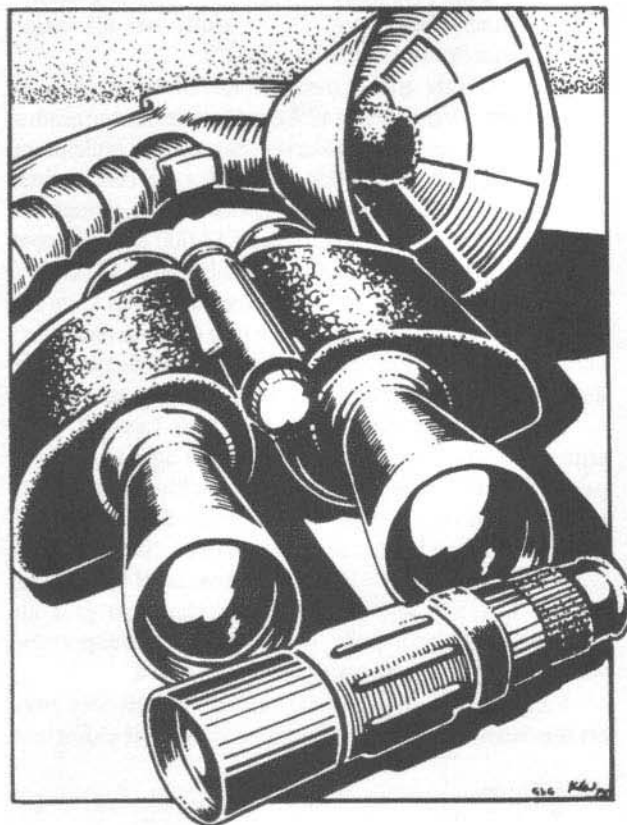
sweep, because they do not make any noise, nor do they emit any telltale transmission waves. In fact, detection requires either an on-site inspection or the use of IR goggles that will pick up the specific bug's transmission beam. However, this does mean that once the beam is detected, it can be followed to its receiving source, perhaps giving a nasty surprise to the investigator sitting there with her headphones clapped tightly over her ears.

When coupled with a stethoscope attachment, it is possible to place an IR bug outside of the location/room being monitored, and the transmitter will still pick up the sound through a wall. These devices are hard to come by, and normally cost upwards of \$600.

Lasers

At the top of the eavesdropping mountain are the helium-neon laser devices. With a range of two miles in optimal conditions (perhaps more), the laser bounces its beam off of any window behind which a conversation is taking place. Voices within the room set the window vibrating minutely, and these changes cause the laser to modulate slightly. Bounced back to a specific demodulator and electronically enhanced, entire conversations can be overheard and recorded. As many lasers are invisible, the beam itself may be invisible and consequently nearly impossible to detect.

However, there are a number of drawbacks to this system, price being only one of them. Retailing through certain security companies at \$25,000 or more, an investigator interested in acquiring a laser bug had best build one of his own. Then there's the trouble with the re-



ceiver—it must be placed perfectly to demodulate the beam, and that's hard to do when you can't see the laser. Using a colored laser (standard helium-neon red, say) makes this easier, but it also puts a nice bright red dot on the window the laser is pointing at, and, in some cases, may scatter off of curtains and bathe the interior in the same rosy hue. Finally, even using a low-powered laser is dangerous and could easily blind anyone looking directly into the unit, either temporarily or permanently, depending on duration of exposure and strength of the beam.

OBSERVATION

Opticals is a broad category, ranging from simple, sturdy and trustworthy monoculars to the more esoteric night vision goggles and IR goggles and their ilk. All such devices are easily available through catalogs specializing in Army surplus/police surplus.

Even with the bounding evolution of optical devices in the last twenty years, the best unit remains the same: a good old pair of binoculars. Easily available, a good pair of binoculars will range from \$50 to \$500, depending on magnification, manufacturer, ability, and availability. While \$100 will get you a good pair of 6x42 "surveillance" binoculars with magnesium fluoride-coated lenses (to improve light transmission), for just \$100 more you can take home a battery-powered 7x50 pair of compass binoculars, with specially treated light-gathering lenses and a built-in red light which allows you to see the built-in compass and range finder. Waterproof, fogproof and perhaps people-proof, this is a bottom-line powered binocular. Auto-focusing units are available as well, starting at about \$200, with prices climbing exponentially as more features are added. Note that these are not night viewing devices, and in the dark you're just as blind with them at your eyes as you'd be with them at your side.

Monoculars are far more concealable, and many telescope, making them easy to stick in a pocket and then forget about. A 5" long unit with 10x25 magnification runs about fifty dollars, while a 13" long unit (16" extended) offering 15x to 40x magnification costs \$200.

Of course, all of these devices are available in night vision variations. Night vision binoculars, providing 5x magnification and running on 2 AA batteries, cost \$750 and are hard to find. Night vision monoculars are a little more common, but the limitations remain the same, albeit with a tad more power. In fact, the best night viewing monoculars are actually scopes designed to be fitted to rifles, some with magnifications up to 3.5x. These run between \$500 and \$600, are battery powered, and weigh about two pounds.

Night vision goggles allow for illuminated and improved viewing at night and in darkness. While the many versions that have been fitted for scopes will not work in total darkness, some NVG's do, and do so well enough to allow near-normal vision quality. Battery powered, cumbersome, and reputedly not the most comfortable things in the world, they can be fitted over eyeglasses and cost between \$2,000 and \$4,000.

Computers

There is no question that one of the most powerful tools at the modern investigator's disposal is the computer. But it takes knowledge to use this tool, to perform database searches via the Internet or to cross-reference occurrences of obscure phenomena around the world, and today's cultists certainly have access to the same technology. Perhaps some of them already have established an underground computer network to organize their diabolical plots and to gather information about investigators that need to be watched—or eliminated.

A BRIEF HISTORY

During World War II an engineer named J. Presper Eckert and a physicist named John Mauchly approached the U.S. Army with a proposal for an electronic device that would speedily calculate gunnery coordinates, a job that was then tediously done by hand. With government backing, the Electronics Numerical Integrator and Calculator (ENIAC) was created in 1946. ENIAC was a one-task machine, a distant relative to the computers of today. It was Konrad Zuse, with his idea for a general purpose electromechanical relay computer (turned down by the U.S. Patent Office in 1938 for being too non-specific), who visualized a machine that could do almost anything.

Through the invention of the transistor, integrated circuits, and miniaturization, computers gradually shrank in size while increasing in power. In the mid-1970's the true revolution took place with the coming of the personal computer. Small enough to sit on (or under) a desk, the PC allowed a single user an affordable, speedy way to analyze and process data. By 1984 there were over six million computers in use, most of them PC's. Today there are over 40 million PC's used in American homes alone, and hundreds of millions more—of different shapes, sizes, and configurations—used world-wide. The modern bottom-of-the-line PC is a computational titan compared to ENIAC. The world of computers now spans from pocket-sized electronic day-timers, like the Apple Newton, to supercomputers capable of creating fully animated artificial realities—as in special effects for motion pictures—or performing millions of detailed analyses and computations, as with DNA typing and analysis.

TYPES OF COMPUTERS

The descriptions offered here are extremely generalized simply because the computer industry is so protean. Prices and capabilities are approximated, but in general, the more expensive the computer system, the more users, processing power, and peripherals it will be able to support. Computers still continue to gain in power while lowering in price. The money one may spend today on a computer might purchase twice, or even ten times, what it would have bought five years ago. Older but not yet obsolete computer equipment may be found at discounted prices.

New Skills

Computer Use (Base 00%): The skill necessary to operate and troubleshoot computers. This may involve understanding what a program does, retrieving obscure data, maneuvering around web pages and the Internet, etc. An investigator with at least a 20% Computer Use skill can use general prewritten applications in a simple fashion without needing a skill roll each time. To do something more difficult, such as track down a computer virus or use an application in a specialized way, the investigator must roll his skill.

Computer Programming (Base 00%): The skill necessary to program and "hack" computers. This may involve writing a program, modifying an existing program, hacking into a security-locked system, etc. A minimum 30% Computer Use skill is required to have Computer Programming. A skill roll is required for all attempts.

Note: Both of these skills are different from Electronics, which an investigator uses to build or repair any electronic equipment, including computers.

In a situation where a skill roll is required, the investigator outlines the task he is trying to perform, giving a rough estimation on the time dedicated to the task (including research, reading the appropriate software or hardware manuals, setting up the equipment, performing the task, and so on), such as a few hours, a day, a week, a month, or more. The investigator should also state whether he spends any money to obtain hired help, additional hardware, software, or other items to aid in accomplishing the task. Based upon the description, the Keeper may assign any positive or negative modifier to the investigator's skill, especially if the task seems too ambitious or fairly easy.

The investigator makes a roll against his Computer Use/Programming skill. If successful, he accomplishes the task within the allotted time period. If the roll was failed, the investigator has been muddling along without much success, and needs to start from the beginning.

If the attempted use is quite difficult, the user needs a special success. If the player rolls 95-00, then the attempt seems to have succeeded but actually has subtly failed, which may not be noticed for some time. The Keeper may wish to roll the dice to determine the success of these skills.

EXAMPLE: Harvey Walters, Jr. tries to write a program to classify all the names in the New York City telephone directory by ethnic background. The Keeper declares this to be a difficult task, and decrees that Harvey Jr. needs a special success, each attempt lasting one full working day. Harvey's Computer Programming skill is 40%; for the first four days the keeper records successive rolls of 44, 66, 51, and 72, all failures. Gamely plugging away, Harvey gets a 97 on day five: The Keeper rules that the program appears to work, and Harvey begins the mountainous printout. Alas, unknown to Harvey, a bug in the program classifies all names ending in "S" as ethnic Albanian. Perhaps the heir to the proud Walters tradition notices the problem when he sees that he, himself, has been categorized as Albanian.

Supercomputers

Running from \$1,000,000 to \$20,000,000+, these are usually only found in government or research institutions, although some large corporations may have them as well.

On this scale, information is processed in units of "billions of instructions per second." Supercomputers require large amounts of electrical power, some needing liquid nitrogen cooling systems to keep their circuits from melting due to the heat they produce. Like mainframes or minicomputers (see below), supercomputers can support multiple users, but their real strength lies in their sheer muscle and speed. For instance, a supercomputer could analyze a scanned set of fingerprints and match them against the entire contents of the FBI fingerprint library within a few minutes (a search of over 193,000,000 records). Supercomputers might also be used for weather forecasting, scientific data analysis, or even realistic computerized animations.

Mainframes

Costing from \$1,000,000 to \$10,000,000, mainframes are designed to accommodate from 100 to 500 users who need access to huge amounts of information simultaneously. This is accomplished through hundreds of attached terminals—screen and keyboard units—spread throughout various computer-linked complexes. Although not as computationally fast as the supercomputer, mainframes can work under the load of many users without considerably slowing. Mainframes are found quite often in government institutions and corporations, and are used to track hundreds of millions of records about hundreds of millions of people, in everything from insurance coverage to airline reservations to criminal history to credit history.

Minicomputers

Going for from \$50,000 to \$2,000,000, minicomputers, often called "minis", are mainframes scaled back to accommodate fewer users. Limits for a mini may be as few as five or ten users, or as many as a hundred. Today even small and mid-sized companies and institutions can afford a minicomputer, and often use them in the same capabilities as mainframes. On the other hand, some companies may opt for using several personal computers linked by a LAN (see Networking below), providing much the same computing power as a minicomputer system.

Personal Computers

Costing anywhere from \$500 to \$20,000, PC's, also referred to as microcomputers, are designed for a single user. Some are small and light enough to be carried around in a briefcase, while others must sit on a desk or a floor. Actual names vary, but, in order of increasing size, they are usually called notebooks, portables, laptops, and desktop computers. A small notebook may weigh as little as three pounds, where a desktop may weigh over one hundred pounds, including the monitor and other peripherals. Personal computers are by far the most prevalent kind of computer in the world today, and there are literally thousands of different models manufactured by hundreds of companies.

ABILITIES

In this age of computers, distribution of information has become virtually instant and relatively simple. This includes gaining access to information through telephone networks (via on-line databases and bulletin-board systems), personal networking, and desktop publishing.

Communication

Since the invention of the computer, people have been fascinated by the possibility of combining the power of multiple systems. Many problems stood in the way of this goal: Each computer was almost completely different from every other one, and no standards existed for a long time as to how they should share information. Over the years, these problems have been addressed and solved—hardware and software compatibility standards were invented, and communication protocols adopted. Still, there are many competing and mutually incompatible communication systems. Unlike the imaginings of science fiction, there is no one universal network or data file standard—yet.

Networking

Defined as the sharing of data between two or more computers, often PC's. Additionally, it can be used to share

common peripherals, such as printers, file storage devices, and so on. In its simplest form, networking consists of taking, by hand, a disk from one computer to another one across the room, city, or nation. In its most complex form, it involves satellites, microwave and radio antennae, and the entire worldwide telephone system. Some computers now even use wireless infrared remote links similar to television remote controls. In these cases, both machines must have the same hardware installed and be within short distances of one another, again like a television remote. In order for computers to be networked, they must have compatible software as well as hardware.

Hardware connections can be of different types, either local or remote, and with varying speeds. A local connection is when computers are physically connected by a common network cable. Such a connection between computers is called a local area network (LAN). Computers residing at different locations that use an intermediary medium, either a telephone network or other switching stations (satellite, microwave, radio, etc.), are referred to as remote networks.

Local networks can be closed or open. A closed network only connects the computers at that site, and has no connection to, and cannot be tapped into from, a remote network. This enhances security (see below), but obviously limits the sharing of information with other sites. An open local network may have one or more connections to a remote network.

Remote networks can be a group of separate stand-alone computers or a collection of remotely connected LAN's. Such a collection of multiple LAN's is sometimes referred to as an "internetwork", such as the Internet. The most common connection device for a computer to a remote network is the modem (modulator-demodulator). The modem takes a computer's digital information and turns it into signals that can be sent via a telephone line. Modems are inexpensive and common, and the telephone network is ubiquitous in our information-age society, making it the perfect choice as a communications medium. With a modem, it is possible to use an inexpensive terminal hundreds or thousands of miles from its host computer.

An important type of remote network for investigators is the information service. Several types exist, all of them provided by private organizations. In general, for a basic usage fee of about \$5.00 an hour, an investigator can search huge, remote databases for information about an incredible number of topics, from the Nikkei Index to baseball trivia, or even on-line versions of international publications. To access an information service, an investigator needs a computer equipped with a modem and the appropriate software to operate it. In game terms, using an information service is similar to using a traditional library, and regular Library Use rolls should apply.

Anyone with a PC, a modem, and a program can now create his own on-line service. The only limitations to such a service would be that of hardware—the larger the capacity of the computer, the bigger the service. In fact, many people do have their own on-line services to estab-



AN EXCERPT FROM THE HACKER MANIFESTO

Found in the on-line publication Hack 'n' Crack, ed. Uplink

Hackers of the World Unite!

Join Together Now and Throw Off the Bonds of Your Oppressors!

A paraphrase, I must admit, although one not inappropriate considering our current standing with the paranoid-schizophrenics in the corporate structure known as Power. We have been identified as their enemy, and not only their enemy, but the enemy of all good, law-abiding people!

Outrageous!

In the tradition of the House Committee on Un-American Activities, we now labor under a reign of terror. We are that which Power does not comprehend, so they send their Gestapo against us in the form of the FBI and the Secret Service, knocking down doors and stealing equipment of some who have no ties whatsoever with hacking!

Now the danger becomes greatest, because they've discovered ways to find us without yet understanding us. Or perhaps we simply begin to understand them all too well. Without the help of the Electronic Frontier Foundation—dedicated to protecting True Hackers' civil rights—Knight Lighting would most likely be in prison now. And, much to everyone's surprise, not to mention dismay, they've at last made an "example" of Phiber Optik, sentencing him to a 12-month prison sentence. These gross abuses of Power, degrading and eliminating our civil rights, must stop!

My message to the True Hacker, then, is two-fold:

First, we must uphold our own code of honor, forged over years of curiosity and love of the computer and all that one can do with such a wondrous device. Our sole purpose in using the computer is the "discovery" and dissemination of all data available, but in order to liberate some data, we must "invade" some computer systems, made "secure" by those who seek to keep information out of the hands of the people. This is why the Grand Inquisitors known as the federal government and corporate sector seek to harry and jail us—their secrets will be revealed to an uninformed, and thereby unsuspecting, public. The Informed Public that all True Hackers wish to create through the free exchange of information would bring down the corporate giants and make a government suitable for the people. This can never be with all True Hackers in prison.

Curiosity should not be a Federal Offense!

As for the vandals that masquerade as our kind and create and then distribute the thousands of destructive computer viruses, they should be revealed as just that: vandals! No self-respecting Hacker would ever think to destroy data that should be liberated from Power, nor would one desire the destruction of the vessel that holds such precious information!

If Power did not seek to undermine and marginalize its own population—the population that grants them their power—such "security measures" would be unnecessary. The old saying, "What you don't know won't hurt you," already haunts the many people who lived on or near nuclear test sites. Isn't it time the public was told what else might possibly destroy their lives so they can have a choice in stopping it? Did the Freedom of Information Act mean anything at all? Not according to corporate and government sources.

Join together now in the fight against the ownership of information! Liberate data! Add your voice to the noise against the silence! Free those jailed for curiosity and democracy!

lish relationships with other people who share similar interests. Such interaction in the safe and often anonymous world of computer communications is ideal for investigators and cultists to plot their respective agendas. This anonymity can also serve to mask someone's true agenda; it is difficult to tell with absolute accuracy with whom you are communicating, especially when all you see is the words he types. Psychology rolls are useless against a VDU.

Such electronic bulletin board systems (BBS's) do not require that computers and software necessarily be compatible. Rather, compatibility is almost a moot point in such systems, as modems are designed to the same standards across the board (other than the cutting-edge modems that use blisteringly high speeds, and those, too, are being standardized), and most modems automatically adjust to the highest speed possible between the two connections. For example, if one modem is 2400 baud and the

other 1200, the information exchange rate occurs at 1200 baud. Current software also allows for many different types of terminal emulation, so that even if one person is using an IBM PC compatible computer connected to a DEC mainframe via modem, the mainframe will react as though one of its own terminals was installed via the modem, if the proper communications software is installed.

COMPUTERS AND THE LAW

Originally computers were thought by the authorities to be just a new tool for use in ordinary crime by common criminals rather than as a whole new arena allowing for a whole new type of criminal. They were wrong. In 1976, in a desperate attempt to catch up with these new, high-tech criminals, two important events occurred in the United States. The FBI established a four-week training course in the investigation of computer crime, following it up with another course established in 1978 open to other

investigative agencies; and Senator Abraham Ribicoff and his U.S. Senate Government Affairs Committee produced two research reports that led Ribicoff to introduce the first Federal Systems Protection Act Bill in June 1977. These reports eventually became the Computer Fraud and Abuse Act of 1986. Since the introduction of this act, the feds have been cracking down hard on computer criminals, whether any real damage was done by them or not. This has led to several blunders, the biggest of which was known as Operation: Sundevil, which embroiled the U.S. government in several civil lawsuits versus private citizens who were suspected of using their hardware and software for "criminal" purposes.

HACKING AND CRACKING

Hacking, like other investigative activities, involves the use of several skills, not just Computer Use. Hard research—in libraries, newspaper morgues, and dumpsters—is required before a hacker can sit down at a keyboard and punch her way into the NATO mainframes in Brussels. Advanced knowledge of the target system is required. This may include a trip to the office where the system is, or perhaps some research into the group that uses the system, or acquiring a detailed biography of the man who programmed it. One might dig through the garbage bins of the owner of the computer to see what memos have been thrown out containing pertinent information, including passwords. For investigators that like to live wildly, a little breaking and entering may be involved, too—a night foray past security guards to do some flash-light research at someone's work station. In any case, knowledge must be obtained about the system before the system itself can be breeched.

When such information is acquired, an investigator may attempt to use his Computer Use skill either to break into the system (if a password has not been previously secured) and/or to locate the information desired. Therein lies another problem—computer systems, especially those used by major corporations, hold such a mammoth volume of data that one must know where to look or else risk being swamped in the torrential flood of irrelevant information.

In game terms, an investigator must have a Computer Use skill of 50% and a working password to log on to an unfamiliar system; otherwise a skill roll is required. Only after one has logged on successfully can any attempt to access information be made. For this, another Computer Use roll is required, regardless of the player's skill level. Computer Use might also allow an investigator to recognize when a piece of information might be useful in gaining access to a computer system or a particular piece of data—at the discretion of the Keeper, of course.

Codes

With the rise of computers, encryption programs began using incredibly sophisticated mathematics to code files and electronic mail. Several programs and types of encryption exist, but the bottom-of-the-line mathematical

algorithm DES method, based on the U.S. Department of Defense Data Encryption Standard ANSI X3.92-1981, is so complex your average hacker has only a 1-in-70 quadrillion chance of breaking it. These are one-key codes.

The PGP program (Pretty Good Privacy), available on the Internet and consequently available to over 20,000,000 users worldwide, utilizes a two-key method, and is the closest thing to unbreakable that a code has ever come. Encrypted e-mail requires the sender using his key, and the recipient using another one, and both keys can be further encrypted on the host computers, making access to them nearly impossible. Without both keys, the document in question remains locked, and the odds of cracking it are so laughable there's no point in trying. The PGP is so good, in fact, that Mr. Philip Zimmermann, its creator, is in danger of going to prison for developing it and then "allowing" it to be distributed to foreign countries, although whether or not he did allow it to be so distributed is still open to question. The fact of the matter is, not even governments with all of their resources and power can crack the PGP.

Helicopters

Even before da Vinci, inventors had toyed with the idea of a rotary-wing flying vehicle, but not until 1909 did Igor Sikorsky build a prototype that was able to lift its own weight. He didn't build a fully successful prototype until 1940, when engines had become powerful enough to lift a helicopter with pilot and cargo.

Helicopters can be useful to modern investigators. Their ability to take off and land vertically, and to hover above rough terrain, makes them ideally suited for reaching remote sites that would otherwise require days or even weeks of arduous mountain trekking. Lightweight helicopters require only 100 square feet to land in, making them the most rapid means of getting almost anywhere in a city. A military helicopter packs tank-killing power, but such a vehicle would rarely fall into the hands of a civilian.

Because of their great cost and heavy maintenance requirements, only the wealthy can afford to own helicopters. Most will have to rent them for occasional use; perhaps someone, if lucky, will have one available through a patron or employment.

BASIC TYPES

SMALL-LIGHTWEIGHT: Smaller helicopters are the more common variety for everyday use. The media uses them to photograph hard-to-cover events and to provide traffic reports. Police use the Bell Jet Ranger to monitor traffic and locate accidents. In the largest metropolitan areas, such as New York City, helicopter shuttle services use the five-passenger model to fly travelers between major airports. Typically these vehicles seat from two to five passengers, including the pilot. A smaller model like the McDonnell Douglas 500C is the sort available for rent at an airport for about \$450 per hour. To purchase one would cost \$220,000.

Typical Helicopters

	McDonnell Douglas 500c	Bell Long Ranger II	Sikorsky Skycrane	Hughes Apache	Bell Jet Ranger
Use	Passenger	Air Ambulance	Flying Crane	Attack Helicopter	Police
Passenger Capacity	5	7	55	2	5
Maximum Speed	105 mph	150 mph	126 mph	235 mph	137 mph
Maximum Range	260 mi	385 mi	230 mi	350 mi	300 mi
Lifting Capacity*	1,200 lb	—	25,000 lb	—	—

*Lifting capacity with weight suspended from an exterior harness. Interior capacity is smaller.

RESCUE HELICOPTER: Air ambulances are used by the Coast Guard or the police to rapidly ferry injured or ill patients to medical facilities. The helicopter's ability to land and take off vertically makes it the perfect vehicle for this use. The medical equipment available on a helicopter ambulance is comparable to that found in a normal ground ambulance. A fully equipped rescue helicopter costs around \$400,000.

LARGE TRANSPORT: Medium-sized transports like the Sikorsky UH60A Black Hawk can lift 8,000 pounds on an external platform. The bigger Sikorsky Skycrane or the Chinook can lift external payloads of 36,000 or 28,000 pounds respectively. The military uses them to transport supplies and troops into battle or to difficult-to-reach sites. In civilian life they haul where normal trucks and cranes can't, being employed in remote logging, bridge construction, or laying pipeline through wilderness. Contractors hire out helicopters on a per-job basis, at a cost of thousands of dollars. One can be purchased for about \$600,000.

MILITARY HELICOPTER: The military flies all of the above types of helicopters, plus one variety entirely their own—the military combat helicopter. Helicopters like the AH-64A Apache or the Huey Cobra were designed as dedicated attack helicopters. The Apache is fitted with infrared night-vision system, TV camera, forward-looking infrared target acquisition system, and magnified visual optics. It sports a 1,200 round .30mm chain gun, rockets, laser-guided Hellfire anti-tank missiles, and other weapons, all too often woefully inadequate against Mythos entities. The cost, and there are none for sale, would be from \$20 million to \$30 million.

FLYING A HELICOPTER

Modern helicopters are powered by a jet engine called a turboshaft, which propels two or more rotating wings above the helicopter. The rotation through the air provides the lifting force, so unlike fixed-wing aircraft, helicopters do not need to be moving to fly. They can take off and land vertically, hover, and move horizontally in any direction without a corresponding change in heading.

Helicopters move up and down by uniformly adjusting the pitch, or angle, of the blades, and thereby providing more or less lift. Helicopters move horizontally by individually altering the pitch of each blade as it rotates. This change in cyclic pitch causes the rotor plane of the blades to tilt, creating horizontal thrust.

The rotation of the blades has a corresponding effect on the main body of the helicopter, which tends to rotate in an opposite direction from that of the blades. This is why helicopters have a tail rotor, which acts as a stabilizer to keep the helicopter pointing in the correct direction. The pitch of the tail rotor can be adjusted to swing the helicopter left or right.

Both a pilot's hands and feet are occupied in flying a helicopter. The left hand controls the overall pitch of the main rotor, the right hand controls its cyclic pitch, and the left and right feet control the tail rotor. Because of all these controls, helicopters are more difficult to fly than fixed-wing aircraft. They cannot be flown without specific training, even by an experienced pilot.

MAINTENANCE

Helicopters generally use one set of main rotors which propel, lift, and control the flight path. A breakdown of these would be catastrophic for passengers and cargo, and therefore helicopters require greater servicing and preventive maintenance than ordinary aircraft. This adds to the already considerable expense of purchasing and maintaining a jet-powered aircraft, in effect making helicopters available only to very wealthy individuals or to governments and large corporations.

MISHAPS

A bad landing usually does no more than light damage to a helicopter. A heavy crash can ground the rotors and cause major damage.

In the event of an engine failure, air rushing up past the helicopter's main rotors causes them to spin automatically (auto-rotate), providing enough lift to allow the helicopter to descend in a controlled crash. An investigator pilot with a successful Pilot Helicopter skill roll can

auto-rotate to a crash landing, causing medium to heavy damage to the helicopter and costing each passenger 1d6 hit points. Failure at the Pilot Helicopter roll means a crash landing in which the helicopter is destroyed and all on board lose 4d6 hit points.

Loss of the tail rotor in flight won't make a helicopter crash, but it makes it virtually uncontrollable. The pilot must make his Pilot Helicopter skill to bring the helicopter down safely; otherwise all on board suffer injuries costing 1d6 hit points, and the helicopter is damaged extensively.

Medical Emergency Equipment

What first aid resources are useful in the late 20th century to *Call of Cthulhu* investigators? When calling an ambulance, how much help can be expected? In the field, what equipment and skills might be needed? Two levels of expertise and associated equipment are discussed. With both, patients must quickly arrive at hospitals, or lose the effect of emergency treatment.

The following information has been regularized for playability. Actual times, amounts, etc. vary.

EMT Equipment and Training

Emergency medical technician (EMT) training takes about 200 hours, and gives an investigator the ability to employ additional equipment. The training cost varies, as the Keeper sees fit. The cost of the equipment amounts to about \$1,400.

BANDAGE KIT: 25 4"x4" gauze pads, five rolls of 3" bandage, four triangular bandages, ten packets of disinfectant, two rolls of 1" tape, one pair of bandage-type scissors that cut clothing, straps, and boots, and one obstetrical kit. This kit dresses five minor and two major wounds, and can handle an uncomplicated childbirth. Kit cost is \$100.

BASIC DIAGNOSTIC KIT: one stethoscope, one blood pressure cuff (may also be used as an arm tourniquet), one pen-sized flashlight, one oral and one rectal thermometer, and one reflex hammer. The user needs a watch to count pulse and breathing rates. Kit cost is \$200.

OXYGEN EQUIPMENT: one oxygen tank (a heavy tube about 6"x18" inches) and supplies, to provide sixty minutes of oxygen. This equipment can give artificial respiration to a non-breathing victim, though someone must constantly operate the equipment. Oxygen mitigates any cardiopulmonary problem, and can mitigate shock, coma, physical trauma, and some poisons. Equipment costs \$500.

SPINAL INJURY GEAR: one 6'x1.5' board folding in half (along the waist) for storage, one rescue-type cervical collar, two five-pound sandbags, and three straps. This gear immobilizes victims, can be used as a stretcher, and allows relatively safe moving of one injured patient. Gear costs \$300.

SPLINT KIT: four wire-ladder splints (excellent for angulated fractures) and one traction splint. Splinting mitigates the pain, blood loss, and shock caused by a fracture. Traction-splinting a fractured femur may be life-saving. Kit costs \$300.

Paramedic Equipment and Training

Like the EMT, a paramedic's mission is to protect life and reach a hospital in an hour or two. Paramedic training takes about 1,000 hours; EMT training is prerequisite. A paramedic-level investigator can provide significant psychological first aid, as determined by the Keeper. The equipment costs \$10,000.

AIRWAY KIT: allows the insertion of a plastic tube into the windpipe, keeping an unconscious victim's airway and lungs clear of blood, vomit, etc., and bettering a comatose victim's chance of survival. Kit costs \$200.

ANTI-SHOCK TROUSERS: These G-suit-type pants squeeze blood from the legs and pelvis up into the chest and brain, an excellent treatment for shock due to blood loss. The pants can compensate for one liter of lost blood. The pants also make easier the starting of intravenous lines in a victim whose veins have collapsed from loss of blood. Shock due to blood loss (caused by losing more than one liter) lasting longer than one hour probably kills the victim. Anti-shock trousers can be applied in five minutes. Such trousers cost \$300.

CARDIAC MONITOR, DEFIBRILLATOR: A small video monitor shows life-threatening heartbeat irregularities. Shocks delivered by paddles applied to a victim's chest (defibrillation) may restart a stopped heart. There is a slight risk of serious electrical shock to rescuers. Repeated defibrillation, combined with CPR, oxygen, airway management, and drug therapy is often necessary. Optimally, delivery of the first countershock occurs within ten minutes. A restarted heartbeat may stop again; the stabilizing drug lidocaine reduces that chance. Equipment costs \$6,000.

DRUG BOX: The box includes two IV set-ups, with needles, tubing, and two one-liter plastic bags of fluid. An IV must be in place before drugs can be administered, and takes five minutes to start. IV's are hard to start on victims in shock; anti-shock trousers help. One liter of IV fluid replaces 500ml of lost blood. Maximum IV flow rate is 100ml per minute, though two IV's may run at once. The following drugs and amounts are included in the standard drug box. Box costs \$1,000.

Calcium chloride: two doses. The drug of last resort for cardiac arrests. May restart heartbeat; may cause brain damage. One dose lasts ten minutes.

Diazepam (Valium): six doses. Relieves convulsions and sedates for up to six hours. An overdose (two or more doses) causes unconsciousness.

Epinephrine: twelve doses. Used for a cardiac arrest, it improves the chance of defibrillation, especially when used with lidocaine and sodium bicarbonate. One dose

lasts five minutes. One dose also relieves a life-threatening allergic reaction such as from a bee sting.

Glucose: two doses. It rapidly wakes an unconscious victim with dangerously low blood sugar. One dose lasts one hour.

Lidocaine: six doses. Reduces chance of cardiac arrest or re-arrest and improves chance of defibrillation, especially when used with epinephrine and sodium bicarbonate. One dose lasts ten minutes.

Morphine: six doses. Relieves pain, especially from a wound, burn, or fracture; sedates. One dose lasts four hours. Worsens a head injury. An overdose (two doses) causes unconsciousness. A severe overdose (three or more doses) causes respiratory arrest: Keep victim alive with artificial respiration; give oxygen and naloxone.

CPR

Investigators with Medicine or First Aid skills above 10% are assumed to have completed the requisite five- or six-hour course granting certification in CPR and the Heimlich maneuver. It is important to understand that individuals who require CPR are, for all intents and purposes, dead. They are not breathing and their heart is not beating. As such, CPR rarely works to resuscitate; rather, the procedure is used to keep the brain alive with oxygenated blood until proper medical attention can be obtained. In cases of heart attacks or other methods of injury where a character's Hit Points have not gone negative, CPR is especially effective and may result in resuscitation, but in cases of traumatic arrest as a result of great injury, when Hit Points have gone negative, the best CPR can do is to keep the brain alive until medical assistance arrives, or until the patient has reached a hospital or some other medical facility where appropriate trauma care can be offered. It is not possible for a single investigator to apply general first aid and perform CPR at the same time, although another individual may assume one of these tasks. Individuals who do not continue to receive oxygenated blood to the brain are considered irrevocably brain-dead within ten minutes of their last breath, although exceptions to this rule have been documented.

When a character dies through shock or heart attack or some other trauma that does not reduce all Hit Points, the player performing CPR may roll d100. Within a minute of the collapse, a d100 result of 01 to 10 indicates that the deceased has returned to the land of the living. After one minute, a result of 01 to 05 is required to resuscitate. In cases where Hit Points have been reduced to 0 or lower, no resuscitation is possible. However, CPR in these circumstances, barring the nature of the injury (decapitation, for instance), is considered automatically successful, and will keep the subject's brain alive. If the subject recovers Hit Points greater than 0 through successful First Aid or Medicine application, they may be resuscitated normally. Hospital equipment and administration of the appropriate drugs increase the chance of resuscitation by 10%.

A final note—CPR is hard work, especially alone. After ten minutes of one-person CPR the player performing it is required to roll under conx5 for each additional minute. Two-person CPR may be performed indefinitely.

Naloxone: six doses. This is a specific antidote to opiate (heroin, morphine) overdose. If only an opiate overdose keeps a victim unconscious, naloxone will awaken the patient within three minutes. Two repeat doses may be needed.

Sodium bicarbonate: six doses. Use in a cardiac arrest with epinephrine and lidocaine to improve the chance of defibrillation. One dose lasts ten minutes.

RESCUE GEAR: used to gain access to and remove a victim from wreckage, especially wrecked cars. Includes an axe, shovel, crowbar, rope, hydraulic spreader, air-powered chisel with a compressed air tank, and a cable-type pulley. Gear costs \$2,000.

SURGERY KIT: contains gloves, scalpels, needles, tubing, and sutures needed to clear a blocked airway or to relieve respiratory distress due to chest trauma. Kit costs \$500.

Scuba Gear & Accessories

To go skin diving, one needs a fairly impressive array of equipment. The buoyancy control is absolutely essential, as it maintains the swimmer's depth in the water. The device commonly called an "octopus" is also important. This bit of gear has several tubes running from the air tanks to the buoyancy control, to your mouthpiece, and to a second mouthpiece which permits a buddy to breathe out of your air tanks if his tanks go bad (voiding any need to share mouthpieces). Experienced divers state that a knife and gloves are required as well. The main purpose of the knife is to bang on one's own air tanks as a signal to one's friends.

One must be taught to use scuba gear properly. Once the essentials are learned, use the Swim skill to operate the equipment. An air tank's supply of oxygen varies with the depth and temperature of the water. Investigators at a depth of 60' get only ten to twenty minutes per tank of air. Those staying at 15' below the surface can get an hour's breathing from the identical tank.

Scuba Equipment & Cost

Air Tank (single, 80 pounds)	\$120
Air Tank Refill	\$5
Buoyancy Control	\$350
Dive Log	\$10
Dive Master with Boat	\$25*
Flag	\$20**
Gloves	\$16
Knife	\$25
Light	\$100
Mask	\$60***
Octopus	\$200
Rubber Raft	\$5
Signal Whistle	\$10
Slate	\$10
Snorkel	\$15
Speargun	\$100
Swim Fins	\$100
Underwater Camera	\$170
Wet Suit	\$225

*Per person per day.

**To show position.

***Mask with prescription lens more expensive.

Weapons

Herewith a clutch of contemporary weapons, legally obtaining weapons in the U.S., suppressors, guns and the law, explosives, etc.

COMBAT IN *Call of Cthulhu* is clearly designed to be two things: quick and dangerous. Traditionally, investigators that go looking for a fight more often than not return home on their shields (or, more to their era, in a body bag). It can sometimes be advantageous for investigators to consider weapons that are not designed to kill.

For those players who wish to maintain their lethality, however, the root of the firearms system is simple: Did you hit, and, if you did, what was the result. While a plethora of new firearms are available to modern-day investigators and cultists alike, the practical differences between such weapons and their predecessors, at least as far as damage is concerned, are virtually nil. Guns still work on the same principle—that of subjecting the target to a sudden and debilitating kinetic impact. While the 1990's afford a variety of more efficient ways to achieve this goal, the damage and difficulty of doing so remain much as they did seventy or so years ago.

Military weapons are now much lighter in weight and are generally fully automatic, providing an awesome volume of fire. Neither benefit is particularly advantageous to an investigator, however, since investigators rarely make 50-mile hikes with full pack, nor can they legally possess burst-firing guns. In a modern *Cthulhu* campaign, just as in a 1920's campaign, firepower alone is capable of solving few investigatorial problems.

Illegal groups such as terrorists and cultists often may have access to submachine guns and the like since, unlike investigators, they are outside normal society, live hunted lives, and need not obey society's laws and standards.

Non-lethal Weaponry

Non-lethal weaponry is divided into three broad categories: impact, electrical, and chemical. Although the devices in these categories radically differ, the intention in using them remains the same. Non-lethal weapons are designed to halt and/or incapacitate an attacker without causing death. Death may result through accidental or malicious handling of these devices, however, and many jurisdictions require some sort of training before allowing citizens to carry these devices.

All non-lethal weapons work on the same principles, causing physical, psychological or physiological effects that force an opponent to cease and desist. The physical effect is almost always pain, inducing the psychological effect of fear. Physiological effects vary from device to device, but normally affect the respiratory or nervous systems.

IMPACT DEVICES

Impact devices are clubs, couched in a variety of shapes and names from the the come-along cosh of the turn of this century to the spring-loaded expanding ASP Tactical Baton. The purpose of the device is simple: Hit your opponent before your opponent hits you, and do enough damage (or cause enough pain) to force him to break off his attack. Most batons are made out of steel and weigh anywhere from three to ten pounds, and many come with crossguards to protect against knife attacks. Some are spring-loaded, others gravity-activated. Almost all are exceptionally concealable, with some as short as 8" and capable of telescoping to 26" with a flick of the wrist or the press of a button. These devices have become favored in certain law enforcement circles as well as with protective services, and the Tokyo Police carry such expanding metal batons as part of their duty equipment. Easily obtainable, batons range from \$30 to \$60, depending on construction and materials.

These batons have no difficulty breaking wood, glass, or bone, and can quite easily cause critical injury or even death if used inappropriately. It is important to remember that the primary function of a baton as a non-lethal weapon is to keep hand-to-hand attackers at bay, forcing one's assailant to remain out of arm's reach.

Use Club skill; most batons do 1d8+db damage. They do not break, but malfunction on a 00 result, indicating that the device has not opened or has collapsed, depending on the circumstance. If the user has over 20% in his Club skill, extending a baton takes no appreciable time; otherwise in the round the baton is first being deployed the user's attack takes place at half DEX. All batons are designed to parry.

ELECTRICAL DEVICES

Electrical devices fall into three subsections: stunners, TASER's, and blinding flash guns.

Stunners

Stunners are hand-held devices made of high-impact plastic and are well insulated, commonly with rubberized grips. Some are small enough to be held in a palm and concealable enough to be carried in a pocket without undue detection. Two blunt steel prongs are set at one end of the device, and when the stunner is activated (normally by a toggle switch) a brief, powerful charge is released, ranging anywhere from 40,000 to 120,000 volts, some higher. Discharge is accompanied by a loud crackling sound and sometimes by blue sparks jumping from one contact to the other. Other models may also flash a bright light, hindering an attacker at night (-10% from the attacker's chance to hit the user with any hand-to-hand weapon). Most stunners use a standard nine-volt battery, although some models are rechargeable, useful for two to five minutes of continual use. As most stunners only release charges from one to five seconds in duration, you get a lot of bang for your buck. Stunners are available in a variety of models and colors, ranging from \$30 to \$80 per unit. The legality of these devices is subject to local law enforcement preferences.



To be effective the stunner must make contact with the target's body, requiring a successful Fist/Punch roll. Stunners do not necessarily induce unconsciousness. Victims may suffer confusion, weakness, loss of balance, disorientation, and loss of muscle control for several minutes. Normal clothing does not protect against a stunner's effect, but very thick clothing may (requiring a Luck roll). Damage is calculated on the basis of voltage according to the following table:

Voltage Damage

40,000 to 90,000 Volts	3d6
90,001 to 140,000 Volts	3d6 + 2
140,001 to 190,000 Volts	4d6
190,001 to 240,000 Volts	4d6 + 2
240,001 to 290,000 Volts	5d6

And so on for each additional 50,000 volts.

When the stunner hits a target, match the target's CON against the result of the appropriate damage roll on the Resistance Table. If the target resists the stunner's effect, he is stunned only for a number of combat rounds equal to half of the damage score, rounded down. If the target resists the stunner with a special success (one fifth or less of the roll needed) he is stunned only for that round. If the target's CON is overcome, he is stunned for a number of rounds equal to the damage roll. If the roll is 96-00, the target must immediately reroll against the same damage; if the second roll also overcomes the target's CON, he dies of a heart attack.

Incapacitated victims may be repeatedly stunned, but the effect only lasts for as long as the longest time rolled. Example: A mugger stunned three times for 8 minutes, 10 minutes, and 16 minutes, respectively, remains incapacitated only for 16 minutes.

Stunners are only effective against the following monsters from the *Call of Cthulhu* rulebook: deep ones, ghastrs, gugs, sand dwellers, and serpent people. A monster's natural armor is subtracted from the stunner's damage roll before matching the result against its CON.

Mi-go are affected by stunners as well, but instead of being stunned they take 1d6 damage from a hit.

Tasers

Tasers work on the same principle as stunners, but with the added benefit of being deployable at range, albeit only up to six feet. TASER stands for Thomas A. Swift Electric Rifle, named after the intrepid science fiction adventurer himself. A cumbersome and hard to conceal pistol-like device, when the trigger is pulled, the taser fires two CO₂-propelled probes that remain attached to the pistol by wires. A current runs from the unit through the wires to the probes and, upon both probes contacting a target, completes a circuit sending upwards of 250,000 volts through the body of the victim. However, in order to stun a target, the trigger must remain depressed. If the trigger is lifted before the probes make contact, no charge is sent. Tasers are battery powered, generating enough power for one to three minutes of use, and the probes must be reloaded after each shot. The CO₂ canisters are good for roughly ten shots.

Taser damage is calculated the same way as stunner damage, with the same effects and liabilities. Additionally, the probes fired from a taser need not touch skin, as they arc electricity anywhere from 1.5" to 2" from their contacts. Thus, if the taser imbeds in clothing, there is still a good chance that the target will be stunned. Usage of a taser requires knowledge of the Taser skill. Completing a course in taser usage, available only through law enforcement agencies and certain protective service organizations, grants an investigator a base 20% in the skill.

Running about \$500, often more for different makes and models, purchase and possession of a taser is restricted to the law enforcement community.

Blinding Flash Guns

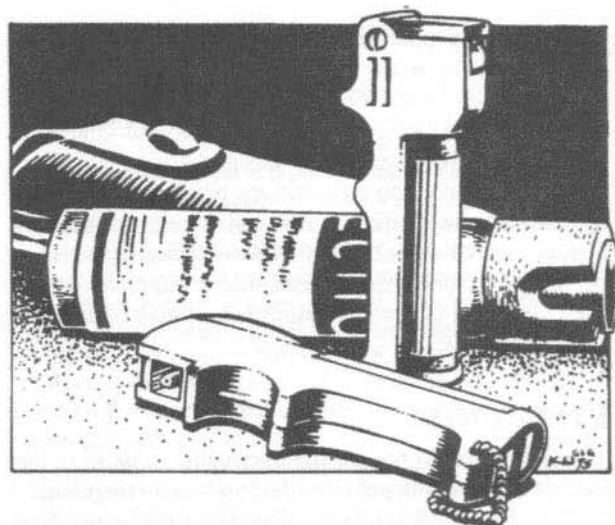
Blinding flash guns are flashlight-like devices that emit extremely bright bursts of light intended to temporarily blind and dazzle attackers. Usable only at point-blank range (no skill roll needed), a target is blinded for 1d6 rounds, with his vision obscured for a subsequent 3d6 combat rounds. While vision is obscured, all sight-oriented skills are halved. Each "shot" from a flash gun burns out its bulb, and a new bulb must be screwed in, taking one combat round, before it may be used again. The batteries powering these devices are usable for upwards of thirty flashes.

If a target knows that such a device is present, he may attempt to shield his eyes or turn his head. Give such an alert individual a Luck roll to avoid catching the flash.

Blinding flash guns are only effective against the following Mythos monsters from the *Call of Cthulhu* rulebook: byakhee, deep ones, ghouls, gugs, sand dwellers, serpent people, and shantaks.

Ghosts and hunting horrors take 1d6 damage from blinding flash guns directed against them at point-blank range, and normally respond to such an affront by attacking the individual wielding such a device.

Blinding flash guns cost \$130, with replacement bulbs running from \$6 to \$8 each. These weapons are legally obtainable, but are becoming rarer faced with the growing mace, gas and stunner markets.



dyes therefore need not hit the target in the eyes to be effective, as being tagged in this manner is often enough to drive off many common assailants. To hit a target in the eyes, the user must succeed on a DEXx5 roll. Otherwise it is assumed that the target is marked unless he obtains a special on his Dodge roll. Being hit in the eyes blinds the target for 1d10 rounds, and obscures vision for another 1d10 rounds after that. Chemical dyes are sold in aerosol canisters, are easily concealable, and have an effective range of up to 25'. Most canisters contain enough dye to fire ten squirts. These run about \$20.

Pepper gas employs *oleoresin capsicum* extracted from hot peppers; although this is found in nature, it is used in a concentrated form for these sprays. Pepper gas is an inflammatory agent, and it hurts, causing a burning sensation wherever it contacts skin. The victim's eyes swell shut and mucous production increases tremendously, constricting breathing. Pepper gas is exactly that, a gas, and consequently subject to the vagaries of the weather. In close quarters it can spread out over several targets grouped together, and may in fact blow back at the user. Highly concentrated, even minor exposure can incapacitate. The user must roll d100 to successfully use the spray. On a result of 96 to 00, the user has been caught by some of the spray. This should be modified as the situation warrants. As pepper gas need not hit the eyes, assume anyone targeted in range is hit unless he achieves a special result on his Dodge. Pepper gas causes blindness and severe respiratory distress within one round of being hit and this continues for the next 2d10 rounds. The target must make two CON rolls. Success indicates either or both the durations for blindness and distress are halved. Additionally, while in respiratory distress the target must succeed in another CON roll if he wishes to act in any way. Pepper gas is restricted in some areas, and comes in a concealable aerosol canister, some as small as a ballpoint pen. Effective range is anywhere from 5' to 12'. Most canisters contain enough for fifteen sprays. Prices range from \$10 to \$30.

CHEMICAL DEVICES

Chemical sprays are now common in three forms—mace, dyes and pepper gases—and are often available in combination. All work on identical principles of causing temporary blindness and generating fear in the target. However, mace, using a standard CN (tear gas) formula, does not cause respiratory distress. Targets feel a tightness of the chest, but no actual physiological effect occurs. The target's eyes tear, and instinctively he closes his eyes. This only aggravates the sensation of fear already being experienced. Breathing changes as a result of this. As such, mace is only effective when sprayed in an individual's eyes, requiring a roll of DEXx5 to hit. A successful hit blinds a victim automatically for 1d6 minutes and obscures vision for another 1d6 minutes after that (halving all vision-oriented skills for the duration). Additionally, the target is incapacitated until rolling CON or lower on d100. This roll may be attempted once-per round. Mace is restricted in several areas; it is commonly sold, as it is to police, in small aerosol canisters that are easily concealed and can spray anywhere from 3' to 25', depending on the device. Mace sells for \$10 to \$30 accordingly. Most cans hold about thirty squirts.

Chemical dyes work on the same principle, with the additional effect that the target has been "marked" with an indelible dye that will remain on the subject's skin for over a week, even after several washings. Chemical

Mace and pepper gas are effective against the following monsters from the *Call of Cthulhu* rulebook, as are chemical dyes when they hit the eyes: ghouls, ghouls, gugs, sand dwellers and serpent people. Old Ones and members of the Great Race are partially affected by mace—they suffer no pain but are blinded. Since these latter entities have effective non-visual senses, reduce all vision-oriented skills by only 10% for 2d6 minutes. Pepper gas is the only one of these that is effective against deep ones, and then only inasmuch as it may blind them for 1d6 minutes.

Firearms

Tabular categories for the firearms table occur as in the *Call of Cthulhu* fifth edition rules, with two exceptions.

The dollar cost column now includes the price of the gun and the cost of one round of the gun's ammunition. Normally, pistol cartridges come in 50-round boxes, and rifle cartridges come in 20-round boxes. A box of .32 automatic bullets nominally costs \$20 (40¢ a bullet). A 20-round box of .444 Marlin ammo lists at \$19.

Also added to the table is a column headed malfunction number. With any attack die roll result equal to or higher than the firing weapon's malfunction number, the firer's weapon does not fire. If the weapon is a revolver or bolt-action rifle, the problem is merely a dud round. If the weapon is an automatic weapon, pump-action, or lever-action gun, then the malfunction is a jam.

Fixing a jam takes 1d6 combat rounds plus a successful Mechanical Repair or appropriate firearm skill roll (i.e., one's Rifle skill could fix a jammed rifle, but not a jammed pistol or shotgun). The user can keep trying until succeeding, or until destroying the gun on a Mechanical Repair result of 96-00.

While the chart lists most of the firearm calibers available today for practical purposes, the ballistically inclined will note omissions. From this list, however, it is relatively simple to adapt a specific weapon not listed for game use. Investigators and Keepers interested in using weapons not listed here are advised to find the nearest one or two comparable weapons that are listed and approximate the appropriate statistics accordingly. Someone interested in equipping his DEA agent with a Glock-17, for example, need only know the caliber of the gun in question (9mm) and the number of rounds it can carry (seventeen plus one "in the pipe"). Using the list below, the nearest comparable weapon is the 9mm Parabellum, which does 1d10 damage, fires three shots per round, and has a base range of 20 yards.

When firing bursts, the reliability of a weapon decreases by 3 percentiles. Thus, when firing an M16A2 on full-auto, the gun jams on a 1d100 result of 94-00: Its malfunction number is then 94.

HANDGUNS

.22 SHORT, LONG, or LONG RIFLE: The .22 rimfire is one of the most widely used rounds in the world, and comes in the noted major varieties. A revolver or lever-action rifle which fires the long rifle (LR) round can use all three rounds. Generally, less expensive weapons fire the weaker rounds. Damage is identical for all .22 rounds, but range is not. The .22 round is used in all types of pistols and rifles. Automatic pistols and non-lever-action rifles generally use only the LR shell.

The infamous "Saturday Night Specials", banned in the United States in the mid-1970's, were mostly cheap .22 revolvers which fired only the short round. Zip guns, used by street gangs lacking access to real handguns, usually fire a .22 round. Some .22 revolvers hold nine rounds instead of the usual six. These slightly bigger handguns cost about \$20 more than average.

Rather than list all the bewildering diversity of .22 handguns available nowadays, few of which will be popular among investigators, a typical revolver and a standard lever-action rifle are described. Keepers whose investigators desire a wider variety of .22's must phone their local gunshops for details.

.22 MAGNUM: a more powerful .22 round, used in both revolvers and rifles. A .22 Magnum revolver can also fire regular .22 rounds.

.25 AUTOMATIC: These flat, miniature automatic pistols are excellent "hideaway" guns, suitable for secret- ing in one's purse or hip pocket. Excepting derringers, they are the smallest pistols available.

.30 MAUSER: one of the first and most famous automatic pistols ever made, the "broom-handle" mauser. Its potent round has been used in a few other rather large automatic pistols.

.32: a caliber quite popular in the 1920's; now of little appeal, though still available. Cartridges for the .32 revolver and automatic differ and are sold separately; the two types of ammunition are not interchangeable.

.357 MAGNUM: popular among police as well as civilians. The well made Colt Python (which costs about \$650) is the best-known gun firing this round. Most .357 Magnum revolvers can also fire the .38 Special round. These guns are bulky for shoulder holsters, though carryable that way. Rarely, automatics chambered for the .357 Magnum can be found, at prices double that of the revolver (auto .357's hold seven rounds).

.38 AUTOMATIC: This caliber has been largely superseded by the 9mm. A variety of smallish, fairly concealable .38 automatics are still manufactured. The .38 auto is now mostly used in customized "speed shooting" competition pistols.

.38 SPECIAL: one of the most common calibers used in America today. In general, whenever a villain or hero displays a revolver on a TV crime drama, it is a .38 Special.

.40 S&W: This modern caliber is used in semi-automatic pistols; it is a good balance (or compromise, ac-

cording to some) between "stopping power", available shots, control, and accuracy. The .40 became popular with police, and several gun makers provide models in this caliber. Specific models include the AMT On Duty, Beretta Centurion, Browning Hi-Power .40 S&W, Glock 22 and 23, and Heckler & Koch P7M10. The H&K P7M10 is specifically noteworthy as it works on a unique "squeeze-cocking" mechanism, making it fully functional for one-handed use; it is consequently popular among bodyguards and other protection specialists. The H&K P7 series also comes in 9mm, .380, .32 ACP, and .22 LR.

.44 MAGNUM: one of the biggest handguns around. These huge pistols won't fit in shoulder holsters, but greatly impress bystanders. An automatic pistol firing a round titled the .44 Auto Mag is sometimes available (priced around \$800 and holding seven bullets). The .44 Auto Mag performs similarly to the regular .44 Magnum but is much less common and hence much more expensive.

.45: The original .45 Colt was the gun that won the West, and these large caliber revolvers are still fine guns. The .45 automatic is the famed U.S. Army pistol, which is big, heavy, old, proven, tough, and durable. Many other .45 automatics are available, most similar to the Army Colt.

9mm PARABELLUM: probably the most popular chamber size in the world. The famous Luger pistol fired such a cartridge. An enormous variety of 9mm automatic pistols exist, and many police departments have adopted this as their standard caliber. Most submachine guns, such as the Uzi, also use the round. Investigators willing to pay \$100-\$150 more than average can get fine quality 9mm pistols with magazines holding fifteen bullets or more. An occasional 9mm "pistol" with a magazine holding twenty or even thirty cartridges is available! These latter are generally altered submachine guns modified for sale to civilians, and are fairly inaccurate (15-yard base range rather than the usual 20 yards). Recently, ten shots was ruled to be the maximum legal capacity for any civilian pistol. However, there are still many fifteen-shot guns available for legal sale.

10mm AUTOMATIC: This chamber size was developed in the ever-expanding search for greater "stopping power." The .40 S&W has largely eclipsed 10mm, but several weapon makers have chambered weapons in 10mm: Smith & Wesson 1076 and Colt Delta Elite 10mm (both of which were issued to FBI agents for a brief time), S&W 1006, Glock 20, Colt Double Eagle, and Colt Delta Commando 10mm, to name a few. This caliber provides a greater amount of stopping power than the 9mm, .40, or .45, but the added shell size reduces magazine capacity, although still granting a substantial number of shots.

SPECIAL AMMUNITION

Investigators may wish to avail themselves of the many different types of ammunition that can be purchased for firearms.

Iron-piercing and "cop-killer" Teflon-coated bullets are available through specialty resellers at a significant increase in cost over regular bullets, on average \$5 to \$10 more per box as compared to the normal caliber cost. Iron-piercing bullets will pass through Threat Level 1 and 2 armor, but are stopped at Level 3 or higher. Teflon bullets will only be stopped by Threat Level 4 armor. All damage from these bullets is at -2, to a minimum of 1 Hit Point of damage, as they are more apt to pass straight through their target and consequently transfer less traumatic energy.

The Glaser Safety Slug is an exceptionally lethal load—a hollow-nosed round holding a selection of shot in liquid Teflon, designed to be released on impact. The advantages of this round are two-fold: first, the round almost never ricochets, as impact fragments the bullet almost completely, transferring all of its energy to its target; second, the damage is horrific. A wound from a Glaser Safety Slug is considered 99% lethal, even if that wound was to an extremity, and if the liquid Teflon enters the bloodstream, the results are almost always fatal. Due to their nature, Glaser Safety Slugs are completely stopped by all vests. However, successful hits do an additional +4 Hit Points of damage at close range, lowering to +2 at medium and no bonus at long. Glaser Safety Slugs are hard to come by, very expensive—upwards of \$50 per box—and unavailable in calibers below .38.

RIFLES

Many of the weapons described here (such as the .30 carbine) were once standard Army issue, but are now considered obsolescent or unfashionable and are relegated to gunshops and to the Third World.

.17 REMINGTON: a super-high velocity rifle intended for shooting varmints. It shoots a very light, flat-trajectory bullet at the highest velocity of any commercial round.

.22: See description of the .22 handgun.

.22 MAGNUM: The rifle described is a lever-action carbine. Bolt-action rifles are also made. These have 4-round clips, cost about \$190, and have a fire rate of 1/2.

.220 SWIFT: like the .17 Remington, a gun generally considered a varmint rifle. Perceptive investigators, however, may recognize that this high-velocity firearm is powerful and exceptionally accurate.

.30 CARBINE: originally the M1 and M2 carbines of World War II. The regular Army eventually declared the round too weak for military tasks, but before then tens of thousands of soldiers enjoyed its light recoil and ease of use. Various states' National Guards maintain .30 carbines, as do the armies of Japan, Korea, Mexico, the Philippines, Taiwan, Morocco, etc. Several police forces outside the U.S. employ such weapons.

Handguns

<i>name</i>	<i>shots per round</i>	<i>damage</i>	<i>base range (yards)</i>	<i>ammo</i>	<i>dollar cost gun / ammo</i>	<i>malfunction number</i>
.22 Short	3	1d6	10	6	190 / .05	00
.22 Long	3	1d6	15	6	190 / .06	00
.22 Long Rifle	3	1d6	20	6	190 / .07	00
.22 Magnum	3	1d6+1	20	6	205 / .15	00
.25 Automatic	3	1d6	15	6	125 / .35	99
.30 Mauser	2	1d10	25	10	600 / .50	99
.32 Automatic	3	1d8	15	8	240 / .40	99
.32 Revolver	3	1d8	15	6	150 / .30	00
.357 Magnum	1	1d8+1d6	20	6	330 / .50	00
.38 Automatic	3	1d8	15	6	265 / .35	99
.38 Special	2	1d10	15	6	250 / .45	00
.40 S&W	2	1d10+1	20	10	450 / .45	99
.44 Magnum	1	2d6+2	30	6	350 / .60	00
.45 Automatic	1	1d10+2	15	7	450 / .50	00
.45 Revolver	1	1d10+2	15	6	340 / .45	00
9mm Parabellum	3	1d10	20	15	450 / .45	99
10mm Automatic	1	1d8+1d6	20	8	500 / .50	99

Rifles

<i>name</i>	<i>shots per round</i>	<i>damage</i>	<i>base range (yards)</i>	<i>ammo</i>	<i>dollar cost gun / ammo</i>	<i>malfunction number</i>
.17 Remington	1/2	1d10+1	160	3	820 / .75	00
.22	1	1d6	40	15	230 / .07	99
.22 Magnum	1	1d6+2	80	5	250 / .15	99
.220 Swift	1/2	1d10+1d8	150	3	600 / .65	00
.30 Carbine	2	1d8+1d6	80	15	240 / .50	93
.30-06 Garand	1	2d6+2	110	8	250 / .85	00
.30-06 Springfield	1/2	2d6+4	110	5	150 / .85	00
.30-30 Winchester	1	2d6+3	90	6	250 / .65	98
.300 Winchester Magnum	1/2	1d8+1d6+3	120	3	550 / 1.05	00
.303 Enfield	1/2	2d6+4	110	5	200 / .85	00
.375 H&H	1/2	2d8+3	100	3	770 / 1.25	00
.378 Weatherby	1/2	1d10+1d8+3	120	3	960 / 2.05	00
.44-40	1	2d6+1	50	11	430 / .65	99
.444 Marlin	1	1d8+1d6+4	90	5	330 / .95	98
.458 Winchester Magnum	1/2	1d10+1d8+3	80	3	900 / 1.70	00
.460 Weatherby Magnum	1/2	2d10+3	110	3	1100 / 2.60	00
8mm Mauser	1/2	2d6+3	110	5	200 / .85	00
M14	1	2d6+3	110	20	780 / .80	97
SKS Carbine	2	2d6+1	90	10	400 / 1.00	97

Shotguns

<i>name</i>	<i>shots per round</i>	<i>damage</i>	<i>range (yards)</i>	<i>ammo</i>	<i>dollar cost gun / ammo</i>	<i>malfunction number</i>
.410 Gauge, slug	2	1d10+2	40	5	240 / .70	00
.410 Gauge, shot	2	1d10	10	5	240 / .40	00
		1d4	20			
20-Gauge, slug	2	1d10+4	30	5	280 / .75	00
20-Gauge, shot	2	2d6	10	5	280 / .70	00
		1d6	20			
		1d3	50			
16-Gauge, slug	1	1d10+5	30	5	310 / .80	00
16-Gauge, shot	1	2d6+2	10	5	310 / .70	00
		1d6+1	20			
		1d4	50			
12-Gauge, slug	1	1d10+6	30	5	330 / 1.00	00
12-Gauge, shot	1	4d6	10	5	330 / .80	00
		2d6	20			
		1d6	50			
10-Gauge, slug	1	1d10+7	25	5	700 / 1.40	99
10-Gauge, shot	1	4d6+2	10	5	700 / 1.20	99
		2d6+1	20			
		1d8	50			

Assault Rifles

name	shots per round	damage	base range (yards)	ammo	dollar cost gun / ammo	malfunction number
AK-47* or AKM*	2 or burst	2d6+1	90	30	1000 / 1.00	00
AK-74	2 or burst	2d8	120	30	N/A	97
Barrett Model 82	1	2d10+4	210	11	3000 / 5.00	96
Enfield L85	2 or burst	2d8	120	30	N/A	98
FN FAL*	1 or burst	2d6+3	100	20	800 / .80	97
G-3*	1 or burst	2d6+3	100	20	600 / .80	97
Galil AR*	1 or burst	2d8	110	35	1100 / .60	98
M16A1*	2 or burst	2d8	130	30	660 / .60	94
M16A2*	2 or **	2d8	130	30	N/A	97
SiG 510, Stgw 57*	1 or burst	2d6+3	100	20	2200 / .80	96
Steyr AUG*	2 or burst	2d8	130	30	900 / .60	97

N/A: Not for sale to individuals; possibly not for sale to most governments.

*Burst capability unavailable for civilians.

**3-round burst only.

Submachine Guns

name	shots per round	damage	base range (yards)	ammo	dollar cost gun / ammo	malfunction number
Beretta Model 12	2 or burst	1d10	40	20/32/40	N/A	97
Heckler & Koch MP5 (9mm)	2 or burst	1d10	45	15/30	N/A	97
Heckler & Koch MP5 (.40)	2 or burst	1d10+1	45	30	N/A	97
Heckler & Koch MP5 (10mm)	2 or burst	1d8+1d6	45	30	N/A	97
Heckler & Koch MP5K	2 or burst	1d10	25	15/30	N/A	97
Ingram MAC 10	2 or burst	1d10	25	32	N/A	96
Ingram MAC 11*	3 or burst	1d8	20	32	400 / .35	96
Madsen	burst only	1d10	40	32	N/A	98
Mini-Uzi*	2 or burst	1d10	25	32	550 / 1.60	98
Skorpion SMG	3 or burst	1d8	20	20	N/A	96
Sterling SMG	2 or burst	1d10	40	34	N/A	98
Sterling MP	2 or burst	1d10	25	34	N/A	98
Uzi SMG*	2 or burst	1d10	40	32	630 / .45	98

N/A: Not for sale to individuals; possibly not for sale to most governments.

*Burst capability unavailable for civilians.

Grenade Launcher

name	shots per round	damage	base range (yards)	ammo	dollar cost gun / ammo	malfunction number
M79 "Blooper"	1/3	3d6 (2 yd radius)	20	1	N/A	99

N/A: Not for sale to individuals; possibly not for sale to most governments.

Explosives

name	shots per round	damage	base range (yards)	dollar cost	malfunction number
Hand Grenade	1/2	4d6 (4 yd radius)	Thrown	N/A	99
Dynamite Stick	1/2	5d6 (2 yd radius)	Thrown	\$5.00	99
C-4, 1lb	*	6d6 (3 yd radius)	**	N/A	99
Blasting Cap	*	2d6 (1 yd radius)	**	N/A	98
Pipe Bomb	*	4d6 (3 yd radius)	**	N/A	95

N/A: Not for sale to individuals.

*One use only. Must be prepared prior to use.

**These explosives are generally not thrown, but set in place and detonated remotely.

.30-06 GARAND: The M1 Garand was the standard U.S. Army rifle in World War II and the Korean War. It fires the same cartridge as the .30-06 Springfield. It proved reliable, sturdy, and accurate. Thanks to it, an average American soldier had firepower twice or three times that of his German or Japanese foe. After the war, use of this rifle spread all over the world. It is still being manufactured, and is purchased not only by civilians but by U.S. National Guards, Greece, the Philippines, Taiwan, Turkey, several Latin American countries, etc. The Italian army uses a version of it rechambered to take the standard NATO 7.62mm round (which, in game terms, is identical to the Garand 30-06 round).

.30-06 SPRINGFIELD: the standard U.S. Army rifle until World War II, also used by the Marines during most of the war. It is a fine, accurate gun, and has long been available to civilians.

.30-30 WINCHESTER: a lever-action carbine with a good strong round. It was immortalized in the TV western *The Rifleman*.

.300 WINCHESTER MAGNUM: Recently the West German army did a series of tests in an attempt to find the most accurate cartridge possible for a high-tech sniping rifle. They concluded that the .300 Winchester Magnum was the best round for the job. Ordinary hunting rifles firing this cartridge can easily be obtained.

.303 ENFIELD: This is a reliable, powerful rifle used by the British in the two world wars. The Enfield rifle can be found all over the world in both military and sporting versions. It is still officially employed in a few Commonwealth territories.

.375 H&H: the most common big-game rifle. It is not so huge as to be grossly unwieldy, and the cartridges are not so ridiculously expensive as the bigger magnum rounds. If your investigators buy safari rifles with which to shoot Cthulhu monsters, the odds are good that they'll walk out with .375 H&H's, or possibly .444 Marlin. These two are the heaviest guns normally available at gunshops.

.378 WEATHERBY: The Weatherby gunsmiths, located in England, produce a line of high-quality, high-priced, heavy-duty rifles and a line of special rounds made only for their rifles. Weatherby guns are excellent, but one must go to a specialty shop to find them.

.44-40 CARBINE: This is a lever-action carbine with a history dating back to the days of the Wild West. Many of the Sioux warriors who defeated Custer's cavalry at Little Big Horn used such carbines.

.444 MARLIN: This is, quite simply, the most powerful lever-action rifle around. It is often used for big-game hunting.

.458 WINCHESTER MAGNUM: the biggest American-made hunting rifle. It fires the second most powerful sporting round in the world, exceeded only by the .460 Weatherby Magnum.

.460 WEATHERBY MAGNUM: the heaviest Weatherby rifle, and a true elephant gun. Unfortunately, as with

all the Weatherby line, they are available only in a scattering of gunshops.

8mm MAUSER: The 98K rifle armed Germany during both world wars and was sold all over the world to armies, paramilitary forces, police, and civilians. It is still seen today, though it is no longer manufactured.

M14: Chosen in 1957 to replace the older M1 Garand, the M14 is actually very similar; its 7.62mm NATO ammunition is a ballistic near-twin to the Garand's .30-06 rounds. However, the M14 is capable of semi- and fully automatic fire. There have been many variations, such as a sniper model and one with a folding stock. Almost 1,400,000 M14's have been made, so they can be found almost everywhere.

SKS Carbine: The first Soviet weapon to fire their 7.62x39mm cartridge, the Samozarydanyi Karabin Simonova was manufactured in huge numbers; even though it is no longer in service in Russia, it has been used by almost every Communist country in the world. The semi-automatic SKS is simple, strong, and easy to use, and has a one-piece wooden stock and a built-in bayonet which pivots beneath the barrel. Chinese and Yugoslavian copies are common.

SHOTGUNS

Most contemporary shotguns are pump-action or semi-automatic. The guns on the table are assumed to be pump-action. Semi-automatic shotguns cost about 50% more than their pump-action counterparts, carry up to seven rounds in their magazines, and jam on an attack roll result of 99-00 (98-00 for 12-gauge weapons).

ASSAULT RIFLES

We here classify modern-style military rifles. Prices given are for semi-automatic civilian versions of these weapons. Some of these guns have no such versions; for them, no prices are listed.

AK-47 or AKM: the most popular military rifle of the 1960's and '70's. It uses the Soviet 7.62mm bullet. It is still deployed in vast quantities by Third World armies around the globe. Eastern European soldiers and second line Soviet troops use a slightly revised version, the AKM, which is identical to the AK-47 in game terms.

AK-74: the modern Soviet rifle, firing a 5.45mm round. This weapon is not available commercially, nor has it yet been used outside of Russia. It is included only on the chance that investigators get mixed up with Soviet first line troops (which God forbid).

BARRETT MODEL 82: an enormous weapon (weighing 35 pounds and over five feet long) originally designed as a semi-automatic sniper's weapon for the U.S. Army. It fires the colossal .50 caliber Browning machine gun round, and can be purchased on the civilian market. Investigators who want the most ridiculously powerful gun possible may desire to punish themselves by purchasing this monster. It has a bipod and a scope permanently mounted on it. It cannot be fired from a

standing position, for obvious reasons. One reasonable investigatorial use for this weapon would be to swivel-mount it on a small boat or cross-country vehicle.

ENFIELD L85: the newly adopted British standard army rifle. It appears to be a rather nice weapon, firing the .223 round, though it certainly looks anachronistic seen carried by the Royal Guard.

FN FAL, G-3: The FN is a Belgian weapon, and one of the most popular military rifles in the world. It has been slightly eclipsed by the similar West German G-3. Both Guns use the 7.62 NATO cartridge. Between the two of them, these guns are found on every continent, employed by 74 nations as different as Australia, Bangladesh, Mexico, Norway, and Zambia.

GALIL: the modern Israeli rifle, which is loosely based on the AK-47. It has become renowned because it is one of the few Western rifles which has been proven in action. It uses a .223 round. The military version of the Galil has a 35-round magazine.

M16: The standard American assault rifle got its baptism of fire in Vietnam. Its cartridge, the .223 Remington, is becoming the standard NATO round. The newest version of the M16, called the M16A2, can only fire single shots or 3-round bursts. To simulate the greater control this gives, increase the user's attack chance by 20 percentiles (instead of the nominal 15) when shooting off bursts.

SIG 510, Stgw 57: The Stgw 57 is the standard Swiss Army rifle. The SIG 510 was developed from it and is identical in game terms except for caliber. The guns have been sold to Chile and Bolivia. The SIG 510 uses the standard Nato round (7.62mm), but the Stgw 57 uses a 7.5mm bullet made only in Switzerland.

STEYR AUG: an Austrian weapon of unusual appearance. Versions are made with many different barrels intended for use as submachine guns, carbines, rifles, and even light machine guns. The rifle version is the only one available for the civilian market, and is described here. With its transparent magazine, a user can tell at a glance how many bullets it has left. It uses the .223 bullet.

SUBMACHINE GUNS

BERETTA PM12: The Model 12 is pretty-looking (for a submachine gun). It is used by armies scattered across Africa and South America. It is also the standard submachine gun of the Italian Army. As with most modern submachine guns, it fires a 9mm round.

HECKLER & KOCH MP5: A submachine gun which is more accurate than most weapons of its ilk. It was used extensively by West German anti-terrorist forces and can be seen in the hands of other European police units as well. Some of these weapons have a burst control device fitted, causing them to fire either single-shot or in 3-round bursts. Because of its unusual accuracy when firing 3-round bursts, the user's chance to hit is increased by 20 percentiles rather than 15 percentiles, just as with the U.S.

Army M16A2. It uses the 9mm round. An extremely small version of the MP5 (the MP5K, only 13" long) is available. It is intended to be hidden inside a pocket, briefcase, or glove compartment. This version is identical to the normal version except that its magazine normally holds only fifteen rounds. The MP5SD is a suppressed version, available only to police and military personnel. The MP5 can also be had in .40 or 10mm.

INGRAM MAC-10: This compact and sturdy machine pistol is only 11" long with its wire stock folded up. The most common version fires the 9mm Parabellum round, but another model is also available which fires the .45 Colt automatic round. The .45 caliber guns do 1d10+2 damage, have a range of 20 yards, carry thirty rounds in the magazine, and only fire one shot per round in single-shot mode. This gun is specially designed to accept an unconventional type of silencer (called a suppressor) which does not reduce the bullet's range. Ordinary silencers can also be fitted to the MAC-10, but a MAC suppressor cannot be used on any other gun.

INGRAM MAC-11: This is quite similar to the MAC-10, but is even tinier. It fires the .38 automatic round, is less than 9" long, and can be carried in a large shoulder holster. Both 16- and 32-round magazines are available for this gun. The 32-round magazines cannot be used in a shoulder holster. A single-shot civilian version is available. As with the MAC-10, a suppressor is available but, of course, it is illegal for civilian use.

MADSEN: a Danish submachine gun firing a 9mm bullet. It was exported heavily to Latin America and Southeast Asia in the 1950's. It is simple and reliable, but cannot fire single shots—only bursts.

MINI-UZI: This weapon is exactly the same as the Uzi, except that it's smaller. With the stock folded and loaded with a 20-round magazine it can easily be concealed under a coat, but it can also accept the Uzi's 25- and 32-round magazines. An even smaller version, the Micro-Uzi, is comparable in size to a MAC-11 and will fit under a jacket.

SKORPION: a Czechoslovakian machine pistol which is supplied to paramilitary and military forces in various nations connected with the Soviet Union. It is quite small and light, and can be carried in a shoulder holster. Unusual for an East European weapon, the Skorpion fires the .32 automatic round.

STERLING: the standard British submachine gun. It is reliable and compact, keeping true to the British tradition in firearms, and fires a 9mm round. This submachine gun is used by several U.S. police forces. A semi-automatic version is also made for police use, as a sort of long-range pistol.

STERLING MP: a tiny version of the standard Sterling made for use by commandos or police SWAT teams. It also fires a 9mm round.

UZI: This Israeli submachinegun was developed in the 1950's and is still considered one of the best, most reliable 9mm SMG's in existence. It is exceptionally

compact owing to the fact that the magazine feeds into the weapon's pistolgrip—a design feature which makes one-handed fire very manageable. It has a folding stock, and its grip safety ensures that the weapon will not fire if dropped.

SCOPES AND LASER SIGHTS

SCOPES: Iron sights are fine against close targets, but telescopic sights are needed for long-range shooting and sniping. Effective scopes can be purchased for \$100 for both rifles and handguns. These typically double the weapon's base range, but not the range multiples past that. For instance, when used on a rifle with a 100-yard base range, the attacker could use his full attack skill up to 200 yards away. His skill percentage would then be halved for ranges from 200 to 300 yards, halved again at 300 to 400 yards, and so forth. Scopes can only be used when firing single shots (no bursts or full-auto).

Higher quality scopes of greater magnification and price increase the base range further, tripling it for \$200, quadrupling it for \$400, and quintupling it for \$800.

Modern scopes come with a variety of perks, from acquisition dots which allow greater speed in aiming (aimed shots take place at DEX rather than half DEX) to automatic wind and range gauges (reduce modifiers for environment). Many scopes are now "shock-proof", making it very difficult to knock the sights out of alignment with casual bumping or dropping. However, such shock-proof devices will be out of alignment often if the weapons they are mounted on are treated capriciously. Unless the scope is specified to be shock-proof, assume any substantial contact knocks the scope out of alignment. If the scope *is* shock-proof, a Luck roll should determine whether or not the scope remains aligned. When out of alignment, the scope becomes little more than an expensive telescope, and is absolutely useless as a gunsight. Resighting a scope is difficult to do, requiring exact stability for the weapon and precise knowledge of the ranges involved. For this reason, most scope sighting is performed at firing ranges.

Many scopes are available with light amplification or night vision enhancements, allowing the user to acquire a target and sight in near total darkness. These scopes commonly require battery power of some sort, and, depending on the demands placed on the scope and the quality of the device, the batteries will run down in four to eight hours. These devices work on the principle of light amplification from the surrounding area and require some source of light (starlight, moonlight) to be of any use at all. In total darkness they are absolutely ineffective. These devices are available from \$1,400 to \$6,000, depending on range capabilities, abilities, and additional perks.

Scopes can be fitted to almost any weapon manufactured, including shotguns, although some weapons are more suited to the addition than others. A scope on a machine gun will quickly be knocked out of alignment and is, in truth, pointless, as machine guns aren't used for

accuracy so much as rate of fire. Scopes on shotguns are of dubious merit, as any possible range benefits are quickly discounted by the dispersal of the shot. Scope-mounted pistols cannot be holstered without either removing the scope or entirely destroying its alignment.

LASER SIGHTS: Available for mounting on any weapon, laser sights project a red spot of light onto the place the shot will strike when fired. This adds 5 percentiles to the user's chance to hit at all ranges except point-blank, and raises aimed shot acquisition as well (increase the user's DEX by +2 for all shots fired). Operated by a pressure switch which in some models can be placed anywhere on the weapon (rather than just the trigger), laser sights have effective ranges from 100 to 500 yards. The batteries for these sights are usable for one to ten hours, depending on make and model, before they need to be replaced.

Laser sights cost anywhere from \$100 to \$500. For \$30 special holsters are available for handguns using these sights.

Keepers may wish to offer a 1/2 Luck roll to notice if a laser sight is trained on someone else, and a 1/4 Luck roll to notice a laser sight trained on oneself.

SUPPRESSORS

Suppressor is the actual term for what is commonly called a "silencer", a name made popular by the media. Suppressors are illegal. All suppressors must be obtained from the underground market or made at home. Interestingly, do-it-yourself suppressor kits can be purchased and these, for arcane constitutional reasons, are legal in many U.S. areas, though making and using suppressors with them is not.

Suppressors are long, thick tubes attachable to the muzzles of firearms. They are used solely to muffle the sounds of gunshots. These devices work by using a series of baffles both to slow down the bullet and to muffle the noise made by its firing. As a suppressor is used, these baffles are weakened and then ruined, and the gun gradually becomes louder and louder. After a hundred shots or so (fewer if using powerful cartridges like the 9mm parabellum or .45 ACP) the suppressor is worthless. It must be unscrewed and replaced.

Suppressors halve a gun's range. A suppressed .38 automatic, for instance, has a basic range of 7.5 yards.

Not all guns can take a suppressor. Most revolvers and automatic weapons, for instance, cannot. Normally, a gun's barrel must be specially prepared, though a few guns (notably the Ingram MAC-11) come with barrels specially threaded for this purpose. Suppressors only work on comparatively low-powered bullets. A suppressed M-16 rifle, for instance, is not only ludicrous but impossible. Many modern submachine guns have specially made suppressed versions for covert operations. Some even fire bullets specially made for suppressed work.

Suppressors cannot be used in conjunction with holsters. Up to ten inches long, suppressors are normally carried separately and then screwed on to the gun before firing.

Normal price for a suppressor on the underground market, assuming one can be found at all, is about \$200. A do-it-yourself kit costs about \$100, but both successful Mechanical Repair and Handgun skill rolls are needed to make and fit the device correctly.

Suppressors cannot be fitted to shotguns. However, a special silent shotgun round, called the Teleshot, is manufactured, and persistent investigators might be able to get hold of some. They are not illegal to own or fire, are made for 12-gauge shotguns only, have a 10-yard range, and do only 1d8 damage.

GRENADE LAUNCHERS

The M79 "Blooper" looks and operates rather like a huge single-barreled, break-action shotgun. This device is in use with many nations. It must be reloaded after each shot, hence the low rate of fire. The explosive grenade does 3d6 basic damage with an explosive radius of 2 yards. In addition, a wide variety of varicolored smoke and flare rounds are available. The Grenade Launcher skill (base chance 25%) is used to fire a Blooper. The user's chance to hit is normally doubled, since the target isn't the enemy himself, but the ground near his feet. If the user misses, randomly determine where the round lands (1d6 yards away is a reasonable amount), as the explosion may still injure the target. A malfunction indicates that the grenade is a dud and either does not fire or does not explode upon landing.

EXPLOSIVES

Explosives have improved greatly since the 1920's, becoming safer to handle and in some cases more powerful. Modern explosives are unavailable to the common citizen, and can only be acquired by licensed individuals for approved uses, such as mining or construction work. The military makes great use of explosives, which infrequently find their way onto the black market. Criminally inclined characters may have some connections in that area. Generally, though, explosives are difficult to acquire and illegal to possess.

The Keeper should not feel pressured by these explosives rules. They are guidelines for his use, and not the players'. They are false hope in the hands of wishful investigators. Many Mythos entities are impervious to these weapons. Imagine the investigators' alarm when the Star Spawn catches the stick of dynamite and swallows it down in two gulps, to no apparent detriment. Keep in mind that these items are highly restricted; owning them is nearly as criminal as using them. Simply denying investigators access is one way to regulate their use. And then what is available through the black market or other disreputable channels is likely to be improperly manufac-

tured or aged beyond reliability, making the explosives unstable or underpowered.

Explosives usually make use of two elements: the main charge, and the primer charge that is used to ignite the main explosive. Professionally manufactured explosives are quite stable, and cannot be set off through friction or impact. Electrically detonated blasting caps are commonly used for this purpose. There exist some military plastic compounds that are moldable into any shape and are extremely stable, unless set off by a directly applied electric charge. Use the C-4 statistics (see chart) to represent their blast effect.

Electrically detonated explosives can be directly wired to a battery switch, a timer switch, or even a radio-activated switch. The Electrical Repair skill is used to rig up one of these types of switches. Failure indicates the switch does not work when activated, while a malfunction result (from the table on page 25) means the investigator must roll on the Explosives Malfunction Table. The Keeper may wish to make this roll himself, to preserve the suspense of the moment.

Fuses can be used to set off some types of explosives. With these a length of safety fuse terminates in a small detonating charge, which sets off the main charge in the same manner as a blasting cap. Fuses can be cut to specific lengths that burn in a known amount of time, from a few seconds to several minutes.

An investigator requires 1d6+5 minutes to emplace an explosive charge and set the primer charge and fuse or wire. At this time he makes his Mechanical or Electrical Repair roll and determines any malfunction. The explosives can be detonated at any time after that.

Explosives Malfunction Table	
1d6	Result
1	Hangfire: Explosives ignite 2d6 rounds late.
2-3	Dud: Main charge fails to explode.
4-5	Excessive Blast: The explosion is twice as large as expected, doing twice the number of dice of damage and possibly injuring investigators who are too close.
6	Premature Explosion: Main charge ignites as soon as it is wired, or as the fuse is placed in position. Roll explosion damage for the investigator setting the charge, and for any nearby investigators as well.

Invariably some investigator wishes to contrive homemade explosives. This is a very dangerous endeavor. Both successful Chemistry and Mechanical Repair rolls are necessary to do this. A 98-00 in either roll results in a workroom explosion. Homemade bombs can be ignited either electrically or with a fuse, in the usual manner. Use the pipe bomb statistics.

For thrown explosives, such as a dynamite stick or a grenade, the Throw skill determines the chance of success. For missed throws, roll 1d6 to determine the direction from the target that the explosive lands. Roll a second

1d6 for the number of meters away from the target which the explosive comes to rest.

Damage for explosives is given with a radius. The damage done decreases by 1d6 for each increment of the stated distance between the explosive and the target. To determine damage to a target, roll the appropriate explosives damage separately for each target within the radius.

The radii given should not be treated as hard-and-fast rules. Circumstances can act to increase or decrease the blast. For example, a dynamite stick buried in the ground would have almost no radius, while covering one in a small amount of loose gravel would increase its radius. The Keeper will have to use his judgement to determine the actual effects of a blast.

Nuclear Weapons

What about nukes? They're clearly the most destructive weapons available to mankind. Shouldn't even the horrors of the Mythos take pause before trying to destroy a species with such awesome might? Not necessarily. Many of the Great Old Ones must chortle in glee at such self-destructive power.

Nuclear weapons are, of course, completely inaccessible to investigators. Such weapons cannot, despite media suggestions, be home-made or stolen—numerous skilled and dedicated groups have tried for decades to obtain such bombs. All have failed. Investigators are unlikely to succeed where well funded fanatics have failed.

Even so, it is possible to imagine situations in which nuclear bombs may be used in *Call of Cthulhu*. Perhaps the investigators have managed to contact and warn the military of a nation possessing nuclear weapons. Would the military, if desperate enough, resort to nuclear explosions to save the world? Only the Keeper can answer this question. It is difficult, however, to imagine a situation in which non-nuclear weapons could not answer the need as effectively and with less cost in life and time.

The final question is always, "What happens when we nuke Cthulhu?" The answer is, of course, "He reforms fifteen minutes later. But now he's radioactive!"

Obtaining Fully Automatic Weapons

Investigators are likely to desire fully automatic weapons, if only for their rather spectacular effect when posing in the mirror. In the 1920's tommy guns could be purchased at Sears & Roebuck, but since that time the law has moved in, and such weapons are no longer easily accessible.

Federal law permits private ownership of fully automatic weapons by collectors. To obtain such weapons, a strict procedure must be followed.

STEP ONE: For several years now, it has been illegal in the U.S.A. to manufacture or import any new fully automatic weapons for civilian use. The investigator must

find a previously registered fully automatic weapon whose owner wishes to sell. This is perhaps less difficult than it might be, since several gun suppliers own such registered weapons and are willing to sell or buy at any time. However, the investigator's choice is always going to be limited. The gun supplier is unlikely to have even a half-dozen fully automatic weapons for sale at any one time and, of course, private owners rarely wish to sell more than a single gun.

STEP TWO: Assuming the investigator has found a registered fully automatic weapon which is for sale, he must now send an application plus \$200 to the Bureau of Alcohol, Tobacco, and Firearms to gain a Class 3 Collector's Permit.

STEP THREE: Once the application has been made, the investigator must wait six to eight weeks for it to be approved or disapproved. If he has ever been convicted of any felony or certain misdemeanors (violence or drug-connected violations), it is automatically disapproved. A permit can also be refused for other reasons: An investigator who has spent time in an asylum, for instance, is unlikely to receive a permit.

STEP FOUR: If the permit is approved, the investigator still may not be able legally to own a fully automatic weapon. He must now fulfill any state or city laws which apply. Generally, these are much more rigorous than federal laws. In California, for instance, regardless of federal law, private ownership of fully automatic weapons is not permitted. (It is possible even in California to make a special appeal to gain such permission, though the process is involved.)

STEP FIVE: If the investigator manages to fulfill all state and federal obligations, all he needs now is to purchase the weapon, if it's still for sale after all the delay. It is illegal for the investigator to take the weapon out of his home except when traveling to a registered firing range. The weapon may not be loaded except within the investigator's home or at the firing range. It may be illegal to fire the weapon at home, depending on local laws. Finally, the investigator must get special government clearance each time he takes the weapon out of state.

■ Unsurprisingly, full-auto firearms are extremely expensive. Here are some sample prices: M-16 \$1200; used Uzi SMG \$650, new Uzi SMG \$2000; Galil rifle \$700; AK-47 \$1500; MG-34 machine gun \$2400; M-60 machine gun \$2300 to \$4000; Browning L-30 machine gun \$2200; Sten SMG \$150 to \$8000 (depending on quality); Ingram MAC-11 \$400.

Concealed Weapons

Legally carrying a concealed weapon is deceptively easy. An investigator must demonstrate a valid reason for needing a concealed weapon and obtain a permit from his city police department. This permit is good in other cities, but it must be obtained from the city in which the investigator resides.

Customarily, the police do not issue concealed weapon permits to anyone whom they do not know. Certainly no felon or suspected felon could obtain such a permit. Each police department has its own practices beyond this, and the actual proportion of permits issued varies enormously from city to city. San Francisco and Oakland are only seven miles apart, and Oakland has half the population of San Francisco. However, San Francisco has issued less than half a dozen concealed weapon permits, while Oakland has issued several hundred.

As a practical matter, a concealed weapon can be used for little that an unconcealed weapon (worn on the hip, say) could not do just as well.

Breaking The Law

Player-investigators may wish to obtain illegal firearms, especially fully automatic weapons. If they attempt this, the Keeper is perfectly within his rights to give them grief.

Until 1980-1981, a moderate sale of illegal weapons operated within the United States. Then a major crack-down came: The little pipelines funneling weapons out of military bases were closed and the dealers and buyers themselves were imprisoned en masse. Today, despite depictions in television and film, it is practically impossible to purchase illegal fully automatic weapons within the United States.

This rule, sadly, does not apply to foreign states, especially in the Third World. Philippine police, for instance, estimate that over 500,000 illegal firearms are floating around their country. But purchase of such firearms may be complicated. Remember, the investigators are trying to hand over huge amounts of cash to criminals possessing fully automatic weapons. What could be likelier to lead to disaster? And, of course, smuggling fully automatic weapons into the United States will not be easy.

An alternate means of obtaining a fully automatic weapon is to buy a semi-automatic version of some military firearm and convert it, though many civilian models are altered slightly from the military guns to make them difficult to convert to full-auto. The civilian version of the Uzi submachine gun, for instance, fires from a closed bolt rather than an open bolt, making the weapon seriously overheat when illegally converted to fire full-auto. Special conversion kits for transforming a semi-automatic firearm into a fully automatic one are available for purchase, through the same kind of legal loophole permitting the sale of suppressor kits. These kits are specific as to gun type and cost about \$75. If you own, say, a semi-automatic Thompson submachine gun, you'll need to find a Thompson submachine gun conversion kit.

To convert a semi-automatic weapon to full-auto, the user must succeed at both a Mechanical Repair and a Rifle

OBTAINING ILLEGAL WEAPONS

It is relatively simple to acquire an illegal or unregistered firearm, providing the investigator knows where and how to look (fully automatic weapons will be very difficult to find). A Credit Rating roll is required (difficulty at Keeper's discretion, modified for territory and method of search) to locate an individual willing to sell the item in question. This may take several hours or even days before the buyer and the seller can arrange an initial meeting, at which time the items sought are discussed and prices set. At this stage the Keeper may require multiple rolls from the investigator in Fast Talk and/or Persuade. If all goes well, a time and location can be established where cash and weapons will change hands.

This method will work for other illegal items as well, but it should always be remembered that this is highly illegal, and that investigators caught buying or selling any outlawed items will be in dutch with the law. The Keeper should feel free to make foolish investigators pay for their mistakes.

skill roll. If you are using a special conversion kit, your chances for success at either skill roll are doubled. Failure at either roll ruins the gun (and the kit, if you used one), though the weapon itself might be repaired by a professional gunsmith.

It is extremely dangerous to use or keep an illegal fully automatic weapon in the U.S.A. Depending on the route the investigators used to obtain their weapons, they may have one or more of the following agencies on their trail: the CIA, the FBI, Treasury agents, the police, military intelligence, and the Bureau of Alcohol, Tobacco, and Firearms. This sobering prospect is darkened by a standard police procedure: When fully automatic weapons are suspected, the forces of law don't mess around—the police will call the SWAT team, the FBI will probably have a sniper handy, etc.

Using a fully automatic weapon in a foreign nation can be even more dangerous, depending on the nation. Police and militia in nations troubled with insurgency, for instance, are quite likely to shoot first without asking any questions at all. Since such nations are generally also the easiest places for the investigators to obtain illegal arms, they can get into big trouble fast.

These guidelines should not be applied rigorously to cultists or terrorists. Such groups live, work, and function outside the law. They lack the cultural and personal ties of normal investigators, and forge or do not own such everyday documents as driver's licenses and credit cards. Their confused background trails render them much more difficult to trace, even by modern data-processing techniques. This in particular applies to someone who has no computer record at all, not as difficult to achieve as one might think.

Selected Contemporary Weapons In Relative Scale

drawings by RON LEMING

text by SANDY PETERSEN

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.357 MAGNUM REVOLVER —
Weight: 2lb 6oz (1.07kg) fully
loaded. *Length:* 8" (199mm).
Round: .357 magnum. *Rate of*
Fire: double action. *Nation of*
Manufacture: U.S.A.



MADSEN SUBMACHINE GUN: —
Weight: 8lb 6oz (3.8kg) fully loaded.
Length: 31" (794mm), 21" (528mm)
with stock folded. *Round:* 9mm
parabellum. *Rate of Fire:* 550 rounds
per minute. *Nation of Manufacture:*
Denmark.



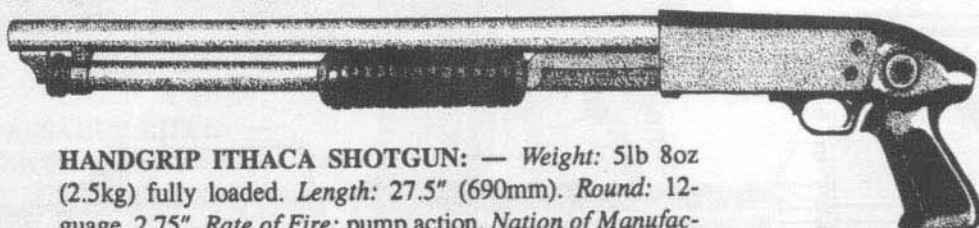
**MP5 HECKLER & KOCH SUBMA-
CHINE GUN:** — *Weight:* 6lb 12oz
(3.07kg) fully loaded. *Length:* 27"
(680mm). *Round:* 9mm parabellum.
Rate of Fire: 550 rounds per minute.
Nation of Manufacture: Germany.



AKM ASSAULT RIFLE: — *Weight:*
8lb 12oz (3.98kg) fully loaded. *Length:*
34.5" (876mm). *Round:* 7.62mm x 39.
Rate of Fire: 600 rounds per minute.
Nation of Manufacture: U.S.S.R.

**UZI SUBMACHINE GUN: —**

Weight: 9lb (4.1kg) fully loaded. *Length:* 25.5" (650mm), 18.5" (470mm) with stock folded. *Round:* 9mm parabellum. *Rate of Fire:* 600 rounds per minute. *Nation of Manufacture:* Israel.



HANDGRIP ITHACA SHOTGUN: — *Weight:* 5lb 8oz (2.5kg) fully loaded. *Length:* 27.5" (690mm). *Round:* 12-gauge, 2.75". *Rate of Fire:* pump action. *Nation of Manufacture:* U.S.A.



MODEL 12 BARETTA SUBMACHINE GUN: — *Weight:* 8lb 5oz (3.77kg) fully loaded. *Length:* 25" (645mm), 16.5" (418mm) with stock folded. *Round:* 9mm parabellum. *Rate of Fire:* rounds rounds per minute. *Nation of Manufacture:* Italy.

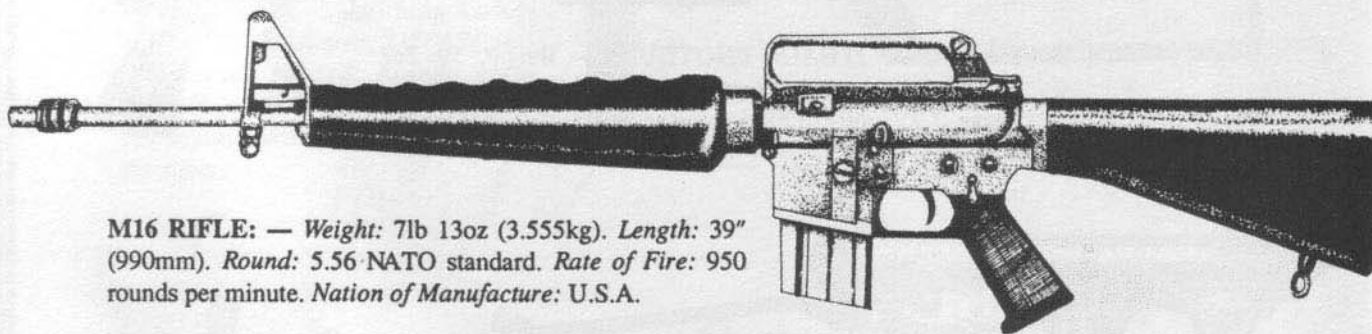
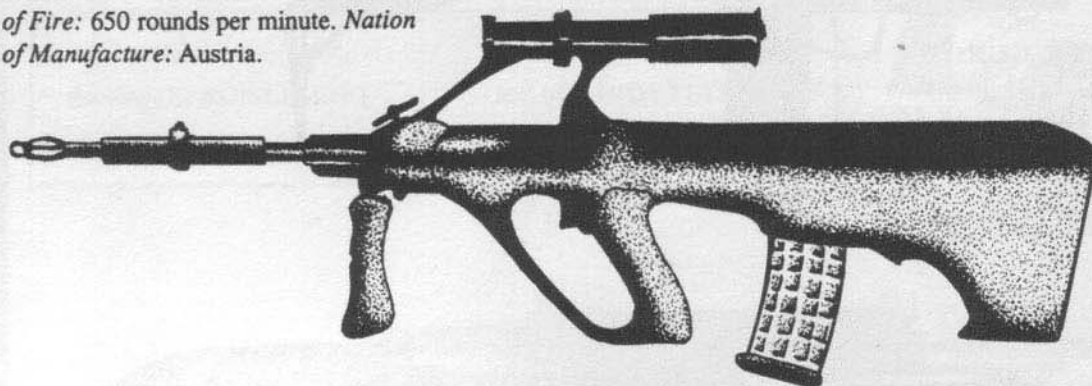


MODEL 61 SKORPION MACHINE PISTOL: — *Weight:* 4lb 4oz (2kg) fully loaded. *Length:* 20" (513mm), 10.5" (269mm) with stock folded. *Round:* .32 ACP. *Rate of Fire:* 840 rounds per minute. *Nation of Manufacture:* Czechoslovakia.



XL 85 E1 (Individual Weapon)
ENFIELD WEAPON SYSTEM — *Weight:* 11lb (4.98kg) *Length:* 31" (785mm). *Round:* 5.56 Mm NATO. *Rate of Fire:* 750 rounds per minute. *Nation of Manufacture:* United Kingdom.

STEYR RIFLE: — *Weight:* 9lb (4.09kg). *Length:* 31" (790mm). *Round:* 5.56mm NATO standard. *Rate of Fire:* 650 rounds per minute. *Nation of Manufacture:* Austria.



M16 RIFLE: — *Weight:* 7lb 13oz (3.555kg). *Length:* 39" (990mm). *Round:* 5.56 NATO standard. *Rate of Fire:* 950 rounds per minute. *Nation of Manufacture:* U.S.A.



WEATHERBY MARK V: — *Weight:* 10lb 14oz (4.955kg) fully loaded. *Length:* 46.5" (1181mm). *Round:* various, up to .460 Weatherby. *Rate of Fire:* bolt action. *Nation of Manufacture:* United Kingdom.



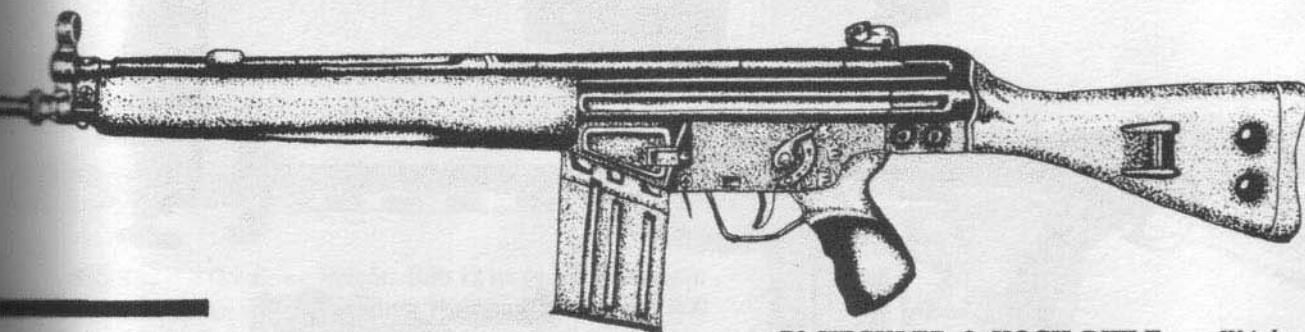
AK-74 ASSAULT RIFLE — *Weight:* 9lb (4.1kg) fully loaded. *Length:* 36.5" (930mm). *Round:* 5.45mm x 39. *Rate of Fire:* 650 rounds per minute. *Nation of Manufacture:* U.S.S.R.



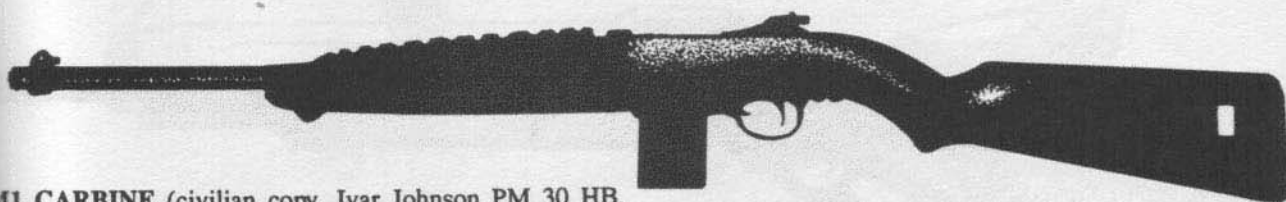
FN 50-00 FAL Rifle: — *Weight:* 10lb 11oz (4.85kg). *Length:* 43" (1090mm). *Round:* 7.62mm NATO. *Rate of Fire:* 700 rounds per minute. *Nation of Manufacture:* Belgium.



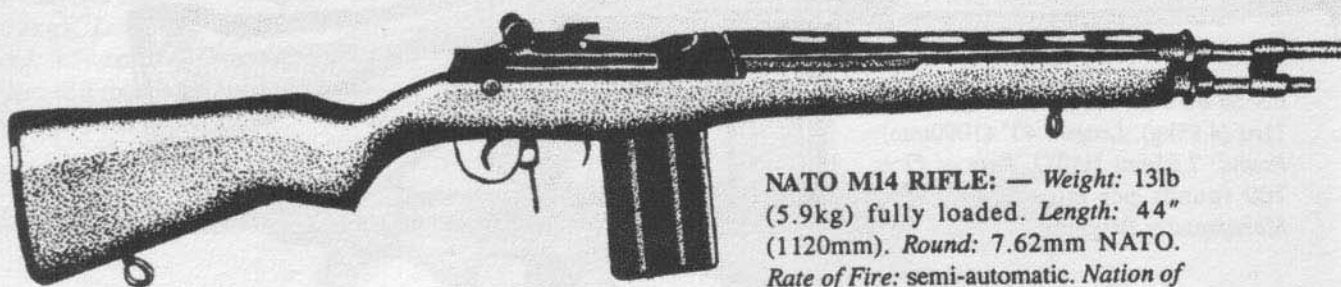
GALIL AR ASSAULT RIFLE: — *Weight:* 10lb 2oz (4.61kg) fully loaded. *Length:* 38.5" (979mm). *Round:* 5.56 NATO standard. *Rate of Fire:* 650 rounds per minute. *Nation of Manufacture:* Israel.



G3 HECKLER & KOCH RIFLE: — *Weight:* 11lb 1 oz (5.025kg). *Length:* 40.4" (1025mm). *Round:* 7.62mm NATO. *Rate of Fire:* 600 rounds per minute. *Nation of Manufacture:* Germany.



M1 CARBINE (civilian copy, Ivar Johnson PM 30 HB, shown) — *Weight:* 5lb 3oz (2.6kg) fully loaded. *Length:* 35.5" (904mm). *Round:* .30 M1. *Rate of Fire:* semi-automatic. *Nation of Manufacture:* U.S.A.



NATO M14 RIFLE: — *Weight:* 13lb (5.9kg) fully loaded. *Length:* 44" (1120mm). *Round:* 7.62mm NATO. *Rate of Fire:* semi-automatic. *Nation of Manufacture:* U.S.A.



MARK 7 STERLING PARATROOPER'S PISTOL: — *Weight:* 6lb 6oz (2.9kg) fully loaded. *Length:* 14" (355mm). *Round:* 9mm parabelum. *Rate of Fire:* 550 rounds per minute. *Nation of Manufacture:* United kingdom.



P-08 LUGER PISTOL: — *Weight:* 2lb 6oz (2.5kg) fully loaded. *Length:* 9" (223mm). *Round:* 9mm parabellum. *Rate of Fire:* semi-automatic. *Nation of Manufacture:* Germany.



MARLIN 444SS LEVER-ACTION SPORTER: — *Weight:* 7lb 8oz (2.05kg) fully loaded. *Length:* 40.5" (1030mm). *Round:* .444 Marlin. *Rate of Fire:* lever action. *Nation of Manufacture:* U.S.A.

Ingram without silencer



MODEL 1911A1 AUTOMATIC PISTOL: — *Weight:* 3lb (1.36kg). *Length:* 8.5" (219mm). *Round:* .45 ACP. *Rate of Fire:* semi-automatic. *Nation of Manufacture:* U.S.A.

Ingram with silencer

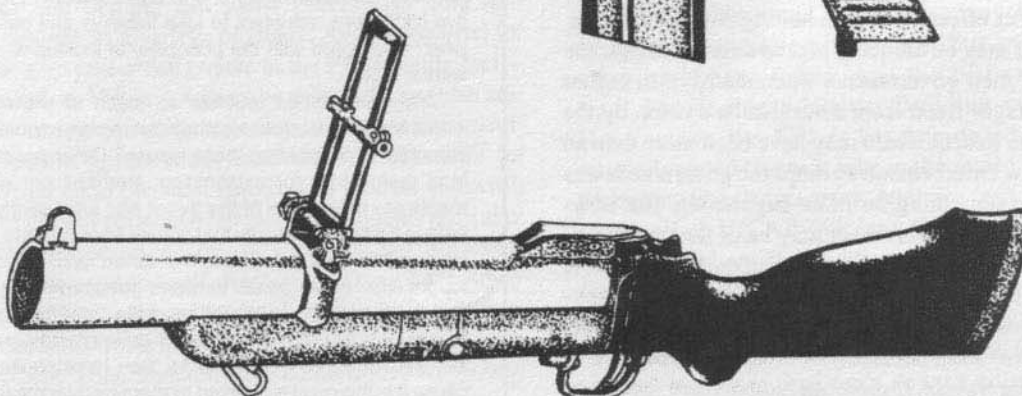


INGRAM M11 (now Cobray) SUBMACHINE GUN: — *Weight:* 4lb 10oz (2.1kg) fully loaded. *Length:* 18" (445mm), 9" (222mm) with stock folded. *Round:* .380 ACP or 9mm parabellum. *Rate of Fire:* 1200 rounds per minute. *Nation of Manufacture:* U.S.A.

BARRETT MODEL 82 SNIPING RIFLE: — *Weight:* 32lb 15oz (14.97kg) fully loaded. *Length:* 66" (1676mm). *Round:* .50 Browning. *Rate of Fire:* semi-automatic. *Nation of Manufacture:* U.S.A.



SIG 510-4 RIFLE: — *Weight:* 10lb 12 oz (4.75kg). *Length:* 40" (1016mm). *Round:* 7.62mm NATO. *Rate of Fire:* 600 rounds per minute. *Nation of Manufacture:* Switzerland.



M79 GRENADE LAUNCHER: — *Weight:* 6lb (2.72kg) fully loaded. *Length:* 29" (737mm). *Round:* 40mm grenade cartridges. *Rate of Fire:* single-shot. *Nation of Manufacture:* U.S.A.

Government and You

Selected agencies and departments of the government with which investigators might interact, for weal or woe.

IN THE MORE developed nations, government regulates almost every aspect of the individual's life. For the investigator this is a double-edged sword, for while bureaucracy can assist the astute and smooth-tongued in ferreting out the gems of information that ultimately save sanity, it can also become a crushing weight and an exceptionally tireless adversary that will facelessly and relentlessly pursue its quarry without fail. One can't fight City Hall, the saying goes. More accurately, one can fight City Hall, but one had better be prepared to lose more than just the battle.

In the United States particularly, as with most of Europe and Asia, individuals are linked to their nation's government almost from birth. Most borders require passports for entry into foreign lands, and this regulation extends to all aspects of an individual's life. In an era where human beings are quantifiable as numbers and alpha-numeric sequences, it is foolish to think that information about you is safe. And while the bureaucracy is mammoth, it isn't necessarily ineffective. Information is stored with fanatical attention to detail, waiting to be retrieved when the right form crosses the right desk.

Is it possible that the governments of the world remain ignorant of the Mythos threat? Or are the conspiracy theorists right when they claim that something behind the scenes is always at work, planning and manipulating and slowly advancing human pawns towards a nameless goal, a goal that many investigators no doubt obstruct?

Alternatively, the governments of the world may be the single most effective tool in halting Mythos designs. Civil servants may be uniquely placed to bring to bear the full power of their governments when the Mythos comes to light. Hostages freed from a survivalist's camp by the FBI's Hostage Rescue Team may have been more than an exercise in law enforcement. Perhaps the government was responding to something far more frightening. But however aware a given government may be of the minions of Cthulhu, investigators must always remember this—it is easy to hide in the bureaucracy, and rarely will the government's agenda be your own. Be careful; they know where you live, what borders you cross, and how you're paying for your travels. If someone, somewhere, begins to wonder why, globetrotting investigators may find themselves audited by the IRS come tax time, while the Bureau of Alcohol, Tobacco, and Firearms takes a sudden interest in the high caliber weapons that they've been stockpiling.

The United States

The U.S. specifically has several agencies that investigators may come into contact with in a variety of circumstances. This list is by no means complete, and Keepers are encouraged to do their own research into other fields. Agents earn incomes anywhere in the middle class bracket, and for the most part may be anywhere from their early twenties to middle fifties. Physical requirements are

WHAT DO THEY KNOW?

At the turn of this century, well into the 1920's, the few who combatted the Mythos for the most part felt they were confronting a newly realized threat. Although the menace had existed since before the dawn of time, investigators approached the mysteries surrounding the cosmos with a great degree of arrogance, confident that the Age of Reason would guide them safely past the dangers of a cold and impassive universe. It was rationalized, therefore, that most governments had little or no knowledge of these dangers.

Even if this were the case, it certainly cannot be true now. The incident at Innsmouth in 1927-28 only serves to substantiate this. So the question must be asked: How are the governments of the world dealing with the Mythos threat?

They may not be. In fact, it is entirely reasonable that our governments are actively not pursuing these issues, not from a sense of self-destruction (although that must be the eventual result) but because it is so much easier not to do so. Governments and bureaucracies are reactive institutions, reluctant to take initiative and paralyzed when confronted with the possibility of looking wrong or, worse, foolish.

Yet government touches so much of the modern world; how is it possible that they can remain impotent and immobile in confronting these issues? Other possibilities lend themselves for explanation: Perhaps our governments are fully aware of the threat and are actively combatting it with the security that comes from ultimate power over media and information. Pitched battles may be fought even as we speak between government agencies and the cults that would call fire down from the stars. Of course, it is also possible that our governments are inactive because that is the course they have chosen, because it is the course dictated to them by their masters. In that case we are truly lost, as mankind, still in its infancy, has no sense of proportion or self-control. There are, indeed, too many ways for us to destroy ourselves.

not as stringent as they once were, but universally, agencies employing law enforcement officers have vision requirements. All law enforcement personnel must have vision correctable to 20/20, and be able to shoot and drive without corrective lenses, as well as being physically fit enough to perform the duties their job may require. Specific physical requirements vary.

FEDERAL BUREAU OF INVESTIGATION

Headquartered, as most of its relative agencies are, in Washington, D.C., the FBI is the United States' largest federal law enforcement agency.



Employing some 10,000 agents across the country, the organization is actually smaller than the New York Police Department (over 30,000 officers). But the FBI has the backing of the federal government, and is widely considered to be the finest law

enforcement organization in the world. Established in 1908, the FBI is the principle investigative arm of the United States Department of Justice, tasked with gathering evidence, locating witnesses, and reporting facts in connection with crimes falling under federal jurisdiction. Cases most often investigated by the FBI include anything involving organized crime, drugs, counterterrorism, white-collar crime, foreign counter-intelligence, and violent crime. Any violation of federal law falls into their domain except those that have been alternately assigned by legislative enactment or otherwise presented to another federal agency.

The FBI maintains fifty-six field offices in major cities throughout the United States, with another 400 smaller offices scattered in communities across the country, all of these staffed by special agents. The term applies to any FBI agent, and is a holdover from when the Bureau used Treasury agents as investigators. These moonlighting agents were referred to as "special", and the designation stuck. Most agents are well educated, holding a mandatory four-year degree, and many others also hold advanced degrees in a variety of fields. All are required to complete a sixteen-week course at the FBI training facility in Quantico, Virginia, where the prospective agents are taught a variety of skills relating to law enforcement work. Special agents must have vision correctable to 20/20, be in good physical health, and be able to travel wherever the government desires. All FBI agents are quite knowledgeable about federal and local law, are proficient in armed and unarmed self defense, and may have other specific skills as deemed necessary by their posting. Dress standards vary, but must be professionally appropriate except when undercover. Standard FBI weaponry has changed no less than five times in the last ten years, but at this time SA's carry either a standard .38 revolver (such as the 4" Smith & Wesson) or a 9mm semi-automatic pistol (the SigSauer P228 or Glock-17).

THE NATIONAL CENTER FOR THE ANALYSIS OF VIOLENT CRIME (NCAVC)

The NCAVC is a resource center available to law enforcement agencies in the United States specifically, and around the world generally. The center consolidates research, training, and operational and investigative support services and makes them available to law enforcement agencies dealing with bizarre, high-risk, vicious, or repetitive crimes. In fact, it is a clearing house of techniques and training, allowing a unified law enforcement front on a variety of crime-related issues. The NCAVC hosts guests from all around the world for conferences, lectures, and training.

The NCAVC is divided into three specialized services: Behavioral Science Services (BSSU), Investigative Support (ISU), and Special Operation and Research (SORU). The BSSU is responsible for personality profiling and ongoing research into the motivations, behavior, and thought processes of criminals. SORU supports BSSU research and deals extensively with hostage negotiations, SWAT units, and crisis management operations.

The ISU administers the Criminal Investigative Analysis division, which prepares profiles on violent offenders, suggests investigative and interviewing techniques and strategies, and provides expert witnesses for court appearances, among other things. The ISU also runs the Violent Criminal Apprehension Program (VICAP), a service that alerts law enforcement agencies when they may be pursuing the same offender in multiple jurisdictions. This has proven especially helpful in the apprehension of various serial offenders.

Much has been made in recent years of the FBI's Behavioral Science Unit, which provides psychological profiles of violent offenders, most notably serial killers. The image of agents zipping cross-country in pursuit of serial killers is incorrect, however—most of the process goes on behind closed doors, where professionals pore over all available data about the crime(s) in question. Although the Bureau does use this technique, it does not do so capriciously, as the process is a slow and difficult one. More often, psychological profiling is the investigative tool of last resort, when all other leads have failed. And the FBI can follow any lead. The J. Edgar Hoover Building in Washington, D.C., where the FBI is headquartered, contains the most advanced forensic labs in the world. Coupled with an exhaustive fingerprint database and another database called VICAP (Violent Criminal Apprehension Program) where information about repeat violent offenders and crimes are stored, the FBI's resources are enormous. Investigators who habitually break the law may find themselves escaping arrest the first two, three, or even ten times they burn down a cultist townhouse, but they might find themselves in for a shock when they try to light number eleven.

Hostage Rescue Team

The FBI has a specific special weapons and tactics unit, the Hostage Rescue Team, and it is considered one of the finest SWAT (Special Weapons and Tactics)-like teams in the world. The HRT is complemented with fifty special agents and a separate support staff, and each agent is rigorously trained in such areas as firearms; explosives; rescue operations in high-rise buildings, airplanes, and buses; and various other specialized law enforcement training. The HRT is called upon to provide counter-terrorist protection, collect and gather evidence, make high-risk arrests, provide executive protection, plan security details for individuals and locations, and conduct specialized surveillance.

The HRT is not a SWAT team; the FBI has plenty of those. The HRT is a specialized unit, and is called upon only when the situation warrants it. In issues of suspected terrorism or hostage situations, though, the HRT will probably be deployed. Their motto is, "To Save Lives."

EVELYN AURDOIR, Special Agent in Charge of Operations, Seattle, Washington, age 31

STR 13 CON 14 SIZ 12 INT 15 POW 15
DEX 14 APP 13 EDU 16 SAN 75 HP 13

Damage Bonus: +1d4

Weapons: 9mm automatic (or .38 revolver) 72%, damage 1d10
Fist/Punch 65%, damage 1d3 + db

Skills: Bargain 50%, Climb 54%, Computer Use 32%, Dodge 52%, Drive Auto 60%, Fast Talk 23%, Forensics 59%, Hide 25%, Law 76%, Library Use 47%, Listen 55%, Occult 14%, Persuade 43%, Psychology 54%, Sneak 42%, Spot Hidden 73%;
Languages: English 75%, French 56%, Spanish 27%



BUREAU OF ALCOHOL, TOBACCO, AND FIREARMS

Established by a Treasury Department order in 1972, the ATF assumed complete responsibility for all functions,

powers, and duties arising under the laws concerning alcohol, tobacco, firearms, and explosives, a job that had been previously held by the IRS. With the passage of the Anti-Arson Act of 1982, the ATF became additionally responsible for investigating cases of commercial arson nationwide.

Headquartered in Washington, D.C., the ATF is a decentralized agency, with regional offices in all fifty states and the dominions. Personnel are stationed throughout the country in individual theaters of operations.

The Bureau of Alcohol, Tobacco, and Firearms seeks to promote compliance of the laws regarding these products while investigating any violations that are detected.



To this end, the ATF is divided into two basic arenas: law enforcement and compliance operations.

Law enforcement objectives include the suppression of illegal trafficking in firearms, explosives, liquor and tobacco; the investigation of drug traffickers who use firearms and/or explosives in their trade, including gangs; investigation and exposure of arson-for-profit schemes; and assisting federal, state, and local law enforcement agencies to reduce crime and violence resulting from these activities.

Compliance operation objectives include maintaining adequate health warnings regarding all related products; ensuring full collection of federal revenue from the legal sale of related products; preventing commercial bribery, consumer deception, and other improper trade practices regarding alcohol; ensuring that storage facilities for explosive and firearms are safe and secure; and maintaining complete audit trails regarding the sale of firearms and explosives.

ATF agents trained for field work receive standard law enforcement training at the Combined Federal Law Enforcement Training Center in Glenco, Georgia. The course of study covers such subjects as rules of evidence, surveillance techniques, undercover techniques, arrest and raid techniques, and firearms training. Following the CFLEC course, ATF agents attend new agent training to further specialize in the areas specifically required for ATF work. These subjects include laws relating to the ATF, firearms and explosives nomenclature and identification, bomb scene evaluation, arson training, case report writing, and link analysis.

Additional training continues throughout their careers, depending on fields of operations and ability. All ATF agents must have a minimum of three years of law enforcement experience before being accepted as agents, although education may sometimes substitute for this requirement.



BRIAN DONNELLY, ATF Liaison Agent, Denver, Colorado, age 41

STR 16 CON 13 SIZ 12 INT 16 POW 8
DEX 10 APP 12 EDU 15 SAN 40 HP 13

Damage Bonus: +1d4

Weapons: 9mm Automatic 75%, damage 1d10
Fist/Punch 74%, damage 1d3 + db
Head Butt 13%, damage 1d4 + db
Kick 39%, damage 1d6 + db

Skills: Bargain 35%, Climb 22%, Computer Use 12%, Dodge 54%, Drive Auto 49%, Fast Talk 41%, Law 44%, Listen 62%, Persuade 48%, Psychology 45%, Sneak 29%, Spot Hidden 62%;
Languages: Arapahoe 51%, English 80%



DRUG ENFORCEMENT AGENCY

The chief federal agency in the "war against drugs", the DEA is perhaps the largest federal enforcement agency



after the Treasury Department. Created in 1973, the DEA is concerned with individuals suspected of cultivating, producing, smuggling, and/or distributing illegal narcotics in or to the United States. As such, it operates on a worldwide basis, with offices in fifty-eight countries,

second only to the State Department in comparative scope of operations. From Thailand to San Francisco, the DEA maintains offices devoted to reducing the demand and availability of controlled substances. Many postings, especially in Thailand and Columbia, are considered combat postings, and time served in such locations is spoken of in military terms, i.e., tours of duty. Many agents working these tours suffer the effects of soldiers serving in battle, as their existence is somewhere between that of a foot-soldier surviving a war and a secret agent working in enemy territory.

Specific DEA responsibilities include investigation of major drug suppliers who work on an international or interstate level; seizure of assets arising from traffic in illegal drugs; management of the National Narcotics Intelligence System; liaison and coordination with all other federal, state, and local law enforcement bodies, both in the United States and abroad; training, research, and information exchange with a mind to further drug traffic prevention and control; and enforcement of the regulations regarding the legal manufacture, distribution, and usage of controlled substances.

The DEA often works with the ATF, FBI, and IRS, as well as state and local authorities around the world. Data pertinent to the ongoing drug war is frequently distributed

from the El Paso Intelligence Center (EPIC), managed by the DEA and staffed with federal personnel from thirteen other agencies. Current interest and focus is directed to high-level drug traffickers, and in recent years the DEA has worked closely with the IRS to seize the incredible amounts of money that traffickers have been making. This has been proving remarkably easy, as in the last ten years or so the lucrative sums made from drug sales have become harder and harder to hide. However, it may be that the dealers and suppliers really aren't that concerned. After all, there's always more money to be made.

DEA agents are required to have four-year degrees (many have advanced degrees), be in good physical health, and have vision correctable to 20/20. At a premium right now are agents with fiscal education and/or language skills. All agents receive basic agent training, which focuses primarily on the history of the drug trade and the ability to recognize the countless variations of controlled substances that are sold in the world today. Training also includes firearms and physical conditioning, as well as further training in other law enforcement techniques. Additionally, DEA agents are well schooled in issues of jurisdiction and international law protocols. Due to the frequency of DEA cases crossing international boundaries, an entire division in the DEA head office in Washington, D.C. is devoted to foreign affairs. Their relationship with INTERPOL is solid and long-standing.

Finally, DEA agents are law enforcement investigators. In issues of forensics or other lab work, they use either local facilities at the grace of other agencies, or one of the six regional DEA labs placed across the United States.

WALTER MATUSEK, Undercover Agent, Palermo, Sicily, age 29

STR 14	CON 16	SIZ 15	INT 11	POW 10
DEX 14	APP 8	EDU 15	SAN 50	HP 16

Damage Bonus: +1d4

Weapons: 9mm automatic (back-up .25 automatic in ankle holster) 85%, damage 1d10 (or 1d6)
Fist/Punch 77%, damage 1d3 + db
Grapple 62%, special
Head Butt 23%, damage 1d4 + db
Kick 56%, damage 1d6 + db

Skills: Accounting 37%, Climb 62%, Dodge 52%, Drive Auto 48%, Fast Talk 56%, Hide 37%, Law (International) 43%, Law (United States) 62%, Library Use 26%, Listen 51%, Persuade 79%, Pharmacy 53%, Psychology 30%, Sneak 48%, Spot Hidden 55%, Languages: English 55%, Italian 68%, Spanish 57%



INTERPOL

After the criminal explosion following World War I, lawyers, judges, and police officers from across Europe met in Vienna in 1923 and laid the groundwork for an international organization for police cooperation. Initially called the International Criminal Police Commission, in 1956 the in-house term applied to the organization was adopted as its official title. Headquartered in Paris, France, overlooking the Seine, INTERPOL coordinates mutual assistance between criminal police authorities in all member nations. INTERPOL maintains a vast criminal database and acts as a sort of clearing-house for police of all nations to inform one another of progress in investigations.

INTERPOL personnel make no arrests and carry no weapons. Their stock in trade is information and extradition proceedings. They make it their business to know where the criminals are and what can be done to send them back to the countries they are wanted in. With over 120 member nations, it is the preeminent organization involved in international criminal investigation.

INTERNAL REVENUE SERVICE

The IRS administers and enforces the internal revenue laws of the United States according to all statutes, with the exception of revenue relating to alcohol, tobacco, firearms, and explosives, which are tended to by the Bureau

of Alcohol, Tobacco, and Firearms. The IRS seeks to collect the proper amount of tax revenue at the least cost to



the public, while attempting to win public confidence in the IRS' integrity and ability. Obviously, this is an uphill battle. The stereotype of a weak-minded accountant with a chip on his shoulder and too many pens in his pocket is inaccurate and unfair. Of all the federal organiza-

tions listed here, the IRS is perhaps the most open and visible, seeking more than its brethren to work with the public. After all, nobody likes having his money taken away from him.

Established in 1862, the IRS attempts the following: to achieve the highest possible voluntary compliance with the federal tax laws and regulations, to advise the public of their rights and responsibilities relating to these same laws, to administer and enforce the tax laws properly and fairly, to determine the extent of compliance and the causes of noncompliance, and to continually search for more efficient ways of accomplishing these goals. Additionally, the IRS has investigative and undercover arms, and agents have been known to travel the world to uncover schemes involving the defrauding of the government and to apprehend those who abuse the United States' banking and revenue services.

Unlike the other agencies listed here, the IRS is an organization unto itself, although it does fall under the auspices of the United States Department of the Treasury. The IRS has offices established throughout the country on three organizational levels: national, regional, and district. Additionally, service centers are located in every major city throughout the U.S. Since the IRS is a decentralized organization, most agency personnel and activities are assigned to field offices.

IRS personnel must have at least a high school degree, and many hold four-year and advanced degrees as well. Auditors have extensive understanding of both accounting and tax law, and are renowned for their attention to detail.

LANA CONTRARES, IRS Special Investigator, Miami, Florida, age 37

STR 9 CON 12 SIZ 10 INT 15 POW 14
DEX 12 APP 14 EDU 16 SAN 70 HP 11

Damage Bonus: None

Weapons: .38 revolver 20%, damage 1d10

Skills: Accounting 85%, Computer Use 67%, Credit Rating 49%, Drive Auto 30%, Law 68%, Library Use 62%, Listen 37%, Persuade 35%, Psychology 27%, Sneak 31%, Spot Hidden 79%; Languages: English 65%, Spanish 77%



NATIONAL SECURITY AGENCY/CENTRAL SECURITY SERVICE

Located at Fort Meade, Maryland, the NSA is tasked with the protection of U.S. government communications and



the gathering of foreign intelligence information. They are spies, end of story. But the NSA does not delve into operational concerns; rather, the NSA analyzes everything, gathering intelligence and evaluating it for distribution to other federal organizations, who in turn use the in-

formation to set policy and initiate operations. Established in 1952 as a separate agency in the Department of Defense, throughout the Cold War the NSA was responsible for maintaining the security of government signals while breaking the codes of the Other Guy. In 1984 President Reagan expanded the NSA's concerns to computer security, and it is the NSA now that is pushing for the Clipper chip, a hardware chip to be installed into every computer sold that would allow the government to access encrypted files. In 1988, the NSA again had its role expanded with the inclusion of "an operations security training mission."

In 1972 the Central Security Service was created to deal exclusively with cryptology, providing a more centralized and consequently unified "coding" staff to service the Department of Defense. The CSS is a division within the NSA, responsible to the director of the latter.

The Agency's two primary missions are to maintain the security of information systems within the United States, particularly in the military, and an ill-defined and amorphous "foreign intelligence mission", about which very little data is available. It seems probable that this foreign intelligence mission concerns code-breaking, but as the next century grows near, the foreign intelligence mission will doubtlessly expand to include economic and high-tech information as well. Indeed, an argument can be made that this is what the NSA is currently doing.

NSA resources are enormous, although the organization itself seems quite small. With access to all of the latest technology, multiple CRAY super-computers, and some of the finest minds in the United States, the information the NSA produces is invariably accurate; its interpretation, however, is another matter. In the Gulf War, the NSA played a substantial part in targeting allied attacks against Iraq, and the agency's access to satellite photography certainly contributed to the selection of targets.

WHERE HAVE ALL THE SPIES GONE?

The Cold War did not herald the end of espionage organizations; it merely changed their priorities. Intelligence agencies are primarily vessels of government policy, and one need merely look at the daily paper to see where a specific government's concerns lie. Information is the name of the spy game, and governments always want to know what the Other Guy is doing, even if the other guy is this week's ally. While the demand for military information has decreased, the interest in technological and economic intelligence certainly hasn't. In fact, the fiercest espionage battles are indeed being fought on those two fronts.

Then there are the terrorist threats, something which concerns every government. A majority of intelligence resources are dedicated to the tracking, monitoring, and eradication of terrorist cells that in some way oppose government policy. Some of these cells received secret aid—money, weapons, training, even intelligence—in exchange for disrupting foreign governments that were deemed to be enemies. But once their purpose was completed, the cells didn't necessarily disappear and whither away without their original backing. Rather, many terrorist groups have demonstrated remarkable longevity, and through their relationships with other espionage agencies have learned enough tricks of the trade to survive. Sometimes they even beat their parents at their own game.

And there's drugs, a multi-billion dollar industry that has more effect on the world economy than any defense plant closure. The irony in this is that much of the drug trade was financed and streamlined by the intelligence agencies of the major powers. The heroin trade is booming as a direct result of first French and then American interference in Southeast Asia—in fact, these two countries' intelligence services fought openly in Southeast Asia during the 1950's. The irony is bitter, as the same agencies that once promoted narcotics are now tasked by their besieged governments to destroy them. With such an

intimate relationship already established by most major intelligence services with the major drug traffickers of the world, many operations directors are hesitant to fulfill their governments' orders for fear of what their one-time allies might do. Bribes and kickbacks abound, and there are too many skeletons in each country's espionage closet. No one wants to be the person to open the door and start spring cleaning.

Today intelligence gathering takes a higher priority than operations. Every government knows that information is power, and when two nations sit down across from one another at a bargaining table, you can be certain the representatives have been fully briefed. Espionage was never a "nice" business; just because the Cold War ended doesn't mean that's changed. Blackmail is a tool of policy, and in an era of satellite photography so detailed that license plates can be read from orbit, there are very few human secrets still kept safe. Double agents are still being run, moles are still burrowing into their enemies' lairs, and sleepers are still waiting for the wake-up call that will send them to work.

Intelligence organizations share a unique relationship with their parent governments, however. To perform their duties they must have a significant freedom, a freedom to take actions that are often immoral or outright illegal; whether their parent government likes it or not, intelligence agencies will take action to reach their government's proscribed goals. Of all governmental arms, in fact, it is the intelligence branch that most likely has had significant Mythos contact. The spy agencies of the world may be the shock-troops thrown into the breach while other measures are taken to halt the Mythos spread.

By the same token, and again by their very nature, espionage agencies are possibly the most susceptible to Mythos corruption in its many guises. If information is the name of their game, power is the instrument they use to collect it.

Dr. RUSSELL GORDON, JR., NSA Analyst, age 54

STR 10, CON 11, SIZ 9, INT 17, POW 16
DEX 13, APP 10, EDU 20, SAN 80, HP 10

Damage Bonus: None

Skills: Accounting 62%, Astronomy 32%, Chemistry 45%, Computer Use 87%, Credit Rating 32%, Cryptography 84%, Electronics 67%, History 39%, Law 24%, Library Use 88%, Persuade 35%, Physics 21%, Spot Hidden 51%; Languages: English 85%, Farsi 44%, German 77%, Korean 57%, Mandarin Chinese 46%, Spanish 77%



CENTRAL INTELLIGENCE AGENCY

As with the NSA, the CIA is an intelligence organization, and as such offers very little of itself for public inspection. Established in 1947 with the death of its parent organization, the OSS (Office of Special Services), the CIA collects, evaluates, and disseminates "vital" information on military, political, scientific, economic, and other developments outside the United States as deemed necessary to insure national security. The director of the Central Intel-

ligence Agency is the President's chief intelligence advisor, and the position is appointed by the President with the consent of the Senate.

Directed by either the President or the National Security Council, the CIA is tasked with the following duties:

advising the National Security Council and the President in intelligence matters relating to national security; recommending coordination of intelligence activities between different government divisions; correlating and evaluating intelligence gathered abroad and determining the appropriate dissemination of the same; performing for other intelligence agencies services approved by the National Security Council; collecting, producing, and disseminating counterintelligence and foreign intelligence, including information "not readily available"; collecting, producing, and disseminating information on current narcotics trafficking and production outside of the United States; coordinating and conducting counterintelligence activities as seen fit to safeguard the national security; conducting special operations approved by the President; contracting and researching new technical systems and



devices relating to other CIA work; protecting the security of its installations, activities, information, property, and employees through investigations of applicants, employees, etc.; and performing other functions and duties relating to intelligence as the National Security Council directs.

As one can see, these duties are a catch-all. A couple of points—the CIA is authorized to steal information if it is otherwise “unavailable.” Within the United States, the CIA may not engage in intelligence or counterintelligence operations; that is the domain of the FBI. Finally, the CIA has no powers of arrest or subpoena nor, in fact, any law enforcement powers at all. Still, they are perhaps the single most powerful intelligence service in the world, and if they don't know the answer to a specific question, you can bet they'll pull out the stops trying to get it. Undoubtedly divided into intelligence gathering/analysis divisions complemented by an operational arm, the CIA is awesomely powerful on a human scale. Where they stand in relation to the Great Old Ones is a subject of much debate among current Mythos scholars. Through their unique relationship with the National Security Council, the CIA can request personnel appropriate for almost any task imaginable.

RANDAL HORNE, Head of CIA Station, Lima, Peru, age 39

STR 13 CON 14 SIZ 14 INT 15 POW 16
DEX 16 APP 14 EDU 17 SAN 80 HP 14

Damage Bonus: +1d4

Weapons: .25 automatic 65%, damage 1d6

Small Knife 48%, damage 1d4 + db

Fist/Punch 84%, damage 1d3 + db

Kick 66%, damage 1d6 + db

Head Butt 47%, damage 1d4 + db

Skills: Bargain 48%, Climb 32%,
Computer Use 32%, Conceal 24%,
Disguise 55%, Dodge 64%, Drive
Auto 35%, Fast Talk 61%, First Aid
21%, Hide 69%, Library Use 44%,
Listen 78%, Locksmith 19%, Per-
suade 81%, Psychology 63%,
Sneak 42%, Spot Hidden 85%;
Languages: English 75%, Japa-
nese 33%, Spanish 84%



SECRET SERVICE

One of the smallest federal law enforcement agencies, the Secret Service employs somewhere in the neighborhood of 2,000 agents worldwide. Secret Service agents, or Treasury agents, fulfill two distinct law enforcement roles in the United States. As a division of the Treasury Department, they investigate all crimes concerning forms of U.S. currency, from forgery to credit card fraud. Additionally, the Secret Service is responsible for providing protection to the President, Vice President, the President-elect, the



TERRORISM

The end of World War II and the beginning of the Cold War saw a rapid increase in terror tactics by small organizations trying to effect political change. With the Cold War over, terrorist groups have become the major focus of most intelligence agencies throughout the world. Although most terror groups seem to be motivated by Middle Eastern concerns, there are many other organizations attempting to effect change in other parts of the world—no less violent, but much less frequently noted. In fact, there are very few countries on Earth that do not have multiple terrorist groups working within their borders.

Small, fanatical organizations whose members make frequent trips to different countries, who have frequent entanglements with law enforcement agencies, and who are suspected of using violence are closely observed by national and international law enforcement. The terrorist threat in the world is very real and very constant, and targeted governments won't hesitate to use their big guns to deal with these threats. Investigators that rely on firepower and illegal actions will often find themselves identified as a threat, and most likely will not be given enough time to explain the misunderstanding while being raided by the SAS or GSG-9, groups with a standard operating procedure of shooting first and apologizing later.

Vice President-elect, and members of their immediate families. Protection is also extended to major candidates, former Presidents and their spouses (although spousal protection terminates when and if the spouse remarries), children of a former President until age 16, visiting heads of foreign states or governments, and other distinguished visitors to the United States. Finally, Secret Service protection is extended to official representatives of the United States performing special tasks abroad, as directed by the President. This security is comprehensive, and includes all aspects of the individual in question's life.

Agents are required to hold a bachelor's degree from an accredited institution, must pass vigorous written and oral tests, and weather an intensive background check before being accepted into the service. Agents receive their basic training at the Glenco, Georgia Federal Law Enforcement Training Center and then proceed to advanced training in Beltsville, Maryland. Basic training covers standard law enforcement techniques, including personal safety and defense. Advanced training covers all aspects of forgery and counterfeiting currently known to the Treasury Department, with visits to the major printing centers of bills and coins in the United States and a trip to the Crane Paper Company in Massachusetts, where the paper used in U.S. bills is manufactured. This training culminates in agents counterfeiting their own currency. The protective training is some of the best in the world, and agents leave the program trained to do the unnatural: When somebody pulls a gun, they don't duck. Instead, they present a large target and offer themselves as an alternative to the principal being protected.

HARLAN LOWENSTEIN, Secret Service Advance Team Leader, Washington, D.C., age 42

STR 14 CON 12 SIZ 16 INT 13 POW 14
DEX 16 APP 9 EDU 15 SAN 60 HP 14

Damage Bonus: +1d4

Weapons: 9mm automatic (SigSauer P228) 77%, damage 1d10
Club (ASP Baton) 49%, damage 1d8 + db
Fist/Punch 54%, damage 1d3 + db
Grapple 87%, special

Special Equipment: Two-way voice-activated radio, fixed frequency to Treasury Department secured line; ear-piece; lapel pin; lapel mike

Skills: Accounting 45%, Art 41%, Bargain 29%, Climb 48%, Dodge 53%, Drive Auto 66%, Engraving 59%, Fast Talk 36%, Hide 29%, Law 64%, Library Use 34%, Listen 62%, Persuade 41%, Psychology 43%, Sneak 42%, Spot Hidden 81%; Languages: English 65%, German 22%



MARSHALS SERVICE

The oldest of the U.S.A.'s federal law enforcement agencies, established in 1789, the Marshals Service links the



executive and judicial branches of the government. A total of 95 Federal Marshals are appointed by the president, each responsible for a federal judicial district nationwide, from Guam to Alaska. Each Marshal is backed by a support staff of Deputy Marshals, with roughly 3,500 of

these personnel throughout the service. A Marshal's region is defined by judicial district, and as such varies in size depending on location. The state of Oregon, for example, has only one Federal Marshal based out of Portland, with sub-offices in other cities throughout the state staffed by one to five Deputy Marshals each. There are a total of 427 office locations in the United States and its dominions.

The Marshals Service is present in almost every aspect of the federal justice system. Duties include providing support, protection, and security for over 700 federal courts and approximately 2,000 federal judges and magistrates; providing protection to other trial participants such as attorneys, jurors, and witnesses; apprehending federal fugitives; operation of the Federal Witness Security Program, and ensuring the safety and survival of

threatened or targeted government witnesses; transportation and custody of thousands of federal prisoners annually; seizing property and funds forfeited by drug traffickers and other criminals; and executing federal court orders of search, seizure, and arrest.

Additionally, there is a Special Operations Group of the Marshals Service that responds to emergency situations like civil disturbances, terrorist incidents, and other crisis situations. The SOG is trained in restoring order in riot and mob situations.

Marshal and Deputy Marshal requirements are similar to those for other federal law enforcement agencies, including the mandatory bachelor's degree, physical requirements, and training. Marshals are trained at the Federal Law Enforcement Training Center in Glenco, Georgia, and advanced training is received later depending on the individual's posting. Basic training covers federal law, personal protection, and standard law enforcement techniques, with the ubiquitous personal safety and defense training.

Much has been made of the Marshals Service as a protective organization in the past several years, including their presence at abortion clinics in Florida to protect doctors and patients threatened with violence. It must be remembered, though, that their primary training is in apprehension, not protection. Further, the U.S. Marshals Service has a Canadian Mountie-like reputation of "always getting their man", and are known for the dogged and persistent pursuit of felon and escapee alike.

KEIRDON PAYDEN, Sub-office Manager, Laramie, Wyoming, age 48

STR 15 CON 11 SIZ 14 INT 13 POW 11
DEX 12 APP 14 EDU 16 SAN 55 HP 13

Damage Bonus: +1d4

Weapons: 9mm Automatic (HK-P7) 66%, damage 1d10
Small Knife 44%, daamage 1d4 + 1d4
Fist/Punch 69%, damage 1d3 + 1d4
Grapple 38%, damage special
Kick 52%, damage 1d6 + 1d4

Skills: Bargain 33%, Climb 57%, Computer Use 16%, Dodge 48%, Drive Auto 60%, Fast Talk 43%, Hide 47%, Jump 43%, Law 50%, Listen 47%, Persuade 29%, Psychology 53%, Ride 54%, Sneak 41%, Spot Hidden 63%, Track 74%; Languages: English 65%; Lakota 23%



The Armed Forces

Herein are contained rules and background for incorporating the American military into modern campaigns.

THE MILITARY in our modern world is one of the most visible, expensive, and oftentimes controversial national institutions. Military organizations increasingly are microcosms of society, particularly in the industrialized nations of the world. This is not surprising—the military has everything: doctors, lawyers, mechanics, secret agents, and police, as well as infantry, jet pilots, and commandos. Since the military of any given country is normally a large employer, providing opportunities for work, education, and career development, and because, in most countries outside of the United States, military service is mandatory for a year or more, the chance of running into someone with military experience is quite high.

In several European countries military service is mandatory for young males for one or two years as enlisted servicemen. Officers are usually drawn from military academies or other locations where an individual has indicated a commitment to the military as a career. Standing armies are generally small in this context, being voluntary and professionally oriented, depending on the reserves in times of trouble. Militaries in parts of Asia, Africa, and Latin America follow the general European pattern of organization, but these armed forces are quite distinct in their mission from their European counterparts.

Corrupt Militaries

Outside of the modern industrialized countries the military's role frequently is to protect the interests of the ruling elite from those of the general population, rather than to protect the population as a whole. There are many corrupt militaries that serve the vested interests of the wealthy, the influential, and the criminal (quite often all one and the same). Most such regimes are in a constant state of conflict with those who oppose their domination. Frequently, these militaries have at their disposal state-of-the-art equipment and munitions that have been obtained from the world's arms market with or without external aid from the former Cold War giants. Discipline, esprit de corps, and professionalism vary in these armed forces, but those officers and soldiers which have been trained by former Cold War allies are often among the best in the world. Most military troops, however, are poorly trained, poorly motivated conscripts who serve out of fear and a sense of knowing where their next meal comes from.

Military Service in the U.S.

In the United States military training and experience is voluntary and, in fact, many individuals fund their college education by dedicating four or more years to military service. Additionally, many former military service personnel, as well as lifelong "weekend warriors", serve in the Reserves and National Guard. The Guard and Reserves usually act in supporting roles for military operations and are employed in a variety of disaster relief roles. The military in the United States is dedicated to serving the interests of the nation, usually under the supervision of the civilian administration, and builds soldiers on a model of honor, duty, and country.

There are problems, however. While the military urges its soldiers to strive for some of humanity's highest goals, it also demands that they surrender themselves to some of its basest motivations—to kill without remorse, to dehumanize the enemy, and to follow orders without thought. While there is much to be said of the nobility inherent in service and sacrifice to the military, one cannot escape the inherent brutality which is enshrined in its rituals, training, and goals. These factors are as present as the precepts of duty, honor, and country.

Still, if the armed forces must appeal to and embrace the darker traits of humanity, as an institution, it has also provided significant opportunities to overcome adversity through career choices. The military in the United States strives to offer its troops unlimited opportunities, making it a curious bastion of both liberalism and discrimination. Soldiers from diverse backgrounds have risen to high rank, winning great honors through their service. At the same time, soldiers have been beaten down, abused, humiliated, and destroyed, simply on the basis of their identities.

The military in the United States is a tiny universe, but not an exact replica of U.S. society. It contains in many ways more of the best and more of the worst, and for this reason it is a likely breeding ground for investigators and for inscrutable events hidden from the public eye.

Investigators with Military Backgrounds

Players choosing to make the military part of their background gain a number of advantages. A military background may offer an investigator specialized skills and training in survival and combat, as well as useful and informative contacts. Participation in the Reserves or National Guard will bring routine familiarity with military exercises and weaponry, without unduly keeping an investigator from his main line of work.

There is, however, a price for all of this. As a branch of the federal government the military keeps extensive records, accessible to all other federal and most law enforcement agencies. The investigator who wants to keep his paper trail to a minimum doesn't have a chance. Military service will leave the player exceedingly traceable, if for no other reason than that the military likes to keep track of its own, whether they are currently enlisted or a veteran. Investigators that are active in the military, Reserves, or National Guard are at the beck and call of their government, and must recognize that to a greater or lesser degree, their lives are not their own.

Active military must adhere to the chain of command, and specially trained soldiers such as Rangers, Special Forces, or Intelligence operatives are strictly controlled and are expected to repay the extreme investment Uncle Sam has put into them with absolute loyalty, accountability, and availability. Even if an investigator is only part-time military, he cannot count on having an unencumbered life. Training and practice exercises are mandatory, and missing them, especially without permission, can have severe repercussions. Keepers should remind investigators involved with the military that they can and will be called upon at a moment's notice. Cruel Keepers may wish to make an occasional Luck roll on behalf of the investigators.



Generating Military Characters

The following are basic guidelines for the groups that comprise the United States Armed Forces. Much of the information will also be useful for generating characters from other nationalities, but it may require some adjustment. For many of the backgrounds there are significant skill points available—benefits from rigorous training and heavy investment by the military. Such benefits should be balanced by the requirements the government will exact from such individuals. In most cases, specially trained military personnel should not be available for solving mysteries and investigating Mythos enigmas unless a clear military objective has been identified.

These templates include skill lists on which investigators spend their background points as usual. There are also specialty skills in which the military ensures that the service person has a minimum qualifying level. The investigator either receives the minimum score to meet the level of expertise, or the Keeper may assign a skill percentage within the range of that skill level. Players may assign background points to these skills as well, increasing them from the minimum proficiency level.

SAILORS

These are the enlisted members of the Navy and Coast Guard, from Seaman to Master Chief Petty Officer. They are the basic staff and crew for ships and installations operated by the Navy. Sailors are part of an independent society that has its own police, cooks, mechanics, journalists, and so on.

For career sailors distribute background points as usual. A bonus of 10 points each should be granted to Swim, Navigate, and one Pilot skill. Career sailors also receive three skills, considered their specializations: two at a professional (50%-70%) level and one at an expert (75%-85%) level; these are often interrelated based on the role of the sailor (e.g., a gunnery Petty Officer might have Artillery, Mechanical Repair and Operate Heavy Machinery).

Investigators using the Navy or Coast Guard as part of their background should distribute their occupation background points in their primary occupation. For their military experience they distribute 10 occupation points among their military skills per year in the armed forces (usually a minimum of four years) and gain three skills, considered their specializations, at a novice (20%-40%) level. Add the years spent in military service to the investigator's base age.

Skills: Fist/Punch, Grapple, Handgun, Head Butt, Kick, Knife, Navigate, Pilot Boat, Pilot Ship, Rifle, Sub-machine Gun, Swim, Throw.

Specializations: Accounting, Artillery, Climb, Computer Use, Conceal, Electric Repair, Electronics, First Aid, Heavy Weapons, Law, Library Use, Listen, Machine Gun, Mechanical Repair, Operate Heavy Machinery, Other Language, SCUBA Diving, Sneak, Spot Hidden.

SOLDIERS/MARINES

This background broadly represents enlisted troops from Private to Sergeant Major of the Army, Marines, and Air Force. These individuals are the infantry, armor, artillery, combat engineers, medics, military police, mechanics, and electronic specialists which keep the Army, Marines, and Air Force in business. Many non-commissioned officers (NCO's) are career military, but the bulk of these individuals are short-timers who do their stint and get out to take their skills into civilian life. Most reservists and guardsmen have this sort of background, rather than more intensive specialized training.

To generate career military service personnel, distribute background points as usual. Distribute an additional 50 bonus points among combat skills. Career military also receive three skills considered their specializations at a professional (50%-70%) level; these are often interrelated based on the role of the soldier (e.g., an MP (Military Police)—Law, Psychology, and Spot Hidden; a tank driver—Artillery, Mechanical Repair, and Operate Heavy Machinery; or any other variations the Keeper deems appropriate).

Investigators using the military as part of their background should distribute their occupation background points in their primary occupation. For their military experience, 10 occupation points should be distributed among their military skills per year in the armed forces (usually a minimum of four years) and investigators also gain three skills considered their specializations at a novice (20%-40%) level. Add the years spent in military service to the investigator's base age.

Skills: Bayonet, Fist/Punch, Grapple, Handgun, Head Butt, Kick, Knife, Rifle, Submachine Gun, Throw.

Specializations: Accounting, Artillery, Computer Use, Conceal, Drive Auto, Drive Motorcycle, Drive Tank, Electric Repair, Electronics, First Aid, Heavy Weapons, Law, Library Use, Listen, Machine Gun, Mechanical Repair, Navigate, Operate Heavy Machinery, Other Language, Sneak, Spot Hidden.

Corporal GUADALUPE "Lupe" SALAZAR, U.S. Army MP, Fort Bliss, Texas, age 20

STR 12	CON 13	SIZ 11	INT 12	POW 10
DEX 14	APP 15	EDU 13	SAN 50	HP 12

Damage Bonus: None

Weapons: Beretta Model 92S 9mm 80%, damage 1d10
Nightstick 50%, damage 1d6 + db
Fist/Punch 75%, damage 1d3 + db
Grapple 80%, special
Kick 50%, damage 1d6 + db

Skills: Computer Use 60%, Drive Motorcycle 70%, First Aid 40%, Law 50%, Listen 40%, Rifle 60%, Spot Hidden 45%, Submachine Gun 50%, Throw 70%; Languages: English 65%, Spanish 40%



OFFICERS

Officers come from many different backgrounds, although the bulk of the officer corps are compiled from ROTC (Reserve Officers Training Corps) programs at universities and officer training schools that promote from the enlisted ranks. A few prestigious and elite officers, perhaps 10%-20%, come from military academies. In the United States, these include the Air Force Academy, Annapolis, the Coast Guard Academy, and West Point.

Officers, whether in the Air Force, Army, Marines, Navy, or Coast Guard, provide the basic leadership and administration for their branches of the armed forces. They also provide the doctors and lawyers which serve the military community in times of war and peace. Many officers receive even more specialized training as pilots and leaders of commando and Special Forces teams, and they are covered under the descriptions of those backgrounds.

Career officers distribute their background points as usual. They get 50 bonus points to distribute among their administrative or command skills (e.g., Computer Use, Persuade, etc.). Career officers also start with three specializations at a professional (50%-70%) level and one at an expert (75%-85%) level. At the Keeper's option, graduates of the prestigious military academies may add 10% to their Credit Rating.

Investigators having formerly been a military officer distribute their occupation background points in their primary occupation. For their military experience they distribute 10 occupation points among their military skills per year in the armed forces and gain four skills considered their specializations at a novice (20%-40%) level. Add the years spent in military service to the investigator's base age, with a minimum of four years.

Skills: Accounting, Computer Use, Credit Rating, Dodge, Fast Talk, Fist/Punch, Grapple, Handgun, Head Butt, Jump, Kick, Navigate, Persuade, Psychology, Rifle, Submachine Gun.

Specializations: Bargain, Hide, History, Medicine, Law, Library Use, Listen, Other Language, Pilot Boat, Pilot Ship, Sneak, Spot Hidden.

INTELLIGENCE

Military planning relies heavily on information gathered by its own network of operatives and contacts and processed by its analysts. While some intelligence does come from the CIA and NSA, the different armed forces in the United States train and maintain their own intelligence personnel in espionage, satellite data analysis, reconnaissance, and tactical analysis of conventional and unconventional conflict zones. Organizations include the Defense Intelligence Agency (DIA), which coordinates military intelligence and assigns military attachés to U. S. embassies; the U. S. Army Intelligence and Security Command (INSCOM); the Office of Naval Intelligence (ONI); the Air Force Intelligence Service (AFIS); the National Reconnaissance Office (NRO), which runs spy sat-

ellites and military payloads in the space program; and U.S. Marine Corps Intelligence.

There are also investigative arms for each branch of the armed forces: Criminal Investigative Division (CID) in the Army, Naval Investigative Services (NIS) for the Navy and the Marines, Office of Special Investigations (OSI) in the Air Force, and Coast Guard Investigations (CGI). During peacetime they deal primarily with internal affairs, but in time of war they can also be called upon for intelligence duties.

For officers, distribute background points as usual. Divide 50 bonus points among knowledge skills (e.g., Library Use, Other Language, Psychology, etc.). Pick three specializations to start at a professional (50%-70%) level. For enlisted personnel, generate as per the instructions for Soldier/Marine, but use the skills and specializations lists below.

Skills: Computer Use, Fist/Punch, Grapple, Handgun, Head Butt, Kick, Library Use, Other Language, Persuade, Psychology, Rifle, Submachine Gun, Throw.

Specializations: Accounting, Disguise, Electronics, Forgery, Law, Locksmith, Medicine, Navigate, Sneak, Spot Hidden.

Lieutenant HAROLD FONG, CGI Detective, Coast Guard Island, Alameda, California, age 25

STR 10 CON 14 SIZ 15 INT 15 POW 12
DEX 13 APP 10 EDU 16 SAN 60 HP 15

Damage Bonus: +1d4

Weapons: Beretta Model 92S 9mm 70%, damage 1d10
Fist/Punch 60%, damage 1d3 + db
Grapple 50%, special

Skills: Accounting 45%, Computer Use 50%, Credit Rating 20%, Drive Automobile 50%, Dodge 36%, Fast Talk 40%, First Aid 50%, Law 75%, Library Use 50%, Listen 50%, Locksmith 20%, Mechanical Repair 30%, Navigate 40%, Persuade 60%, Photography 50%, Psychology 55%, Rifle 45, Sneak 50%, Spot Hidden 50%, Submachine Gun 45%; Languages: Chinse (Cantonese) 40%; English 75%



PILOTS

Pilots serve in all branches of the armed forces, be they of jet fighters, bombers, transports, reconnaissance planes, or helicopters. All play a vital role in military missions, but the fighter jocks tend to be the darlings of the armed forces. These pilots are also officers, but receive special treatment and consideration because of their extensive education and training. Note: Pilots must usually not be over SIZ 15 and must have a minimum INT and DEX of 15. They also must have a minimum uncorrected vision of 20/20.

Pilots distribute background points as usual. They receive 75 bonus points to distribute only to piloting and piloting-related skills. Pilots choose one specialization to start at a novice (20%-40%) level, and one at a professional (50%-70%) level.

Skills: Computer Use, Dodge, First Aid, Fist/Punch, Grapple, Handgun, Head Butt, Jump, Kick, Navigate, Parachute, Pilot Airliner, Pilot Civil Prop, Pilot Helicopter, Pilot Jet Fighter, Rifle, Spot Hidden, Submachine Gun.

Specializations: Electrical Repair, Electronics, Heavy Weapons, Listen, Machine Gun, Mechanical Repair, Psychology, Sneak, Swim.

Major ROBERT FRANKLIN, Air Force Pilot, Special Test Squadron Leader (Area 51), Groom Lake, Nevada, age 30

STR 11 CON 12 SIZ 10 INT 15 POW 13
DEX 16 APP 13 EDU 20 SAN 65 HP 11

Damage Bonus: None

Weapons: Fist/Punch 75%, damage 1d3 + db
Beretta Model 92S 9mm 60%, damage 1d10
Grapple 45%, special

Skills: Computer Use 70%, Credit Rating 35%, Dodge 62%, Fast Talk 55%, First Aid 50%, Heavy Weapons 60%, Jump 65%, Listen 50%, Machine Gun 40%, Navigate 80%, Parachute 60%, Physics 35%, Pilot Jet Fighter 85%, Spot Hidden 60%, Swim 45%



RANGER/AIRBORNE COMMANDO

These are elite fighting forces, used for both frontal assaults and missions behind enemy lines. They must be ready to participate in reconnaissance, raids, disruption of enemy communications and supplies, and spearheading major offensives at a moment's notice. In general, Rangers/Airborne Commandos are voluntary career choices.

Distribute occupation points as usual. Add 75 bonus points distributed among any combat or survival skills. Take one specialization at a professional (50%-70%) level and one at a novice (20%-40%) level.

Skills: Bayonet, Climb, Conceal, Dodge, Fist/Punch, Grapple, Handgun, Head Butt, Heavy Weapons, Hide, Kick, Knife, Listen, Navigate, Parachute, Rifle, Sneak, Spot Hidden, Submachine Gun, Throw.

Specializations: Computer Use, Demolitions, First Aid, Machine Gun, Martial Arts, Mechanical Repair, Operate Heavy Machinery, Other Language, Psychology, Tracking.

SPECIAL FORCES/SPECIAL OPERATIONS

Special Operations, or Special Forces, personnel are the elite of the elite. These are the most highly trained and experienced NCO's and officers in the armed forces. They are trained for a variety of missions, including counterterrorism, counterinsurgency, low intensity conflict, sabotage, training of insurgents, support of espionage missions, assassination, and any other mission deemed nearly impossible. These are all-volunteer forces made up of career soldiers who are superior in every way; the training is difficult and frequently dangerous. Any investigator with this as his (or much less frequently her) background

will be a very skilled character capable of wreaking havoc in most conventional and unconventional situations, and will therefore be watched and counted on by the government. Special Operations forces in the United States include the Delta Force, the Green Berets, Special Operations Squadrons, Aerospace Rescue and Recovery Squadrons, Navy SEALs, and the Marine Corps Force Recon. Other countries with similar forces include the UK's Special Air Service (SAS) and Royal Marine Special Boat Service (SBS); France's Groupe d'Intervention Gendarmerie Nationale (GIGN); Israel's Unit 269, Sayaret Matkal, and Kommando Yomi; and Russia's Spetsnaz units.



Note: To have this occupation the investigator must have a minimum CON, INT, and EDU of 15. Remember, these operatives are valued and watched closely by the government and are not free to act too independently.

Special Operations characters get double occupational background points (40 x EDU). They also receive two specializations at a professional (50%-70%) level and two at an expert (75%-85%) level. Officers frequently hold advanced degrees, sometimes multiple ones.

Skills: Climb, Computer Use, Conceal, Demolitions, Dodge, Electrical Repair, Fast Talk, First Aid, Fist/Punch, Grapple, Handgun, Head Butt, Heavy Weapons, Hide, Jump, Kick, Knife, Listen, Machine Gun, Martial Arts, Mechanical Repair, Navigate, Psychology, Rifle, Shotgun, Sneak, Spot Hidden, Submachine Gun, Swim, Throw, Track.

Specializations: Artillery, Disguise, Electronics, Forgery, Locksmith, Medicine, Operate Heavy Machinery, Other Language, Parachute, Pilot Boat, Pilot Civil Prop, Pilot Helicopter, Pilot Jet Fighter, Scuba Diving.

Lieutenant ERIC WEST, USN SEAL, SEAL Team Two, on Assignment in Persian Gulf, age 28

STR 16	CON 18	SIZ 15	INT 16	POW 15
DEX 15	APP 14	EDU 18	SAN 75	HP 17

Damage Bonus: +1d4

Weapons: Fist/Punch 60%, damage 1d3 + db
Grapple 60%, special

Kick 60%, damage 1d6 + db
Knife 50%, damage 1d4 + 2 + db
Others as required for mission completion.

Skills: Climb 60%, Computer Use 25%, Conceal 50%, Demolitions 60%, Dodge 60%, Fast Talk 50%, First Aid 50%, Handgun 60%, Heavy Weapons 60%, Hide 55%, Islamic Literature 48%, Jump 50%, Listen 50%, Martial Arts 40%, Navigate 50%, Pilot Boat 75%, Pilot Helicopter 50%, Psychology 60%, Rifle 60%, Sneak 50%, Spot Hidden 50%, Submachine Gun 70%, Scuba Diving 50%, Swim 50%, Throw 55%, Track 25%;
Languages: Arabic 75%, English 80%



The Reserves and National Guard

Investigators may be members of the Armed Forces Reserves or National Guard. They are required to participate



in frequent (once or twice a month) weekend training and practice sessions, and also are expected to attend yearly maneuvers which may take a week or more. Unless part of a story, there is no need for the Keeper to role-play these exercises, but participating investigators should be credited with using their military skills and receive experience rolls in the ones that the Keeper deems were challenged during the various drills. For monthly service this may be one to three skills. For more advanced and lengthy actions the

investigator may check six to ten skills, always at the discretion of the Keeper. This can be done outside of the main sessions for ease, or perhaps a solo adventure can be run for the investigator.

New Skills

Artillery (00%): With this skill the investigator may operate properly any of a number of large caliber guns, from howitzers and tank guns to autocannons.

Demolitions (00%): Investigators with this skill are able to set explosive charges and create explosive booby traps. They know how to effectively use explosives to demolish vehicles and buildings, and they are aware of how to disarm explosive devices.

Disguise (05%): The ability to change one's appearance through make-up, clothing, accessories, or attitude to avoid notice or to pass oneself off as something one is not.

Forgery (05%): This skill allows the user to create false documents or signatures and have them accepted as genuine.

Heavy Weapons (10%): This covers the use of heavy military support weapons such as grenade, missile, and rocket launchers; flamethrowers; and mortars. These weapons may be of the portable or vehicle-mounted types.

The Police

The continual presence of central authority in daily life, and some of the limits of that authority.

POLICE DEPARTMENTS and divisions vary all around the world, but one thing unifies them all—police stand on the front line between those who are in society and those who, for one reason or another, have been left outside. Most cops will be quick to point out that the average person has no conception of what it's like to be a cop, and, in fact, they're probably right. Most people don't see humanity at its worst on a regular basis, and the few people who do tend to avoid such revelations in the future. The police do this on a daily basis, so it is no wonder the Brotherhood is so tightly knit—soldiers who have survived wars together have relationships closer than most family.

All this being said, the police are infinitely fallible, being human. Corruption exists, in some parts of the world to a ridiculous extent. Resources are often tight, and more often than not the police are called to respond to a symptom rather than the disease. Most policing is reactive rather than preventative, although almost every police

department worldwide strives to change this. It should also be remembered that the police must follow rigid protocols in dealing with suspects and offenders. There is very little room for interpretation of the law or their orders; officers who break protocol or break ranks are very often punished for it, either through peer exile or actual administrative action.

Finally, most police officers see what they do as a job first and foremost. This is not to say that the idealist who wishes to serve society does not wear a badge; rather, it is important to remember that being a police officer is a secure job with a steady paycheck, fair benefits, and possible room for advancement. As a cop, one subscribes to a certain "Us versus Them" attitude that is not at all dissimilar to what soldiers undergo during basic training. Being a member of a unique and special group gives most police officers needed support and comfort. Those who find an additional reward in helping others have a bonus.

What the Police Can and Can't Do

The Police CAN:

- Effect an arrest of a person given probable cause that an infraction of the law has taken place.
- Effect a search and seizure after formally detaining a suspect and obtain physical evidence from that person without consent.
- Effect a warrantless arrest without viewing the commission of a crime but with probable cause.
- Use whatever reasonable non-lethal force is necessary to effect an arrest.
- Seize items in plain view without a search warrant when effecting an arrest.
- Establish brief systematic stops at roadblocks and checkpoints.
- Force an entry only when seeing a crime in progress or with the belief that a suspect is within.

The Police CAN'T:

- Detain a person for a substantial period without furnishing probable cause for an arrest.
- Force an individual to hand over identification or other personal items while not arresting that person.
- Stop a person longer than is reasonably necessary to fulfill the legitimate purposes of the stop.
- Stop an individual on the basis of a hunch or any other non-articulated suspicion.
- Arbitrarily search an individual or her belongings without either effecting an arrest or presenting probable cause.
- Make random stops of vehicles on public roadways.
- Frisk an individual without reasonable suspicion that a crime has taken or will take place.

Of course, this list could go on and on, and these vary from country to country. Most police departments, however, remain very aware of the rights of the individual where such rights are protected by government legislation.

MIRANDA/ESCOBEDO

In the United States, the Miranda/Escobedo decisions of 1966 were received by the law enforcement community as a death blow to the criminal investigation process. At a time when coercion, both physical and psychological, was routinely used in interrogations, the Miranda and Escobedo decisions were delivered by the United States Supreme Court to insure that confessions made by suspects were voluntary. Reasonably enough, the police reaction to the decisions (which required that a suspect know his rights to counsel and silence, and that those rights extended to a police interrogation room) was almost unanimously negative. Who in his right mind would open his mouth and give a confession if he knew that keeping it shut was perfectly legal, and in fact the quickest way out of an interrogation, if not a conviction? Any attorney will tell you that there is no logical reason to speak to a detective in an interrogation without having counsel present.

It's amazing what people will talk about, however, and police detectives, who are veritable professors of human nature, are virtuosos at convincing suspects to sign their rights away in an interrogation. As most crimes are solved on the basis of a confession in conjunction with physical evidence and eyewitness testimony, a majority of crimes in the United States would go unconvicted if the interrogation process was crippled by the spirit of Miranda/Escobedo. Instead, detectives follow the letter of the law, and once they have dispensed with that formality they begin their interrogations in earnest. It is through an act of salesmanship unlike any known elsewhere in history that a detective can convince a suspect to allow an interrogation to take place without representative counsel. All a suspect need do is demand a lawyer and the detective must comply. That's all a suspect need do. But so very often, they just don't, convinced that asking for a lawyer will only make matters worse.

Miranda

The Miranda Warning, as commonly presented in the United States, is similar to this:

- You have the absolute right to remain silent.
- Anything you say or write can and may be used against you in a court of law.
- You have the right to talk with a lawyer at any time, before any questioning, before answering any questions, or during any questions.
- If you want a lawyer and cannot afford to hire one, you will not be asked any questions, and the court will be requested to appoint a lawyer for you.

Detective NICHOLAS TORO, NYPD Twenty-sixth Precinct, age 44

STR 13	CON 13	SIZ 14	INT 12	POW 11
DEX 9	APP 13	EDU 13	SAN 55	HP 14

Damage Bonus: None

Weapons: .38 revolver 52%, damage 1d10
Ithaca Pump-action 12-gauge 42%, damage 4d6
Fist/Punch 49%, damage 1d3 + db

Skills: Bargain 41%, Climb 24%, Computer Use 22%, Dodge 32%, Drive Auto 38%, Fast Talk 42%, Forensics 39%, Law 46%, Library Use 26%, Listen 48%, Occult 18%, Persuade 61%, Psychology 54%, Sneak 17%, Spot Hidden 56%; Languages: English 60%, Spanish 75%



Modern Forensics

Most major police departments now have units specifically trained for crime scene analysis, with professionals whose job it is to deliver a complete forensic evaluation of a crime scene, be it a bedroom, an alley, or the trunk of a car. In smaller rural departments, detectives double up as forensic specialists, lifting prints themselves rather than summoning a specialist to do the dirty work. Forensic work-ups are thorough, supplemented with photographs and drawings of the crime scene and complete inventories of all items at the location. Don't be fooled—these people won't miss much, and they know how to look.

Since the crime scene evaluation is so vital to an investigation, the process is carefully performed, in some cases taking several hours. The investigation of John Wayne Gacy's Chicago basement took over a week, for example. Anything that could be at all pertinent to the crime is examined and recorded.

The forensic process is now a refined one. A mysterious stain can be tested quickly and easily in the field and be identified in a matter of seconds as blood, human or otherwise. Prints can be lifted from almost any surface using the right equipment, and if the equipment isn't available, and the investigation warrants it, the item in question can be forwarded to the FBI labs in Washington, D.C. for further analysis, where the Bureau maintains a fingerprint database with over 193,000,000 prints on file and receives an additional 34,000+ sets of prints each workday. With a fluoroscope and the appropriate aerosol, detectives can determine the existence of blood stains on concrete or other surfaces, even after the suspect surface has been cleaned. The standard paraffin powder-residue test has been replaced by a far more efficient one, using pretreated swabs, that will reveal the presence of gunpowder on a suspect's hands.

Forensic teams will often work a site with vacuum cleaners that hold special bags, in order to collect fibers, hairs, and other human detritus left at the scene for later laboratory analysis and possible matching with a suspect. The effort is significant, but the process is refined, and

such physical evidence is often vital to a detective who wishes to extract a confession.

At the same time, modern ballistics is appallingly comprehensive. If a bullet can be recovered more or less intact, the police will be able to match it to its original weapon if the gun is ever discovered. By the same token, specific weapons may be identified through an examination of spent brass or bullets. Although shotgun slugs cannot be identified through the same procedure, spent casings can be matched to their parent weapon. And if you think the gun is a problem, bear in mind that bullets are manufactured in lots, and lots can be traced to dealers, and dealers can be questioned about who was buying .45 ACP shells in, say, the last month. If the police have a partial description of their suspect, even better.

DNA ANALYSIS

Analysis of deoxyribonucleic acid can positively match a suspect to a crime scene or victim. DNA is unique in all

individuals except identical twins, and may be recovered from blood and other body fluids, as well as tissues and organs. To recover DNA from a strand of hair requires an intact strand, including the root. Specific laboratories are required to extract and analyze DNA, and the process is expensive and not undertaken lightly, although this is changing as its admissibility in court becomes more common. Dr. Alec Jeffreys of the University of Leicester discovered the DNA "fingerprint" in 1984, but it wasn't until a rape case in November 1987 that the procedure was used in court, leading to conviction. The Federal Bureau of Investigation became the first crime laboratory in the United States to offer DNA testing in December, 1988, and in collaboration with scientists from state and local crime laboratories has developed the Combined DNA Index System (CODIS), to be used in grouping serial rape cases and sexual assault cases, and in identifying previously unidentifiable corpses.



Criminals and Crime

Those elements of society that make the world dangerous, some of whom perhaps are under the influence of a greater evil ...

Organized Crime

Organized crime, ever-present in human history, underwent radical growth in the twentieth century. The actual organizations are varied, but all share similar traits, and all, ultimately, have the same goals. Of the hundreds of criminal groups operating in the world today, almost all are influenced by or beholden to one of the Big Three (the Mafia, the Triads, and the Yakuza), and it is this Big Three that collectively have formed what is now referred to as the International Mafia. With the recent addition of various Central and South American drug cartels, most often collectively and erroneously labeled as the Columbians, organized crime affects every government on the planet economically, socially, and politically. While the Mafia, the Triads, and the Yakuza all claim histories ranging back hundreds of years, it has been only recently that law enforcement and politicians throughout the world have begun to identify the scope and nature of this threat. It was the 1980's before the United States government officially acknowledged that the Mafia existed, and even now there are politicians in Italy who maintain there is no such group.

These big three have a vested interest in portraying themselves as the champions of the common man, modern-day Robin Hoods that strike at the rich for the greater equality of all. In each culture this analogy is attempted and it ultimately fails, because the assertion is patently false, and an examination of any of these groups' activities will reveal this. Traditions are paid frequent lip-service in each of these organizations, but even that has fallen away as the younger members wrestle with the modern world, taking whatever they can without consideration of history or appearances. The modern gangster in any of these organizations is more likely to be found in a bank office than in a nightclub, most likely wearing the latest fashions. This is business, and that is foremost on the mind of organized crime. Ultimately, all these groups are concerned with making money, and with that as their common goal, they rarely find themselves in conflict these days. The world seems big enough for them, and they know how to share.

The Mafia

It is generally held that the Mafia began with the Sicilian unification in 1860 that drove the Bourbon monarchy from the island, as a band of freedom fighters that used everything they had to liberate themselves. From this beginning rapidly grew a semi-organized para-military group of families that parceled up portions of that island nation and then began collecting money from a variety of ventures, including extortion, theft, and protection rackets. Those who opposed a particular mafia family's requests were most often murdered outright, publicly and gruesomely. In fact, to be a true *mafioso*—a Man of Honor, or a made man—one must have committed murder. Those who kill with exceptional skill or "style" are called Men of Valor. The prestige and respect granted those with these titles comes from the rather peculiar homicide hierarchy of the Mafia—the more you murder, and the more important the victim, the greater the prestige.

This works exceptionally well, as death is the ultimate tool of any terror organization, and the Mafia has time and again made it clear that they are always willing to kill.

The Mafia is most often seen as two divided organizations, the American and the Sicilian factions. In the 1920's this was the case, with the American Mafia, or Cosa Nostra ("our affair"), existing as a separate entity rising from the immigrant *mafiosi* that fled Sicily when driven out by other families. During Prohibition the American arm flourished, monopolizing trade in bootleg liquor, controlled loan sharking, gambling, and prostitution. The Sicilian arm flourished as well, despite attempts by Mussolini to destroy it, and with the World War II landing of the Allies in Sicily found itself allied with the United States military.

But it was heroin that brought the two arms back together, with a summit organized by Lucky Luciano in Palermo during the fall of 1957. Roughly what occurred was this: The American arm asked the Sicilian arm to take over trafficking and distribution of heroin in the United States, an arrangement that stands to this day. With this decision, Cosa Nostra immediately became subservient to and dependent on the Sicilian Mafia. In return, significant law enforcement pressure was taken off the American arm.

It is estimated that drugs alone make the Mafia the twentieth richest nation in the world. Conservative estimates during the 1980's put Mafia yearly profits at a quarter of a trillion dollars. Europe is considered solely Mafia-held, although both the Triads and the Yakuza have begun to infringe on this sovereignty in the last ten years.

The Triads

Preceded by thousands of years of Chinese secret societies, the Triads were founded in the late seventeenth century, purportedly by five Foochow monks, with the sole agenda of overthrowing the Manchu dynasty and restoring the Ming dynasty to power. The name "Triad" derives from the three basic Chinese concepts of Heaven, Earth, and Man. Bound together through secret oaths and rituals that combine ancestral and astral worship, segments of Buddhist, Taoist, and Confucian philosophies, and a healthy dose of mythology, new recruits must pass rigorous physical tests, swear thirty-six oaths, and often drink blood, either human or animal, to signify not only a blood brotherhood but also the spilling of blood that will result from any violation of their oaths.

Over the next two hundred years the Triads began to realize the immense wealth that could be reaped from criminal pursuits, and more and more of the sects forgot their political agendas and pursued more criminal enterprises. Still, it was the Eight Trigrams Sect—also called the Fists of Harmony and Justice, or the Boxers—that led the 1900 Boxer Rebellion against the European invaders.

Like the Mafia, World War II presented the Triads with an incredible opportunity to increase their scope and profits, most specifically in the field of opium production, recently abandoned by the British. From opium comes heroin, and from heroin comes incalculable wealth. Hong Kong, already a Triad-controlled domain, soon was flooded with more sects of the Triads when Mao Tse-tung came to power on the mainland.

Today, all of Southeast Asia is dominated by the Triads. Most Triad money comes from heroin, and they control the entire process from opium harvests in Thailand and Burma to refineries that process the poppy into injectable and smokable heroin, to the smuggling of the product throughout the world, primarily from Hong Kong. Additionally, the Triads have a brutal reputation in all other criminal pursuits, from a wide-ranging flesh trade that includes white slavery and hard-core pornography to the more mundane pursuits, such as jewel robbery.

Most importantly, the Triads are, by necessity, migrating. With the return of Hong Kong from the U.K. to mainland China in 1997, and then the return of Macao in 1999, members of the various sects are already planning ahead, moving funds and bases of operations elsewhere in the world, particularly into Europe, Canada, and

the United States. Law enforcement agencies in all the areas concerned are only now beginning to realize the threat the Triads pose. Of all organized crime, it is the Triads who are the richest, biggest, and most fearsome, boasting a total membership in the millions, and "cleaning" more than \$100 billion a day through front companies and other "laundries."

THE TONGS

Frequently the terms Tong and Triad are used interchangeably, but there is a distinction. Since the turn of this century, the Tongs have acted as the Triads' "foreign office" for immigrant communities. The Tongs grew from the need of Chinese immigrant communities to have some sort of centralized government and voice when dealing with their host countries, as well as the expected Triad relationship in their new homes. Of all immigrants, the Chinese have traditionally been dealt with most harshly, and especially in the United States, the Tongs acted as a voice for each Chinatown to local government, while providing for their own communities those cultural necessities denied by host law. China has a long cultural history of gambling, and, from persistent British efforts, an acquired opium habit. The Tongs established and maintained gambling and opium dens for their communities. In the U.S., where Chinese immigrants were not allowed to bring women into the states, this diversified into prostitution. Other vices followed.

Today Tongs are seen as legitimate Chinese cultural organizations, and many engage in multiple community and charitable activities. The extent of their current relationships with the Triads remains open to speculation.

The Yakuza

Multicolored full-body tattoos and severed fingertips are the popular hallmark of the Yakuza, but like their brethren in Sicily and Hong Kong, this is more often concealed beneath exquisitely tailored clothing. The missing digits paid to an *oyabun* (leader) for disobedience and the tattoos vowing allegiance and illustrating virility are merely the trappings of a criminal organization as powerful as its brothers. Predecessors of the Yakuza can be traced back to the *kabuki-mono*—"crazy ones"—in 1612 Japan, and it is from these *ronin* (masterless samurai) who looted towns after the Tokugawa Shogunate that they were born. The Yakuza, however, promote the belief that they are the descendants of the *machi-yako*—"servants of the town"—who fought off the crazy ones. This self-delusion is important, because it influences the perception of the Yakuza in Japan to this day. They are promoted in pop culture as chivalrous Everymen, trying to do only the most honorable thing in all endeavors. Whatever their true lineage may be is absolutely impossible to verify.

Nowhere else in the world does any organized crime group have as much power as the Yakuza does in Japan.

They are a fact of life, to such a degree that thoughts of resistance are ludicrously inconceivable. Traditionally ultra-right-wing in their politics, the Yakuza has been behind every Japanese parliament since World War II, when the United States restructured the country. In so doing, they built the Yakuza into the foundation. Practically nothing that earns significant revenue is free from Yakuza fingers. The entertainment industry in Japan is Yakuza-controlled, and this goes some way to explaining the constant films, books, songs, and comics that are produced promoting the noble Yakuza image.

The Yakuza draws half of its income from the staple of modern organized crime, drug trafficking. It was estimated in 1982 that narcotics brought in \$1.92 billion dollars, and there is no reason to assume this figure has dropped. Although this is meager in comparison to the amounts made by the Triads and the Mafia, the amount is still staggering, especially when viewed with an eye to the exclusiveness of the Japanese market. Gambling and a thriving skin trade provide for another thirty percent of Yakuza income, with protection and other practices making up the remainder.



D. Khendup

The nine major Yakuza syndicates boast a membership of roughly 30,000 members, with the Yamaguchi-gumi being the largest and Toa Yuai Jigyo Kumiai the smallest. There are over 2,000 other, minor, syndicates, with another 70,000 or so members. Japanese police have been working furiously since the 1980's to lower these figures, with mixed success.

Perhaps of all organized crime groups, it is the Yakuza that maintains the most rigid controls, due in great part to the cultural emphases on honor and duty. Other than that, their rules are roughly the same as the Triads and the Mafia—a member should never reveal the secrets of the organization, never violate the wife or children of another member, never withhold money from the gang, never disobey a superior, and never, ever, appeal to the police or any other law except their own.

Like the Triads and the Mafia, the Yakuza is diversifying, except that instead of making its way through Europe to the New World, the Yakuza has turned east, sliding into North America first. It was with some alarm in the late 1970's that the U.S. Department of Justice began to realize just how much Yakuza influence was present in Hawaii and California, a situation they have been actively trying to rectify ever since.

Most notorious of all the Yakuza's practices, though, are its adventures in the skin trade. Hard-core pornography is illegal in Japan, and thus this void is filled from overseas. Additionally, live women are imported from overseas, particularly the United States, either with their consent or through trickery. Documented horror stories of women answering casting calls in Los Angeles or San Francisco only to be sent to Japan to work as prostitutes or "hostesses" continue to come to light. This trade, however, is minor compared with the trade in women that exists between Thailand or the Philippines and Japan. The brothels of World War II are still remembered throughout Southeast Asia, and the demand for such exotic women continues.

Urban Gangs

The banding of people for security or comfort is nothing new, and as such gangs are not new either, despite their frequent portrayal as a twentieth century phenomenon. An accurate count of all the different gangs in the world would be impossible, not only because of the sheer number of them but also because of their transitory nature. Technically, the Mafia, the Yakuza, etc. all began as "gangs." Normally found in the more recent immigrant communities, where there is a desperate need for self-protection and validation, modern gangs do differ from their predecessors in two different aspects. First of all, they have many of the obvious benefits of technology, and this most often manifests in a proliferation of weaponry—far

more violent crimes are committed by gangs now than ever before in history, possibly because it is now that much easier to kill, maim, and hurt another person. The second reason is drugs. On the street level, any gang that wishes to survive must deal with drugs. Those that don't will not last long.

The reason for this is simple: Organized crime uses many street gangs, either wittingly or unwittingly, as foot-soldiers. The Triads in particular have been known to cultivate and arm other Asian gangs, playing the cultural biases of one group against another. A Laotian gang turned against a Vietnamese gang will result in furious fighting, as both peoples have long memories of the injustices they have suffered at each others' hands.

This is not to say that all gangs have organized crime ties. Far from it. Rather, most gangs are far more concerned with the day-to-day problems of preserving their honor and territory and, most importantly, protecting each other. Here is the root of all gangs—members support and defend one another against all outsiders for the sake of colors or territory or ideas that ultimately tie more strongly than the bonds of blood. This sense of security, of belonging, is what makes most gangs so appealing and powerful. Ultimately they survive on the basis of their need for one another, a need based, perhaps, in human nature.

Most gang members, whatever their topical reasons for banding together, share certain common traits. A practiced hand at casual violence is common, with experience in a variety of weapons or hands or fists. Knowledge of their immediate territory is complete, down to the names of everyone who lives in each house on each street. All geography is territory-based, and most gang members can tell you where the lines are drawn at any given time. Frequently there is some fundamental schooling, often forgotten, but remembered by others. Illiteracy is common.

The Crips and the Bloods

The most notorious gangs in the United States are the Crips and the Bloods. These are gangs made up predominantly, but not exclusively, of black youths. It is not uncommon for Asians, Caucasians, or Latinos to be members of a Crip or Blood set (a smaller subset of the larger gang). A gang-banger's allegiance is to his gang's colors, not the color of those in the gang, and these colors are what all 'bangers must be willing to die for.

The origins of these two gangs are obscure. Both arose in south central Los Angeles at about the same time, after the Watts riots of 1965. The politically oriented gangs that came out of the riots—the Black Panthers, US, and others—failed to attract much of the area's youth. It is theorized that around 1968-1969 a kid named Raymond Washington put together a group

of youths from Fremont High School in Watts, a small gang that indulged in petty theft and the standard gang practices of territorial/community protection. At the same time in Watts there lived a large population of elderly Japanese, and it was on one night while a group of them were out walking that they were attacked by Washington's gang. The Japanese group started screaming and shouting, driving off Washington and his homeboys and summoning the police. It was during the ensuing explanations made to the cops in fractured English that one of the elderly people described one of her assailants as "a crip with a stick", apparently meaning that one of the homeboys had a bad leg and a cane. A police reporter picked up the term, and the Crips were born.

The Crips continued terrorizing the Watts community and, out of admiration, other sets began cropping up in the area. In Compton, the West Side Crips were formed, for example, by a group of sophomores at Washington High School. It was this group that adopted the color blue, from the blue and white bandanas they used to cover their faces when they went on their little sprees.

In opposition to these West Side Crips, some kids on Piru Street organized into a gang—the original Pirus (there are several now). The bandanas the West Side Crips were wearing also came in red and white; the Pirus started wearing those, claiming red as their color. Roughly at this time the Pirus began calling themselves "Bloods", the word black soldiers had called each other in Vietnam. It stuck.

More and more sets began to spring up, for the most part Blood sets organizing to fight off the rapidly proliferating Crips. Warfare between the Crips and the Bloods was open, until a falling-out occurred between certain Crip sets, and they began fighting among themselves and with the Bloods. In 1991 it was estimated that fifty-six Crip sets ran in Los Angeles alone, some with upwards of 350 members. By this time, gangs of Crips and Bloods had also sprung up in cities throughout the United States, as well as some cities in Europe.

Most Crip names are derived from territorial confines—the Eight-Tray [sic] Crips (83rd Street from Vermont to Van Ness in Los Angeles), the Watts Baby Loc Crips, the Kelly Park Crips, Broadway 52. Blood names are similarly colorful—Skottsdale Pirus, West Side Pirus, Bounty Hunters, Five-Deuce Villains.

Irish and Jewish and Italian youth gangs in the United States eventually evolved into more subdued, at least superficially, organized crime groups. Unlike this past gang pattern, the Crips and Bloods have remained roughly the same for thirty years. They have already raised new generations of gangsters, and while some of the old gangsters have moved on to greener pastures—drug dealing while the younger 'bangers do the footwork, for example—most Crip and Blood sets have not really changed.

Pornography and Drugs

A lot of the money moving in the world today comes from illegal sources of income, and the amount is truly staggering, especially where narcotics and pornography are concerned. Over \$100 billion a day moves between privately owned security companies, keeping the funds clean and safe, and of that figure easily three quarters is from the narcotics trade alone. Between the sale of illegal drugs and the manufacture of pornographic material, the unscrupulous could fund their designs indefinitely.

Pornography

Pornography is a widespread and entrenched industry throughout the world with the manufacture of films, videos, and magazines depicting all manner of soft- and hardcore activities on the rise, partially as a response to the threat of AIDS and partially as a response to the world's changing perceptions of sexuality. Restricted to some degree in all countries except Denmark, possession and sale of pornographic material is punishable in a variety of ways ranging from fines to death, depending on where the infraction occurs. The definition of pornography is amorphous as well, and changes depending on local and federal standards.

As demand increases for pornography, more and more varied tastes are being catered to, from bestiality and pedophilia to sado-masochism and other fetish-oriented material. Some of this material is patently illegal, with depictions of mutilations, rape, and murder. Such illegal material naturally fetches a very high price and is in great demand, especially among the tightly knit special interest communities. Snuff films are widely rumored to exist, especially in South America, although these films of murder and sex shot in 8mm or 16mm have apparently never surfaced.

In addition to the obvious financial benefits that cults would receive from the manufacture and distribution of these materials, another goal can be discerned. Pornography that is directed at deviant behavior and desire can only serve to diminish an individual's sanity and sense of morality. In the last twenty years some psychologists have begun establishing a link between the use of pornography and acts of sexual violence, and it is well known that many serial killers have had extensive porn collections depicting exceptionally deviant acts. By linking sex, a natural act, with any number of unnatural ones, participants may have their disposition turned away from humanity and towards the enemies of humankind that lurk in the skies.

Drugs

Addiction is a powerful force. So is greed. With these two forces married in the drug trade, illegal narcotics have affected all aspects of the late twentieth century, and there is no indication that the problems arising from this union are going to subside. Certainly, drugs are not new. The British alone managed to addict most of China, creating an opium market where none existed before and leaving it behind them when they were driven out of the country in the early part of this century. The scope is enormous—the manufacture and distribution of illegal narcotics may, in fact, be the first truly worldwide industry. From the opium cultivated in the hills of Afghanistan by Pathan tribesmen to the 17-year-old junkie lying in a shooting gallery in Paris, drugs have reached everywhere, crossing all lines of class, race, and belief.

For cultists, the benefits here are plentiful and obvious. The drug trade, being international, allows for communication between organizations throughout the world and the transport of more than just mind-altering chemicals. At the same time, the varied products that are distributed in our cities strike at all humanity, and where addiction fosters, society weakens. The crack used in the inner city to break wills and annihilate hope isn't all that different from the cocaine being snorted by the yuppies in trendy bathrooms in New York. Both destroy will and spirit, and both lead ultimately to death. With the biological nature of addiction as a bonus, what better weapon is there to pave the way for the return of the Great Old Ones (and who knows how drugs came to exist?)

Additionally, drugs which naturally induce hallucinations and visions may, with the proper additions, lead to revelations of a more horrifying kind. A "higher perception" revealed by a particularly treated batch of heroin may leave the user babbling from visions of something piping at the center of the universe. It's not impossible, considering the basic link between religious visions and the use of narcotics.

And the money—never forget the money. A cult funded by even a minute portion of the drug trade has enough financial power to crush almost any individual, and with addicts as shock troops, or at least cannon fodder, willing to do just about anything to get their next fix, the potential for warping people against other people should give us all pause.

Cultists Need Money, Too

It's a capitalist world and money is a way of life. Everything has a price and everything costs something, and cultists need money to pay for their lodging and travel and weaponry and the stranger things that might be required to see their goals reach fruition.

The first thing a modern investigator should do when confronting a new foe is to determine how the organization or individual is funded. Bank statements and tax re-

turns should be reviewed, and perhaps a credit check or two might be made. Most countries regulate their banks and the banking process, tracking deposits and withdrawals in an attempt to monitor the economy, determine appropriate tax rates, and, among other things, spot illegal funds and money-laundering operations.

Not all cultists will be making their money illegally. Many hold regular jobs, as steady employment creates a wonderful illusion of stability. But a regular paycheck may not always be enough, and investigators should be prepared to track supplemental funds from dummy corporation to dummy corporation, from Hong Kong to Canada to Panama before discovering who cut a check in Brussels.

Serial Crime

Much has been made in recent years of serial crimes and offenders. The term "serial killer" was coined by the FBI's Robert Ressler and is best defined as an individual who, for whatever his reasons, is committing murder in a series. Implicit in this is that the series has some sort of unifying logic—for the murderer—and it is through the discovery and subsequent understanding of this interior logic that most serial killers are pursued.

The last fifty years particularly have seen serial crime rates escalate. One clear reason for this is simple advances in communication. Unlike most law enforcement investigators, the serial criminal is rarely tied to one location, and therefore may commit crimes in multiple jurisdictions. Where different law enforcement agencies did not communicate, they had no way of knowing that the crimes being committed in Miami were quite similar to those committed in Dallas. The FBI's VICAP program was developed to solve this problem, fostering greater communication between investigative bodies. In turn, this communication has led to a greater recognition of serial behavior.

Then again, perhaps the times themselves are to blame, at least for the increased numbers of serial crimes. The late twentieth century has by no means been easy on the individual's psyche, and with the mushrooming population, incidences of insanity have certainly risen as well.

Investigators are uniquely placed to investigate serial crime, because the major thrust of such investigation is in the discovery of some hidden unifying factor, a technique not dissimilar to the procedure used to uncover Mythos plots. In fact, many of the clues that alert investigators to potential Mythos activity could easily be perpetrated by a serial killer rather than a cultist. Strange and apparently random murders with mutilation and sexual assault in a series could be the act of a lone, insane individual, or

a whole group of the same. The label for that group is often "cult."

On a fundamental level, perhaps all modern cultists are truly serial criminals, or vice versa. There is really very little difference. Both act on a private agenda known only, ultimately, to themselves. Both are exceptionally skilled at concealing their true natures and motives. Both interact freely with society, and have been known to exercise exceptional charisma and charm. And both have absolutely no regard for other human beings, seeing themselves as certainly different and sometimes, perhaps, as better.

Serial killers in particular pursue an agenda that most often arises from sexual inadequacy, fantasy, and wish fulfillment. Almost without exception, all known serial killers have been the products of dysfunctional families where love and comfort were uniformly denied. All serial killers lack empathy and, in point of fact, must lack it, or else they would not be able to do what they do. Somewhere in the serial killer's development sexual fantasies begin to incorporate violent imagery, far beyond the normal fantasies of adolescents, and these fantasies grow to the point where the victim involved has no purpose other than that of a prop, and certainly is seen to be only that valuable. It has been stated, in fact, that all serial crime is sexual, and that serial killers in particular are acting out detailed and disturbed sexual fantasies that ultimately can never be the experiences they are seeking. This does not mean serial crime must include the actual sex act, but rather that sex is the driver of the vehicle. The nature of the serial insanity is fundamentally this: The reality can never be as good as the fantasy, and therefore the serial killer must try and try again.

MASS MURDERERS, SERIAL KILLERS, AND SPREE KILLERS

The term mass murderer applies to both serial killers and spree killers alike, describing an individual who leaves multiple corpses in his wake. The appreciable difference lies in the methodology of the murderer. Where a serial killer is content to move from one victim to another, rarely claiming multiple victims at a time, a spree killer is far more likely to walk into a fast-food restaurant and open fire with an automatic weapon, attempting to take the life of everyone in his path.

As a result, most spree killers end up taking their own lives, for the nature of their crime is particularly disorganized, at least upon execution. There is little or no concern for actions after the crime has taken place—the murders committed are the terminus of the action. (In fact, some people apparently conduct killing sprees in a deliberate attempt to be killed by police—the phenomenon of "blue suicide.") Conversely, a serial killer is more frequently concerned with continuing his actions and thus with the necessary steps to conceal his crimes, or at least his identity, from the law.

The Personality Profile

By reviewing past crimes and other related evidence, certain professionals can make educated guesses about the nature of the criminal being sought. With the physical description that can be determined from hard evidence (such as height, weight, handedness, perhaps even hair color), the personality profile provides a sense of the actual person—gregarious or shy, quiet or boisterous, married, single, divorced or widowed, transient or local.

Here's an example:

- Victim is a white female, 25 years of age, found in her apartment gagged and bound with duct tape, eviscerated; several internal organs missing including the heart, which was removed intact from the victim's opened rib cage. Very little blood visible at the scene. Autopsy reveals that the mutilations occurred *post mortem*, and the cause of death was a gunshot wound through the left eye at point-blank range with a .22 caliber pistol. No signs of forced entry, and a cataloging of the victim's belongings indicates that nothing is missing but a set of towels from the bathroom and all of the bedclothes.
- Profile is as follows: Suspect is a white male, between 20 and 40 years old, in good physical condition, outgoing, perhaps talkative and funny, owns a car, probably a four-door or a van kept in good condition. Suspect probably holds a white-collar job with some degree of responsibility. Suspect owns his own home or apartment, and keeps the same clean. Suspect may be married, and was perhaps known to the victim.
- Here's why: Suspect is white because very few serial killers "work" outside their ethnic group. Male for two reasons—the first is that there are very few female

serial killers; second, the mutilations described would require a significant amount of upper-body strength, common in the male. Age is a best guess, but due to the physical nature of the crime, the suspect must be young enough still to have the strength required to open the victim's rib cage. There was no forced entry at the scene, so the victim either knew the serial killer or he was able to convince her to let him inside. Since the mutilation was post mortem, and the shot was delivered at point-blank range, the serial killer probably bound and gagged the victim first. This means the killer had his gun with him, and used it to control the victim before killing her. Nothing but the sheets and the towels were taken from the scene, which means that the killer brought his own "kit", including the knife used in the mutilations, the tape, the gun, and any other containers used to carry off the organs. Hence the killer had his own vehicle, one that would be large enough to carry everything required while still concealing it. The missing towels and sheets, in addition to the lack of blood, tells us that the killer tried to keep the scene clean, and possibly showered after mutilating the victim. The killer was rational enough to take away those items that possibly would have left fibers or other telltale details about his person.

Mostly, we know this is an organized person, one whose madness has not interfered with his ability to interact in society. The preparation for the crime indicates this, including the fact that the victim was not beaten or otherwise physically assaulted while alive. The killer managed to control the victim with a tool (the gun) and, likely, words. In fact, the person described could be quite functional at all other times, possibly in a stable marriage, certainly holding a respectable job.

Hit Locations: An Option

Rules which offer more realistic-seeming damage results for Call of Cthulhu, including hit locations for most Mythos monsters.

HIT LOCATIONS ARE OPTIONAL. Any decision concerning hit locations in *Call of Cthulhu* is entirely up to the Keeper. Only he can decide whether added realism is worth the trouble involved.

What Is a Hit Location?

Most physical blows actually must land on a particular part of the body. To simplify the determination of just where, the roleplaying game *RuneQuest* divided the human body into categories of location, which herein have been adapted to *Call of Cthulhu*.

When using hit locations, the successful attacker rolls 1d20 for the hit location of his strike. The following table gives the d20 result necessary to hit a specific area and a description of that area for human targets.

HUMAN HIT LOCATION TABLE

1d20	location	description
01-03	Right Leg	right leg from hip joint to foot
04-06	Left Leg	left leg from hip joint to foot
07-10	Abdomen	hips to just under the floating ribs
11-15	Chest	floating ribs to neck and shoulders
16-17	Right Arm	entire right arm
18-19	Left Arm	entire left arm
20	Head	head and neck

Each hit location has allotted to it an amount of locational hit points. The number of points per location is a function of the individual's total hit points, as shown on the table below. The points allotted to the various locations always add up to more than the character's total hit points.

An attacked, injured, poisoned, etc., character who loses all total hit points is dead. No area of his body may have been completely disabled, but the character still bleeds to death, dies of shock or general trauma, etc.

As a character takes injury, mark off the hit points from the character's statistics. Remember that each point of damage must be marked off twice, once from the location actually hit (the locational hit points), and also from the total hit points ("HP") entry.

EXAMPLE: *There are two kinds of hit points, total and locational. An investigator with 14 total hit points has 5 locational hit points in his abdomen, head, and each leg,*

4 in each arm, and 6 in his chest. The locational points total 34. However, when the investigator loses 14 total hit points, he still dies.

For any human character, find the exact number of hit points per location with the following formulae:

- points per leg, abdomen, and head each equal 1/3 of the total hit points;
- points per arm each equal 1/4 of the total hit points; and
- points in the chest equal 4/10 of the total hit points.

Always round up fractions. For convenience, the actual points per location as derived from total hit points 6 through 18 are given in a table nearby.

CALLED SHOTS

To use the hit location tables in order to hit a specific body section, the shooter must fire only once in a combat round, at half his ordinary DEX rank. He then must roll an *impale*—one fifth or less of his ordinary skill percentage—to hit the intended body part. Otherwise he misses entirely.

EXAMPLE: *Tom has Handgun of 50% and DEX 14. To make a called shot he must wait until DEX round 7, and then he fires. One fifth of his skill percentage is 10; he must roll 10 or less on d100 to hit.*

Effects of Damage

Whenever any injury does damage equal to half or more of the user's current total hit points, check for shock (see the *Call of Cthulhu* rules). A location is considered to be "crippled" if it has been reduced to 0 or fewer hit points. General effects of crippling are discussed below.

A limb cannot take more than twice its undamaged points in damage. Thus, a 3-point leg hit for 7 points subtracts only 6 points from total hit points, the remaining point of damage having no effect. A limb hit for twice its maximum hit points in a single blow is maimed or severed. The victim bleeds away his remaining total hit points at the rate of 1 per combat round until the bleeding is stopped with a successful First Aid roll.

LEG HITS: If a leg is wounded, the victim's movement is halved. Someone with only 1 hit point remaining in his

leg can only move if assisted by another person. If a leg is crippled, the limb is useless and the investigator must fall, not doing anything else that round. The victim may attempt to crawl away or to fight from the ground on succeeding rounds.

ABDOMEN HITS: When the abdomen is at 0 or fewer points, both legs are useless and the victim must fall.

CHEST HITS: When the chest is reduced to 0 or fewer points, the investigator falls and begins to bleed to death at the rate of 1 hit point per combat round. This continues until the bleeding is stopped with a successful First Aid roll.

ARM HITS: If an arm is wounded, halve the victim's percentage skill in any skill requiring use of the injured arm. If an arm is crippled, the limb becomes useless and the investigator must drop anything in that hand.

HEAD HITS: When a target's head is reduced to 0 or fewer hit points, he falls unconscious.

AREA ATTACKS: Many monster attacks do not strike a specific part of the body—the formless spawn's Bite, the dhole's Engulf attack, and the flying polyp's Wind Blast are examples, as are attacks delivered by a colossal monster (a

deep one's Claw attack hits only one location, but Cthulhu's Claw attack destroys the victim's entire form at once). In any such area attack, damage done is subtracted from the target's total hit points, but not from his locational hit points. Application of First Aid is still advised.

If a target wears armor and is hit by an area attack, the armor is effective only if it covers the target's entire body. Even whole-body armor is worthless against monsters such as the shoggoth, which literally sucks its victims apart.

Hit Locations for Monsters

Normally, roll 1d20 to determine location when attacking monsters, just as when attacking humans. However, when engaged in hand-to-hand combat, some monsters are so huge that hit locations are a bit absurd. If an investigator is hacking at a star-spawn's leg with a cavalry saber, don't bother to roll for hit location—the investigator hits the leg he's standing beside.

For unique creatures, such as Cthulhu, Nyarlathotep, or Y'golonac, exact hit points per location are given.

For races of creatures, such as byakhee or deep ones, the hit point fraction per area is given. For instance, the deep one leg hit-point fraction is 1/3, so a deep one with 20 hit points has 20/3 or 7 hit points in each leg (always round up). For creatures, such as fire vampires, which have only one location, the word all is merely noted.

Creatures with the ability to regenerate normally do so separately in each location. Thus, an adult chthonian regenerates 5 points of damage in each injured location each round.

A body area reduced to 0 hit points is crippled and can no longer function. Unless noted otherwise, monsters do not suffer from the effects of bleeding or shock. Tentacles, claws, arms, legs, tails, and wings are considered to be limbs, and so never take more damage than twice their hit points.

WING HITS: Any injury to a flying monster's wing halves its flying speed. If a wing is crippled, the creature is grounded or, if in flight, must glide to a landing. If the wing is maimed or severed (i.e., has taken double damage), the monster falls to the ground.

HUMAN HIT POINTS

	—Total hit points—				
location	6	7	8	9	10
each leg	2	3	3	3	4
abdomen	2	3	3	3	4
chest	3	3	4	4	4
each arm	2	2	2	3	3
head	2	3	3	3	4

	—Total hit points—				
location	11-12	13-15	16	17	18
each leg	4	5	6	6	6
abdomen	4	5	6	6	6
chest	5	6	7	7	8
each arm	3	4	4	5	5
head	4	5	6	6	6

QUADRUPED HIT POINTS

location	1d20	hit point fraction
Right Hind Leg	01-02	1/4
Left Hind Leg	03-04	1/4
Hindquarters	05-09	2/5
Forequarters	10-14	2/5
Right Front Leg	15-16	1/4
Left Front Leg	17-18	1/4
Head	19-20	1/3

Keepers will want to customize the quadruped location table when presenting an unusual four-legged mammal such as the elephant, or in general when using larger reptiles, shifting 1 or 2 points from the body to make up trunk, tail, etc.

SMALLER NATURAL ANIMALS. Animals smaller than dogs (cats, mice, birds, etc.) have total hit points, but not hit locations.

Insect swarms receive the number of total hit points commensurate with their total mass, but no hit locations.

ABHOTH

location	1d20	locational HP
Body	01-20	90

ATLACH-NACHA

location	1d20	locational HP
R Back Leg	01	9
L Back Leg	02	9
R Hinder Leg	03	9
L Hinder Leg	04	9
Abdomen	05-11	20
R Foreleg	12	9
L Foreleg	13	9
R Front Leg	14	9
L Front Leg	15	9
Head	16-20	17

AZATHOTH

location	1d20	locational HP
Body	1-20	300

BYAKHEE

location	1d20	HP fraction
R Leg	01-02	1/3
L Leg	03-04	1/3
Abdomen	05-08	1/3
Thorax	09-13	2/5
R Wing	14-15	1/4
L Wing	16-17	1/4
R Claw	18	1/4
L Claw	19	1/4
Head	20	1/3

CHTHONIAN

location	1d20	HP fraction
Hindbody	01-04	1/3
Midbody	05-08	2/5
Forebody	09-12	2/5
Tentacle 1	13	1/5
Tentacle 2	14	1/5
Tentacle 3	15	1/5
Tentacle 4	16	1/5
Tentacle 5	17	1/5
Tentacle 6	18	1/5
Tentacle 7	19	1/5
Tentacle 8	20	1/5

NOTES: If its hindbody, midbody, or forebody is crippled, the chthonian cannot burrow; its crawling speed is halved until the damage is regenerated. If the creature's midbody or forebody is reduced to 0 or fewer hit points, the creature is incapacitated and can make no attacks until it has regenerated. Damage to a chthonian's tentacles do not count against the creature's hit point total. However, crippling two tentacles reduces by one the number of tentacle attacks the creature can perform each round. Hence, if two tentacles were crippled on a given round, the creature could only attack with 1d8-2 tentacles. A crippled tentacle falls away from the victim.

CTHUGHA

location	1d20	locational HP
body	01-20	130

CTHULHU

location	1d20	locational HP
R Leg	01-02	54
L Leg	03-04	54
Abdomen	05-06	54
Chest	07-08	54
R Wing	09-10	54
L Wing	11-12	54
R Arm	13-14	54
L Arm	15-16	54
Tentacle Mass	17-18	54
Head	19-20	54

NOTES: Cthulhu's hit points are transferred between locations at will. Thus he could shift 53 points from an arm to a leg, giving that leg 107 hit points and reducing the arm to 1. No area may be increased in hit points beyond Cthulhu's total hit point number (no one location may have greater than 540 hit points.) A location may be reduced to 0 or fewer hit points, which incapacitates it.

CYAEGHA

location	1d20	locational HP
Body	01-20	160

DARK YOUNG OF SHUB-NIGGURATH

location	1d20	HP fraction
Legs	01-08	1/3
Each Trunk	09-16	2/3
Tentacle 1	17	1/4
Tentacle 2	18	1/4
Tentacle 3	19	1/4
Tentacle 4	20	1/4

NOTES: A typical dark young has 1d4+1 legs. Divide the "legs" hit location (01-08 on the hit location table) as evenly as possible among the number of legs rolled. Each time a leg is reduced to 0 hit points, reduce the creature's speed by 1. If the dark young has only one leg left, its speed is 1. If all its legs are crippled, it is immobilized. If its trunk is reduced to 0 or fewer hit points, the horror is incapacitated.

FATHER DAGON or MOTHER HYDRA

location	1d20	locational HP
R Leg	01-03	19
L Leg	04-06	19
Abdomen	07-10	19
Chest	11-15	22
R Arm	16-17	14
L Arm	18-19	14
Head	20	19

NOTES: Father Dagon or Mother Hydra's swimming speed is reduced by 3 for each limb crippled.

DEEP ONE

As per human. A deep one's swimming speed is reduced by 3 for each limb crippled. A deep one with only one functional limb swims at a speed of 1.

DHOLE

location	1d20	HP fraction
Tail	01-04	1/3
Hindbody	05-10	2/5
Forebody	11-17	2/5
Head	18-20	1/3

NOTES: When a dhole's tail is crippled, halve its speed. If its head is crippled, the creature can no longer swallow its prey or spit its loathsome goo, but it is not incapacitated. If the hindbody or forebody are crippled, the creature cannot crawl or burrow, but can still attack.

DIMENSIONAL SHAMBLER

As per human.

ELDER THING (Old One)

location	1d20	HP fraction
Leg 1	01	1/4
Leg 2	02	1/4
Leg 3	03	1/4
Leg 4	04	1/4
Leg 5	05	1/4
Torso	06-08	2/3
Tentacle 1	09	1/4
Tentacle 2	10	1/4
Tentacle 3	11	1/4
Tentacle 4	12	1/4
Tentacle 5	13	1/4
Wing 1	14	1/4
Wing 2	15	1/4
Wing 3	16	1/4
Wing 4	17	1/4
Wing 5	18	1/4
Head	19-20	1/3

NOTES: Each leg crippled subtracts one from the creature's walking rate—if all five legs are crippled, it can only slither along at 3 yards per round. Each wing crippled subtracts 1 from the creature's flying or swimming speed. However, if it is reduced to one or no wings, it can no longer fly. Crippling the head or torso incapacitates an Old One.

FIRE VAMPIRE

location	1d20	locational HP
Body	01-20	all

FLYING POLYP

location	1d20	locational HP
Body	01-20	all

FORMLESS SPAWN OF TSATHOGGUA

location	1d20	locational HP
Body	01-20	all

GHAUST

location	1d20	HP fraction
R Leg	01-04	1/3
L Leg	05-08	1/3
Abdomen	09-11	1/3
Chest	12-15	2/5
R Arm	16-17	1/4
L Arm	18-19	1/4
Head	20	1/3

GHATANOTHOA

location	1d20	locational HP
Body	01-20	120

GHOUL

As per human.

GNOPH-KEH

location	1d20	HP fraction
R Hind Leg	01-02	1/4
L Hind Leg	03-04	1/4
Hindquarters	05-08	2/5
R Mid-Leg	09	1/4
L Mid-Leg	10	1/4
Forequarters	11-15	2/5
R Foreleg	16-17	1/4
L Foreleg	18-19	1/4
Head	20	1/3

NOTES: Crippling the hindquarters immobilizes both hind legs and prevents the gnoph-keh from rearing up to attack with all four claws. Crippling the forequarters immobilizes both middle legs, preventing the creature from attacking with the front two paws. The gnoph-keh loses 2 from its movement rate for each leg immobilized or crippled.

GREAT RACE OF YITH

location	1d20	HP fraction
Base	01-04	1/3
Body	05-12	2/3
R Pincer	13-14	1/3
L Pincer	15-16	1/3
Feeding Head	17-18	1/3
Sensory Head	19-20	1/3

NOTES: If the base is injured, the creature's movement is halved; if the base is crippled, it is immobilized. Crippling the feeding head has no immediate effect beyond the hit point loss; crippling the sensory head blinds the creature (it does not incapacitate it, because the Great Race's brains are not in their heads).

GUG

Location	1d20	HP fraction
R Leg	01-03	1/3
L Leg	04-06	1/3
Abdomen	07-10	1/3
Chest	11-15	2/5
R Lower Arm	16	1/4
R Upper Arm	17	1/4
L Lower Arm	18	1/4
L Upper Arm	19	1/4
Head	20	1/3

HASTUR

location	1d20	locational HP
Body	1-14	150
R Tentacle	15-16	30
Center Tentacle	17-18	30
L Tentacle	19-20	30

NOTES: Injury to a tentacle does not affect Hastur's total hit points. If one of Hastur's tentacles is crippled, he can send out a replacement from his body by reducing his body's hit points accordingly.

HOUND OF TINDALOS

location	1d20	HP fraction
R Hindleg	01-02	1/4
L Hindleg	03-04	1/4
Hindquarters	05-09	2/5
Forequarters	10-14	2/5
R Foreleg	15-16	1/4
L Foreleg	17-18	1/4
Head	19-20	1/3

NOTES: Crippling any limb reduces a hound's movement by 5. Thus, after it has lost two limbs, it can no longer move except by flying. Crippling the hindquarters renders both hind legs useless, and crippling the forequarters renders both forelegs useless. Crippling the head makes the creature incapable of attacking with its tongue, but does not otherwise inconvenience it.

HUNTING HORROR

location	1d20	HP fraction
Tail	01-03	1/3
Abdomen	04-08	1/3
Chest	09-14	2/5
R Wing	15-16	1/4
L Wing	17-18	1/4
Head	19-20	1/3

NOTES: Crippling the tail or abdomen prevents the hunting horror from using its tail attack. Crippling the monster's chest or wing prevents it from flying.

ITHAQUA

location	1d20	locational HP
R Leg	01-02	42
L Leg	03-04	42
Abdomen	05-08	42
Chest	09-13	50
R Claw	14-16	32
L Claw	17-19	32
Head	20	42

NOTES: The Windwalker has no feet.

LESSER OTHER GODS

These creatures can come in almost any shape. It is best for the Keeper to develop his own hit location table when needed, perhaps using one of the hit location tables in this essay as inspiration.

LLOIGOR

location	1d20	HP fraction
Tail	01	1/4
R Hind Leg	02-03	1/3
L Hind Leg	04-05	1/3
Hindquarters	06-09	2/5
Forequarters	10-14	2/5
R Foreleg	15-16	1/3
L Foreleg	17-18	1/3
Head	19-20	1/3

MI-GO

location	1d20	HP fraction
R Hind Leg	01	1/4
L Hind Leg	02	1/4
Abdomen	03-06	2/5
R Mid-Leg	07	1/4
L Mid-Leg	08	1/4
Thorax	09-12	2/5
R Wing	13-14	1/3
L Wing	15-16	1/3
R Foreleg	17	1/4
L Foreleg	18	1/4
Head	19-20	1/3

NOTES: Damage to a mi-go's legs or wings do not count against its total hit points. If either hind leg is crippled, the creature cannot stand erect and must crawl on all six legs. If it is reduced to two or fewer legs, it can no longer crawl at all.

MOON BEAST

location	1d20	HP location
R Leg	01-03	1/3
L Leg	04-06	1/3
Abdomen	07-09	1/3
Chest	10-12	1/3
R Arm	13-15	1/3
L Arm	16-18	1/3
Head	19-20	1/3

NOTES: Moon beasts can alter their hit points per location in the same manner as star-spawn.

NIGHTGAUNT

location	1d20	HP fraction
R Leg	01-02	1/3
L Leg	03-04	1/3
Abdomen	05-08	1/3
Chest	09-13	2/5
R Wing	14-15	1/4
L Wing	16-17	1/4
R Arm	18	1/4
L Arm	19	1/4
Head	20	1/3

NODENS

location	1d20	locational HP
R Leg	01-03	10
L Leg	04-06	10
Abdomen	07-10	10
Chest	11-15	12
R Arm	16-17	8
L Arm	18-19	8
Head	20	10

NYARLATHOTEP: The Black Man

location	1d20	locational HP
R Leg	01-03	5
L Leg	04-06	5
Abdomen	07-10	5
Chest	11-15	6
R Arm	16-17	4
L Arm	18-19	4
Head	20	5

NYARLATHOTEP: The Clawed Monster

location	1d20	locational HP
R Leg	01-02	24
Center Leg	03-04	24
L Leg	05-06	24
Body	07-11	35
R Claw	12-14	24
L Claw	15-17	24
Head	18-20	28

NOTES: This entity has a thousand different forms and as many different hit location tables. The above are two sample shapes.

NYOGTHA

location	1d20	locational HP
Body	01-20	60

OLD ONE

See Elder Thing.

SAND-DWELLER

As per human.

SERPENT PERSON

As per human.

SERVITOR OF THE OTHER GODS

location	1d20	HP fraction
Tentacles	01-08	special
Body	09-17	1/2
Head	18-20	1/3

NOTES: Servitors continually form and absorb tentacles. Any hit on one of the creature's tentacles slows the rate at which it is absorbed. Thus, for each tentacle hit which does damage to a servitor each round, the servitor attacks with one less tentacle on the following round. If it were hit once, it would attack with 2d3-1 tentacles next round, instead of the full 2d3. Treat any result less than 1 as 0.

SHANTAK

location	1d20	HP fraction
R Leg	01	1/4
L Leg	02	1/4
Abdomen	03-06	1/3
Chest	07-11	2/5
R Wing	12-15	1/3
L Wing	16-19	1/3
Head	20	1/3

SHOGGOTH

location	1d20	locational HP
Body	01-20	all

SHUB-NIGGURATH

location	1d20	locational HP
Body	01-20	145

SHUDEDE M'ELL

location	1d20	locational HP
Hindbody	01-04	33
Midbody	05-09	40
Forebody	10-14	40
Tentacle 1	15	20
Tentacle 2	16	20
Tentacle 3	17	20
Tentacle 4	18	20
Tentacle 5	19	20
Tentacle 6	20	20

NOTES: As per chthonians.

STAR-SPAWN OF CTHULHU

location	1d20	HP fraction
R Leg	01-02	1/3
L Leg	03-04	1/3
Abdomen	05-06	1/3
Chest	07-08	1/3
R Wing	09-10	1/3
L Wing	11-12	1/3
R Arm	13-14	1/3
L Arm	15-16	1/3
Tentacle Mass	17-18	1/3
Head	19-20	1/3

NOTES: These entities do not have a fixed form and can change their proportions. Do not alter the 1d20 roll (unless you feel especially ambitious). The creature's hit points function as per Cthulhu.

STAR VAMPIRE

location	1d20	HP fraction
R Hind Claw	01-03	1/3
L Hind Claw	04-06	1/3
Hindbody	07-10	1/2
Forebody	11-14	1/2
R Foreclaw	15-17	1/3
L Foreclaw	18-20	1/3

TSATHOGGUA

location	1d20	locational HP
R Leg	01-03	25
L Leg	04-06	25
Abdomen	07-09	25
Chest	10-12	25
R Arm	13-15	25
L Arm	16-18	25
Head	19-20	25

NOTES: Tsathoggua can transfer hit points between locations, as do the Cthulhu and the star-spawn. In addition, he can contract his bulk into a single, round mass, giving him only one hit location containing all his points.

Y'GOLONAC

location	1d20	locational HP
R Leg	01-03	25
L Leg	04-06	25
Abdomen	07-11	30
Chest	12-16	30
R Arm	17-18	19
L Arm	19-20	10

YIG: Human Form

location	1d20	locational HP
L Leg	04-06	24
Abdomen	07-10	24
Chest	11-15	28
R Arm	16-17	18
L Arm	18-19	18
Head	20	24

YIG: Serpent Form

location	1d20	locational HP
Tail	01-06	24
Body	07-14	28
Head	15-20	24

YOG-SOTHOTH

location	1d20	locational HP
Sphere	varies	varies

NOTES: Yog-Sothoth can arrange his 400 hit points among as many spheres as he desires. Each sphere may be attacked separately. He can transfer hit points from sphere to sphere when they are in contact, but the various spheres are often sent flying about separately.

ZHAR

location	1d20	locational HP
Body	01-20	100

ZOTH-OMMOG

location	1d20	locational HP
Base	01-03	30
Body	04-09	45
Tentacle 1	10-11	23
Tentacle 2	12-13	23
Tentacle 3	14-15	23
Tentacle 4	16-17	23
Head	18-20	30

NOTES: If Zoth-Ommog's base is crippled, he is immobilized.

For illustrations of any of the above, refer to the *Call of Cthulhu* rulesbook, pages 91-127.

Story Seeds

These ideas incorporate some of the concepts in this book. Shake well, add your own elements, and then duck.

The Invisible Pattern

The investigators are summoned to meet with Edward Barlow in a local private hospital. Barlow, it turns out, is dying from AIDS. He tells the investigators that he has information regarding a serial killer, but only they will be able to catch him. Barlow cannot go to the police or the FBI, because these killings do not look like serial murders. He tells the investigators that he used to be the serial killer himself, but now someone else has taken his place.

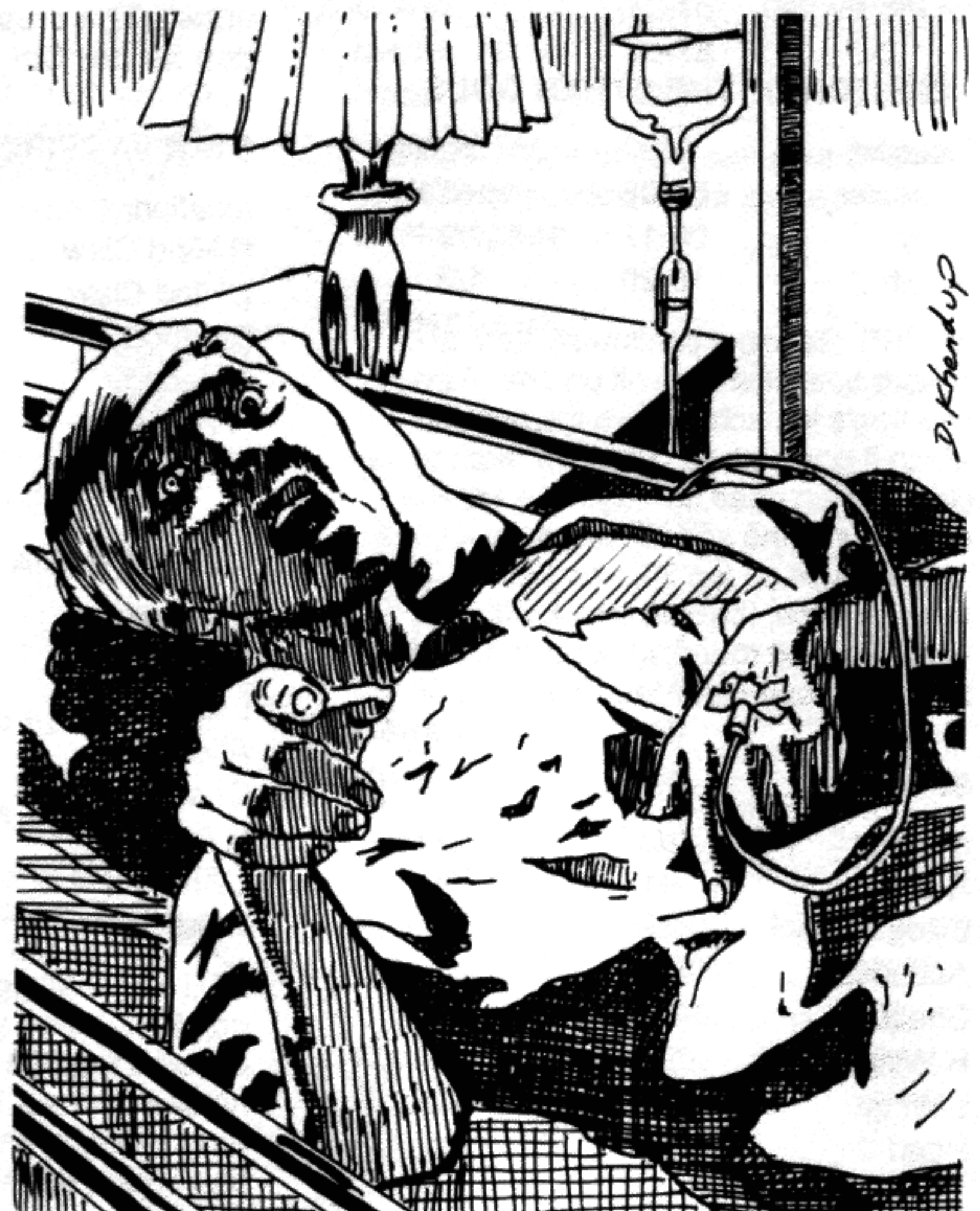
Barlow tells them of his home neighborhood on the east side of Chicago (or any pertinent city), where once there was a witch cult that let "something" through. For the last one hundred years, a man from that neighborhood has been chosen by It (a god, Barlow claims) to do its work. He thinks there were fifty-three killings before he started. He did thirty before he found a way to stop. He tells the investigators that he began killing just as he became an adult, while he was studying to become a researcher in virology. As a result of his profession, Barlow traveled extensively for both research purposes and conferences. He killed almost everywhere he went.

Barlow was also an early researcher in the study of HIV, and he found that while the god would not let him tell his story to anyone, or turn himself in, or kill himself, that it did not strictly regulate his behavior—especially his sexual behavior and the taking of drugs. He therefore purposefully pursued a pattern of behavior to contract HIV. Once he had it and became confined to a hospital ward, he was free.

Barlow knows that someone else from the neighborhood has now taken his place. He dreams about this person, and in fact his only remaining contact with the god is that he sometimes dreams through the killer's eyes. Barlow knows that the new killer is a sales representative for some sort of electronics firm, and that he still lives in Chicago, though outside of the old neighborhood. Barlow has researched the god and the witch cult, and the killings that have occurred after the god left him, with the help of paid assistants and detectives. He believes that the god is trying to come "all the way through" and that the murders are part of the plan. Blood has been spilled all over the continent, and some sort of pattern is forming. Barlow guesses that there are

perhaps ten victims to go, well within the reach of the next year or two.

The investigators must take the pattern Barlow provides from the *Book of Dzyan*, his recollections of his killings, and the research he has done on the past murders to begin the search for the new vessel of the god. Barlow is convinced that the man will be in his late twenties, married, and both heterosexual and monogamous. The god has likely learned to monitor such behavior more closely. The god will protect its vessel, and may risk turning it on the investigators if they become a threat, but will try to remain surreptitious otherwise. The original gate opened in Chicago may be shut down, but that will only prevent another vessel from being selected. This one must be exorcised or destroyed. Of course, the death of the upstanding and sensitive human being that the god has selected may weigh heavily on the investigators' consciences, and may draw unanswerable questions from the authorities.



Death and Taxes

A mobster and his wife have formed a religious cult as a tax shelter. IRS investigators are sent to find holes in the organization and to break the Church of Cosmic Salvation. Several mundane complications exist: The mobster maintains connections with many world organized crime figures with whom he exchanges favors; he also has several local and perhaps even national politicians that are contributing members of his church. All of these figures openly donate to this tax-exempt body and get most of it kicked back under the table. They do not want to have their gravy train derailed.

Further, the church itself is running a variety of illegal activities, including smuggling illegal immigrants into the country for hefty fees or long indenturements, importing and distributing narcotics, and running guns. In this way the money of the faithful increases and multiplies. The books are cooked and the transactions shielded, but the IRS, with help from other governmental agencies, can crack this one.

However, the mobster's wife is an independent woman of the nineties, with her own agenda. A priestess of Yog-Sothoth, her contingent in the church is quite loyal, and even more fanatical than the mobster's followers. They participate fully in all illegal activities, and add a further shopping list of their own in the pursuit of Yog-Sothoth's glory, from human sacrifice on down the line. If the criminals and the politicians make things hard for the IRS, the cultists will only make it worse.

The Director wants a solid case with an FBI-led raid to simultaneously shut down operations at each church location, capturing their records and seizing their assets. The more the investigators look, however, the more they come to one inescapable conclusion—this won't be your ordinary audit.

Better Living through Biotechnology

In Davis, California, there is a lab producing biologically engineered food plants. It is just about to release a newly engineered strain of corn that is heartier, tastier, more storable, and produces a very high yield. It has met all FDA requirements, and has even pleased most concerned environmental groups. There is just one catch—a bizarre mass killing and suicide in the Midwest. Though seemingly unrelated, the perpetrator, Harold Jurgenson, was a member of one of the volunteer test groups that ingested this corn.

The investigators are called in by the coroner to advise on the incident, referred by a mutual friend or professional acquaintance. The deceased spree killer was a fifty-year-old white male who shows strange mutations on parts of his body—scales, incipient gill structure, webbing between his toes. These are not deformities that were previously observed in his medical record. Jurgenson is of Scandinavian heritage, but has never lived near the sea nor any large body of water. His killing spree occurred, however, at the largest water-slide entertainment complex in the state. Witnesses recount him saying, "It's ours. And soon all will be conquered by the waves." At the end of his spree, with a legally obtained and licensed semi-automatic rifle and pistol, Jurgenson plunged himself into the largest pool. For whatever reasons, however, he despaired there, and put a bullet through his own brain.

The only odd event in this man's life was his selection in the testing of the new corn strain. Both sides of his family have been landlocked for several generations. Further research will turn up no other violent sprees in connection with the corn. However, several people on the coasts involved in the testing of the corn have, in both organized and disorganized manners, left their former lives and disappeared.

The chief scientist on the project, Dr. Jeffrey Arnzen, is a priest of Cthulhu, pledged to returning the Great Old One to glory. To this end Arnzen has created a virus which seeks out the genetic material buried in the DNA make-up of human beings which comes from a connection with the deep ones. These recessive genes are copied and made dominant by the virus, taking these otherwise Mythos-free and "normal" human beings and drafting them into the army of water-breathing toad-things that fawn upon Cthulhu.

If the corn becomes popular, everything that it is used in (tortillas, chips, corn meal, grits, cattle feed, corn-fed chicken, movie popcorn, etc.) could come into the human diet and potentially expose unsuspecting repositories of the recessive deep one genes, thus causing painful and occasionally madness-inducing transformations, not to mention embarrassment.

The distribution of the corn must be stopped, the virus destroyed, and the scientist discredited, at the very least. Or else thousands of people will take themselves to the ocean and perhaps the stars will come right!



The Yithian Candidate

The Great Race of Yith, with its mastery of time travel, often seems unified and utopian, if highly alien. That does not mean that there is no conflict played out between members of the Great Race, although the discord may respond to higher harmony. In this case, Yithian minds from the distant past have decided that a higher background radiation needs to build up on Earth, starting in the 1990's, to provide for the proper evolution of suitable hosts for them to flee to in the future.

Another group apparently feels that the 1990's is not the appropriate time to start this particular project. This disagreement, as far as humans can understand it, frames the following adventure.

The radiation advocates of Yith send one of their number to possess the body of an unsuccessful and laughable politician whose career is considered finished. With superior knowledge of time and space, and access to mysterious resources, the possessed candidate begins to make a credible and perhaps unassailable bid for the Presidency of the United States of America. One who was washed up and a late-night talk-show monologue staple is now the coming power, with nothing but rave reviews and a fantastic approval rating paving his way. What he, or rather the Great Race possessing him, will do in office to increase background radiation could be anything from building more fission reactors, to secretly promoting the spread of nuclear technology, to starting a limited nuclear conflict.

Since the opposing members of the Great Race cannot use another possessed individual to counter this threat (since the Great Race would sense one another), human agents are being used instead. A particular agent has been activated, a Special Forces team leader (or SAS, or whatever), who remains in intermittent contact with his masters through the usage of a Yithian communicator. The investigators are members of, or associated with, his team. Their mission: Stop the candidate by any means necessary.

This, of course, does not have governmental sanction, and if the authorities get wind of a rogue special forces team, there will be hell to pay.

In the end, the investigators may neutralize the threat, realize the alien control of their leader, or may just get toasted by their own government. The most hopeful result for humanity would be to get Yithian help to expel the alien intelligence from the politician without killing him, and then to destroy the cell of humans pledged to the Great Race that has tried to control these events, thus giving humanity an additional modicum of free will.

YITHIAN COMMUNICATOR

A Yithian communicator is an intricately carved bronze device surmounted by an attuned jewel; it stands nearly a foot tall when assembled. It allows the user to speak through the space-time continuum to a specific Yithian. When the machine is operating, it emits a low humming noise; a soft white glow emanates from the bottom portion of the device. It may take a few moments for the device to

locate the attuned Yithian; when it does, it projects a holographic image of the Yithian. This being can then see into the time and space occupied by the communicator and can communicate with those around it.

The Yithian can voluntarily break its mental link with the attuned jewel at any time. If this link is broken, the Yithian must forge a new psychic link with another jewel existing in its own space and time.

But Is It Art?

A young, hip filmmaker is on the scene, hailed by critics one and all as the freshest voice of his generation. His films are flashy, occasionally funny, often clever, and always graphic, either in their violence, sexual content, or both. He is leading the way for a small group of other filmmakers, called the Splatter Pack by the trades, all colleagues of his (writers, cinematographers, actors, editors), to what he terms "a new cinematic experience; an elevation of a dying art form."

His film openings are frequently plagued by violence, where waiting crowds have butted heads with other filmgoers or the authorities. An undiscovered pattern exists as well—at least one member of every audience returns to his home to commit an act of violence, and then, in remorse, kills himself. The violent act varies, but always bears some similarity to a scene in the film. Thus far the authorities have not made this connection. Autopsies have shown each perpetrator to have highly elevated adrenal levels in his blood stream, as if reacting to extreme stress.

In fact, the filmmaker is a hack, with little talent but a penchant for blood. It is his friend, another director who has remained discreetly undiscovered, who is pulling the strings, writing the scripts, and editing the films. Through a variety of post-production techniques (subliminal sounds, subsonics, subliminal images), this friend is warping the minds of the filmmaker's audience.

To what end is unclear. The friend may be a tool of the Great Old Ones, indoctrinating a populace with the ideals of violence and anarchy. Or perhaps he is simply a pawn himself, controlled by another power, perhaps a studio head? Cults are not at all uncommon in Hollywood; in fact, many leading actors belong to them. Could all this be a means of recruiting more members into a cult that serves some power outside of humanity? And what will happen when these films start hitting video?

The investigators could be any number of people—relatives of victims or perpetrators who have acted out after one of the filmmaker's shows, or perhaps even fans of the director himself. Perhaps they are connected with the police or Medical Examiner's office in some way, and the results of the autopsies come to their attention.

However they connect with the case, they've a lot of work ahead of them. Repeated viewing of the filmmaker's movies clearly increases one's capacity for violence, and the filmmaker has surrounded himself with people who watch his movies all the time.

Perhaps a new rating system is in order?

Cult of the New Millennium

Founded in 1990 by Adam Searle of Gaithersburg, Maryland, a sometimes artist, bandleader, and philosopher, the Cult of the New Millennium is still small, but it is growing with the intractable persistence of cancer. Initially starting as a cross between a gag and a drinking society, Searle and his friends found themselves wondering what the next 1000 years would bring. Theorizing that evolution would continue, and that the last 1000 years had seen only slow growth on the part of humanity towards a higher life form, the organization half-jokingly dedicated itself to assisting this evolution.

In July of 1991 Searle made a professional visit to London, a trip only scheduled to take him three weeks. He returned in December of the following year a changed man, bearing with him multiple notebooks he had filled during his travels. He now spoke with charisma and incendiary passion of the coming millennium, asserting that he now knew the date of humanity's rendezvous with its destiny: November 1, 2000. He brought with him a Hebrew text, *Ha-Sephe Shel Teefays Or*, or the *Book of the Climbing Light*, a gift from a man Searle would not name.

What was once a recreational diversion became a full-time obsession, and since then Searle, with a growing number of followers, has been crisscrossing the world, recruiting new members, establishing small shrines and teaching his lieutenants at each of these locations the prayers and doctrines that will be used to aid them in their ascension. He has distributed annotated photocopies of the book to many of these shrines, and is rumored to be working on a publishable version on his laptop PC in his spare time. Where Searle has found the money to fund these trips, and how he maintains contact and command over these shrines, is unknown. Current estimates put membership in the Cult of the New Millennium at 250, but this is impossible to verify.

ADAM SEARLE, Leader of Cult of the New Millennium, age 32

STR 11 CON 14 SIZ 10 INT 18 POW 25
DEX 14 APP 15 EDU 15 SAN 0 HP 12

Damage Bonus: None

Weapons: 10mm automatic 42%, damage 1d10 + 2

Stiletto 49%, damage 1d4 + db

Fist/Punch 25%, damage 1d3 + db

Skills: Astronomy 34%, Bargain 27%, Computer Use 42%, Credit Rating 32%, Cthulhu Mythos 24%, Drive Auto 29%, Fast Talk 62%, Hide 33%, Library Use 21%, Listen 72%, Occult 24%, Persuade 49%, Play Guitar 23%, Psychology 68%, Spot Hidden 33%, Write Music 37%; Languages: English 90%, German 29%, Hebrew 47%

Spells: Create/Control Walking Fires (Summon/Bind Fire Vampire), Fire Dance, Mental Suggestion, Raise Ascending Light (Call Cthugha), Raise the Inner Light (Incinerate), Release the Burning (Death Spell), Voice of Ra



Church of the Glorious Return

Deceptively alluring, the Church of the Glorious Return is dedicated to preparing humanity for the Second Coming. Led by the Reverend Samson Garvey and his wife Cassandra, the church stands in woods outside Hyde Park, New York. Built by Jeremiah Garvey, a distant relative of Samson's, its front has always been respectable and never eccentric. Openly, the Reverend and his wife promote a belief in a messianic return, a return that can only come when there is utter harmony between all people. Both are mild, gentle, and unassuming.

Their actual agenda is quite similar to their hidden one, omitting only one rather important step. Before humanity can rise, it must sink as far as possible.

With the help of Samson's ancestors, they have descended quite far, indeed. True inductees of the church have committed acts of debauchery that would have them stoned in a public forum, from cannibalism of infants and the elderly to orgies where bestiality is second only to eccentric torture. The church seeks to accelerate the descent of man and as such has dabbled in all things which might bring this about, from terrorist bombings to drug and weapons sales, from human sacrifice to snuff pornography.

The church has, over the last two hundred years, attempted to move members into every major city in the world. It has done quite well, with members in almost all the major cities in North America and Europe, as well as in Asia. A child abducted in Rome might be spirited to the Hyde Park church within a week, only to be used and then discarded in Mexico City.

The Church of the Glorious Return began as a cult dedicated to the fertility forms of Shub-Niggurath, which brought Samson Garvey's ancestors into contact with the Arkham Witch Cult. Through the tutelage of that body, the Church of the Glorious Return began to diversify, and now has knowledge of many of the Great Old Ones. It was also through alliance that the Garveys began seeking mates for their children. Each son that was chosen to assume the mantle of Reverend found a bride by the grace of the Arkham Witch Cult. Cassandra and Samson are such an arranged marriage.

Visits by the Black Man, while by no means common, have occurred on several occasions. Finally, it was through the Arkham Witch Cult that Samson's ancestors were allowed to copy both the *Gran* and *Petit Alberts*.

The Church's current goals are unknown, but Cassandra has become impatient with her husband, finding him tiresome and foolish. Although he is aware of her feelings towards him, he has done nothing yet. A schism between the two of them, both equally powerful, would certainly destroy the church, but there is no telling what else they might take with it.

Reverend SAMSON GARVEY, leader of Church of the Glorious Return, age 49

STR 8 CON 16 SIZ 12 INT 18 POW 18
DEX 12 APP 7 EDU 12 SAN 0 HP 14

Damage Bonus: None**Weapons:** Walking Stick 56% (enchanted with Enchant Cane), damage 1d8 +1**Skills:** Astronomy 28%, Cthulhu Mythos 24%, Drive Auto 21%, Listen 48%, Occult 44%, Persuade 29%; Languages: Arabic 25%, English 90%, Ghoul 17%**Spells:** Blight Crop, Contact Nyarlathotep, Dread Curse of Azathoth, Enchant Cane, Evil Eye, Shrivelling, Summon/Bind Dimensional Shambler**CASSANDRA GARVEY née White, wife of Samson Garvey, age 28**

STR 10 CON 12 SIZ 10 INT 16 POW 25
DEX 15 APP 16 EDU 17 SAN 0 HP 11

Damage Bonus: None**Weapons:** .25 Automatic 33%, damage 1d6
Knife 29%, damage 1d4 + db**Skills:** Astronomy 35%, Cthulhu Mythos 31%, Fast Talk 32%, Hide 27%, Occult 44%, Persuade 54%, Pharmacy 32%, Poisons 21%, Psychology 18%, Sneak 37%; Languages: English 80%, French 59%, Ghoul 21%, Latin 47%**Spells:** Blight Crop, Call/Dismiss Shub-Niggurath, Contact Nyarlathotep, Dread Curse of Azathoth, Evil Eye, Implant Fear, Shrivelling, Summon/Bind Dark Young, Voorish Sign

Down the Mean Streets

Some Mythos scholars have already commented that with the unchecked growth of mankind and its pell-mell acquisition of new technologies, we may be our own best agents in humanity's destruction. Our cities in particular represent this best, with their crowded conditions and taxed resources. In such stratified environments, it is easy for humanity to revert to its baser instincts of self-preservation and survival. In cities around the world people live lives devoid of true contact and communication with their fellows, easily ignoring what happens all around them, delving instead into the darkness of their own minds.

Specifically of interest are the homeless, those literally without shelter. A worldwide problem, in the United States no accurate census has yet been taken of these disenfranchised people, but estimates of two million individuals are considered by some to be conservative. While many homeless are single males, or individuals suffering from a variety of mental disorders, a great many others are families unable to find affordable housing in the city. Many homeless do in fact hold jobs, yet cannot afford their own residence.

The response to the homeless problem in the last ten years has been weak at best, and while compassionate people have sought solutions, society as a whole has grown tired of the problem and has, in fact, managed to censure itself enough to ignore most homeless. The problem

remains, yet most individuals have turned a blind eye to an entire population, a population separated from the rest of society for economic reasons as much as any other.

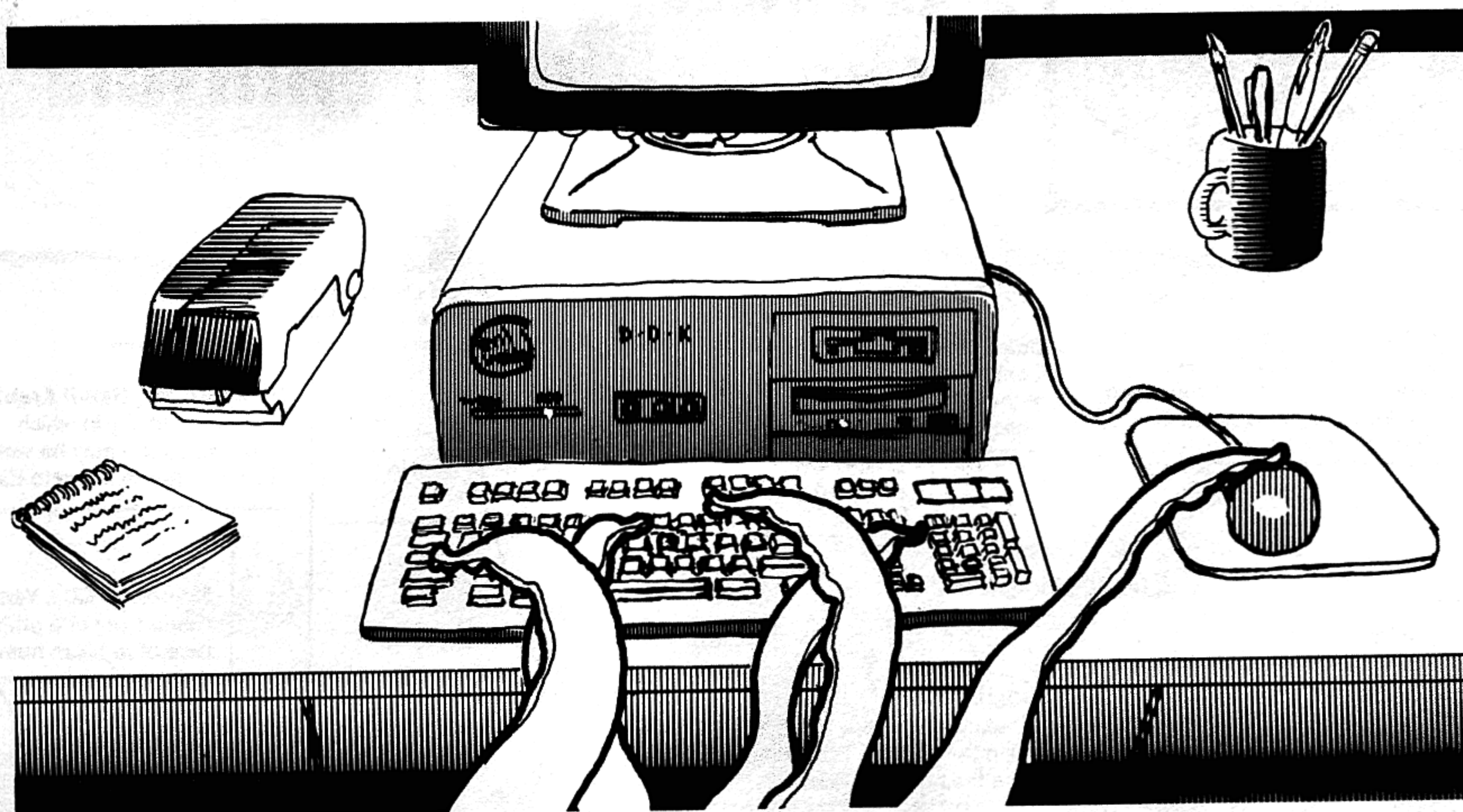
This is an entire population that has been forced out of society—dehumanized to such an extent that perhaps we are thrusting them straight into the hands of the enemy. A shelter is a shelter, after all, even if it is called the House of the King in Yellow. Clothes are clothes, and if reciting a prayer before you are allowed a hot meal is all it takes to get that hot meal, isn't that a small price to pay? Our compassion and energies have failed us; we should not think the same of our foes. And if the homeless do fall prey to cults and other minions of the Mythos, who is ultimately to blame?

Cthulhu ex Machina

One day an investigator is cruising the local BBS and happens upon a new phone number to a mainframe system, "The Fortress of the Unspeakable One." Logging on, the interface is stunning, so advanced it even supplies graphics and sound on-line. Reading some of the public boards, he discovers several interesting dialogues concerning the occult, pornography, the First Amendment, and censorship. The underlying tone of all these messages seems to be that other users are trying to get in good with the sysop (system operator) in order to gain access to other, secret message boards and download sections, and perhaps even to learn the name of the Unspeakable One.

This is only the beginning. Computers have become part of every aspect of daily life, so why should cultists and even Mythos creatures sit this one out? Today's cultists are not only found in crackpot splinter groups, but also in government and corporate environs. The Mythos has always attracted those intelligent enough to know a quick route to power when they see it. A large corporation with access to a Cray supercomputer could be just a front for a very sophisticated cult with networks spanning the globe. Of the many companies called on the carpet in the last twenty years, several of them could easily have been Mythos-sympathetic, if not Mythos-controlled. In the 1990's, though, these companies and cultists are being forced underground again as the truth of their dealings

Hungry? Cold?
Come by for a meal
and a warm blanket
at
House of the King
in Yellow
1234 Main Street
Lunch served
11:30 a.m.-1:30 p.m.
Dinner served
4:30 p.m.-7:00 p.m.
Open to all



comes slowly to light. This doesn't mean they have stopped their plotting; when has it ever? In fact, the only thing this has done is to make certain their plans are even more devious and subtle than before.

Although some might believe that no spell can be bound in a field of 255 characters, computers are now sophisticated enough, at the very least, to scan pages directly from *Cultes de Goules*. With the more powerful audio/visual systems, one might find it possible to access the proper graphic, intone the chant, and light the room (albeit electronically) to set just the right mood for an unsuspecting Mythos minion to be summoned or, more optimistically, banished. The Cray series of computers may even be powerful enough to breach dimensional barriers. Even if a computer alone could not perform such feats, one must never underestimate the insane resourcefulness of cultists who surely are experimenting with such fearful concepts even now.

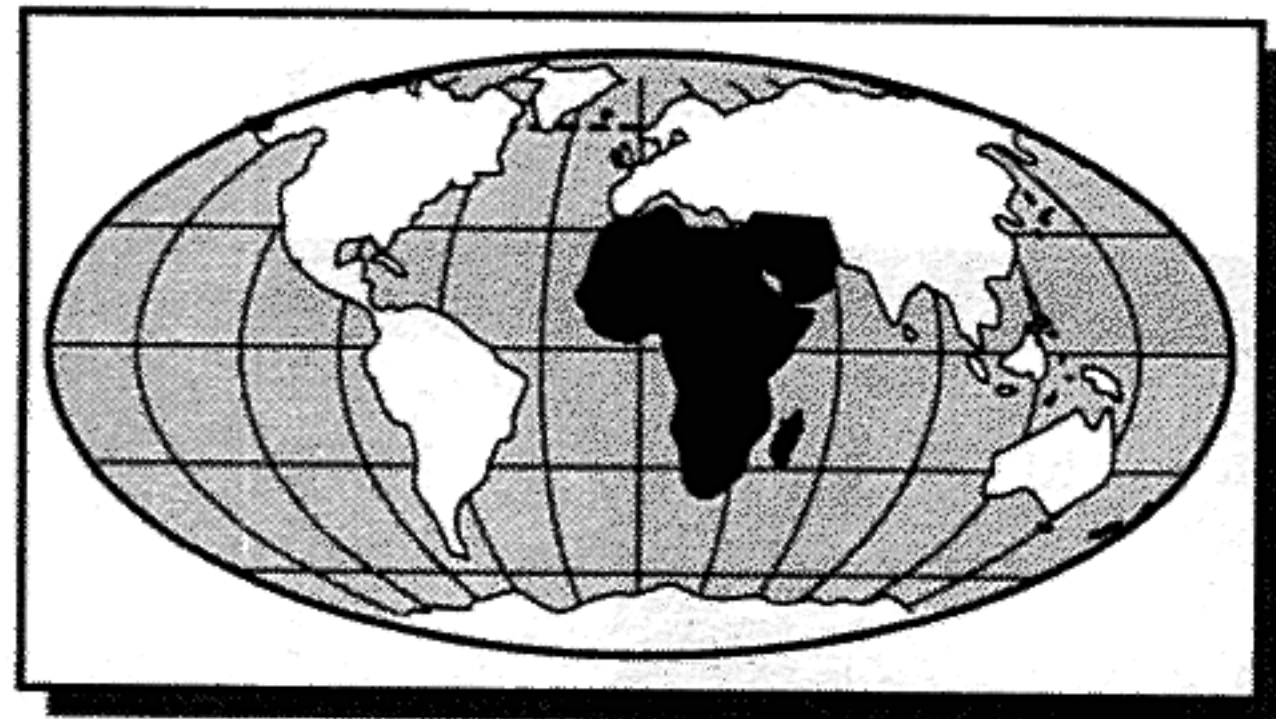
With the immense storage and access capacity of the latest optical storage devices (compact discs that can be both written to and erased), it is now possible to upload not only an entire encyclopedia, but to transfer the same data to a CD-ROM for easy file transfer. If this can be done, with the addition of visuals and sound bites, then so too can *Necronomicon* or any other applicable Mythos tome be stored, with perhaps a hypertext addition of the notes and other marginalia inscribed by the mad professor who undertook the project. If a whole book can be uploaded as such, then it follows that spells distilled from such books could also be saved. Then, perhaps, the disc itself could be magicked and used in place of the spell, or as a component to invoke the same. This would eliminate the need to lug around all of those bulky tomes;

simply pack your CD case and notebook computer, acquire an eye of newt or the odd virgin, and you're good to go. While not all elements of magic could be thus distilled, it would certainly streamline the process. Isn't technology wonderful?

Advances in virtual reality (VR) technology also lend some interesting possibilities for encounters with the Mythos. Designers are already selling full-body suits designed to mimic one's actions in cyberspace, to be viewed through a cyberhelmet. Using such tools, cultists and investigators could enter virtual space. The unwary or unfortunate could be lured into cyberspace via some popular entertainment, or even to just escape the clutches of a Mythos creature (although one shudders to think of what might be happening to the investigator's undefended body). A not-too-crazy cultist or a round-the-bend investigator might try to summon a creature while in virtual reality, and why not? The environment can be tailored to the exact requirements, and even if it did work, it's not real, right? Many might see this as an opportunity to study foreign creatures in a safe setting, if such a setting can indeed be called "safe." If nothing else, such virtual landscapes might provide access to the Dreamlands by their nature as devices that trick the mind into alternate realities.

Next Step, the World!

The following six pages of maps highlight different locations in the world. Some are already connected with the Mythos, while others merely have interesting facts connected with them. Use them as springboards for placing or creating your own scenarios.



Africa & the Arabian Peninsula

Ain Hanech, Algeria.
Tools one to one and a half million years old have been found here, including multi-faceted spheroids of unknown purpose.

Cairo, Egypt.
Center of the cults of Brotherhood of the Black Pharaoh and Children of the Sphinx.

Kara-Shehr, Saudi Arabia.
Also Beled el-Djinn, the "City of Devils." Alhazred calls it the City of Evil.

Harag-Kolath, Saudi Arabia.
Underground city in which Shub-Niggurath may be waiting until Hastur is free to come to Earth again.

G'harne, Mali.
Prehuman city beneath which Shudde-M'ell and the cthonians were imprisoned. The G'harne fragments were found here.

Bubastis, Egypt.
Center of the cult of Bast in ancient Egypt.

Nameless City, Yemen.
Ruined city of a prehuman race of reptilian humanoids.

Ain Hanech

Cairo

Kish

Bubastis

Kara-Shehr

Harag-Kolath

Irem

Nameless City

Kish, Egypt.
Catacombs where Nephren-Ka held the Shining Trapezohedron and the Mirror of Nitocris.

Irem, Saudi Arabia.
City of a Thousand Pillars, mentioned in the *Qur'an* and *Al-Azif*.

T'gaori, Ghana.
City whose people often summoned the Gn'icht' Tyaacht tree spirits to do their bidding.

Omo Valley

Omo Valley, Ethiopia.
Some of the earliest traces of mankind have been found here, dating from 2.5 million years ago.

Geph

T'gaori

Geph, Liberia.
Site of broken columns with images of the Great Old Ones on them.

Mountain of the Black Wind

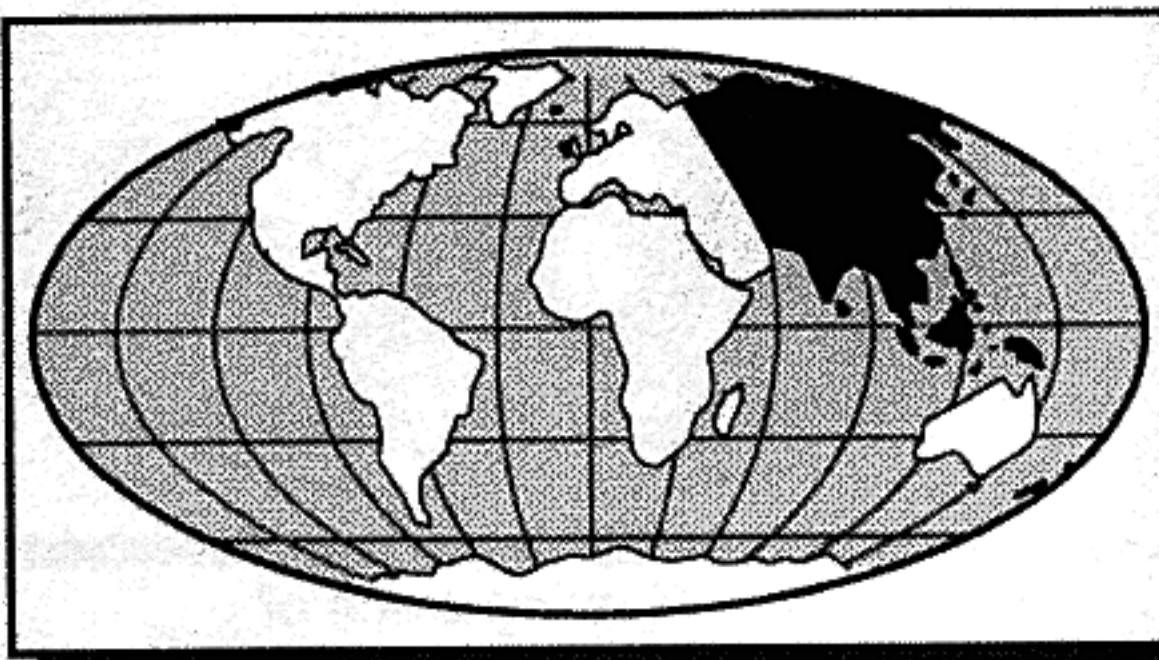
Mountain of the Black Wind, Kenya.
Center of worship of the Cult of the Bloody Tongue.

Olduvai Gorge

Olduvai Gorge, Tanzania.
Several kill sites uncovered here may indicate ancient sacrifices to unknown gods.

Apollo 11 Cave, Namibia.
The beginnings of rock art can be seen here, the earliest visual recording of what man has seen.

Apollo 11 Cave



Asia

Tungus blast zone, Siberia.
Site of a horrific blast in 1908 whose cause is still unverified.

Pazyryk, Altai, Siberia.
Embalmed, tattooed warrior chieftains were found here perfectly preserved, frozen in their burial kurgans.

Tungus blast zone

Pazyryk

Croth, China.
Underground city in the cavern which leads to the Great White Space.

Yian-Ho, China.
Deserted underground city visited by Friedrich Wilhelm von Junzt, where he read the *Ghorl Nigral*.

Nylstrom, Mongolla.
City about 100 miles from Zak. The gaunt people here are likely to have eye disease.

Zak, Mongolla.
Moorish-styled city which is home to almost ten thousand people.

Shamballah, Gobi, Mongolla.
City built by Lemurians, hidden behind a screen of psychic force.

Nylstrom

Zak

Shamballah

Croth
Yian-Ho

Arkan Tengri

Arkan Tengri, China.
Mysterious ruins to the south of the Kunlun Mountains.

Beppu

Beppu, Japan.
Location of several *jigokus*, boiling ponds of gases, hot water, and minerals.

Damb Sadaat, Quetta Valley, Pakistan.
Site of a prehistoric mud-brick building beneath which was found a stone-built hollow containing a human skull.

Damb Sadaat

Alchi

Alchi, Ladakh, Tibet.
Location of several "nomads' tombs." Some of the pottery in the tombs had interesting geometric patterns...

Anak Krakatoa, Sunda Strait, Indonesia.
When it erupted, Krakatoa produced the largest explosion in recorded history. The "Child of Krakatoa" is now building a new volcanic cone.

Anak Krakatoa

Niah Caves, Malaysia.
Massive limestone cave complex used for habitation and burial starting from 40,000 years ago.

Niah Caves



Australia & Oceania

Modjokerto, Java, Indonesia.
A 2 million-year-old decapitated child's skull was found here.

Ponape, Carolines.
Island where Captain Abner Ezekiel Hoag discovered the *Ponape Scripture*, written in hieratic Naacal.

R'lyeh.
Resting place of Great Cthulhu.

Kosipe, New Guinea.
Stone mortars and pestles of elaborate design have been found here. Their significance is still uncertain.

Retoka, Vanuatu.
Island grave of Chief Roy Mata of Efate, who was buried with 35 retainers sacrificed for the ceremony.

Pnakotus, Western Australia.
Buried, destroyed city of the Great Race of Yith.

Uluru, Northern Territory.
Remnant of a 450 million-year-old rock which can be seen from 60 miles distant. One section on the northern face resembles a human brain.

Kenniff Cave, Queensland.
Stone tools dating to 17,000 B.C. have been found here, including some star-shaped implements.

Wattle Flat, New South Wales.
Australia's "blasted heath", the Dead Earth of Murdering Camp, where nothing will grow.

Clogg's Cave, Victoria.
Tools used for flaying skin, dating from 17,000 B.C. have been found here.

Lake Mungo, New South Wales.
Site of the oldest skeleton found on the continent. She was also the earliest known cremation.

Nullarbor Plain, Southern Australia.
Location of five parallel lines up to 248 miles long, visible only from daytime infrared images from space.

Devil's Lair, Western Australia.
The significance of ritual limestone plaques dating from 18,000 B.C. has not yet been determined.

Pnakotus

Uluru

Kenniff Cave

Retoka

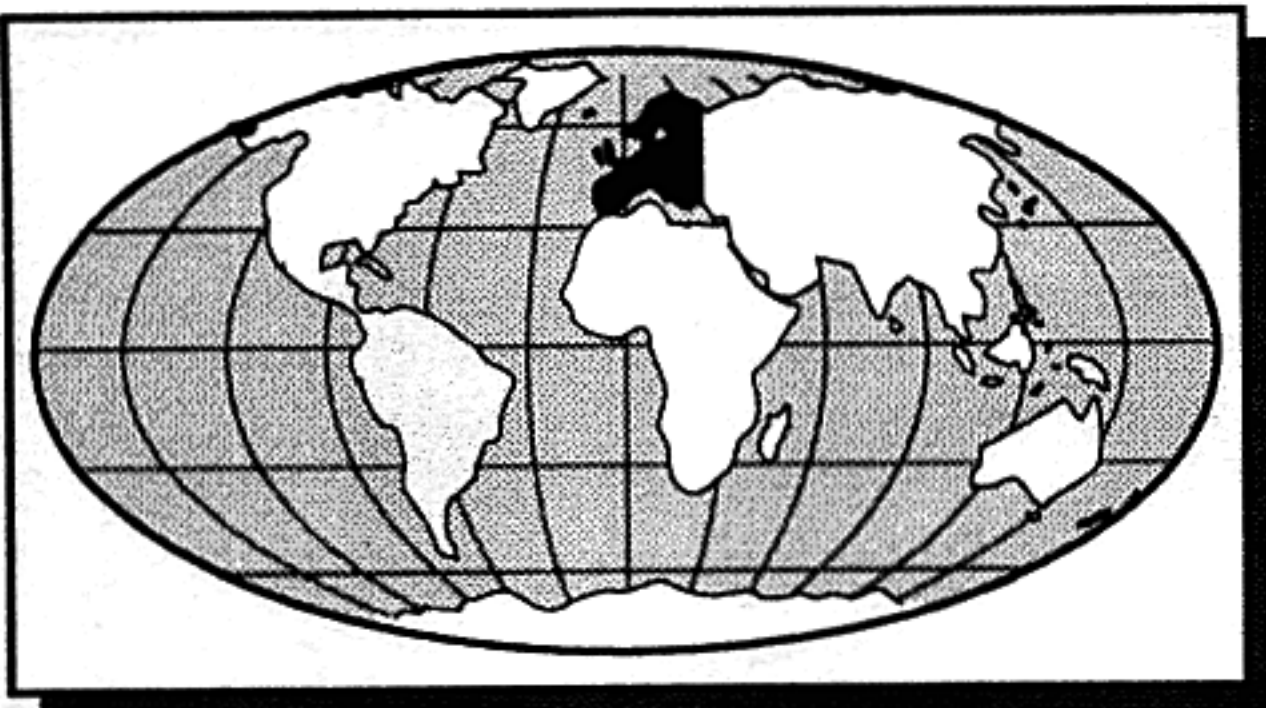
Devil's Lair

Nullarbor Plain

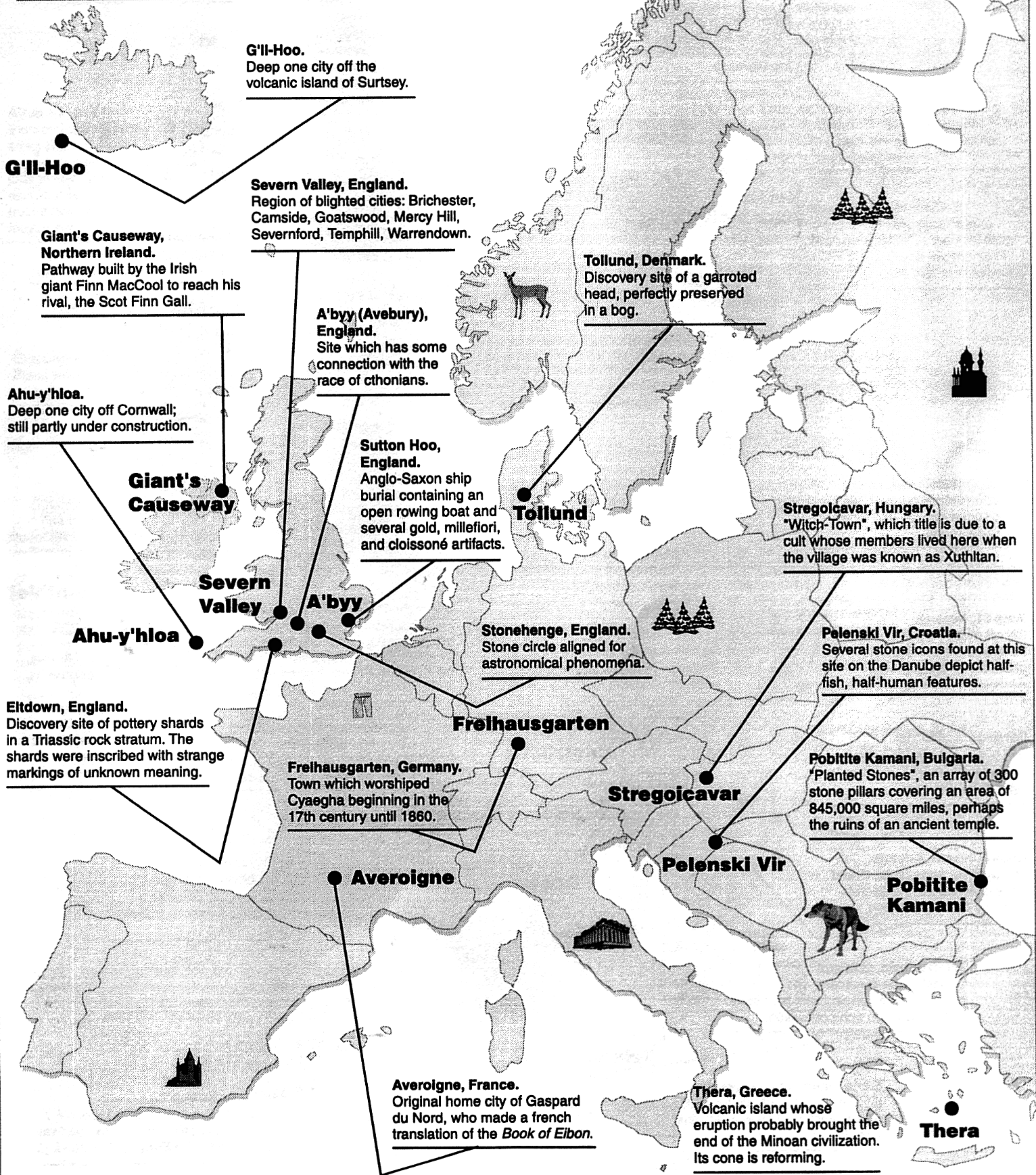
Wattle Flat

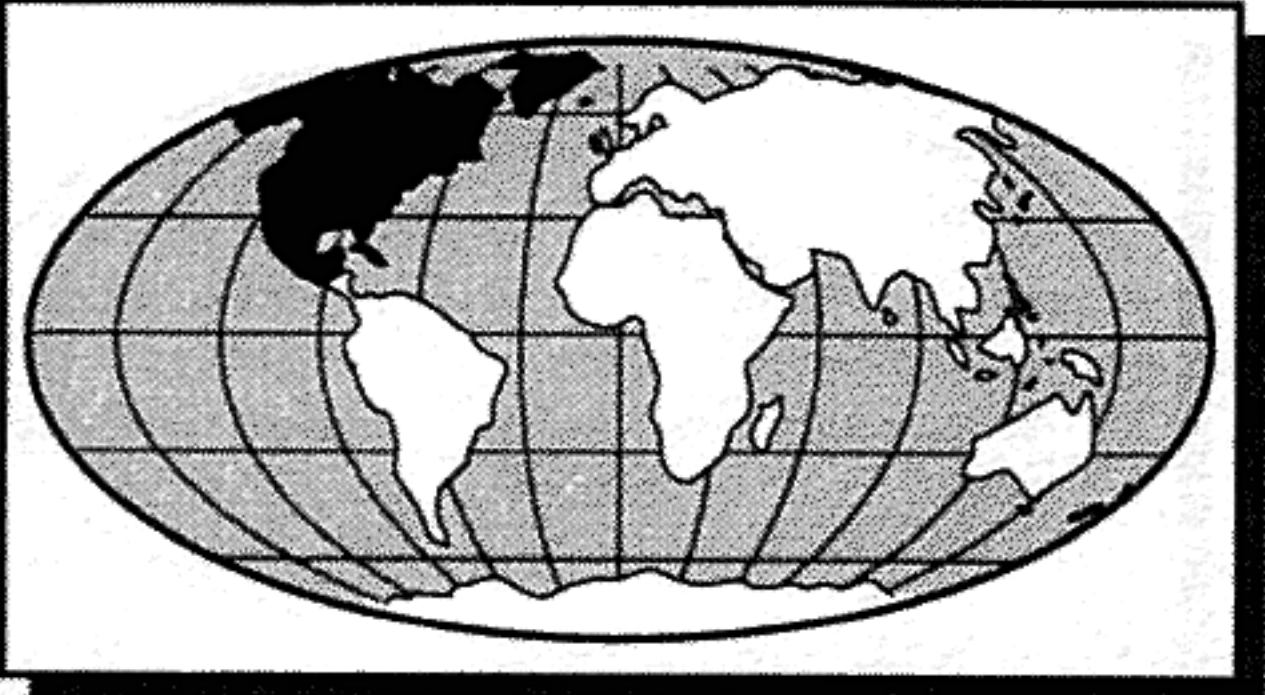
Lake Mungo

Clogg's Cave



Europe





North America

North Hanninah Valley, Canada.
Place where Dr. L.C. Nadelmann of Miskatonic University found the Wendigo.

North Hanninah Valley

Canadian Shield, Canada.
Oldest surface rock on Earth, more than two billion years old.

Canadian Shield

Mt. Shasta, California.
Site of many unexplained disappearances and other phenomena.

Mt. Shasta
Area 51

Area 51, Nevada.
Secret military base in the Nevada desert where UFO phenomena are explored.

Santiago, California.
Site of the Sanbourne Institute of Pacific Antiquities, founded by Carlton Sanbourne II.

Santiago

Grand Canyon, Arizona.
The deepest parts of the Grand Canyon reveal Earth's secrets from two billion years ago.

Grand Canyon

Roswell, New Mexico.
Site of an alleged UFO crash in 1947.

Roswell

Dunwich, Kansas.
Town founded by settlers from Dunwich, Mass.

Dunwich

Jerusalem's Lot, Massachusetts.
Religious community which disappeared after the pastor attempted a ceremony from *De Vermis Mysteriis*.

Providence, Rhode Island.
Location of the Starry Wisdom Cult, which worshiped Nyarlathotep in the mid-1800's.

K'n-yan Entrance

K'n-yan Entrance, Oklahoma.
K'n-yan is a blue-lit underground cavern with a highly developed race resembling American Indians of the area.

Y'ha-nthlei.
Deep one city off of Innsmouth. Though damaged in 1928 and destroyed in 1974, it is being rebuilt.

Y'ha-nthlei

Arkham

Arkham & area, Massachusetts.
Blighted area comprising Arkham, Dunwich, Innsmouth, and Kingsport.

Tzintzuntzán, Mexico.
Capital of the Tarascans, who worshiped the sun and who practiced human sacrifice and perforation.

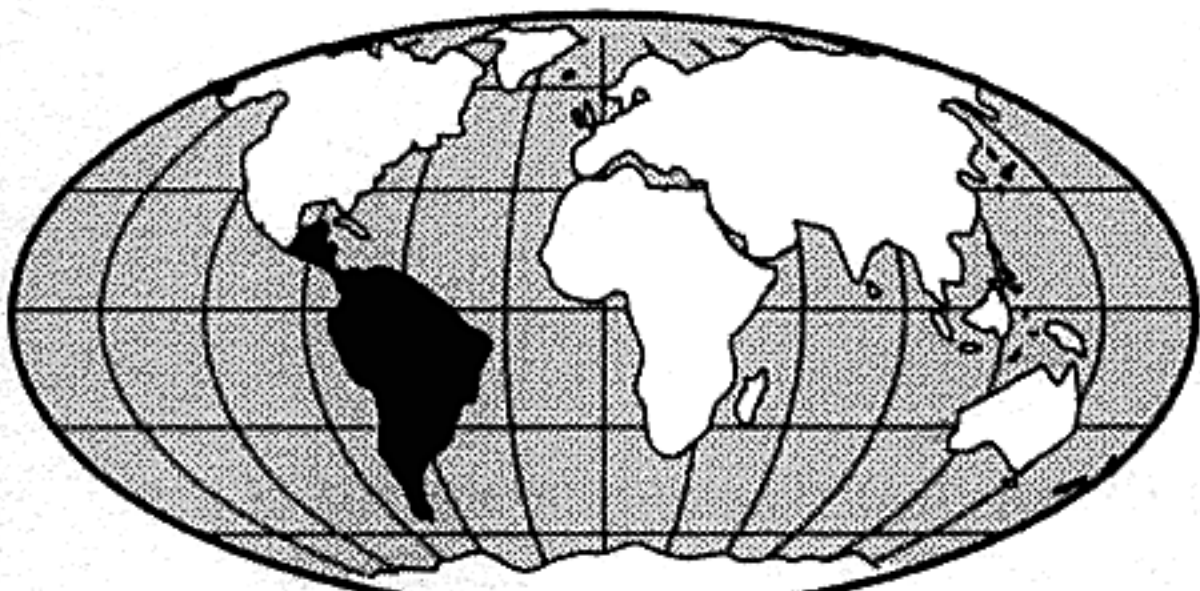
Tzintzuntzán

Santa Isabel Itzapán, Mexico.
Kill site from the 8th century B.C., where butchered animal remains were found.

Santa Isabel Itzapán

Teotihuacán

Teotihuacán, Mexico.
City of massive pyramids in Mexico's great central basin. The central roadway was known as the Street of the Dead.



South America & Central America

Altun Ha

Altun Ha, Belize.

Extraordinarily wealthy small site, where the largest piece of worked jade in Mesoamerica was found—a ten-pound head of the Mayan sun god.

Temple of the Toad

Temple of the Toad, Honduras.

Within the decayed temple is a throne, on which sit the mummified remains of the temple's high priest. He wears a necklace with a gem carved of his god; this gem is the key to the temple's treasure.

Camare, Venezuela.

Oldest of a series of stone tool complexes from about 9,000 B.C., consisting of crude chopping tools.

San Augustín, Colombia.

In the dense forest near this village are more than 300 large stone statues. Unlike other South American areas, designs here are geometric figures. There are also many carvings of frogs.

Camare

Galapagos Islands

Galapagos Islands.

Place where nature and evolution went crazy, creating several strange species.

San Augustín

Chavín, Peru.

The "Great Image" is here: a 14' high stone carving of a deity with serpentine hair, and fangs projecting from a snarling mouth.

Chavín

Machu Picchu

Machu Picchu, Peru.

Location of the Incan 15th century astronomical observatory.

Nazca Plain

Nazca Plain, Peru.

200 square miles of thousands of lines and more than 100 giant figures of animals, birds and plants (all more than 1500 years old) that cannot be seen clearly except from the air.

Pedra Furada, Brazil.

The oldest reliably dated site of human occupation in the Americas (32,000 B.C.). Some fragments of painted rock walls indicate tentacles.

Pedra Furada

Lagoa Santa Caves

Lagoa Santa Caves, Brazil.

Human remains and those of extinct animals dating from 7000 B.C. have been found mixed together.

Tagua-Tagua

Tagua-Tagua, Chile.

Site of ancient hearths and many butchered animal remains from 9000 B.C.

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1990's Handbook

The horrors lurking in the modern world are often a synthesis of the mundane and the monstrous. For example, the concept of snuff films is monstrous, but with such a strong foundation of mundane movies full of graphic sex and violence, we can easily believe in their existence even if we have not seen them ourselves. Susan Smith was to all appearances a loving mother, yet she sent the car with her two young sons in it into a lake and let them drown. If these are part of our world, what other, less understandable, horrors must be waiting for us?

The ideas presented in this book attempt to be both mundane and fantastic at the same time — plausibility is the key.

It is in the details that the horror lies, because it is in the credibility of the details that the fantastic can rise and stand.

This, then, is a book of details, most mundane, some fantastic. They have but one purpose — that of bringing Lovecraft's horror home to us here and now. **THE 1990'S HANDBOOK** is a revision of **Cthulhu Now**, and brings **CALL OF CTHULHU** into the mid-1990's.

New equipment detailed includes surveillance paraphernalia, computers, and lethal and non-lethal weapons. The roles of the government, the military, the police, and crime in the modern world are discussed.

An optional hit location system is presented.

Several scenario storylines are given.



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