

THE GOD THAT ROTS

Introduction

A train carrying “unspecified hazardous waste” derails in an eastern suburb of Los Angeles; Chino, Claremont, Rancho Cucamonga, some place like that. The crash takes place in the late evening, dusk. If you want to make it raining, for better, cooler visuals, be aware that it pretty much only rains during February here in Los Angeles. People are evacuated by federal personnel in HazMat suits. Different agencies are called in. The derailment; deliberate? If so, who did it? If not, who’ll take advantage of the accident? The group behind what’s in container #3 will attempt to shut down the investigation as quickly as possible.

The Temple of the New Flesh was transporting the raw flesh of the oncogene god from the facilities in the Colorado Rockies to new facilities in La Jolla (L A is a railroad switching hub). The Colorado facility was becoming infected by the potentiality of the New God; acolytes and scientists were going mad, spontaneously combusting, cannibalistic: the New God is not a kind and loving god, the riotous madness made flesh; downloaded into the degraded prison that is the meat. It is not happy.

The Temple is trying to stabilize the flesh, the huge tumor, the writhing mass of cancerous flesh that is to be the home of their God on Earth. The first attempts at stabilization in Colorado failed and now the Temple is trying again at the La Jolla facility. If they succeed, the results will not be what they desire. Instead of the benisons and loving gifts of a God made flesh, the Temple will face the anger and hate of a fully empowered vicious God, which just wishes to return to the bliss of the Divine Now. If stabilization occurs, the God will break free, devastate the Temple, and seek a way to leave the stinking, rotten, vile flesh. It will have the majority of its power. This is not a result to be sought by the investigators.

This could be the seed of a longer, larger campaign as the investigators try to track down a shape shifting God as it kills its way through the occult underground in its search for the power to break itself free from the prison of the flesh.

In this specific adventure, the goals of the adventurers should be to stop the Temple from stabilizing the God in the flesh and to stop the fragment of the God from changing the neighborhood any more. A clock should be ticking for the investigators, though. There is a basic timeline below. Ideally, they should become more and more aware of the time pressure as the adventure progresses. One way for this to happen would be through the input of **Ursula Chang** (see the NPCs at the end of this document). It’s possible that she would sense something bad, something bad that’s getting worse.

The flesh was being transported in a converted cargo container. Fully loaded science lab. When the wreck happened, the main container remained intact but samples that the scientists/priests were studying came into contact with the ground and were absorbed. These

HOOKS

The choice of adventure path should be determined by the choices that the players make in creating their characters. But the adventure path will also be determined by the game universe being used: Delta Green allows the players to be heavily armed spooks, while Unknown Armies allows for gonzo underground magicians and armed thugs, and Kult is pretty much anything goes (well, maybe not government agents, but not impossible). And these are just the systems I’m familiar with.

If players are non-federal, they can be called in by evacuees, either at the time “check this out, man!” or after awhile, the people have returned to their homes but bad things are happening, children are changing, bad dreams, walls bleeding, malignant synchronicities. False trails can include the fact the train came through central Nevada, MUFON will claim that the transport is from Area 51. **Paulson** is into conspiracy theory. He knows someone at either disinfo.com or Phenomena X¹. When the train crashes and the Temple hushes things up, he’ll contact someone before he begins to change.

fragments will merge and begin to spread underground through the neighborhood. This will be the cause of the occurrences in the neighborhood. The flesh will take about 3 weeks to merge and grow to the point where it can begin to influence events.

The flesh in the neighborhood will be centered at **Mark Paulson's** house. He's a bachelor programmer. The flesh has basically permeated his house and taken him over.

Why are the Feds there at the accident site? First investigators on the scene, Sierra Pacific personnel, call in the NTSB (National Transportation and Safety Board). When the lab is discovered, the CDC (Center for Disease Control) and FBI were called in. The scientist priests go mute, won't say anything to investigators and will start calling lawyers and Colorado for instructions. Stats for the Temple mooks and the scientist priests are down in the NPC section and the exact number of them present at the crash is in the description of the rail car down in the Neighborhood section. All they say is that they work for Executive Action, a private security firm. There is more info on Executive Action down in the Temple Personnel section. But cops will show up fast. The lieutenant in charge of the mooks will be on the horn quickly and cops and suits (Temple lawyers) will be dispatched post-haste, along with **Axel Vingés**, who will be overseeing the clean up while posing as part of the CDC team. Once the investigation starts, pressure will start to come down from above. The CDC will claim jurisdiction with the FBI subordinate. At that point, the neighborhood will be evacuated. **Maxwell Frost**, the Heresiarch of the Temple, will call in a lot of markers on the Washington D.C. level. The investigation will last through the night and then word will come down around 6 or so in the morning to stop. The people in the neighborhood will be allowed to go back to their homes.

The Temple calls in a semi trailer to haul the lab to La Jolla. Enterprise Trucking owns the semi. If this lead is followed up, the driver will have recently died in a car crash on his day off and the records at the Enterprise Trucking main office in Long Beach will show no driving done by that driver on that date. However, if the investigators ask around, a fellow trucker or maybe the dispatcher will suggest that they look at his driving log that's kept in the cab of his truck. That will show the TransMuta address in La Jolla. Names at Enterprise: Hank Ruisdale (driver), Sally Estrada (another driver), Billy Sturgis (owner).

The CDC will handle the evacuation of the neighborhood. The people in the neighborhood will be taken to a Red Cross evac center in a nearby high school. The paperwork for this evacuation is all in order and local law enforcement agencies, the local PD, county sheriffs, have all been ordered to supply all necessary assistance. No one will have an idea of anything odd. The actual people who deal with the Temple's railcar will be in the employ of the Temple. The other CDC personnel will be under the impression that they are from a CDC field office in La Jolla, primarily concerned with biotech and genetic engineering issues. They will have all the necessary paperwork to confirm this. As stated above, they're **Axel Vingés**, and some of the other remaining scientists/acolytes from the Temple.

There will be enough clues at the accident site to begin to point to the Temple. The security mooks in the container car are one clue. It will take a warrant, a black bag op, or some serious hacking, but the only two clients for Executive Action, **Vachss'** security firm, are the Temple and TransMuta. Executive Security is the only tenants of a small building in a good section of Glendale, CA.

Another clue is that the cargo manifests for the container/lab are faked; origin and destination are both wrong. The manifest for the container indicates that it was picked up in Phoenix, Arizona. However, the records for the train, its logs, show that it was picked up in Cortez, Colorado.

Players could be TNI¹. Alex has just been made aware of the Temple of the New Flesh and wants to find out what they're doing. Maybe the players cause the accident. Flesh workers

¹ The New Inquisition. An occult organization of legbreakers, hitmen, and investigators run by Alex Abel, a multi-billionaire. Unknown Armies

will be susceptible to the influence of the god. The Temple has several fleshworker² dukes³ working for it. Temple soldiers will drive the TNI people away from the wreck. Or maybe not if they're the characters. TNI leg-breakers should remember that most cops these days come equipped with video cameras and Alex will be miffed if his people get their faces in police files after all the trouble that he's gone to keep them out. The players won't find anything out except that Alex was right and that the Temple is up to something and that they're hardcore. This will solidify Alex's interest. He'll tell the players to stay on it and give them access to almost anything they need.

Phenomena X can be called in after the accident, when things start to happen in the neighborhood.

This could become a Delta Green op at any point. Word about the Temple could have been spreading through the cult underground and Alphonse⁴ has become interested. The presence of **Vachss** might point to a Karotechia connection. This is false. **Vachss** considers Nazis to be has-beens. Delta Green operatives could cause the crash because they've found that something bad is being transported and then they would be inserted into the clean up procedures. They could also be called in when things start to change in the neighborhood.

Could be an Archon, maybe Malkuth⁵, way behind **FROST**, helping him.

Maybe the God is Azatoth, or an avatar of the Crawling Chaos.

Chronology of this game will depend on what the players are. If they come in right at the beginning, none of the stuff in the houses will be happening. These players, be they Feds, TNI, private investigators, could be called back to the neighborhood after stopping the Temple in La Jolla. The God may even switch consciousness to the fragment in the neighborhood.

If the players are called in after the accident, maybe reporters, investigators, magickians, they'll experience what's going on the houses. This will be 3 weeks after the accident. The Temple will be about to commence the final download of the God into the flesh. There will be enough time for professional investigators to follow the leads to La Jolla and attempt to stop the download of the God.

If the players are brought in after the train wreck by rumors of weird stuff in the neighborhood, what points them to the train wreck? Here's a red herring: A nearby school has been recently shut down because of chemical contamination from an old adjacent car battery plant. However soil testing in the neighborhood won't reveal any toxins. The train wreck is the only anomalous recent happening, especially the way some people saw guys with guns running around after the wreck. Also, a psychic or clairvoyant or magician may be able to sense a connection between La Jolla and the fragment in the neighborhood during any confrontation.

Timeline

The Temple downloads the God at the Colorado facility.

The Colorado facility becomes infected before download/stabilization complete.

The Temple ships the God by train to La Jolla.

² Fleshworkers are magicians who can manipulate flesh, both theirs and their adversaries. Unknown Armies

³ Slang term for magic worker. Unknown Armies

⁴ The nom de guerre of the head of Delta Green.

⁵ Archons are servants of the disappeared God. They work to keep mankind in the prison of the World, the Desert of the Real. Kult

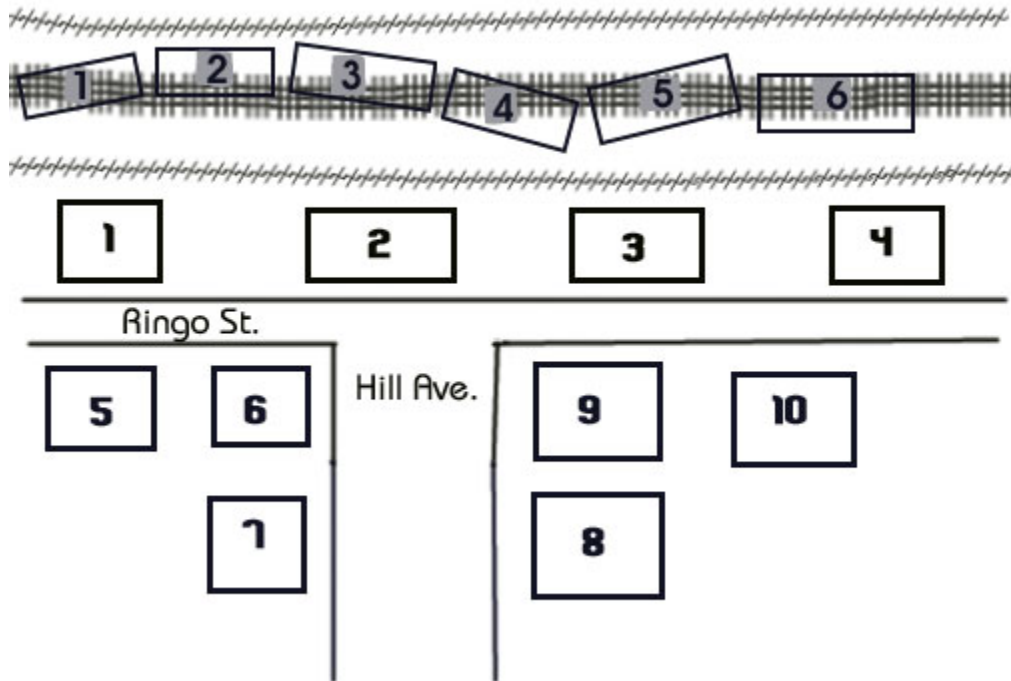
Train derails.

God is moved by truck to La Jolla after the train derails.

Fragment begins to infect the neighborhood.

Download/stabilization attempts continue.

The Neighborhood



This is the layout of the railroad cars in the neighborhood after the train crash. The rest of the train stretches for some distance in each direction.

RAILROAD CARS

1. A load of Sony TV sets. They're all pretty smashed up. The container is on its side.
2. A load of car parts. Fram oil filters and Nippon Densu spark plugs going to a Chief Auto Parts warehouse. The container has slid forward, off the rail car and rests, nose first, in gouged up dirt.
3. The Temple's mobile lab. From the outside, it looks like a normal cargo car/shipping container. However, even a cursory inspection of the railcar that the container is on will reveal that it's different from the other cars. Bigger and better shocks and other motion dampening devices. The container itself rests in the specially prepared bed of the car, even more motion dampers and shocks. The door to the lab is on the side closest to the neighborhood. It slides open onto a small, one person, changing area. There are clean suits and booties folded up on a high shelf on the left. The door into the lab proper opens outward, into the lab.
The lab inside is set up for biological work.

The flesh is in a smooth stainless steel container, 6 feet long and 3 feet in diameter. The outside of the container is inscribed with sigils of summoning and containment and stability as well as having biohazard stickers stuck all over it. The sigils have been welded into the container. The container opens up from one side; locks and latches down the side. The locks are keypad released. The container is sealed airtight. The container is held suspended in a rack of chromed steel in the center of the lab. The monitoring equipment is attached to the rack.

Among the sigils on the container is a Sigil of Detection and a GPS locator is welded into the lid of the container. In other words, the Temple knows where it is at all times.

There are 4 scientists and 8 gunboys in the container. If asked, the scientists work for Biological Shipping, the name on the manifests. According to them, this is a firm that specializes in transporting delicate biological experiments. In actuality, and this can be found out somewhat easily, standard Research roll, Biological Shipping is owned by TransMuta.

The mooks work for Executive Action, **Vachss's** firm. They are licensed to carry the weapons they have: 9mm pistols in holsters and HK submachine guns in an out of the way compartment in the train car. They won't admit to the HKs unless they are found. They will demand a warrant for the investigators to carry out any search whatsoever. They will be adamant to the point of physical contact that everybody stays away from the train car.

4. A mixture of electronic equipment for Best Buy: computers, TVs, camcorders, Playstations. The shipping container has slid off of the train car and is on its side.
5. Bags and bags of rice. 50-pound bags of rice. The train car and the shipping container have both turned over.
6. Fluffy toys made in China bound for a Toys R Us transshipment point; Pokemon, Barney's, Teletubbies, stuff like that. The back of the train car has slid off of the tracks and the front of the car and the shipping container point up.

HOUSES

The wall between the tracks and the houses is made out of stucco over cinder block. It is 7 feet tall. Wisteria, not in bloom, stretches along its length on the house side. The houses are one or two bedroom, one story. Most have garages, but some don't. House color is usually white or grey or blue. It's a pretty standard lower middle class neighborhood in a low crime area. Most of the houses don't have bars on the windows.

The paranormal stuff will be occurring if the investigators are in the neighborhood a couple of weeks after the wreck.

Everyone here was evacuated when the train was derailed.

1. JOHANSON Ken (husband) and Meredith (wife). Two bedroom house. The second bedroom has been set up as a baby's room. Normal couple. He's a manager at a Sav-On and she's a paralegal at a law firm. She's 2 months pregnant with their first child. Nothing odd is going on at their place except that she's beginning to have bad dreams about the pregnancy.
2. PAULSON Mark: 2 bedroom house, kitchen, dining area, living room, 1 bathroom. 1 story. Both bedrooms are in the back, down a hallway and on either side of the bathroom that's at the end of the hallway. Second bedroom is used as computer room. Large and expensive entertainment center in the living room: 40 inch TV, DVD player, VCR, surround sound, 50 CD changer, a PS2, X box, GameCube, stacks of games and CDs, stereo. The place is pretty well sound proofed. Curtains over the windows.
He's a white guy of medium height, chunky, thinning brown hair. 28 years old
He primarily telecommutes as a database programmer for mycar.com.

If the investigators come in awhile after the wreck, they'll find that Paulson was moved rather far beyond the mundane concerns of milestones and programming. He's owned by the piece of the God that is in the area. The computer room, the spare bedroom, is festooned in the flesh; the computer itself has been made into a type of brain. Many mouths that scream and gibber and talk writhe on the flesh throughout the room. This will necessitate SAN (1/1D6) / Madness checks for the investigators. The computer/brain is the primary housing for the fragment's consciousness. The smell in the house is heavy, organic, a hint of blood, semen, warm meat.

The floors of the house are covered in what looks like a brown shag rug. It's not. It's flesh. That's how the fragment has spread its consciousness through the entire house. Mark never loses his connection with the carpet; he hasn't left the house since he's been taken over by the fragment. Bare feet. He's become a meat puppet for the fragment.

If the investigators are coming in after dealing with the situation in La Jolla and the God has managed to escape, Mark will be completely possessed by the God, which will have subsumed the embryonic consciousness in the fragment. It'll be trying to get the hell out of Dodge.

If the God hasn't escaped La Jolla and the investigators come to the neighborhood after cleaning up La Jolla and Colorado? Well, the bad things are still happening in the neighborhood. What's the fragment's agenda? The same as the God's: Get the fuck out of the flesh. How? It's begun to explore the extent of its powers and extend its control through the neighborhood. It's going to try to gather all the flesh under its control in the neighborhood together, genetically bootstrap any magical potential within the people who have been absorbed, use that power to cut itself loose from the meat.

Both the fragment and the God will attempt misdirection. It will not let the investigators into the house without a warrant. If cornered, both the God and the fragment will fight. It feels no pain and can push the human vehicle beyond its normal limits. The body can be flooded with endorphins, adrenaline, and neurotransmitters for extra strength and endurance. Mark can be killed but when he is killed; the god will reanimate his body until gross physical damage occurs: head, legs shot off, and massive physical trauma. Gross physical damage defined as HP + .5(HP).

The fragment will have bought a gun. Because it can't leave the house, it bought a Browning 9mm and 50 rounds of ammo from online sources that it was able to find by utilizing Paulson's memories and skills.

The fragment would very much prefer to stay in the house. It is weak; still developing its powers. Its spell/magic abilities are only at about 30% or equivalent in a specific game system. If absolutely necessary, if the investigators manage to get into the house and start to poke around, see the computer room, then the fragment will attempt to download itself into the Paulson body. This is a chancy process, only a 45% chance of succeeding.

In the event of a failure, there are a couple of different things that can happen: the Paulson body bursts into flame; liquefies; maybe only a rudimentary consciousness survives the transfer and Paulson exists as a paranoid schizophrenic who thinks that he's a god with magical powers.

As the process of divine consciousness download into his neural tissue occurs, Paulson will collapse, minimal life signs.

If the process is successful, the fragment will attempt to escape.

Paulson Stats (Call of Cthulhu):

Divine Meatwagon, age 28

Race: Caucasian

STR 11 CON 11 SIZ 14 INT 12 POW 11 DEX 13 APP 10 EDU 17 SAN 55 (or 0

after he's been absorbed by the fragment) HP 10

Damage Bonus: +1D4

HOOK

Paulson's reclusive to begin with so his not leaving the house hasn't really been remarked on. However, he was active on the posting boards and chat sites of several conspiracy sites and that's no longer the case.

Education: B.A. Computer Science, University of West Los Angeles, B.S. Computer Science, UCLA

Occupation: Programmer for Mycar.com

Skills: Accounting 10%, Computer Use (HTML, DHTML, XML, JAVA, VB) 80%, Drive 17%, Electrical Repair 36%, Electronics 37%, Math 45%, Conspiracy Theory 57%, Physics 44%

Languages: English 90%

Attacks: None

Physical Description: medium height, chunky, thinning brown hair. Wears jeans and t-shirts, usually comic book or anime related.

Both the fragment and the God have fleshworking skills. These skills are discussed in the NPC section below.

3. BEARDSLEY, Mike and MORRISON, Anna: Boyfriend and girlfriend. One bedroom house. He works in construction and she works part time as a clerk at the local Vons. She will be at home during the day if investigators show up and both of them will be there at night. Both of them will be suspicious and basically non-communicative but not enough to warrant any official investigation. They make extra money on the side by growing and selling psilocybin mushrooms. Mike has a cast on his right leg from when a recalcitrant customer hit him with a steering wheel club. He dresses primarily in baggy pants and Oakland Raider football jerseys. They sometimes deal out of their place, so some of the neighbors might mention odd or suspicious people showing up at odd hours. Beardsley and Morrison know that having buyers show up is risky, so they don't do it very often. Of course, the God will get into those mushrooms eventually.
4. HUSSEIN, Salim: An elderly widower. One bedroom house. He really hasn't seen anything since all the commotion of the train wreck. He putters around in his garden in back.
5. HUTCHINS, Lorena and SINGER, Miranda. Two bedroom house. They are an early middle aged lesbian couple, not blatant about it, but they don't hide it either. Lorena works as an executive assistant at for Steve Forrell, a exec at Coltrane & Higgens, a brokerage in downtown L A. Miranda works as voice talent for different animation studios: Disney, Cartoon Network, Nickelodeon, etc. She probably won't be able to resist doing a few voices when being questioned by the investigators. The second bedroom has been turned into a midrange recording studio.
However.
If the investigators are poking around after the fragment has taken hold in the neighborhood, she will do at least one voice that she has no control over. It's a pretty mundane voice, not accented, even tone. Primarily, the voice will issue statements of growth and being: "I grow." "I am." "Consciousness expands.". Miranda will be very startled and somewhat afraid when this occurs. If pressed, she will reveal that this has been happening with increasing frequency.
6. MAURANTEUS, Rick: One bedroom house. He works as a cameraman for Vivid Video, a large porn company in the San Fernando Valley. He lives alone with his rather large collection of pornography. Nothing terribly kinky or bent, he seems to have a preference for interracial hardcore.
But.
Under the influence of the God, in the weeks following the crash, he's done something strange to his Real Doll.
7. GOLDBERG FAMILY: Alan (father), mother (Sarah), son 10 (Benjamin), daughter 8 (Laura). Three bedroom house. Alan is a lawyer at a small law firm in downtown L A. Sarah stays at home and takes care of the kids. The family is normal and hasn't noticed anything unusual.

Except.

In the weeks after the crash, as is usual, Ben and Laura play with the Alvarez girls and Michael O'Meara. On the sidewalk in front of the Goldberg house an observant investigator will spot hopscotch diagrams and drawings done in chalk done by the kids: suns, smiley faces, flowers, Eldritch signs, Kabbalistic symbols, maybe even the Sign of the King in Yellow. The usual things that kids draw in chalk.

If the kids are pressed, questioned, they will say that they just thought them up, but if they are questioned further, they will mention that they were shown the symbols by a man in their dreams, the Meat Man. They don't know why they call him that, they just do. They think it's pretty unremarkable that they've all dreamed about the same man.

The questioning has to be handled gently. If the investigator(s) doing the questioning don't have any experience in dealing with kids, they take minuses to any Interrogation skill rolls. Shaking down snitches and occult terrorists is very different than questioning kids. If rolls are failed, the kids will start to cry and the parents will stop the questioning.

The Goldbergs are Reform Jews, they go to synagogue on Saturday but they have no interest in the Kabbalah and no books on it; no way for their kids to easily find out about it.

The symbols don't have any larger meaning; there is no summoning going on, it's just very creepy and shows the God's influence.

8. HUTCHINSONS: Asa (husband), Judith (wife). Elderly couple, both retired. Two bedroom house. They were asleep at the time of the crash and didn't see anything apart from the hassle of being evacuated that night. In the weeks after the train crash, they have been seen less and less, they used to be seen watering their lawn and flowers. They have begun to grow together. A large mass of flesh rests on the couch in the living room. It will shriek thinly and try to flop off the couch and hide in a bedroom. SAN (1/1D8) / Madness checks. It's intelligent, a combination of Asa's and Judith's personalities. It doesn't remember much of the change. It vaguely remembers being promised by someone that they could be together if they wanted. If the investigators go full-auto apeshit, it doesn't have a lot of hit points and no offensive or defensive abilities. It'll just scream and bleed and die.

9. ALVAREZ FAMILY: Dolores (mother), Frank (father), 2 daughters, Helena (5) and Gloria (7). Two bedroom house. Dolores stays at home and takes care of the kids and Frank works as an auto mechanic at Sid's Motors nearby.

A couple of weeks after the train crash, Gloria was found in the back yard staring at her collection of Star Wars figures. They were floating in the air. She was a latent telekinetic and since the New God is an oncogene, his influence broke down an intron in her genes and activated her telekinetic talent. She is also developing a brain tumor, which will kill her in a year. If she's asked to demonstrate her talent, she's able to do so, but after a short time, she will collapse with blood running from her nose and vomiting brought on by an intense migraine.

10. O'MEARA FAMILY: Tim (father), Eileen (mother), son, Michael (10). Two bedroom house. Eileen is a chef at Tandoori India. She learned to cook Indian cuisine while at an ashram in India during the 70s. Tim stays at home and takes care of Michael. Michael plays with the Alvarez and Goldberg kids and has been experiencing the Meat Man dreams. Nothing else unusual.

CalTrans depot on other side of tracks. It's a dirt lot surrounded by razor wire topped chainlink. In the lot are pick up trucks, traffic diverting signs, a cherry picker, a front end loader backhoe, stuff like that.

TRANSMUTA LA JOLLA FACILITY

La Jolla is a California beach front community, just north of San Diego. It is close to the University of California, San Diego campus. That institution supplies much of the brain power in what is becoming increasingly known as Enzyme Valley due to the large number of biotech firms in the area. La Jolla is headquarters for many biotech and medical companies.

The land around TransMuta is composed of high bluffs cut by deep gullies leading to the ocean. On the outside, a standard biotech facility. Usual SoCal 4 lane boulevard fronts the parking lot; little gate/guard shack. 2 story building above

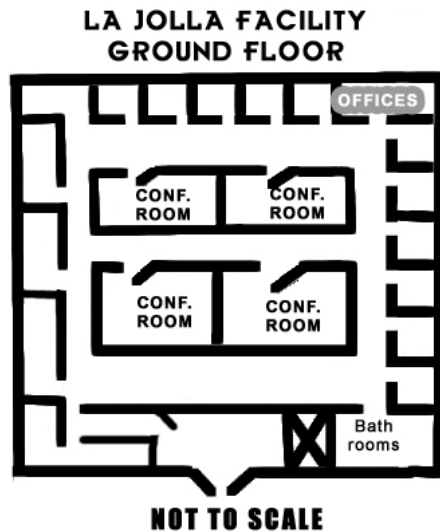
ground on the east side of the boulevard. The second story has no windows and is the lab space for the normal biotech work that TransMuta does. The top of the building is a maze of filtered air vents and chimneys.

For the vast majority of the people working at TransMuta, it is a perfectly normal Southern California biotech firm. It employs 30 people, from researchers/scientists to interns to techs to admin types.

TransMuta is privately held. Investigation will show that it is funded by BioGen Ventures, a biotech VC group. Deeper research will reveal that BioGen is a Temple front. TransMuta CEO is William Tevis; Horst Necker is the CFO, and

HOOK

The Feds could be investigating TransMuta; either for financial reasons or scientific reasons. Maybe TransMuta is suspected of violating protocols on human research subjects. Jennifer Lieb (see NPCs below) could be looking into the financials of the company because they're ready to go IPO and she's uncovered the link to the Temple.



Miriam Chi Wah is Head of Research. They are all adepts of the Temple.

If scientists are questioned, they will say that they think there is a secret project or projects going on at the facility. They will mention the Special Projects Division, of which **Vingess** is Chief Scientist. They will say that this is normal for a company like this; high level projects go on all the time at biotech companies. They will have no idea of what the project is about; rumors include stem cell research, cloning, gene therapies, and other ideas.

There is a pair of double glass doors leading from the outside to the reception area. A little to the left and back from the reception desk is a desk with a security goon. The security desk is manned 24/7/365 by one of **Vachss'** mooks on a rotating shift. Lupita Rodreguiz mans (well, actually womans) the receptionist's desk from 8 to 5. She's also happens to be one of Vachss' security mooks with a 9mm Glock in her desk drawer. She's there to supplement the obvious security guard if things get bad. There is an elevator on the right and a door on the left. A card swipe lock activates both. The door leads to the offices and conference rooms on the ground floor.

The elevator has a swipe card keypad instead of buttons. The second floor is accessible only by swiping and keying in a password. This is where the standard, albeit high security, biotech work of TransMuta takes place. The underground level, the level given over to the Temple, is also only accessible via the keypads; a person must punch in their own code plus the code for the underground level. There are video cameras in the elevator whose output is visible on both the guard post in the lobby and the guard post on the underground level and on **Vachss'** PDA as well. There are also video cameras in the guard shack showing incoming cars, in the lobby covering most of it, and cameras on the front corners of the building covering the approach to the front door.

All of the computers at TransMuta are on a company intranet for email, data storing, file sharing, and application use. The computers are running an up to date Microsoft OS and the servers are running an up to date Linux kernel. All the computers are also connected to the Internet through the main TransMuta server. In actuality, there are two separate intranets: one is

for TransMuta proper and the other is for members of the Temple only. The head of IT at TransMuta, Martin Koblasky, is an outer disciple of the Temple; he just thinks that it's a helpful self-improvement discipline and philosophy. He maintains the secret intranet server as well as the company wide intranet and individual workstations. The security on the secret server is much more robust than the main TransMuta firewall server.

The second floor of the facility is a fully functional, cutting edge biotech research facility. One part of the floor is a sealed off Level 3 lab. Level 3 is a CDC rating and the lab can do recombinant DNA work and work on lethal virii. This lab can only be accessed through an airlock and anyone entering must wear a hot suit. The airlock is code pad locked. The interior of the Level 3 lab has scientific equipment, computers, and storage

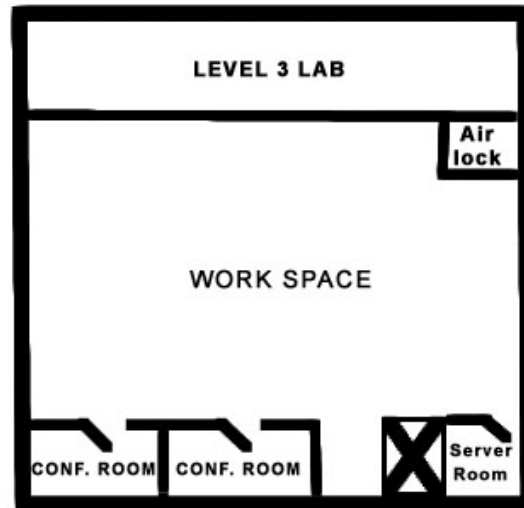
The main area of this floor is broken up by work benches covered with computers and scientific equipment. There are freezers, refrigerators, equipment cabinets, and white boards along the walls.

The secret lab is below the main facility. The elevator reaches it. In the center of the lab is apparatus for dealing with the god. It contains both magical and scientific elements.

There is a MRI built into the apparatus as well as a PCR machine⁶. Blood gutters are not usual on scientific equipment. The apparatus looks like a biotech lab mated with an Inquisition torture chamber and this was the result: LCD screens and knives, computers and hooked chains, powered by electricity and atrocity. The God has had to be taught the meaning of pain that comes with the meat in order to make it more tractable to its new home. The education has only served to increase its rage and hate.

The pentacle is built into the floor and the apparatus is at the center. The pentacle is a Circle of Containment.

LA JOLLA FACILITY 2ND FLOOR



LA JOLLA FACILITY SECRET LAB



The God is in the container from the train and the container is in the middle of the Circle. The stainless steel cover is off the container and the flesh writhes behind the thick Lexan. Faces, forms, body parts appear and subside in the roiling mass. The first view of this requires a Sanity (1/1D10) / Madness check. The air sounds with a sub audible susurrus; the God voices its rage and madness. The air is thick and warm; it smells of meat, blood, cum, shit; even though this is an immaculately sterile lab.

Investigators must make random Sanity (1/1D10) / Madness checks while they are in this room. Any Investigators with psychic powers will be especially vulnerable. Failed checks can cause catatonia, berserk rages, nose bleeds, auto-cannibalism,

⁶ Polymerase Chain Reaction: a technique which is used to amplify the number of copies of a specific region of DNA, in order to produce enough DNA to be adequately tested

blinding migraines, and anything else a sadistic GM can think up.

There are six scientists working in the lab along with **Vinges**. Their goal is stabilize the flesh. **Frost** and the scientists/acolytes are under the impression that the reason that the flesh is unstable is because cell replication is out of control. They are completely focused on science. They do not; cannot consider that the flesh is unstable because the God is fighting the download.

Vachss is frequently down there in the secret lab as well. There are always three Temple monks on duty down there whenever **Frost**, **Vinges**, and the other Temple scientists are working on the God. **Vachss** rotates the monks out every two hours to keep them stable. That means that there are six or eight monks at the La Jolla facility.

The best time for the investigators to get into the secret lab would be just as the final stabilization, spells and science warping and crackling, enforcing a reality on the God. That way, everything is possible: stabilization occurs, or **Frost** is stopped/killed before that occurs, or the container is breached before stabilization occurs and a not fully powerful God breaks free.

If stabilization occurs, the God will break free on its own. The act of stabilization will cause the God to be fully locked into the body/tumor/flesh and it will have the majority of its power.

What happens if the containment cylinder is physically breached or the spells on it are neutralized?

The fucking shit hits the fan! What the hell do you think?

The God will attempt to kill everyone in the room. The flesh will roil from the cylinder and congeal into any number of attack forms. It will be one mass but have a continuously shifting aspect. A mass of low slung flesh. Arms will sprout from the mass and pick up and use dropped guns. Multiple legs and arms and eyes and flesh covered with heavy chitin/bone armor. The chitin is pretty good armor. Everybody make Sanity (1/1D10) /Madness checks.

The flesh that the God is housed in has a limited number of hit points, a large number, but limited. The best way to kill the god would be fire or large amounts of serious toxins.

A bad place to be caught without an M60.

It has a lot of rage to work out, a lot of hate to release. It'll attack **Frost** and his minions first but will attack any investigators who get in the way as well. After a bout of slaughter or if it's starting to get wounded, it'll break for the elevator, lever the doors off, tear through the ceiling, swarm up the cables, out the ground floor doors, and away. It'll sprout bone hooked arms, tentacles, legs, what have you, to do this.

It's possible that **Frost** manages to get the God out of La Jolla and back to Colorado during a firefight with the investigators.

There is a secret passage leading out of the lab to the side of the bluff that TransMuta rests on. If the fight in the lab starts going against **Frost**, the God lose, killing, monks going down, he'll use the passage. It opens at the top of a hidden path that winds down to the far corner of another parking lot where **Vachss** keeps a car stashed for this very eventuality.

Vinges will flee during any firefight and break off all ties to the Temple. He'll go underground and get out of the country. The scientist/acolytes will stay and fight and go with **Frost** if he escapes.

Does **Vachss** have the secret lab rigged to explode? I'll leave that up to the cruelty of the GM.

COLORADO TEMPLE FACILITY

The end of the adventure may come in Colorado. If things start to turn against him at La Jolla, **Frost** will flee back to Colorado. He can be brought to bay there. He will be desperate, very dangerous. He will be able to utilize all his magic there.

The description that follows is of the facility fully affected by the God. If for some reason the investigators arrive at the facility before **Frost** decides to move the God to La Jolla, then just subtract the icky bits from the description.

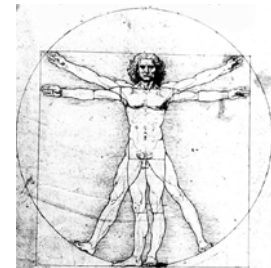
HOOK

The investigators could be called in to extract someone from the Temple. Use a hook from one of the character's background.

The Colorado facility is a twisted place, not entirely on this planet/plane anymore. Maybe no/few monsters but feelings of disorientation, fear, madness, hallucinations. Passageways may take people into the Dreamlands, Metropolis⁷, places like that. Players must make periodic checks against disorientation, nausea, sanity, and anything else that may apply in a place that has been malformed by a malignant God. Time loops, déjà vu are common. This is a very unsettling place. The GM should keep the investigators nervous, scared, off balance. There is a cumulative effect of the horrors here. The GM should stress that things are getting worse and worse. The investigators should be told that they are stumbling, not certain of the length of corridors, oppressed by the air, distracted by almost subaudible whisperings on the edge of comprehension. The investigators may make their SAN (0/1D6) rolls, their Madness checks, but they should be nervous, nonetheless.

The facility is in the southwest corner of Colorado, by the Mesa Verde National Park. The Temple has several private planes that use the Cortez Airport. The main Temple building is built into the side of a mountain. A graded gravel-covered road leads up to the main gate.

The main gate is a fanciful chromed creation with the logo of the Temple, the da Vinci man worked into it. The gate guards an opening in a split rail fence that snakes away in either side, disappearing into woods. The split rail fence turns into a chain link fence about 10 meters into woods on either side. The chain link goes on for about 500 meters curving along the Temple's property line on the mountain. The fence and the gate are at the bottom of a sloping greensward that reaches up from the gate to the edge of the Temple buildings higher on the mountain, about a quarter of a mile up. The split rail fence is easy enough to get over, but anyone doing so is visible from the buildings. There is no place to hide.



There is a main building and three smaller buildings, one on each side and the third behind it and upslope maybe 30 meters through some trees. Curving, pleasantly landscaped paths connect all four buildings.

The building on the right of the main building is the Media Center. The road ends in a parking lot in front of it. Its roof has two large satellite dishes on it. Inside is a small (100 person) auditorium set up for both speeches and movies. The auditorium is left through the front doors. In

the auditorium, images of amorphous flesh, meat, and grotesque surgeries writhe on the screen. Mutterings, barely audible screams, twisted words are coming through the speakers. On closer examination, the screen is skin. SAN (1/1D4) / Madness checks.

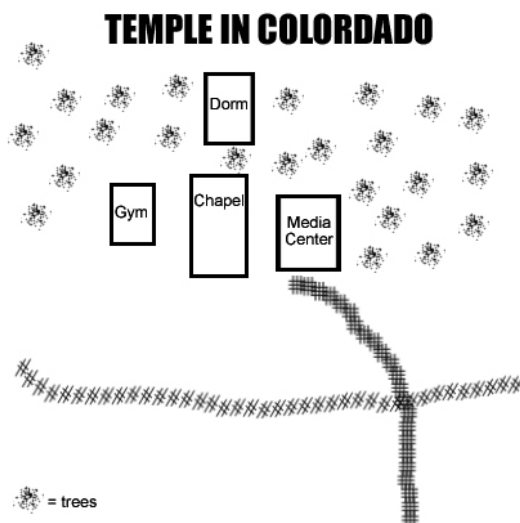
Through the front doors and past another set of doors to the right is a broadcast center/studio where **Frost** tapes his motivational videos. Down the hall, past the media center is a richly decorated room where **Frost** gives interviews.

The building at the left is a gym/dojo. One of the tenets of the Temple of the New Flesh is the betterment of the old flesh, from the old, construct the new. **Vachss** has some of his more skillful monks run classes and they're always on the lookout for potential recruits. Half of the gym is

given over to weightlifting equipment and workout machines and the other half is a sparring floor, bare oak.

The third building, up the slope from the main building, is a two-story structure. It's apartments and dorms. The dorm rooms, six of them, are arranged along a corridor running down the middle of the ground floor. They are small rooms, basically two beds and a very small

⁷ The primal home of humanity. An immense decaying city where time and space are warped. Kult



bathroom. There is a kitchen and dining area in the back, at the end of the corridor. The apartments on the second floor are for **Vachss** and his lieutenants as well as for **Vinges** and any other visiting scientists. A staircase that goes up from the lobby reaches the apartments. They're nice apartments, not too large, but tastefully decorated with all the modern conveniences. The building is empty but there is really nothing horrific in it.

The largest, central building is the church for the Temple. **Frost** held weekly services there before the God poisoned the area. The doors to the temple are set in a wall of glass, angled to the setting sun. The doors open into a vestibule before the worship area. There is a door on the right side of the vestibule. It opens to a wide stairway, visible through windows in the front, that leads up to **Frost's** living quarters: living room, dining room, computer room, study/magical chamber, bedroom. All very luxurious.

The area of worship: a wide empty area, the space subtly tapered towards the pulpit on the stage, so that eyes are drawn to it. Behind the pulpit hangs a banner, showing the Temple's symbol, the da Vinci man. The church is subtly wired for sound, the speakers are small and hidden as is the directional mike in the pulpit.

The Temple gets its power from a string of power lines that come in from Cortez. There are two generators also. One is for the main buildings and the other is for the lab. The generator for the main buildings is out behind the Media Center and the one for the labs is in a side room in the lab area.

Vachss has placed a web of miniature wireless cameras around the Temple grounds. There are some on the rail fence, some in the trees up and around the Temple. It's a pretty close circle around the main buildings, they're only maybe 50m out from the buildings. The cameras all feed into an observation station in the apartment of one of **Vachss's** lieutenants. They all run into a central server that's running some pretty sophisticated biometric software. **Vachss** relies on the software instead of motion detectors because of all the animal life in the woods. The software is basically looking for bipeds.

If the investigators come to the Temple before La Jolla, they will be stonewalled by security, one mook, at the gate. Any attempts to enter will be met by a demand for a warrant. If they do have a warrant, the guards will let them in and hand them off to Augustus Grimes, the Temple's PR flack. He'll show them the Media Center, the Chapel, and the Dorm building. He will keep them away from anything bad. He's very slick and friendly and reassuring.

If for some reason the investigators end up at Colorado before going to La Jolla after the train wreck, there will be one mook on the gate during the day and two on the gate at night. If the investigators sneak in and snoop around, they will see the effects of toxicity. There are only 3 mooks at the Temple. **Frost** and everyone else are at La Jolla.

If they come to the Temple after the confrontation at La Jolla, there will be **Frost**, **Vachss** (if he survives La Jolla) and 7 mooks as well as any surviving scientists/acolytes. **Frost** will be in the main summoning room of the lab along with the scientists/acolytes. Their strategy will be to suck the investigators into either the main building or the lab complex. What's their long term plan? The investigators will be allowed to search through the outer buildings unmolested. However, there is a 75% chance that the sensors and surveillance cameras that **Vachss** has put in place will be malfunctioning and the investigators will be able to approach undetected. That's assuming that the investigators don't spot and bypass the sensors and cameras all on their own. That is doable. Also, a full frontal blitzkrieg attack by helicopter would give them the element of surprise. If **Vachss** and the mooks are surprised, they'll be in the church. There are one or two chances that the investigators will come across a wandering mook. Silent combat should ensue. If the mook gets a shout or shot off, the rest will be warned. It's also possible that instead of a patrolling mook, the investigators will run into a scientist or mook who was caught in a reality change and became warped. Basically, a Wandering Monster.

Vachss will not fight to the death; he'll retreat to the main lab room where **Frost** will be doing something nasty. And if the final battle is going badly, the outcome not really in doubt, he'll try to escape, flee the Temple grounds and head south, looking to go into Mexico and disappear.

The lab area can be entered from behind the banner behind the pulpit in the church as well as outside around the left side of the hill. The passage from the church enters into the main lab/containment area through a door in the far wall. The scientists' quarters are part of the underground complex. There is a door set into concrete in the side of the hill. It opens into a T

corridor with scientist quarters on both sides and the main lab down at the end of the long hallway. There are smaller labs on either side of the long hallway. **Frost** keeps the scientists isolated from the regular members of the Temple. The scientists are fanatics in the service of the Temple. However, a distinction needs to be made. The scientists in the rooms described below were straight scientists, nothing to do with the occult. They worked under **Vinges**. The scientist/acolytes were/are not as good scientists as them but do have occult training. They worked more closely with **Frost**.

Because of the disruptions caused by the god, both the lab and the temple are normally, deserted. Of course the investigators may have chased **Frost** and **Vachss** back here for a final confrontation. So this is a description for the abandoned lab.

The rooms where the scientists lived are, or were, rather nice apartments. Bed behind a wall, small kitchenette, bathroom, computer, TV.

1. Storeroom. Shattered glassware, spilled chemicals, ripped and stained lab coats. It smells of ammonia, shit, and blood.



2. Room of Frida Eshkol, scientist. It appears that the room has been smoothly wallpapered in her body. The walls are covered with her meat. There is, on a table in the exact center of the room, a lump of meat and an eye. A character with experience in identifying human body parts will recognize the lump of meat as a human uterus. The room is warm and there seems to be a muffled heartbeat, just audible on the edge of hearing. The heartbeat is an illusion. Players must make checks against insanity or madness or they will vomit at the sight of this room (0/1D4).

3. Room of Ronald deVries, scientist. It will come as news to the investigators that a man can live for so long after disemboweling himself. Ron gutted himself and then laid his intestines out in disturbing patterns over the

floor. The sight of coils of gut strewn about the room is more than disturbing enough but the patterns add to the mental distress. The room smells of shit, decayed food, and, oddly, roses. After finishing laying out the patterns, Ron took the surgical blade and jammed it through his eye and deep into his brain. That apparently killed him. Standard checks apply (0/1D4).

4. Room of Peter Hampton, scientist. A human male head rests on a table in the exact center of the room, facing the doorway. Eyes are open, mouth is closed. If inspected, the head is very strange. Skin has grown over the stump, smooth. The room is undisturbed and there are no signs of the rest of the body. Minor checks apply, this is just weird but not splat grotesque, give bonuses to the players to succeed. (0/1D3)

5. Room of Hank Lee, computer engineer. He was the team's computer modeler and primary computer tech. He's sprawled in an Aeron chair which is in the middle of the room, apparently rolled back from the force of whatever happened. Something bad happened to him as he was sitting in front of his computer. It seems like he had a pretty advanced system, a couple of flat screen LCD monitors and more than one computer, a laptop. It looks like his computers exploded and parts embedded themselves in him. At closer examination, it's weirder than that, big surprise. The parts (circuit boards, plastic shards, cables, wires, hard drives, DVD-ROM drives, etc) have been merged with his body rather than have been driven in through the force of the explosion. Particularly disturbing is the eye that has been replaced with a piece of a LCD screen. The piece shows a picture of his eye and every once and awhile, that eye in the picture blinks.

Despite the complete lack of all vital signs, Hank may not be dead. His meat's toast, sure, no heartbeat, no pupil response, but when he got caught in a particularly nasty reality warp while sitting in front of his computer, the computer bits got merged(violently) with his meat and his soul got merged with the computer. He's just not on the hard drive, but his soul has permeated the entire blasted, warped trashed pile of components on the work bench.

From the computer speakers that are part of the clutter of the destroyed computer parts on the work bench, there comes a pained moaning and muttering. "I'm hurt." "Shit, what happened?" and so forth and so on.

The investigators can kill Hank by disassembling the pile of computer wreckage or they can preserve him by maintaining the structural integrity of the pile. He has some info on the God, he created and ran the computer models for the cancerflesh that houses the God. However, getting that information out of him won't be all that easy because he's having a really hard time grasping the fact of his current existence. Push him too hard and there's a good chance that he'll go catatonic beyond any hope of revival.

6. The Generator Room. The room has been heavily soundproofed and the exhaust of the generator runs up through the ceiling and out to an unobtrusive vent in the hillside. It's currently idling. If, for some reason, an investigator checks to see what it's running on, it'll come as a bit of shock (0/1D3) to find out that the generator is fueled by blood.

The Break Room / Eating Area has been thrashed: tables overturned and it looks like someone had taken a very large hammer to the microwave.

Lab Area on the right going into the Main Lab was where the Temple scientists cultured flesh samples and tumors. There are tumors in jars in shelves; failed Godmeat. It's untouched, machinery (refrigerators and computers) softly ticking and beeping.

Lab Area on the left is where the secondary magickal experiments took place. There are a couple of small, a couple of feet across, summoning circles. **Frost** and his alcolytes were trying different things. There's a small altar against the left wall. They tried sacrificing animals, and later, a human, to try to harness death energies. They tried sexual magick in the corner with the pillows. There's a pile of grimoires on a desk with a monitor and a scanner. **Frost** was having one of his people scan in the grimoires so he could run analysis on the different spells. That lasted until the person doing the scanning went insane and chopped her hands off and the computer turned into something biological that now lives under the desk, in the nest it's made. The room is toxic, the magick has gone bad under the malefic influence of the God. The walls flip between the standard metal walls of the complex and dripping meat. Distorted visions of the ceremonies and experiences appear and disappear. The air feels close, unmoving, immanent, like the calm before the storm. Sanity (3/1D10)/Madness checks.

The Main Lab has a very much similar layout to the secret lab at La Jolla. The support apparatus here is a version 1.0 of the machine of the one at La Jolla; it's cruder, bulkier.

If **Vachss** or any of his gunboys are there, they're warped and undergoing transfiguration. Their weapons are part of their bodies, stuff like that. They will attack but some of them will be mentally broken by what's happening to them.

TEMPLE PERSONNEL

MAXWELL FROST: Hierophant of the Temple of the New Flesh. He's the leader of the Temple. Mathematician-millionaire-occultist. Made his fortune in programming and cryptology algorithms. His studies of cryptography led him to magic.

His real name is/was Herman Zweicker. He lived as a real geek, chubby, greasy, anti-social until he made his first multimillion. Then lots and lots of plastic surgery and personal training. He has remade himself. He is very white, almost albino, and very handsome. His hair is

long and very white. He dresses very dapper in cutting edge Japanese and Italian fashions.⁸ He has deliberately suppressed most memories of the old Herman. Way in the back of his mind he's scared of transforming back into Herman. Firm believer in the ability to remake oneself to match an inner image. That's the credo of the Temple.

If the investigators start to look into the Temple and its history, a potted history of Maxwell Frost and the Temple will be easy to find. This is what they'll find. It's all pretty much fake but it'll be hard to break that fakery, FROST has made sure that all the relevant documentation has been well forged. FROST was born 45 years ago in St. Louis, Missouri. He felt himself to be different and began to search through the standard philosophies. He took bits that were relevant to him from each one. He has no college education; the stultifying education factories grinding out drones were not for him. After much searching, he discovered the god within himself. That discovery led him to the realization that everyone has the god within himself or herself as well. He started the Temple with a financial gift from one of his first students.

With some hard digging⁹, it can be found out, interestingly enough, that the first donor was Herman Zweicker, who donated his considerable fortune to the Temple before disappearing. A search into Herman will reveal that he was a standard late 90s Internet/computer millionaire. He is presumed dead because he left a suicide note and then was never seen again. There was an investigation into the Temple because of the fact that Herman left all his money to them and then disappeared, but nothing ever turned up, and Herman had been depressed for some time leading up to his disappearance.

Frost started the Temple. He bought the Colorado property because of its isolation, away from the distractions of modern society, away from the distractions that take an initiate away from their inner god.

Let's think about Frost's magic. If he has magic, what's the investigator's defense? Well, the spells take a long time to cast and he's vulnerable during casting. Frost should only have offensive magic if the investigators have a defense.

SKILLS: Programming (variety of languages)

SPELLS: Withering, Energy Blast, Summoning, Animate Machinery

Call of Cthulhu Stats

Cult Leader and Magician, age 35

Race: Caucasian

STR 12 CON 13 SIZ 13 INT 16 POW 17 DEX 12 APP 16 EDU 16 SAN 39 HP 13

Damage Bonus: -1D4

Education: Cal Tech (undergrad), Stanford (graduate Computer Science)

Occupation: Hierophant of The Temple of the New Flesh

Skills: Computer Use 65%, Credit Check 75%, Cryptography 65%, Drive Auto 30%, Electronics 40%, Fast Talk 80%, Mathematics 40%, Occult 80%, Persuade 70%, Psychology 30%

Languages: English 95%

Attacks:

Fist/Punch 62%, ID3+db

Kick 61%, ID6+db

Spells: Circle of Nausea, Deflect Harm, Melt Flesh, Shriveling, Summon/Bind God of the Flesh, Wrack

⁸ I have modeled Frost on a painting by Brom, *Sammael*. My source for that painting is *Darkwerks*, a collection of Brom's art. I had a scanned picture in the text in the original version of this adventure but took it out for copyright reasons.

⁹ This would require either finding out what Herman's will stated, which would require a court order, or getting into the bank records of the bank where Frost has his money. The bank records would show a wire transfer from Herman to Frost.

GUNTHER VACHSS: War Avocat of the Temple. Leader of the Temple's gun boys. Bald, slim, cold, black clothes, pointed finger nails.¹⁰ Dishonorable discharge from GSG9, German counter-terrorist special forces, on par with the SAS and Delta Force. Smart stone killer, very, very smart, very, very skilled at a wide variety of killing techniques. Purity of body, purity of essence. Ensures that all Temple gunboys don't smoke or drink. He recognizes and makes allowances for weakness in others, never in himself. He expects less weakness from those close to him, his lieutenants, **Maxwell Frost, Dr. Vinges.**

He believes that the God will be superhuman, ubermensch. Vachss isn't a Nazi, just very, very socially Darwinian. Frost has convinced him that the God will be that ubermensch. This gives Vachss something to believe in, a worthy cause to dedicate his life and skills.

His cover is that he runs a private security firm, Executive Action, which has been hired by the Temple. The only two clients for Executive Action, Vachss' security firm, are the Temple and TransMuta. Executive Security is the only tenants of a small building in a good section of Glendale, CA.

SKILLS: Pistol (high), SMG(high), Assault Rifle(high), Martial Arts(medium), German, English, French, Hebrew

Call of Cthulhu Stats

Focused and Loyal Stone Killer, age 38

Race: Caucasian

STR 14 CON 15 SIZ 12 INT 16 POW 10 DEX 16 APP 12 EDU 13 SAN 55 HP 14

Damage Bonus: +1D6

Education: Bundesgrenzschutz (German Federal Border Police), Grenzschutzgruppe 9 (GSG9)

Occupation: Head of Executive Action and Head of Security for the Temple

Skills: Climb 64%, Conceal 57%, Dodge 33%, Drive Auto 65%, First Aid 50%, Hide 72%, Jump 46%, Listen 71%, Martial Arts 63%, Occult 25%, Sneak 74%, Spot Hidden 76%

Languages: German 95%, English 80%, French 45%, Hebrew 35%

Attacks:

Walther P99(Silenced) 60%, 1D10

H&K MP5 SD3 (Silenced) 65%, 1D10

Fist/Punch 62%, ID3+db

Kick 61%, ID6+db

DR. AXEL VINGES: Chief scientist for the Temple. PhD in Oncology from University of California, Irvine. PhD in Cellular Biology from Harvard Medical. A genius. His work created the God's body.

He is tall and cadaverous with longish black hair. Smokes a lot and wears black.¹¹ He's very, bright and very, very amoral. International conventions dealing with the legality of human based genetic research don't mean jack shit to him and this has gotten him bounced from several different biotech companies; one in Sweden, one in North Carolina, and one in California. He is very enthusiastic about his work for the Temple.

¹⁰ I have modeled Vachss on a painting by Tim Bradstreet, *Venture War Chief*. My source for the painting is *Maximum Black*, a collection of Bradstreet's art, p. 23. I had a scanned picture in the text in the original version of this adventure but took it out for copyright reasons.

¹¹ I have modeled Vinges on Blixa Bargeld (guitarist and lead singer for Einsturzende Neubaten and guitarist for Nick Cave and the Bad Seeds) specifically a picture of Blixa in the photo collection *Fish in a Barrel* by Peter Milne.

He shows up on TransMuta's payroll as a chief researcher. He has an office on the bottom, secret floor. If TransMuta people are questioned they will recognize Vingés as a scientist who works in the Special Projects Division, which is the cover for the bottom floor.

Call of Cthulhu Stats

Mad Scientist, age 47

Race: Caucasian

STR 10 CON 10 SIZ 12 INT 18 POW 10 DEX 12 APP 10 EDU 18 SAN 47 HP 11

Damage Bonus: 0

Education: PhD in Oncology from University of California, Irvine. PhD in Cellular Biology from Harvard Medical

Occupation: Head of Special Projects at TransMuta and Chief Scientist for the Temple

Skills: Biology 90%, Chemistry 80%, Computer Use 55%, Library Use 75%, Medicine 85%, Pharmacy 65%, Surgery 50%

Languages: English 95%

Attacks:

TEMPLE GUNBOYS(and GIRLS): They're mooks. The gender split is about equal. When on the job, they wear Kevlar vests. When in full combat mode, they wear tac armor and helmets. There are six at the La Jolla Facility and 15 at the Colorado Temple. Those numbers can be changed by moving people from one place to another, if either **Frost** or **Vachss** feels that it's necessary.

SKILLS: Auto Weapon (Medium High) Pistol (Medium High), Unarmed Combat (Medium High)

Call of Cthulhu Stats

Temple Mook and Executive Action Operative, age 32

Race: Any Human Race

STR 15 CON 16 SIZ 11 INT 12 POW 16 DEX 15 APP 10 EDU 14 SAN 55 HP 13

Damage Bonus: +1D4

Education: varies

Skills: Climb 66%, Dodge 52%, Drive Auto 63%, Hide 67%, jump 68%, Listen 66%, Locksmith 46%, Martial Arts 52%, Sneak 66%, Spot Hidden 71%

Languages: English 95%

Attacks:

Fist/Punch 50%, 2D3+db

Kick 50%, 2D6+db

Head Butt 45%, 2D4+db

Grapple 50%,

Special Glock Model 18 Auto 72%, 1D10

H&K MP5 S5D (silenced) 44%, 1D10

SCIENTIST/ACOLYTES: Greta Haas, Dominic Montero, Josephine Cantrum, Fred Dominguez, Thomas Secriver. They are all that are left. Everyone else is dead. They will be with Frost

NPCS

MONICA DELGADO: NTSB investigator for Railway incidents. Her office is at the NTSB Western Regional Office 1515 W. 190th Street Suite 555 Gardena, California. This is the Office for all the different divisions of the NTSB. She's a dapper good looking woman, usually dressed Scully-style. She doesn't go habitually armed but she's licensed to carry and has a Beretta nine in her car in the trunk with some other gear. She has the authority to bring in other government bureaus.

SKILLS: Computer Use, Credit Rating, Fast Talk, Library Use, Persuade, Photography, Sneak, Spot Hidden, Research, Gun,

JENNIFER LIEB: Department of Treasury investigator operating out of its Criminal Investigation Division ([IRS-CID](#)). She's a big woman, running to fat, rumpled clothing, loose, baggy office clothes. She smokes; a lot. She's been investigating the Temple for tax violations. She and a researcher back in Washington D.C. are doing the investigation. They haven't been on the case long and haven't done much.

SKILLS: Accounting, Bureaucracy, Computer Use, Credit Rating, Law, Library Use, Research,

URSULA CHANG: Psychic, magician. She lives out in the Valley, Encino. Short cropped hair; dresses in cammie pants and tight t-shirts. She will be able to sense the presence of the developing New God fragment in the neighborhood. She will experience bad dreams and visions relating to the Immanence. She can be working for TNI if necessary or be a Delta Green friendly or a friend or contact of one of the players; whichever is more convenient and makes sense within the context of the game.

She's in a war with a *cuarandera*, Dolores Rodriguez, who is using *paletas-men*¹² to cast her spells and gris-gris.

SKILLS: Divination magic, shielding magic, connections to the occult underground in Los Angeles

PAM, BONNIE, BARB: Las Brujas Locas. Three sisters, hard-scrabble Okie types, lean, weathered, jeans, overalls, gimme hats, steel toed boots. They own Gomi Salvage out in Sun Valley. Pam and Barb are pot-heads; they transport and deal dope. Bonnie is a tweaker; she has a meth lab in the back of the junkyard and sells to the biker gangs in Fontana and to the *vatos* in Boyle Heights. They can be sources for guns and cars. They are involved in no magic; have no knowledge of it beyond the names and locations of a few *botanicas* and names of a few *santeros* and *cuaranderas*.

SKILLS: Gun skills, Driving skills, Connections, Mechanics

THE GOD OF THE NEW FLESH: A writhing mass of undifferentiated flesh, riotous madness. It can assume the likeness of anyone. Basically, the God was downloaded into a cloned tumor. This tumor weighed 150kg. The God has control over each cell in the tumor, but not complete control. Its cells run riot, oncogenic fecundity. This is a pissed off God. It hates the flesh and all that are flesh. Its primary goal in to upload itself back into the divine NOW. The God is capable of flesh based magics: warping, controlling as well as some spatial/dimensional magics: warp space, control time.

The God wants to go back, to leave the flesh. Currently it is stopped from doing so by the spells on the containment cylinder. It has killed the two adepts responsible for summoning it, Nathan Opping and Greta Fahm.

They were two adepts developed by **FROST**. They had come to the Temple separately looking for a Way, a Path, an Ideology to channel and explore their strange dreams and their odd abilities. FROST got a lot of these sorts of people but Nathan and Greta were the most powerful and had the most potential of those who had come to the Temple. Frost used his minor talents to hone theirs but they quickly surpassed him. They then took over the training of other potential adepts.

At the end of the summoning ceremony, when the God realized that it was locked into the oncogenic mass, it set Greta's, Nathan's, and the other two highest ranking adepts' bones on fire. It was rather shocking for Frost, when, in the midst of his triumphant oration, his greatest sorcerers began to burn from the inside.

However, the death of Greta and Nathan did not break the summoning spell. The God decided that it will settle for the death of FROST, VACHSS, VINGES, all other members of the Temple, the destruction of both the La Jolla and Colorado facilities, and freedom. Very, very, very pissed off. It'll work on getting out of the flesh once it's free.

Stats: High Strength

Skills: Gun(low) Hand to Hand/Grappling(med)

¹² These are guys who trundle around little ice cream carts through Hispanic neighborhoods in LA. They ring a little bell to announce their presence to the neighborhood kids.