

STATEMENT OF RECOGNITION OF DECEASED

1. BELIEVED TO BE (BTB) IDENTIFIED DECEDENT

NAME	QUAY, Richard Louis	DATE OF BIRTH	1971/04/17
REGISTRATION	GR	IDENTIFICATION	42-1234
CENT	FROM	EV	NO
ETA	OF	NEW	YORK
DATE	2015/08	BY	2015/08

d. I HAVE PERSONALLY VIEWED THE REMAINS BTB IDENTIFIED ABOVE. RECOGNITION IS BASED ON:
Birthmark and mole, left collarbone below line of amputation.

SIGNATURE: _____ DATE SIGNED: _____

GOD'S LAW



A Scenario for *Delta Green: The Role-Playing Game*

“A TRADITION OF SERVICE”

A shockingly, unnaturally gruesome death brings your Agents to Los Angeles. Their investigation quickly brings them into contact with the massive Los Angeles Sheriff's Department, long recognized by federal agencies and civilian whistleblowers as one of the most corrupt institutions in the country.

One of the many criminal gangs that work as deputies has a particular interest in the Agents' pursuits. A gang that met the unnatural. That began twisting older, deeper laws towards the tired avarice of police corruption. They expect the usual complicity at every level of government.

They find Delta Green.

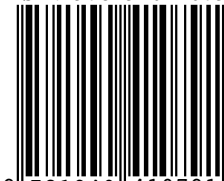
The question for the Agents is not whether they face the rot of the unnatural. It's how far the rot spreads. And how deadly the response will be when they start burning it out.

Delta Green: God's Law is playable with *Delta Green: The Role-Playing Game*, available from Arc Dream Publishing. Optionally, it makes a perfect companion to the acclaimed campaign *Delta Green: God's Teeth*. Learn more at delta-green.com.



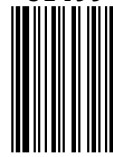
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REQUIRED-DELTA GREEN

God's Law

by Caleb Stokes

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Introduction

November, 2018. The Los Angeles County Sheriff's Department (LASD) services 42 separate cities and the largest jail system in the United States. For decades, it has been recognized by federal agencies and civilian whistleblowers as one of the most corrupt institutions in the country. LASD operations regularly stray beyond the horrific but ordinary street violence of unprofessional, negligent, or malicious law enforcement operations. LASD harbors a diverse array of sophisticated criminal networks, deputy gangs that compete for rackets under the shared impunity of the badge. Atrocities attributable to these "cliques" put many drug cartels to shame. Even after decades of accusations and evidence, charges remain rare and convictions unlikely.

Depending on the election cycle, the federal government ignores, scolds, or actively endorses deputy gang activity. For decades, the Los Angeles County budget has included massive allocations for lawsuit settlements for an ever-expanding list of victims. Multiple sheriffs have been elected on promises of reform while sporting gang tattoos. The secret is open. All is known. Nothing is done.

When a deputy gang encounters the unnatural, an older, deeper evil embeds itself within the avarice of police corruption. They expect the usual complicity.

They find Delta Green.

[REDACTED] deputy career path included an officer-involved shooting following [REDACTED]
[REDACTED] in a station house in the city of Gardena. He was removed only after federal prosecutors arrived.
[REDACTED] imprisoned and held at Fort Irwin.

At approximately November 2018, Alex Villanueva, rumored to be part of the E-Team, promised [REDACTED]
[REDACTED] enough promises to eliminate deputy Jones.

Los Angeles Deputy Gangs

By the definition in the California Penal Code, the Los Angeles County Sheriff's Department has harbored **18 criminal gangs** in its ranks since 1980. This count is limited to gangs named in sworn testimony by self-professed members. An accurate count is likely higher. Members have long been accused of **assassinating journalists, beating political activists, mail-bombing informants, and murdering alleged suspects.**

Sparked by similar groups in the LAPD, the 1992 Rodney King riots brought more attention than accountability. Scrutiny rarely ended in conviction. Police unions and politicians ensured that every charge spread the corruption. A common deputy career path included an **officer-involved shooting** followed by **paid suspension, trial, acquittal**, and a transfer to county jail administration with a **pay raise**.

Early deputy gangs such as the Little Devils and the Lynwood Vikings were white supremacist. Much like the Aryan Brotherhood before them, though, white supremacist deputy gangs lose ideological cohesion in county jails. Cliques and alliances came to include rival ethnicities. They merged into diverse syndicates organized for power and profit.

In the Men's Central Jail (MCJ) alone, deputies have been convicted of **drug smuggling, racketeering, rape, assault, and murder**. Newer Hispanic deputy gangs, such as the Banditos and Regulators, stand accused of **dozens of homicides** in East L.A. neighborhoods. They have **brawled in the streets** with Black and white deputy gangs over territory. One of the most famous Lynwood Vikings was Undersheriff Paul Tanaka. He sold job placements and gang membership for years, utilizing his position in the department and his elected position as mayor of Gardena. He was removed only after federal prosecutors proved he illegally **imprisoned and hid an FBI informant**.

As of mid-November, 2018, Alex Villanueva, rumored to be part of the Executioners, has just been elected sheriff with campaign promises to eliminate deputy gangs.



The Slugs of Law

LT. JOHN MARLIN (see page 53), nicknamed “Fish-White,” is third-generation law enforcement. His father was a founding member of the Lynwood Vikings and a veteran of the Rodney King riots. When Marlin joined the Los Angeles Sheriff’s Department in 2000, he already knew how to pay for play. A generous donation to the right supervisor placed Deputy Marlin in the Men’s Central Jail, assigned to a new Riot Response Unit. Marlin spent most of his early career attending squad tactics trainings and polishing the armory, skipping the grueling rotation in Processing that most rookies expect.

The fortunes of the Vikings waned in competition with other LASD gangs. Marlin’s career dead-ended until August 2008, when Deputy Juan Abel Escalante was killed by the Avenues street gang. The 3000 Boys, a mostly Hispanic clique predominant among MCJ guards, retaliated. They incited a top-down riot in the jail. An entire shift donned riot gear and raided an alleged Avenues cell block. Nineteen inmates were sent to the hospital with bone fractures in a single night.

Marlin—out sick with a cold during the riot—was shielded from the investigation, but he saw an opportunity. He claimed to be on duty and testified to secure the innocence of high-ranking 3000 Boys involved in the riot. Marlin was promoted to sergeant and provided a transfer to the prestigious Special Enforcement Bureau (SEB), the LASD equivalent of a SWAT team.

Within the door-kickers of SEB, Marlin founded a gang of his own: Slug Squad, aka the Slugs. Their symbol, a coveted tattoo, is a shotgun slug labeled in gothic text: “*aperta sesamæ*.”

The Slugs Are Born

After eight years languishing at MCJ, Marlin would never again allow his rise to slow. He sought to evolve beyond the racist baggage of his father’s Vikings and small-time jail rackets of the 3000 Boys. He understood the calls for fraternity were bullshit. He vowed to become one of the true warlords of the city. Marlin used his position at SEB to recruit for his gang.

Handling Real Evil

The all-too-human cruelties of Slug Squad are the point of this operation: the unnatural is the only thing that makes justice possible in our broken system. But be careful when presenting real evil in a game of fictional horrors.

KEEP PLAYERS SAFE: Police violence—motivated by white supremacy, greed, politics, and fear—is the reality of life in the United States. It’s not hypothetical. People at your table may experience it regularly. *Keep those people safe.* Clearly communicate the subject matter before play. Establish ways for players to signal you to pull back from painful details.

KEEP THE OBVIOUS HIDDEN: Keep the banal horrors of American policing at a remove, behind the investigator’s lens. Establish the corruption and cruelty of the Slugs through found evidence. Each horrific clue should weigh the Agents down, making them feel threatened on all sides. Understanding the depths of mundane corruption alienates the Agents from everyday society. The emperor has no clothes. It is maddening to see.

KEEP THE ENEMY SMART: The Slugs understand that obscuring even the most blatant criminal acts requires only managing appearances. They never say the quiet part out loud. They are not bound by their racism. Racial hatred is a front-facing recruitment tool, but they discard it after loyalty is established. Their membership is more diverse than many U.S. workplaces.

KEEP PRIVILEGE THE PROBLEM: Association with the federal government may insulate the Agents from the intimidation tactics of a deputy gang. As members of the Program, the Agents may have exploited the same kind of impunity in pursuit of the unnatural. Delta Green’s criminality and ruthlessness make it uniquely capable of dealing with the Slugs. That lawlessness is responsible for this deadly problem in the first place.

KEEP THE COSMIC GROUNDED: *God’s Law* acknowledges the reality of law enforcement corruption and its victims. It offers a chance for symbolic resolution against a very real, seemingly intractable evil. It lets the Agents craft a story between the absolute stakes of cosmic horror and the stupid cruelty of human institutions. Delta Green itself exists in that contradiction.

In addition to the Sheriff's Department's general licence to rob the public through civil forfeiture, the Slugs have established numerous lucrative side hustles. They deal drugs in county jails, run a smuggling ring that supplies cops all over the state with steroids, and auction prestigious administrative positions to the highest bidder.

Marlin always claimed to be merely a member of the Slugs who never met Slug Squad's leader. He sold the gang as a decades-old fraternity of the LASD's most hardened shooters. He relentlessly flattered the tactical capabilities of the prospects who churned through training. By the time Marlin left SEB in 2015 to helm his own Tactical Narcotics Unit (TNU), the Slugs had infiltrated administrative positions all over the Sheriff's Department.

Establishing and running TNU didn't just make it easier to run a deputy gang. It soon made Marlin's gang heroes.

The Dyer Raid

Franklin Dyer earned the nickname "the Southside Tiger" after six murders in Southern California from 2014 to 2016. Media hysteria and national attention were just beginning to stir around the discovery of the fourth victim when the case came to a sudden close.

The investigation led police to Dyer's home. LASD's newly constructed Sheriff's Station Southwest (SSSW) was closest to the suspect. Pressed for time and with hostages a possibility, the department mobilized SSSW's newly formed Tactical Narcotics Unit, commanded by Lt. John Marlin, to respond. The Slug Squad killed Dyer as he murdered his last two victims. The deputies found a "torture dungeon" in Dyer's basement, a "chamber of horrors" where overwhelming evidence identified him as the Southside Tiger. See **THE SOUTHSIDE TIGER** on page 30 for more details.

Marlin and the Slugs of TNU also found evidence of unnatural motives and methods. Already under investigation for a series of bad shoots and extrajudicial killings (see **THE DONDRY LAWSUIT** on page 25), Marlin



kept that out of the reports. They understood instinctively that such weird, attention-grabbing details would do them no favors when they had just bagged a serial killer. But pretending the unnatural isn't there is always easier than escaping it.

Contamination

Franklin Dyer's murders were part of an experiment with alchemical solutions he discovered in Ludvig Prinn's *De Vermis Mysteriis*. By cracking a series of trap ciphers and allusive codes, the Miskatonic dropout discovered a formula that, when injected, rewrites bioelectrical charges in the human nervous system. Electrical possession turns the user into a mere appendage for hypergeometric creatures referred to as **DAS JENSEITIGE GEWURM: WORMS FROM WITHOUT** (see page 50.) Injecting the solution brings these hyper-dimensional, invisible feeders into phase with our reality. (See **THE PLEDGE DRAM** on page 52.)

Dyer's problem was dosage. His flawed translation resulted in injections many thousand times more powerful than the amount required for successful summoning. The overdose caused victims—or perhaps caused the Worms inside them—to self-destruct in fits of inhuman agony. The bondage and tortures that Dyer inflicted on victims were primarily meant to prevent suicide. The creatures whispered no secrets. They could only scream through alien lungs.

Slug Squad witnessed the spectacular failure of the fifth and sixth experiments right before splitting Dyer's skull with submachine guns.

As the Slugs destroyed evidence of Dyer's bizarre experiments, Sgt. Anton Gully made a mistake. He picked up a jar of Pledge Dram without wearing gloves. With mercury as a base, the Dram easily contaminated his skin. It delivered the first successful dose in centuries. Gully became Dyer's seventh victim. His teammates were none the wiser.

Worms in Bad Apples

The trace amount of the Pledge Dram that Sgt. Anton Gully absorbed during the raid was enough for a sustainable summoning. It constricted some fractal

appendage of an extraplanar creature into the prison of three dimensions, catching it inside Anton Gully's nervous system, ethereal flesh snared by the net of human ganglia. The Pledge Dram slammed hypergeometric jaws from endless, writhing tracts in a planar vice, like a hand slammed in a car door but forced to steer. Though agonizing, the constriction was not so severe that the Worm suffocated. The Worm did not destroy the vessel. Its kind can endure much agony. The senses of its host sent strange, compelling inputs, visions of a world of prey begging for predation.

The Worm's disgorged, quasi-material feeder manipulates electrical impulses and "plays" Gully's nerves. It queries chemical memory and disgorges the proper hooting from the mouth hole, spooling up and deleting Gully's consciousness as needed for translation. It easily infiltrated the Slugs.

The Worm exploits the greed of its host's confederates because that's how Gully would have done it. It participates in petty attempts to cover up the gang's crimes. It uses them to gain its newest test subject. The Worm wants to wriggle more of itself into other human nervous systems. It wants to learn how to drag the meat up, out, and between. To feed hungry mouths forever licking the veil.

The Worm, as Gully, still works from Dyer's flawed translations of von Juntz. It makes the same dosage mistakes. By the time Delta Green notices, Gully's entire family and a hapless delivery driver lie dead in his basement. Gully stole his fifth victim, community activist Jaz Ihejirika, from the Slugs. Ihejirika was to be the next victim of an assassination campaign by Lt. Marlin. Slug Squad had no reason to expect that murdering Ihejirika would bring them any grief. Not even when Ihejirika's death proved unexpectedly horrifying. They had no reason at all to think that this death would draw attention from a group even more single-mindedly ruthless than themselves: Delta Green.

Meanwhile, the Worm intends to continue embezzling victims from the Slugs. When it stumbles upon the correct dosage of the Pledge Dram, corrupt deputies will become the least of L.A.'s problems.

Handler's Timeline

Events related to the Slugs deputy gang are listed here in **blue**. Events from Dyer's unnatural corruption are in **green**. The Agents can obtain a version of the **SLUG TIMELINE** (see page 29) if they succeed at **GAINING ESTEVES'S TRUST** (see page 26). They can assemble the **DYER TIMELINE** (page 32) by pursuing the history of **THE SOUTHSIDE TIGER** (see page 30).

21 JUN 2000: John Marlin becomes a deputy in the Los Angeles County Sheriff's Department. He begins work at the Men's Central Jail (MCJ).

27 NOV 2003: Franklin Dyer is expelled from Miskatonic University after a single semester for nonpayment of tuition. His application listed parents with fake Social Security numbers; their listed address is a vacant lot in North Carolina, uninhabited since before the 1920s.

30 AUG 2008: Sgt. John Marlin provides alibis for high-profile officers involved in an MCJ riot. He is rewarded with promotion and a transfer to a training unit within the Special Enforcement Bureau (SEB). He creates his own gang: the Slug Squad, or the Slugs.

24 JUN 2010: Lt. John Marlin entices Deputy Anton Gully into the Slugs during a tactical shooting course. Impressed by Marlin's skills, and Marlin's father's history with the Lynwood Vikings, Gully quickly becomes the Slugs' primary enforcer. As of late 2018, Gully has received and been acquitted of more Section 1983 complaints (excessive force) than any other deputy at his duty station.

17 APR 2013: Franklin Dyer purchases the house at 4261 Third Avenue. He pays a lump sum

transferred from a long-closed Montenegro bank account. He moves in at night and begins experiments with the Pledge Dram.

10 JAN 2014: Franklin Dyer finds his first victim, Levar White, prostituting himself on skid row. The 16-year-old is found dead two weeks later with deep fingernail gouges all over his chest and arms. Tongue and teeth were removed before death, fingers after. He died from exsanguination and suffocation.

14 APR 2014: A victim matching White's pathology is found in an Anaheim dumpster: female, late thirties, tongue removed pre-mortem, mouth carefully sewn shut. Signs of restraint on the wrists and legs. Cause of death: cranial trauma to the back of the skull. Authorities have yet to identify the body.

27 JAN 2015: Kelly Ann McMillin, age 29, is reported missing by fellow wait staff at Terry's Truck Stop outside Llano. She got in her car with a hooded customer and never returned from break. Her vehicle is found at a hiking trail off Mt. San Antonio three weeks later. McMillin is stuffed in the trunk. Her injuries are similar to other victims, plus swollen and necrotic wounds on the veins of both arms from multiple puncture marks. She died of dehydration. Reporters and social media first notice the case.

20 FEB 2015: With his recruitment network operating smoothly, Lt. Marlin transfers from Special Enforcement Bureau to a Tactical Narcotics Unit (TNU), a militarized antidrug task force. The assignment is a gift from **CAPT. RUDY DIEFFENBACH** (see page 55). Marlin seeks to spread the gang's influence and fund operations with direct asset seizure.

2 JUN 2015: Marlin's Tactical Narcotics Unit executes a warrant on suspected cartel member Silvio Chaves. The ensuing gunfight leaves Chaves dead and one officer wounded. Crossfire kills Claudette Dondry and two children in the neighboring duplex. The Shooting Board begins an investigation. Multiple detectives assigned to investigate are members of the Slugs.

13 DEC 2016: Dyer's fourth victim, Edvard Panossian (age 41), is found stuffed down a manhole in Compton. Panossian was reported missing on his way to work a month earlier. The body is fresh enough to indicate long captivity. Fingers were removed pre-mortem along with the tongue, and the mouth sewn shut. Restraints left bruises across each limb. Fingernail gouging was limited to the eyes. Cause of death was malnutrition. The press christens the killer "the Southside Tiger." National media coverage begins. The FBI convenes a task force.

13 JAN 2017: Rosario Clements (age 23) is dragged into a car at 3 a.m. from a bar outside the University of San Diego. Witnesses are unable to identify the man or see plate numbers. An anonymous tip puts a vehicle of similar description in the vicinity of 4261 Third Avenue.

15 JAN 2017: An LAPD officer looking for Clements' vehicle spots Edvard Panossian's car in Franklin Dyer's backyard garage. With hostages likely, a warrant is prepared. Sheriff's Station Southwest is tasked with tactical response.

16 JAN 2017: The Tactical Narcotics Unit "Slug Squad" executes a no-knock warrant on the Dyer residence. Dyer flees to the basement. He slits the throat of an unidentified white male captive. He's shot dead before stabbing Clements. After the tongueless, screaming young woman is freed, she overpowers deputies and dashes her own brains out on the nearest table. When the shock subsides, Lt. Marlin gets stories straight and calls all clear. He orders the killer's journal and strange drugs disposed of. Clements is reported to have died at Dyer's hand.

17 JAN 2017: While disposing of evidence from the Dyer raid, Anton Gully exposes himself to trace amount of the Pledge Dram. He begins seizing and slurring speech. His wife takes him to the hospital. Gully soon recovers, saying he drank too much. He leaves the ER that night no longer human.

2 MAR 2017: A grand jury declines to indict Lt. Marlin and Slug Squad on any counts related to the 2015 Dondry shooting. Attorney and activist Nelinha Esteves files a civil case against the city on behalf of the victims' families. Volunteer Jaz Ihejirika publicizes the case enthusiastically, fundraising for the families on Twitter and trying the case in the press.

7 MAY 2017: Annice Walker, who worked at the property company that rented to Claudette Dondry, was approached by prosecutors during the Dondry trial but refused to testify. She fails to come home. Two hours after family reported her missing, she is found dead in the driver seat of her car, parked in an alley behind a chain pharmacy. Cause of death is reported as heroin overdose.

4 JUL 2017: The Worm that steers Anton Gully finishes studying Dyer's notes. It constructs fortified kennels in the basement. It beats Gully's wife Rebecca and their two children unconscious, locks them in the kennels, and experiments with the Pledge Dram. He chose victims well. Rebecca Gully had no contact with her family after eloping with Anton, and both children were homeschooled. No one reports them missing.

1 OCT 2017: In plain clothes, Slugs find William Tavilin's camp beneath an overpass. Homeless, Tavilin was a witness in the Dondry grand jury. Deputies hold the homeless man down

and administer a lethal dose of fentanyl. He suffocates in his tent. The murder is reported the next day as an overdose.

19 MARCH 2017: The Worm screaming inside Gully's son manages to force its host to kill itself. Gully-Worm grows desperate to stop agonized broodmates from dashing the hosts apart. It snatches delivery driver Hannah Huffman from Gully's front porch. The Worm uses Gully's memories as a law enforcement officer to hide the crime. Gully is never considered a person of interest in the disappearance. He experiments on Huffman for nearly a year.

18 FEB 2018: Elizabeth Ray is found dead at her night security job, shot three times in the head while patrolling Kincaid Storage Sheds. The killing is assigned to LASD homicide. Ray was an LAPD officer before resigning the previous year. As a rookie, she worked traffic control around the raid that became the Dondry shooting.

14 NOV 2018: Marlin orders Sgt. Gully to administer an overdose of carfentanil to Jaz Ihejirika. In need of new hosts, the Worm replaces the opioids in the syringe with the Pledge Dram. Spooked and confused by the death, Marlin ceases retaliation murders and orders Slugs to disguise the incident as a PCP overdose.

16 NOV 2018: Delta Green sees the footage and dispatches a team.

Inside the Gang

The Slugs are structured as a hierarchical limited hangout. Each level can identify some members above and below, but the strata have different understandings of what being a Slug means. As Agents pursue the investigation up the pyramid, the severity and sophistication of the Slug response grows.



SLUG SQUAD

A decentralized, loosely organized deputy gang localized around SSSW.

Regular Deputies (about 18,000)

"Normies, Normans, Buckshot, Buckies"

May know nothing about the Slugs but will always help a fellow officer in trouble.

True Blues (hundreds)

"TBs, Tom Boys, Lil Boy Blues, Tango Bravo"

Not officially members but proven willing to break regulations and laws to help the gang out.

Ink Chasers (dozens)

"ICs, Ida Charlie, Uncle Charlie, Aunt Ida"

Not yet members but proven reliable in increasingly dangerous and risky ways.

Slugs (a dozen)

"Sluggy, Sluggers, Doorkickers, Blooded"

The gang itself. Each runs a part of the gang's profitable rackets.

Recruits

As part of the LASD, the Slugs have access to assets all over the city. This includes fellow deputies who may not even know they are working for a gang of criminals.

Regular Deputies: “Normies, Normans, Buckshot, Buckies”

The lowest ranks of any deputy clique are bolstered by the meta-gang of American policing. Any deputy or cooperating law enforcement officer—regardless of personal corruption—can be drafted into the clique through bad intel and lies. Confidential informants, administrative orders, and planted evidence trivialize the recruitment of “soldiers.” Cartels and street criminals must inspire fierce loyalty to recruit assassins and enforcers. The Slugs can call up 18,000 shooters on the radio. After the smoke clears, the blue wall of silence is usually enough to keep complaints about

manipulation under wraps. Threats to career advancement, union pressure, and bribery take care of the rest.

Though that is his most powerful weapon, Lt. Marlin hesitates to utilize unvetted deputies in his schemes. He’s not wary of criminal prosecution so much as pissing off larger, competing deputy gangs by poaching talent.

True Blues: “TBs, Tom Boys, Lil Boy Blues, Tango Bravo”

Hundreds of “True Blue” deputies aren’t members so much as a stable of potential recruits, intelligence assets, and favor traders. There are hundreds throughout the county. Each is identified as willing to play ball. This means that at some point they lost a report, gave false testimony, roughed up a suspect, or contributed to misconduct. Most of these incidents don’t involve criminal activity beyond everyday LASD duties, though some TBs already belong to separate, allied deputy gangs.

The motivations of TBs vary. Some actively seek Slug membership. Others act out of misguided *esprit de corps*, to avoid retaliation, or to secure special arrangements with their own gangs. Regardless, the Slugs keep track of their disciplinary infractions to ensure compliance. This blackmail is a prerequisite for any deputy considered for membership. The initial approach involves ‘glazing up’ the prospect with favors: promotion, lucrative overtime approvals, new equipment, etc. If the prospect reacts well to these gifts, they may be approached by deputies further up the hierarchy and told where to show their gratitude.

Marlin’s initial placement in the Special Enforcement Bureau identified TBs through tactical training sessions. Increased militarization of the department has spread the network of prospects across Los Angeles County.

WHAT EVERYONE KNOWS

Every employee of the Los Angeles County Sheriff’s Department knows deputy gangs exist, but they never admit their existence to strangers or spread that knowledge publicly. When Agents speak to a Sheriff’s employee, roll 1D100 to see how much more the NPC knows.

Roll	Status and Knowledge
1–25	Clean: does not know about the Slugs or their activity
25–50	In a different gang: provides false information
51–75	Knows the Slugs are based out of SSSW and some details of the Dondry lawsuit
76–100	Knows about the Slugs and the official story about the Dyer raid and the Southside Tiger

Ink Chasers: “ICs, Ida Charlie, Uncle Charlie, Aunt Ida”

Fifty or so Ink Chasers pass the test by paying back favors they received as TBs. Payback include such tasks as planting evidence, intimidating witnesses, violence, and participation in criminal enterprise. The Slugs also allow deputies to purchase this rank with cash: bribes in exchange for future promotions and political favors in the gang. Every Ink Chaser has committed at least one action that would result in immediate dismissal or imprisonment in a functioning justice system.

Other Slugs say the fifty-odd Ink Chasers have “skin in the game,” but they aren’t permitted the gang’s coveted tattoo or allowed to recruit without oversight. They serve as an authoritarian, ideological core of useful idiots. Marlin does his best to restrict frothing racists and true believers to IC rank. These are guys he can get to abuse journalists and activists with no more than the point of a finger, but the organization can always cut them loose.

Though able to operate most places LASD has jurisdiction, ICs are heavily recruited from the newly constructed SSSW station. Many were encouraged to transfer. Marlin keeps his enforcers close.

Operatives

Anyone elevated to the operational ranks of the Slugs is read in on the gang’s existence and at least one of its criminal rackets. Some justify these crimes as essential to the enforcement of true justice. Others want to buy a new boat. All share commitment to the clique.

Slugs: “Sluggy, Sluggers, Doorkickers, Blooded”

A dozen ‘blooded’ Slugs have committed assault or murder in service to the gang. They get the coveted shotgun-slug tattoo after hospitalizing their first suspect. Another assault or killing warrants transforming the tattoo into a cartoon mascot with nose and mouth. An eyestalk is added for each killing. Some members have many-eyed hydras on their thighs or upper chests.

Getting ‘blooded’ means Marlin has enough insurance on a gang member to trust them with one of

the gang’s lucrative rackets. These are the only people that know Marlin actually leads the gang. They’re also in charge of bringing contraband into jails, sourcing Mexican steroids for cops all over Los Angeles, silencing investigations, and combing new deputies for potential recruits.

For their loyalty, each receives the best rewards membership can offer. Many blooded Slugs outrank Marlin himself, including two Central Patrol Division Commanders, a high-ranking administrator at MCJ, a lieutenant in Internal Affairs, the Division Chief of the entire Court Services Division, and Marlin’s own direct supervisor, Capt. Rudy Dieffenbach. The influence that serves as the clique’s lifeblood flows down from high commands. This keeps most Slugs safe behind a desk. Marlin holds enough dirt on each member to ensure they send their soldiers at his beck and call.

Leaders

Most Slugs—even many Ink Chasers—believe the clique does not have leaders. They think of the group as a decentralized police fraternity or criminal partnership localized around SSSW. Lt. Marlin likes to keep his centrality and power quiet. The rank and file would balk if they knew they were following some jumped-up lieutenant.

Marlin, still young, is in no hurry to leave the insulation of the middle ranks. After almost a decade in the jail, he does not want to retreat behind a desk. With his service record and the soft power he’s accrued, he can leverage his position into promotion whenever he wants. Until then, he likes kicking doors and busting heads.

Marlin’s hands-on style means he’s staffed his own personal unit—the Tactical Narcotics Unit based out of SSSW station—with the most accomplished and loyal killers the Slugs have to offer. These trusted squadmates serve as bodyguards and enforcers, distributing orders to the Slugs and ensuring that tribute flows to the right places.

Marlin’s fellow leaders of Slug Squad include **SGT. ANTON GULLY** (see page 51), **SGT. FREDDY SUTTON** (see page 54), and **DEP. JULIAN SAINZ** (see page 54).

Threat Clock

God's Law is an anti-mystery. No special skills are required to understand the Slugs' guilt. Learning this information without alerting the criminals—let alone stopping them—is more difficult.



CLOCKED: Information monitored by the Slugs' network is listed as **CLOCKED**. Pursuing **CLOCKED** information risks advancing the Threat Clock. Actions that advance the Threat Clock include:

- » *A failed roll* to obtain **CLOCKED** information when interacting with LASD personnel, requesting legal records, or operating inside LASD facilities. The Agents get the information but attract attention.
- » *Unusual behavior* at a **CLOCKED** location.
- » *Resisting interference* by the Slugs.
- » *Revealing* aspects of the Agents' own "deep state" conspiracy and interests.
- » *Every day that passes* after the Slugs learn of the investigation, as suspicion flows through the ranks.

Moving the Threat Clock forward escalates Slug awareness and response. Once Slug leaders know they're the target of an investigation, they intimidate and punish the Agents. *God's Law* may end with Agents discovering the full truth, or it could crash into violence when the Slugs panic and launch an undeniable response. For possible outcomes, see **EXECUTIONS** on page 43.

Using the Clock

The first time the Agents are **CLOCKED**, place a die or tracker at 1:00 on the Threat Clock. Advance it a segment for every failure, delay, and challenge to LASD authority. After the Agents have been **CLOCKED** at least once, advance the Threat Clock at the end of every day.

Allow some time to pass between the bad roll or **CLOCKED** event before moving the marker, leaving Agents confused as to what causes this bomb to tick.

You may use the Threat Clock secretly or openly. If players can see the clock, use the Threat Clock

provided in the handouts and keep the **HANDLER'S CLOCK** on page 13 hidden. If anyone asks what the clock represents, ignore the question. Make the tension vague and nebulous until Slug antagonism makes clear what the clock measures.

The Slugs behave according to the clock. The gang's responses and encounters are suggestions. Discard or delay anything that doesn't work in the context of a scene. Skip increments to reward clever plans or for smoother pacing. The clock provides a gradient of reaction and hidden motivations for NPCs.

Observe (1:00–3:00)

Deputies with ties to the Slugs notice the Agents' interest in the Slugs or their past crimes. Reports about the Agents or their cover identities pass up the line. Deputies begin searching for names and pictures. They run plates and patrol where they expect trouble.

1:00—True Blues

"True Blues" begin to insert themselves into interactions between the Agents and LASD. Roll 1D100 to determine a True Blue's loyalty to the gang.

Roll	Attitude and Response
1–25	Resentful and disillusioned; admits to recruitment by Marlin at SEB
25–50	Naive; must first be convinced the Slugs are criminals before cooperating
51–75	Self-interested and tight-lipped; speaks only in response to bribes or threats
76–100	Wannabe Slug since training; double any Clock escalation in their presence

2:00—Ink Chasers

Ink Chasers at the rank of sergeant or higher insinuate themselves or place subordinates in the path of the Agents. At this place on the Threat Clock, Agents at SSSW or near a cruiser must attempt a **Luck** roll. If it fails, the deputies they are dealing with are ICs. They seek the reasons for the Agents' interest and they ferry intel to the Slugs. ICs know many damning Slug secrets, but they speak only in federal custody, after failing an opposed **Law** roll, or under more immediate forms of duress.



Players' Clock

3:00—Slugs

Co-conspirators at the top ranks of the gang learn of the Agents' inquiries. At this point, it is only a matter of time before news of federal interest reaches the top ranks of the gang. Each blooded officer administers one or more ongoing criminal operations and recognizes Marlin as the real leader. They cooperate only under threat of national scandal or coercive violence, either of which escalates the Threat Clock by two segments.

Orient (4:00–6:00)

Marlin and other Slug leaders know the Agents are investigating crimes they hoped to bury. They don't understand why the higher-ups suddenly care about the idea of "justice." They seek to delay proceedings and buy time to better understand the threat.

4:00—Response

One of the four members of Slug Squad (Marlin, Gully, Sutton, or Sainz) learns about the investigation. The four meet in a vacant lot to share everything thus far **CLOCKED**. Marlin crafts orders for the rank-and-file



Handler's Clock

Slugs and sends Sainz, Sutton, and Gully to spread the news through deniable channels. Lower ranks are hesitant while awaiting orders on what to do. If the Agents deal with those hesitant followers during this time, add +10% to the Agents' noncombat skill rolls.

5:00—Obstruction

The LASD seals shut. Any NPC contacts in Delta Green find cooperation between federal and county jurisdictions severed. Interaction with any part of the bureaucracy becomes frustrating in the extreme. Requests are ignored. Phones go unanswered. Permission

is denied. Triplicate paperwork is required. Conversations and interactions are recorded. Everyone is quick to call union reps and the press.

6:00—Shadowing

Anywhere in or around LA—at any location Agents stay at for more than a half-hour—a successful **Alertness** roll means an Agent notices an LASD cruiser nearby. If confronted, the deputies insist they are only eating lunch, awaiting a prisoner transfer, or conducting a stakeout. Asked to prove this claim, they ask to see the Agents' credentials in order to run them

through the computer. If they scan an Agent's personal documents, the deputies apologize for intruding and leave. Denied credentials, they tell the Agents to 'fuck off' and keep watching with a sneer.

Decide (7:00–9:00)

The Slugs know the Agents are a problem. The longer the attention persists, the more extreme their solutions grow. If the Slugs figure out how much the Agents really know, or hear rumors of Delta Green, panic could set in very dangerously.

7:00—Counter-Intel

The Slugs attempt to slow the Agents' investigation through deniable acts of "clerical (t)error" and "(un)due diligence." Vehicles are mysteriously towed or mistakenly reported as stolen. Deputies run criminal record requests for identified Agents. They ask local police to do the same for the Agents' Bonds back home. An Agent who succeeds at a **Bureaucracy** or **Law** roll detects the checking. LAPD and other local law enforcement agencies receive several APBs for anonymous suspects with appearances similar to the Agents.

8:00—Intimidation

Agents' Bonds in the L.A. area get frisked or arrested for "fitting a description." Civilians cooperating with the Agents undergo frequent traffic stops and wrongful detention. Physical bullying occurs but proves unverifiable due to "malfunctioning" body cams. No one is ever told the reason for their harassment, but Agents shouldn't have a hard time guessing. The number of LASD employees participating or complicit in the harassment is dizzying. Any official response would require years of legal proceedings. Formal complaints are accepted but never filed. Given opportunity, Slugs imply to Agents (off the record and away from cameras) that more communication between the feds and the LASD could iron out these unfortunate misunderstandings. That means the Agents must agree to talk. In private. (See **OPTION: INTERAGENCY COOPERATION** on page 47.)

9:00—Threats

An anonymous tip SWATs the Bond of an Agent identified by the Slugs. It could be in L.A. or a distant jurisdiction; nothing traces back to the LASD. The targeted Agent must roll **Luck**. On a success, the locals don't take the bait, but they fail to trace the spoofed IP address and number of the false report. On a failure, the LEOs send a tactical response to a phony report of violence at the Bond's workplace or residence, and the Agent must roll **Luck** again. On a failure, things came to violence before the misunderstanding with locals was cleared up. The Bond is traumatized and terrorized. On a fumble, the violence involved a firearm. The Bond takes 1D10 damage. The Agent loses 1/1D6 SAN due to helplessness, more if the Bond dies. Remember the cautions described in **HANDLING REAL EVIL** on page 3. This likely results in the ending of **ANOTHER GOOD SHOOT** (page 45) or **QUALIFIED IMMUNE** (page 46).

React (10:00–12:00)

Unaccustomed to attention from people they cannot intimidate, coerce, or bribe, the Slugs act rashly. Unity breaks down in the ranks. Hardliner factions move to terminate the Agents. Less committed members distance themselves. Marlin begins crafting long-term contingency plans to cover his tracks and flee the country with as much cash as possible.

Reactions to Agent investigation or interference may turn violent. The entire gang is looking for any shred of plausibility to cast doubt upon the Agents, painting them as the *real* criminals or killing them outright.

If tensions escalate to 11:00 or 12:00, the **ANOTHER GOOD SHOOT** or **QUALIFIED IMMUNE** endgames described on pages 45 and 46 are assured. This thing ends bloody. The only question is who pulls the trigger first.

10:00—Retaliation

Ink Chasers attempt to isolate and compromise an Agent. Roll **Luck** for all identified Agents. The player who rolls worst becomes the target. The tactic of choice is a traffic stop on an isolated road, far from major highways. An LASD cruiser uses its spotlight to

blind the driver's mirror and insists over the loud-speaker that the vehicle follow them down a secluded street. A second LASD cruiser waits at the other end. Agents may use **Alertness**, **Law**, or **Military Science (Land)** to spot the trap.

If the Agent flees, the cruisers pursue and attempt to make an arrest on traffic law violations. If the Agent pulls into the trap and tries to shoot their way out, that's perfect justification for the two Ink Chasers in each cruiser to gun them down. If the Agents make no attempt to resist, the deputies beat them and arrest them for illegal materials they plant in the trunk, such as drugs, child sexual abuse material, or weapons. They sweep the car for recording devices in the same pass. All four ICs report the Agent(s) as aggressive and threatening, refusing to show ID. Their stories are consistent and rehearsed, painting the Agent as a corrupt government employee or government contractor with a car full of contraband who panicked during a routine traffic stop.

If Agents cannot be separated, Marlin trades favors and bribes informants. A tip for evidence the Agents need goes across the police scanner. It could be a known acquaintance of Dyer, a Slug identified in previous interactions, or another overdose like Ihejirika's. The Handler can make up the details, but the tip is bad. The location is the stashhouse or hangout for a violent street gang known to the LASD. They hope to provoke a shootout between the Agents and career criminals.

11:00—Kinetic

If the investigation is perceived as advancing despite attempts to arrange "clean shoots" on the Agents, Anton Gully suggests a more hands-on approach. The four-man Slug Squad meets in the dead of night and launches a home (or hotel) invasion on the first Agent identified. They target anyone they know sleeps alone, or the most isolated group they can find. The plan is to break in using a sophisticated tumbler gun, restrain an Agent, inject them with a lethal dose of carfentanyl, and arrange an overdose crime scene. Anyone else gets bundled into the trunk of the car and transported to a shallow grave in the desert. The Slugs are experts at this kind of entry, restraint, and evidence-planting. The last time Marlin's team did it, they were in and out in less than ten minutes. If the Agent resists, the Slugs open fire. They try to make the aftermath look like a burglary gone wrong.

Even worse, the **GULLY-WORM** (see page 51) has spiked the drugs with **THE PLEDGE DRAM** (see page 52). Anyone injected with the hot shot suffers the effects.

Midnight—No Return

If the Agents keep going, the Slugs panic and lose cohesion. Most member go mute and distance themselves from the gang. Leaders lawyer up or attempt to flee the country with whatever they can carry. Left uncontested, the **GULLY-WORM** (see page 51) senses the end and ramps up experimentation with **THE PLEDGE DRAM** (see page 52), targeting another member of Slug Squad or an Agent in a brazen, single-minded assault.



IN A GOD'S TEETH CAMPAIGN

Before the operation begins, pick an Agent with a name that can be plausibly altered by as few letters as possible. The name or alias must be associated with a number that can receive text messages. Dr. Sara Smythe might get a text meant for Sarah Smythe. Agent Jack Warner gets a text intended for a Jack Werner. The identity need not be associated with a Delta Green cover.

In error, the Agent receives a message from an unrecognized number: "OMG! Weren't you working down there?" followed by a link. Ask the Agent if they answer. If the Agent looks, they see a version of **THE FOOTAGE** (see page 17) early, before the Program takes it offline. If they ignore it until later, no one responds back and the link is dead.

If the Agent informs Pitzerelli, their case officer, MASTICATE gets assigned to the investigation. The attorney is comforted to know his team shares important intel, but he's more disturbed one of the freaks beat him to his own briefing. If the Agent watched the video and didn't tell the Program, they lose 0/1 **SAN** from the unnatural upon realizing a wrong number predicted their future.

Tracking down the message is trivial. The text was from Ethan Spicer, an employee of L.A. Bureau of Street Services. It was intended for a person with a similar name driving the street sweeping route down Sutra Avenue. All investigation into the call confirms the innocence of the error. Spicer was up late and saw the horrific video before it was removed. The driver with the similar name works the Sutra route but on a different night. Dispatch chewed everyone out last week about personal talk over the radio, so Spicer looked up the number of his midnight lunch buddy, searched with a typo, and sent the question to the Agent accidentally.

The transcription error. The search engine. The lives of the two street sweepers. The dead man. The Agent's very name. All converge to form the interlocked bars of inescapable fate.

Briefing

An Agent at home hears someone at the door. The driver is pulling away by the time anyone answers, a plastic bag of takeout left behind. No one placed an order. The restaurant listed on the bag does not exist. The food is a “Green Agave Grilled Chicken Wrap” prepared at a nearby ghost kitchen, offered on the menus of a dozen delivery-only operations under different names. It is cold. The receipt lists an address Google says belongs to the Federal Building in Los Angeles. The date of purchase is listed as tomorrow. The customer phone number on the receipt is too long. The Agent recognizes the code. Latest protocol decodes it as a claim code for tickets, purchased and waiting at the nearest airport.

The other Agents receive similar signals.

They meet the next day in a windowless conference room beneath Wilshire Boulevard. The Agents’ case officer is waiting for them, reviewing papers and sneaking a bag lunch. The room is empty but for a conference table and single desktop PC, recently installed. The case officer packs the papers into a valise the moment the door opens, eager to hand off this work.

“Assets in Silicon Valley tipped us to multiple videos uploaded over the last 48 hours. Definitely in our wheelhouse. The footage is about as clear as a terms-of-service violation gets, so we’re having good luck keeping it offline. The techs tell me it’s too consistent to be fake. Metadata locates all the angles in the same L.A. neighborhood. The time stamps sync. They say it could be some new drug. Or something worse. Find out. If it’s our problem, solve it.”

The case officer leaves a phone number on the table. “Everything you need stays in this room, on this computer. The computer is off the network. The room is shielded from Wi-Fi and cell signals. Office space across the hall is also yours. If you need internet or to make a call, head over there. Anything else, call and I’ll run it up the chain.”

The case officer can’t or won’t answer additional questions. “They told me not to watch it. I followed orders.” They leave.

The Footage

A half-dozen video files are in the desktop’s hard drive. Each has attached digital forensics summaries compiled somewhere inside the NSA. The most viewed file is labeled “Sutra Sand. 14-11-2018 2310-2313.” It was uploaded to YouTube as “Shook on dat SAUCE! Cr4zy OD!”

The video is from a security camera outside Sutra Sandwiches in Leimert Park, Los Angeles. It overlooks outdoor seating. There is no sound. It’s night. No one is seated outside. At the edge of the frame, on a sidewalk along a fence across the street, a tall, sturdy Black man walks into view. He seems to be in the midst of some fit or seizure. He is distant from the camera and poorly lit. He stumbles into a parked car, setting off the alarm. A pair of passersby attempt to help but the man’s violent thrashing throws both back.

Roughly thirty seconds into the footage, the man begins clawing at his face and arms. He digs trenches through his skin as a growing crowd of onlookers stare in horror. Some get out phones to call for help. Others begin filming. A couple try to restrain him. All soon recoil, flee, or drop their phones as they become sick.

The man rises and begins flinging blood and skin, then his nose, onto the sidewalk and parked cars. He reaches into his sinus cavity, up to the third knuckle of both hands. He begins tearing his own skull apart. As his scalp visibly snaps and sags under the pressure of the lunatic prying, he finally succumbs to shock and falls to the concrete. Stunned onlookers surround the corpse. A Los Angeles County Sheriff’s Department cruiser pulls up. The footage cuts out.

Watching the video costs 0/1 SAN from violence.

Sources

Videos of the event from multiple shaky angles were posted to YouTube, Twitter, and other big sites, and quickly taken down again. No one with a smartphone held the shot without getting sick or running away. A few mirrors were archived on Dark Web shock sites, but Program operatives have already corrupted download links with malware and “archived” versions that

link to hoax videos. There are six videos of the event on the hard drive.

“Shook on dat SAUCE! Cr4zy OD!” has the clearest perspective. It was uploaded 40 hours ago from an IP address owned by Hugh Son (see **ORIGINAL POSTER** on page 24), an employee of Sutra Sandwiches. All videos corroborate the security footage and sync with its time stamps. Every file was uploaded by Los Angeles residents. A disturbing amount of personal device data has already been scraped from each account. An Agent using **Computer Science** to examine the metadata finds no evidence of significant editing before upload. There’s nothing unusual in the backgrounds of uploaders. (But see **IN A GOD’S TEETH CAMPAIGN** on page 16.)

Before the video was taken down, YouTube commenters speculated that it showed a violent reaction to PCP or bath salts. Dissenters said no such overdose was possible. Latecomers pushed the PCP theory

and discredited skeptics as conspiracy lunatics or trolls. Those were the Program’s sock-puppets doing damage control.

Identification

The Los Angeles Sheriff’s Department reported the death as a drug overdose. Damage to the body has delayed official identification. The Program identified the victim in the video with facial recognition software: Jaz Ihejirika.

Access to federal databases in the Federal Building makes it easy to pull Ihejirika’s dossier. He was born in 1987 to Nigerian immigrants. Both parents died in a 2007 car accident in upstate New York. No other family are listed in the United States. Ihejirika relocated to L.A. in 2010. He had a prolific online presence and worked as a community organizer and activist in L.A. protest movements.



According to tax returns, Ihejirika supported himself through podcasts, speaking engagements, and consultancy work. His podcast, “Off the Brim,” focused on social justice issues and the Black Lives Matter movement in L.A. His criminal records show two counts of marijuana possession, three counts of unlawful assembly, and numerous “temporary police detentions” dating back to the Occupy Wall Street movement.

The first hit online for the name is the last episode of “Off the Brim,” uploaded November 1, 2018. It’s on YouTube, an interview between Ihejirika and activist **NELINHA ESTEVES** (see page 26). Viewing it, the Agents learn the details of **THE DONDRIY LAWSUIT** (see page 25). The livestream’s purpose was a relief fundraiser for victims’ families.

Digital Forensics

Agents may attempt **Forensics, Medicine, and Surgery** rolls to study the recording. Even a failure recognizes that the violence of Ihejirika’s self-harm is not possible. Success adds details. There is no physical or pharmacological explanation. Pain and muscle contraction follow similar neurological pathways. Besides metabolic efficiency, “clogging” receptors with pain response acts as the nervous system’s cap on self-harm. While it’s mechanically possible to rend your own skull apart, the pain of the muscle contractions would overwhelm the body with agony before the wounds grew so severe.

The suicide is hypothetically possible if the victim suffered congenital insensitivity to pain and anhidrosis (CIPA) *and* was suffering psychosis caused by some powerful amphetamine. In that case, it might be possible to muster such one-time, bone-rending strength before dropping into paralytic shock. However, the malfunction of receptors that causes CIPA also reduces the effectiveness of drugs capable of such extreme metabolic alterations.

Several fundamentals in human neurological construction would have to be complexly, bizarrely, and artificially bypassed to allow such a feat of self-destruction. Unnatural or not, Delta Green wants a sample of anything capable of doing this.

News

Official records of Ihejirika’s death are still being processed at the Los Angeles County Medical Examiner’s office (see **COUNTY CORONER** on page 19). The *Los Angeles Daily News* police blotter, easily found online, corroborates reports of the incident. Dispatch received a call in of 390P (“possible use of PCP”) one minute before deputies pulled up in the footage. The call was amended to a 901N (“ambulance needed”) a minute later and EMS dispatched.

The Agents could roll **Bureaucracy** or **Law** to use their government credentials to review 911 records. The first deputies on the scene were **SGT. FREDDY SUTTON** and **DEP. JULIAN SAINZ** (see page 54).

There’s no other coverage of the event in media.

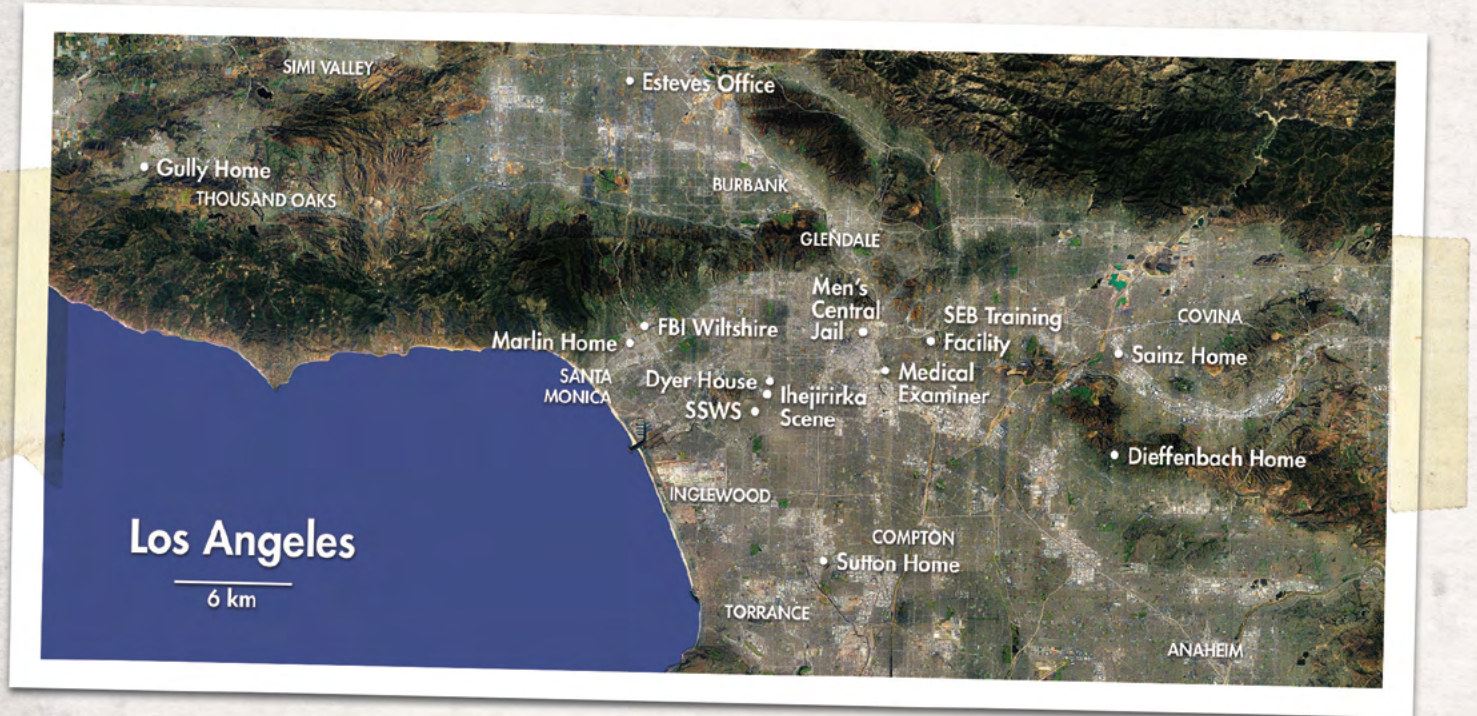
Preliminaries

From this point forward, the **THREAT CLOCK** (see page 11) is ticking. The Slugs know something went wrong with the Ihejirika hit. They have no idea how wrong. When federal agents with thin credentials show up asking questions, the Slugs are already watching their trail.

County Coroner

 **CLOCKED.** If Agents fail skill checks to get information out of employees (**Persuade, Bureaucracy, Forensics**, etc.), they still receive clues and cooperation. No one risks their job hindering investigation until the Threat Clock hits **OBSTRUCTION (5:00)** as described on page 13. With a failed roll, an employee reports the inquiry up the chain of Slugs, who are owed many favors at the coroner’s office and want to know about anyone asking about the overdose. Failed attempts to infiltrate the premises unseen, hack the computers, or violate protocol likewise advance the Threat Clock—but instead of gaining intel, the Agent faces a brisk security response of the Handler’s devising.

The Los Angeles County Medical Examiner is in Boyle Heights. The Agents must decide how to access Ihejirika’s body and gather evidence.



Paperwork for active municipal, county, and state investigations is off-limits to federal authorities without a warrant. Claiming federal jurisdiction is a big, loud, slow process that pisses off nearly everyone involved. If asked, the Agents' case officer advises they learn as much as they can before leaving such a paper trail. The Program could draft some bullshit claiming the victim was an FBI informant, but the case officer says the city has an abysmal history in cooperating with federal investigations. An official mandate might close doors with the locals. Agents are better off acting like spies, not cops.

Federal IDs and claiming federal jurisdiction shields Agents from the most serious consequences of sneaking into a morgue. But news of such impropriety spreads fast in the LASD.

Dodgy Paperwork

The most obvious way to obtain the autopsy report is a formal request from federal law enforcement. It's also the slowest. Faster, deniable methods are available. Provide some options for Agents struggling for ideas. The file is easy enough to understand once Agents have access.

- » An Agent could pretend to be a California government gofer, say that the case was handed over to the state, and roll **Persuade** to convince the receptionist to hand it over even though someone must have failed to put in the request properly.
- » With **Law**, an Agent might falsify a request for an evidence transfer from the state attorney. The requested evidence doesn't exist, but clearing up the discrepancy provides a glimpse at an inventory of all evidence stored at the coroner's office. By the time the error is sorted out, the Agent sees everything.
- » An Agent could roll **Stealth** to slip in a side door of a records room as someone goes out for a break. An Agent who gets caught must roll **Persuade** to pretend to have gotten lost finding the bathroom.
- » An Agent could use **Disguise** or **Medicine** to pass themselves off as medical staff. In the examination rooms, masks and scrubs fit right in.
- » An Agent could use **Computer Science** to guess the medical examiner's easy password.

The autopsy hasn't been performed yet. Ihejirika came in at 3 a.m. Monday morning, 14 NOV 2018. EMS took the body directly from the street to the county coroner. **SGT. FREDDY SUTTON** and **DEP. JULIAN SAINZ** (see page 54) were the first responders. They took photos and processed evidence before paramedics arrived and took the body.

The incident report claims the sheriff's deputies were returning from a prisoner transfer when they responded to a 390P ("possible use of PCP") after witnessing a disturbance on patrol. They called in a 901N ("ambulance needed") after reaching the dead man in the street. In the transfer paperwork, the EMS noted that deputies reported an overdose. They based the analysis on drug paraphernalia and eyewitness accounts collected from the scene.

To any Agent with 30% or more in **Bureaucracy**, **Criminology**, or **Law**, the paperwork is very thin. Fingerprints and dental records match Jaz Ihejirika (see **IDENTIFICATION** on page 18), but the victim is still listed as John Doe. No toxicology report has been ordered. No samples of drug paraphernalia were passed to the medical examiner. The victim was found without a wallet, phone, or keys despite taking a late-night walk through the city.

The medical examiner's office is overwhelmed serving a population of 10 million. Only two days in, deputies are still compiling and distributing evidence. And the Sheriff's Department sent first responders despite the site being in LAPD's jurisdiction; investigative responsibilities could be under debate. Maybe the rest of the paperwork got misplaced?

Victim History

Learning Ihejirika's identity grants Agents the information found in **IDENTIFICATION** (see page 18).

Agents who know about Ihejirika may use **Search** in the lobby of the coroner's office. On a success, the Agent thinks to check the visitor's log for the past two days. **NELINHA ESTEVES** (see page 16), interviewed on the victim's podcast, signed the visitor's roster the day after Ihejirika arrived. The receptionist recalls Esteves asking about someone named "Jaz" and showing a picture, but the morgue didn't have anyone matching

that description. (Ihejirika had been logged as John Doe and no longer had a face.) The receptionist says he suggested Esteves file a missing persons report. Esteves scoffed as though he'd said something absurd and walked out.

Autopsy

Ihejirika's body is stored in a morgue rack in the refrigerated vaults at the back of Campus A. From there, slabs laden with body bags are lifted onto a rolling jack and pushed to an examination suite. To perform the autopsy themselves, an examining Agent needs two hours alone with the body, one if they are sloppy. If Agents need the Program to outsource medical expertise, they have to either get the body out without detection or claim federal jurisdiction over the case.

Seeing the remains costs 0/1 **SAN** due to violence. The man is horrifically mutilated: hands, chest, and facial features torn to ribbons. The front of the skull splits around a hole in the sinus cavity. Cause of death is exsanguination due to extreme cranial and mandibular trauma.

Forensics is required to learn more. On a success, the Agent figures out the victim's **IDENTIFICATION** (see page 18) from fingerprints. They note how odd it is to delay bloodwork this long for an overdose. The Agent can collect samples for analysis. (See **BLOODWORK AND TOXICOLOGY** on page 22.) The organs show no sign of the long-term damage one would expect in a PCP addict.

An Agent who succeeds with **Forensics**, **Medicine**, or **Search**, or who specifically describes turning over Ihejirika's body (116 kg), finds unexpected puncture marks. Three needle marks are arranged tightly in a triangle near the first lumbar vertebrae, the blood hardly clotted. The marks are white and fresh, barely livid before the heart stopped beating.

With further **Forensics** or **Pharmacy**, an hour comparing photos in the forensics database identifies the wound as coming from a dart gun: a tranq round meant to inject sedatives into dangerous animals. If the victim killed himself, first he injected a cattle dart into his own spine.

Bloodwork and Toxicology

The Agents can ask the Program to have experts examine samples taken from the body. They take 1D6 days but return all of the following results. It takes only a few hours if an Agent performs the analysis using tools at a local university friendly to the FBI, but each item requires a skill roll.

FORENSICS OR PHARMACY: The only narcotics are trace amounts of marijuana and the antidepressant Lexapro. There's no indication of amphetamines, phencyclidine, synthetic cathinones, or anything capable of causing a psychotic break. Certainly no signs of the heavy drug abuse typical of needle addicts.

CHEMISTRY: The blood carries unusually high levels of mercury, enough to manifest symptoms of heavy metal poisoning had the victim survived. Wider-spectrum chemical analysis finds toxic PPM readings for zinc sulfate and antimony oxychloride.

OCCULT: In medieval alchemy, zinc sulfate and antimony oxychloride were called white vitriol and the Powder of Algaroth. Both were used frequently in occult rituals.

MEDICINE OR SCIENCE (BIOLOGY): Cerebrospinal fluid indicates the brain was flooded at time of death with amyloid-B and tau proteins. Though both are remnants of neurological decay, they exist in amounts that can't be explained by two days in refrigerated storage. The brain was also flooded by BDNF proteins. These chains, responsible for neurological growth, exist at levels far higher than should be possible for an infant child, let alone a 31-year-old man. The myelin sheaths around the cerebral nerves are more damaged than the worst multiple sclerosis on record. The victim shouldn't have been able to blink, let alone walk. It's as if the brain were caught in midst of rapidly decaying and rebuilding itself at time of death. Realizing this costs 0/1 SAN from the unnatural.

Questioning the Medical Examiner

The examiner on duty when Agents arrive is Dr. Marlene Zuñiga. This elderly physician knows enough to keep her mouth shut if she doesn't see paperwork establishing legal standing to share evidence with the Agents. Agents can use **Bureaucracy**, **Law**, or **Craft**

(**Forgery**) to fool her into providing access to evidence under her supervision. If the Program doesn't officially declare Ihejirika part of an active federal investigation within two days of Agents lying to Dr. Zuñiga, she spots the con and alerts her superiors about feds with false credentials. That escalates the **THREAT CLOCK** (see page 11) by two segments.

Zuñiga has not yet performed an autopsy or ordered bloodwork. She doesn't understand what the fuss is about. She wasn't on duty when the body came in, so she called and asked when she found a split-skulled corpse on her caseload. She was told the case was assigned to a Tactical Narcotics Unit based out of **SHERIFF'S STATION SOUTHWEST (SSSW)**, described on page 34, but the captain there told her the inquest could go on the backburner. She forgets his name.

Zuñiga is not the least apologetic about delays. Pressed on the lax response, she gets frank with the Agents: "This office serves 10 million people. Fentanyl overdoses are up 250% since last year. We're set to shatter the record by Christmas. I'll get around to your John Doe junkie in a couple months."

Victim's Residence



CLOCKED. If the Slugs already know someone has interest in Ihejirika (any advancement on the Threat Clock), they or friends keep an eye on the apartment. Unless the Agents take exceptional pains to hide access of the apartment (wearing disguises, breaking in, etc.), advance the clock as soon as they enter.

Jaz Ihejirika lived and died in Leimert Park. Leimert Park is a historically Black and Latino neighborhood in southwest L.A., home to roughly 20,000 residents. The area was once an epicenter of America's drug war and home to its worst excesses. A new public park has attracted gentrification.

The only thing notable in Ihejirika's one-bedroom apartment is the original podcast recording with Nelinha Esteves (see **IDENTIFICATION** on page 18). He has research materials about **THE DONDRIY LAWSUIT** (see page 25) stored in a file on his computer, but it contains nothing the Agents cannot find online. The podcast recording discusses the case at length. There is no evidence of the unnatural.

Ihejirika was not well known by his neighbors but was no more alienated than anyone else living in the city. People in nearby units say he went out a lot, kept odd hours, and usually wore headphones when spotted in the halls. Agents who access his cell-phone records or review hallway surveillance cameras find nothing exceptional. He participated in social justice causes, loved Ethiopian cuisine, frequented a couple of dive bars, and used public transit. Late-night walks were not unusual.

Cell tower tracking provides an automatic success if Agents attempt to **RETRACE STEPS** (see page 23) the night of the incident.

Crime Scene

Ihejirika died on North Sutra Avenue, less than two blocks from his apartment, an area flanked by residential neighborhoods to the north and south. He fell against the fence abutting Mervyn Dymally Memorial Soccer Field to the east, in full view of several restaurant patios across the street.

Though Leimert Park is under the jurisdiction of the LAPD, city officials allowed LASD facilities to be constructed nearby to assist with enforcement and prisoner processing. Sheriff Department officials are only meant to pass through, but a scan of newspaper headlines suggests semi-permanent jurisdictional limbo in the area. A mixed law enforcement response to recent protests further muddled the waters.

Examining the Scene

The gore has been hosed off the sidewalk and street by the time Agents arrive.

Elisa Jackson manages Sutra Sandwiches across the street. The original security camera footage is missing. The owner of the restaurant lives in Anaheim and gives strict orders to only save video to the hard drive in the event of legal action. The manager called the Sheriff's Department the day after her opener, Hugh Sun (see **ORIGINAL POSTER** on page 24) said there had been a death overnight. A deputy told Jackson the event was an overdose and she could erase the footage. She never watched it. Too squeamish. Having **HUMINT** at 20% or higher allows Agents to

recognize Jackson is honest and has no motivation to lie. She does not know her employee uploaded the recording to YouTube before deleting it from the restaurant hard drive.

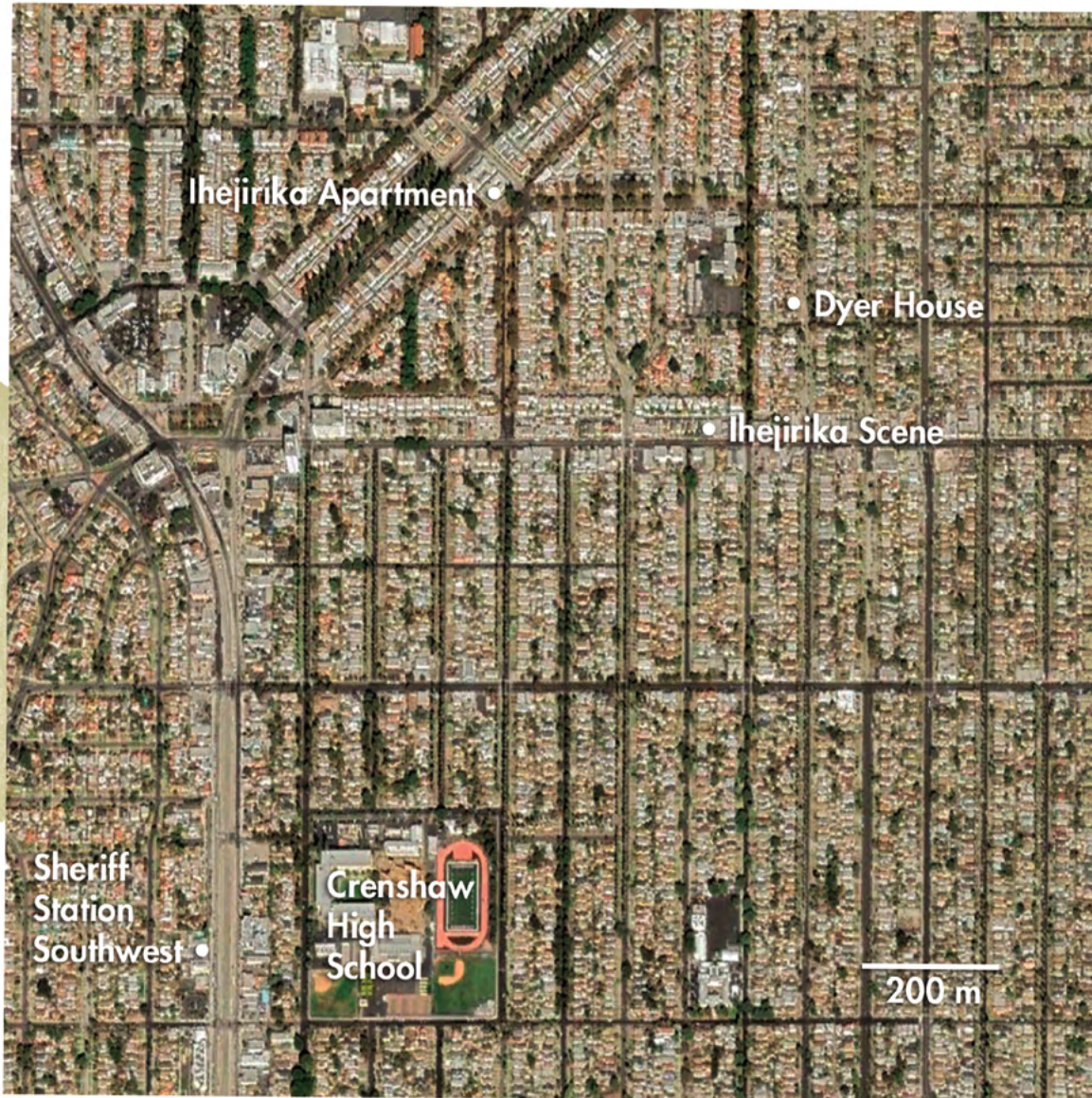
Using the camera at Sutra Sandwiches as reference, Agents can approximate the physical location of everyone filmed during the incident. Ihejirika walked into frame from the south, on the east side of the street beside the Dymally soccer field's fence. Canvassing that area with a successful **Search** roll, an Agent spots an orange plume amongst the detritus in the gutter, one intersection south of Sutra and half a block from the sandwich shop. The orange feathering sits at the end of a Pneu-brand, tripoint quick-release animal dart: the type designed for cattle tranquilization. Empty. The dart has been lying in the gutter for days, barely 30 meters from where the victim died.

If Agents have results of the **AUTOPSY** (see page 21), the blood on the syringes matches Ihejirika's. The payload residue matches the heavy metal contamination found in **BLOODWORK AND TOXICOLOGY** (see page 22). There are no fingerprints on the dart and no way to trace its origins.

Retrace Steps

Agents who spend a day retracing the victim's steps can attempt **Navigate** or **Survival** rolls (at +20% if they discovered the dart). They succeed automatically if they accessed the victim's cellphone GPS. On a success, they guess a 24-hour convenience store five blocks away to be Ihejirika's only likely destination at that time of night. Any whiff of authority provides access to that Quickstop's surveillance camera. It shows the victim bought a pack of cigarettes only a few minutes before he collapsed. The exterior cam shows Ihejirika leave to the north. A hooded man in a Golden State Warriors hoodie follows up the street after.

Once Agents know Ihejirika's route, they can sift footage from other cameras along the way. A block north, a bus-stop CCTV records Ihejirika pass. The hooded man tails him, a dozen steps behind. The stalker clenches a gloved fist for a moment before putting it back in his pocket. A flash of wrist might be a white man's. Besides his being roughly six feet tall, skin is the only feature visible.



A bank up the street has an ATM with a camera facing across Sutra Street. Agents can pull the footage and spot Ihejirika walk past. Right before exiting the frame, he seems to notice the man shadowing his steps and looks behind him. The stalker pulls something from his pocket and stabs Ihejirika in the back, which takes both men out of view.

Original Poster

The most obvious starting point is the uploader of the primary footage: 17-year-old Sutra Sandwich employee Hugh Sun. He lives with his parents and works

part-time. After discovering the horrific footage on the camera recordings the next day, Hugh uploaded the video as “Shook on dat SAUCE! Cr4zy OD!” Craven enough to upload a snuff film for clicks on YouTube, he complies with any threat of legal action.

Sun claims he didn’t know anything was wrong: “I asked my manager, and she hadn’t heard anything from the police! The—what’s the scanner thing—the blotter! It said it was an OD! Those cops never questioned her or asked for the file or nothing. I thought it was just some junkie!”

Sun still has the original recording from the sandwich shop on his laptop. It goes on for much longer than the upload to YouTube. After paramedics declare the victim dead, **DEP. JULIAN SAINZ** (see page 54) gathers up a phone, wallet, and keys from the victim's pockets. If Agents have seen **DODGY PAPERWORK**, page 20, they know these items were never inventoried as evidence.

Canvass Other Witnesses

It takes four or five Agents 1D4 days to question all uploaders and witnesses identified through the footage. Their accounts are remarkably consistent. They heard a car alarm. A man was in distress. Then things got worse. They were either pushed down trying to help, distracted dialing 911, or retching. Some ran. Most stayed and were questioned by deputies. The deputies said PCP overdoses could cause what happened. They took some pictures as paramedics loaded the body into an ambulance, then left.

Use a **Persuade** or **HUMINT** roll to test an Agent's ability to canvass methodically and cross-reference accounts. On a success, every witness describes a consistent smell of feces around the victim. Most who mention it attribute the stench to city sewers or death, but three strangers mention hints of cinnamon and peroxide, unbidden. Agents asking about that smell jog the memory of any witness. Everyone remembers a faint, sweet, chemical note beneath the smell of shit.

Asking Friendlies

The Program has assets in Los Angeles law enforcement. Operational security requires giving them minimal details, but they can provide an overview of the LASD, **DEPUTY GANGS** (page 2), the Tactical Narcotics Unit "Slug Squad," and Sheriff's Station Southwest. They've also heard of the Slugs and relay conflicting rumors. Some heard the organization is based out of Special Enforcement Bureau while others say SSSW. No sources are members or know any members.

Ask the requesting Agent to roll **Bureaucracy**. On a failure, the rumor that "someone federal" is asking about deputy gangs at SSSW advances the **THREAT CLOCK** (see page 11).

The Dondry Lawsuit



CLOCKED. Slugs monitor any official requests for legal records about the Dondry case, the grand jury proceedings, or people involved in the lawsuit. Failed rolls represent detection by records keepers or court staff allied to the gang. Information published in the press about the trial cannot be suppressed and does not advance the clock. Similarly, relentless opsec has kept Nelinha Esteves's office free of moles and bugs. Failed rolls in her presence do not advance the Threat Clock. Esteves's paranoia is entirely justified. The Slugs are watching her. Advance the Threat Clock if the Agents are seen parking outside the lawyer's home or office.

The Agents can learn about the Dondry lawsuit from Ihejirika's coverage on the "Off the Brim" podcast. His information was open-source and corroborated in the press, though his analysis of events is far more critical than that found in the *Los Angeles Times*. The tragedy briefly garnered national attention before being subsumed in the endless churn of police shootings. The Agents find no shortage of documentation online. They can also learn the information directly from Ihejirika's podcast guest, **NELINHA ESTEVES** (see page 26).

In 2015, LASD's intel division conducted a sting operation on *La eMe*, aka the Mexican Mafia, a powerful prison gang. Intercepted communications located a stash house in the home of Silvio Chaves, a suspected member of the Zambada-García wing of the Sinaloa drug cartel. *La eMe* was under the impression Chaves's rented duplex served as a major narcotics distribution hub. A "no-knock" warrant was issued. The address was in LAPD jurisdiction, but the intel came from LASD investigators. LASD and LAPD pooled resources for the bust. The Tactical Narcotics Unit, the "Slug Squad," breached the door at 0445, 2 JUN 2015.

Chaves was home and awake. He fled to a kitchen, presumably going for a weapon. Chaves turned and fired. Three LASD tactical members returned fire with submachine guns, one with a shotgun. Chaves died

instantly, his body thrown over a shattered kitchen table loaded with meth and rifles. One officer, Sgt. Freddy Sutton, was struck in the plate carrier and suffered bruised ribs.

Rounds penetrated the drywall behind Chaves, cutting into the adjoining duplex. Claudette Dondry rented the home using her pension as a retired pediatric nurse. She ran an unofficial daycare service for working neighborhood mothers to augment her fixed income. She was serving breakfast. Dondry and the two children in her care (three years old and 18 months old) were killed.

The Grand Jury

The Dondry lawsuit is an ongoing wrongful death suit against Los Angeles County and the LASD. The shooting went to a grand jury. The grand jury absolved the deputies in 2017.

As grand juries are sealed proceedings, press coverage was limited. What little ink was spilled predicted a win for the shooters. If the sheriff thought the results in question, legal theorists reasoned, the deputies in question would have been suspended during discovery. The sheriff's department justified the warrant with the presence of enormous stashes of methamphetamine and firearms on the scene, arguing both represented an urgent danger to public safety. Chaves's impressive list of prior felonies and violent resistance helped make the case, and the defense insisted there was no signage advertising a daycare posted in the neighborhood. The daycare was not registered with the city and was unlicensed and illegally zoned. The sheriff's department provided paperwork from the property manager proving they had checked the second property and been told it was vacant; a clerical error on the part of the property company had provided TNU with an old lease. The Shooting Board described the incident as "unfortunate" but blamed clerical error, improper business registration by the shooting victim, and bad luck.

Editorials about the case point out that conviction—already unlikely—became hopeless once Slug Squad took down **THE SOUTHSIDE TIGER** (see page 30) in the same neighborhood.

Nelinha Esteves



CLOCKED. Esteves is monitored by the Slugs. She has cleared her office for listening devices, but LASD patrols the location frequently. Agents known to be inside for more than a few minutes have their vehicles and identities noted by deputies.

Nelinha Esteves is a 35-year-old attorney specializing in immigration law. Jaz Ihejirika interviewed her on an episode of his "Off the Brim" podcast (see **IDENTIFICATION** on page 18), and she tried to identify his body at the morgue (see **VICTIM HISTORY** on page 21). Normally based in Texas, Esteves flies to L.A. every couple of months to collect depositions and prepare briefs for the Dondry lawsuit. She works out of space rented by *El Puente de la Esperanza*, "The Bridge of Hope," a nonprofit immigration defense fund that provides representation in asylum and naturalization cases. The "office" is a former Radio Shack in a strip mall off the 118 in the San Fernando Valley.

Nelinha is in town at the same time as the Agents. She sleeps on an air mattress in the back of the office. (The family she usually stays with is moving.) Esteves's resume is that of a crusader and expert proceduralist. She's not a trial lawyer, but she has a reputation for securing summary judgments, executing procedural tricks, and punishing opponents with grueling discoveries. She has worked trials against two major corporations for labor violations and served as counsel in countless U.S. asylum cases.

Esteves represented a woman in immigration court who was the aunt of the youngest child killed at Dondry Daycare. The families filed a civil suit against the LASD, LAPD, and City of Los Angeles. Esteves volunteered her legal services.

Gaining Esteves's Trust

Esteves knows her rights and weaponizes them to the limit. Everything about her demeanor on the phone makes clear that she does not like cops, soldiers, or authority figures. Her body language confirms this fact. A successful **HUMINT** roll recognizes a woman on war footing. She sees enemies everywhere.

She greets the Agents at the door of her strip-mall office. She begins by informing them that they've been

on camera since they entered the parking lot. It's a live feed uploaded to cloud servers—just like the camera as running in her car, at her home in Texas, and on her person at the press of a button. With a successful **SIGINT** roll, it's clear she's not lying: Cameras dot the four corners of the room, each with directional microphones and wired to a server/router combo humming in back. Nelinha does not take contact with authority lightly. She intends to broadcast any abuse of power as widely as possible.

If asked, Esteves admits to assisting with the Dondry lawsuit, though she isn't lead counsel for the case. She agrees to questions only insofar as it might help her clients.

Questions about Ihejirika are met with icy silence or, dryly repeated, "Am I being detained?" Agents may attempt to **Persuade** Esteves of their good intentions. Esteves opposes attempted deception with a **HUMINT** roll, her skill 60%. If Agents threaten, accuse, or otherwise insult Lt. Marlin or Slug Squad in their pitch, they add +30%. On a failure, Esteves points Agents to the door: "*Tell Marlin and his boys they can't scare me. I'm done talking until the trial.*" On a success, the attorney trusts Agents enough to turn off the recorders and talk candidly about the Slugs. She explains the details below and provides information summarized in the Slugs timeline handout on page 28.

Details From Esteves

Deputies involved in the Dondry shooting were never formally charged. They were suspended with pay for less than a month. With no witnesses for the prosecution, the grand jury dismissed the indictments. Three witnesses declined to testify before the grand jury. Nelinha Esteves sought them for the civil case.

Esteves can tell the Agents the history of **DEPUTY GANGS** (see page 2) in L.A. and the structure of the Slugs (see **INSIDE THE GANG** on page 8). Unlike LASD internal affairs, she suspects Lt. Marlin is the leader of the whole clique and that his "four-man death squad" on the Tactical Narcotics Unit are enforcers. She knows the clique is dealing drugs in county lockups and believes rumors that they are providing Anavar to half the juicers in the LAPD. Asked how she came by

Fumbling Esteves

If Agents fail to secure the lawyer's cooperation, they can get the information included in **DETAILS FROM ESTEVES** (see page 27) by unsealing records of **THE GRAND JURY** (see page 26). A Google search of witnesses mentioned in the prosecution's discovery finds that three have died in suspicious circumstances in the last year (see **DONDRY WITNESSES** on page 29), and that Ihejirika was publicly fundraising the lawsuit meant to re-adjudicate the case. However, using the Program's influence to unseal California grand jury proceedings is extremely suspicious. Advance the **THREAT CLOCK** (see page 11) two levels.



this information, her answer is terse: "*First I looked. Then I stopped pretending I couldn't see.*"

Her version of events surrounding the Dondry case differs from the official record. Esteves heard rumors that Capt. Dieffenbach insisted on taking Slug Squad out on a "trial run," replacing LAPD SWAT at the last minute. They went in half-cocked, ignoring procedure.

Esteves willingly cites her sources, since now they're all dead. See **DONDRY WITNESSES** on page 29 for the circumstances of their deaths.

Annic Walker, a secretary at the property manager's office, said police never asked for information before the raid. She said her boss sent in a false lease

TIMELINE: THE SLUGS OF LAW

An overview from the files of Nehlina Esteves.

21 JUN 2000: John Marlin becomes a deputy in the Los Angeles County Sheriff's Department. He begins work at the Men's Central Jail (MCJ).

30 AUG 2008: Sgt. John Marlin provides alibis for high-profile officers involved in an MCJ riot. He is rewarded with promotion and a transfer to a training unit within the Special Enforcement Bureau (SEB). He creates his own gang: the Slug Squad, or the Slugs.

24 JUN 2010: Lt. John Marlin entices Deputy Anton Gully into the Slugs during a tactical shooting course. Impressed by Marlin's skills, and Marlin's father's history with the Lynwood Vikings, Gully quickly becomes the Slugs' primary enforcer. As of late 2018, Gully has received and been acquitted of more Section 1983 complaints (excessive force) than any other deputy at his duty station.

20 FEB 2015: With his recruitment network operating smoothly, Lt. Marlin transfers from Special Enforcement Bureau to a Tactical Narcotics Unit (TNU), a militarized antidrug task force. Marlin seeks to spread the gang's influence and fund operations with direct asset seizure.

2 JUN 2015: Marlin's Tactical Narcotics Unit executes a warrant on suspected cartel member Silvio Chaves. The ensuing gunfight leaves Chaves dead and one officer

wounded. Crossfire kills Claudette Dondry and two children in the neighboring duplex. The Shooting Board begins an investigation. Multiple detectives assigned to investigate are members of the Slugs.

15 JAN 2017: With the disappearance of Rosario Clements, police worry that the Southside Tiger—a serial killer with at least four victims in the last two years—has struck again. An LAPD officer running plates spots the car of previous victim Edvard Panossian in the backyard garage of 4261 Third Avenue, a house belonging to Franklin Dyer. With hostages likely, a warrant and urgent tactical response are prepared. Sheriff's Station Southwest is tasked with tactical response and assigns the Tactical Narcotics Unit.

16 JAN 2017: Tactical Narcotics Unit executes a no-knock warrant on the Dyer residence. In the basement, Dyer slits the throat of an unidentified white man. He's shot dead in the act of fatally bludgeoning Rosario Clements, the missing woman.

2 MAR 2017: A grand jury declines to indict Lt. Marlin and Slug Squad on any counts related to the 2015 Dondry shooting. Attorney and activist Nelinha Esteves files a civil case against the city on behalf of the victims' families. Volunteer Jaz Ihejirika publicizes the case enthusiastically, fundraising for the families on Twitter and trying the case in the press.

1 OCT 2017: William Tavalin is found dead at an encampment beneath an overpass, suffocated in his tent after a fentanyl overdose injected into his neck. An autopsy a month later showed many times the dose required to kill a man. The death is ruled an overdose. Tavalin had been a witness for the prosecution in the grand jury around the Dondry shooting.

7 MAY 2017: Annice Walker is found dead in the driver seat of her car, parked in an alley behind a chain pharmacy, less than two hours after being reported missing. Cause of death is reported as heroin overdose. Annice Walker used to work at the property company that rented to Claudette Dondry. Prosecutors approached her during the criminal case against the Slugs but she refused to testify.

18 FEB 2018: Elizabeth Ray is found dead at her night security job, shot three times in the head while patrolling Kincaid Storage Sheds. The killing is assigned to LASD homicide. Ray was an LAPD officer before resigning the previous year. As a rookie, she worked traffic control around the raid that became the Dondry shooting.

14 NOV 2018: Jaz Ihejirika, a volunteer raising funds for the Dondry lawsuit, dies of an overdose.

agreement only after the fact. The manager retired to Arizona and refuses to talk. Esteves began talking with Annice Walker in early 2017.

A homeless man named William Tavilin told prosecutors that he regularly saw flyers advertising “Dondry Daycare” in the neighborhood. He claimed he saw LAPD and LASD officers removing those flyers shortly after the gunfire on the morning of 2 JUN 2015. Esteves was looking for Tavilin when he was found dead.

Elizabeth Ray, an LAPD officer from 2015 to 2017, told the families of victims in the Dondry shooting that the LASD and LAPD colluded to cover up their negligence. She feared to go on the record in either case but offered to help Esteves prep questions for police officers.

Jaz Ihejirika is the fourth person related to the Dondry case to die, unique only in the gruesomeness of his death. Esteves is certain he was murdered by the Slugs. She was supposed to meet with him the next morning. She visited his apartment when he didn’t show. She heard rumors of an overdose in the neighborhood and watched the video before it was taken down. She tried to identify the body at the morgue but retreated under scrutiny from the receptionist.

Pressed for her own analysis, Esteves makes the situation plain: *“The city rushed the grand jury proceedings, suppressed witnesses, and helped Marlin’s boys get away with murder. But the evidence was out there. Now the city is on the hook for a lawsuit it can’t win. Marlin is saving his benefactors a bill in court and getting some personal revenge in the process.”*

Esteves says she’s done risking her life over this madness. She provides a list of dead **DONDRY WITNESSES** (see page 29) and urges Agents to confirm the conspiracy for themselves. She plans to return to Texas. The lawsuit has fallen apart. She fears pursuing the case further can only get more people killed. She already suggested her clients get out of town. She’s only still there to box up materials.

DONDRY WITNESSES

Prosecutors in the Dondry case intended William Tavilin, Annice Walker, and Elizabeth Ray to testify. None of them took the witness stand. More recently, all were to serve pivotal roles in the Dondry lawsuit.

Annice Walker, Died 7 MAY 2017

Female, age 39. Mother of two. Special education paraprofessional for L.A. schools. Found dead behind a chain pharmacy less than two hours after her husband reported her missing. Left for work that morning and never showed up to school. Death reported as a heroin overdose. Deputies found a needle in her arm and drug paraphernalia in the car’s dash compartment. Before earning her degree in 2016, Walker worked as a receptionist for the property manager responsible for renting Claudette Dondry’s duplex.

William Tavilin, Died 1 OCT 2017

Male, age 56. Unhoused. Deposed by the grand jury prosecutor but not called to testify. His history of homelessness and drug arrests was deemed a credibility risk.

Elizabeth Ray, Died 18 FEB 2018

Female, age 28. An LAPD officer from 2015 to 2017. She took the security job after resigning from the LAPD. Murdered while working as a night watchman for Kincaid Storage Sheds in City of Industry, California.

Esteves in “The Hidden God”

Nelinha Esteves and her organization can serve as a resource in the final operation of a *God’s Teeth* campaign, especially if she ends up owing Agents a favor. If the Teeth play in “God’s Law” first, point out the providence at play. A hunt for nightmares introduces Agents to the exact woman necessary to justify and enable another hunt later: a chain of coincidence and killing woven through time.

Dead Witnesses



CLOCKED. The Slugs keep track of requests for information about their victims. Names and basic information about the Dondry witnesses are public and unguarded. Many details remain uncorrelated in official records. These clues are not well hidden—they don't have to be—but they are monitored. If a failed roll is noticed by any employee or automated system of LASD, advance the Threat Clock.

William Tavilin

An Agent who makes a successful **Law** or **Bureaucracy** roll pulls the official death record. William Tavilin was found dead in a homeless encampment on the first of October. Initial cause of death listed as exposure. An autopsy months later amended the report to an overdose of fentanyl. He took several thousand times the lethal dose. The needle mark indicates he shot up directly into his neck.

Annic Walker

None of Walker's friends believes the drug overdose story. Walker lost relatives to addiction at a young age. She attended church every Sunday except when too busy pursuing a teaching degree. Her husband, Marcus Walker, denies she was taking drugs but is otherwise silent on the issue. An Agent who succeeds at a **Persuade** or **Psychotherapy** roll can get him to admit why. A few months ago, Marcus was tirelessly filing complaints with multiple agencies, demanding his wife's death be treated as a homicide. He stopped after four deputies arrived at the door with his son in tow, picked up from school without permission. They asked that he "stop wasting limited departmental resources." One of them kept playing with the boy's hair while they spoke. Walker was so terrified that he forgot to get names or look at badges.

Elizabeth Ray

Agents may use **Law** to request files concerning the ongoing Elizabeth Ray murder investigation. Otherwise, they may try to use **Computer Science**, **Disguise**, **Stealth**, or some other dirty trick to steal it. Ray was

killed with three pistol shots to the back of the head. No weapon or prints were found on the scene. Her wallet, keys, and car haven't been found. Padlocks were cut off units near the body, but the only items reported missing were surveillance tapes from the main office. The case is assigned to Detective Lisa Ballwin of the LASD Homicide Bureau. Her working theory is that Ray interrupted a robbery in progress. Agents can use **Bureaucracy** to access Ballwin's service record and find she served with John Marlin at the Special Enforcement Bureau for three years. (She's been an Ink Chaser in the Slugs for twice that long.)

The Southside Tiger



CLOCKED. The Dyer case is infamous enough that Agents may find some details about it online. Failed rolls securing the original files or investigating the crime scene advance the clock. Marlin's status with 'normies' in the department hinges on clout from the Southside Tiger. He monitors interest in the case closely, and he's especially concerned of late. The disastrous Ihejirika assassination reminds him of what he saw in Dyer's basement, and he suspects even his own lackeys might have betrayed him.

The Agents can learn of the Southside Tiger from Esteves's frustrations with a failed Dondry lawsuit, mentions in the media's **GRAND JURY** (page 26) coverage, or a simple Internet search of Lt. John Marlin's name. Further information about the raid that made Slug Squad heroes is one Google search away (see **THE DYER RAID** on page 4). Agents who want details find exhaustive documentation of Dyer's victims available online (see **TIMELINE: THE SOUTHSIDE TIGER** for specifics, page 32).

Though far from the serial killer 'leaderboards,' the Tiger's unique pathology garners much interest in murder obsessives. Screenplays and true crime podcasts are in development. Active from 2014 to 2016 in Southern California, Franklin Dyer earned the name "Southside Tiger" from the deep fingernail gouges found on each victim's face, eyes, neck, abdomen, shoulders, and forearms. Other signatures include pre-mortem removal of the tongue and post-mortem

removal of identifying anatomy like fingertips and teeth. Every victim showed signs of extensive restraint and long-term captivity. Atypically for victims of a serial killer, all were of varied age, orientation, ethnicity, sex, and gender.

The official story is well known. While looking for a missing person suspected to be the Tiger's fifth victim, an LAPD officer got a partial plate match for a car belonging to another victim. The car was haphazardly hidden under a tarp in a backyard garage. LASD sent Lt. Marlin and Slug Squad to 4261 Third Ave to execute a warrant. As they entered the residence, Dyer stabbed and killed an unidentified naked man and caved in the skull of Rosario Clements. Dyer was then shot dead.

Dyer's identity as the Southside Tiger was widely publicized. Intermediate phalanges and teeth matching the DNA of all victims were discovered preserved in his basement.

Original Files

The original files and crime scene photos are not a matter of public record. Gaining access through legal channels requires a successful **Law** or **Bureaucracy** roll, and official scrutiny draws the attention of the Slugs. Agents must use their imaginations to secure less traceable access.

Crime scene photos reveal a row of posts driven into the concrete flooring of the basement, blood-stained and covered with leather straps. Woven through the support beams overhead writhes a tangle of feeding tubes, catheters, and intravenous lines used to keep captives alive. Surgical equipment and chemistry gear line the outer wall, though no reagents or chemical compounds were found during the raid.

The **BLOODWORK AND TOXICOLOGY** (see page 22) of the victims appear remarkably similar to the heavy metal poisoning experienced by Jaz Ihejirika. The toxicology on Dyer's body came back clean for narcotics. The killer also suffered a trace amount of mercury poisoning, but nowhere near the amount found inside his victims.



TIMELINE: THE SOUTHSIDE TIGER

Open-source information from news reports and the Internet.

27 NOV 2003: Franklin Dyer is expelled from Miskatonic University after a single semester for nonpayment of tuition. His application listed parents with fake Social Security numbers; their listed address is a vacant lot in North Carolina, uninhabited since before the 1920s.

17 APR 2013: Franklin Dyer purchases the house at 4261 Third Avenue. He pays a lump sum transferred from a long-closed Montenegrin bank account.

10 JAN 2014: Franklin Dyer finds his first victim, Levar White, prostituting himself on skid row. The 16-year-old is found dead two weeks later, covered in deep fingernail gouges all over the chest and arms. Tongue and teeth were removed pre-mortem, fingers post. He died from exsanguination and suffocation.

14 APR 2014: A victim matching Levar White's pathology is found in an Anaheim dumpster: female, late thirties, tongue removed pre-mortem, mouth carefully sewn shut. Signs of restraint on the wrists and legs. Cause of death: cranial trauma to the back of the skull. Authorities have yet to positively identify the body.

27 JAN 2015: Kelly Ann McMillin, age 29, is reported missing by fellow wait staff from Terry's Truck Stop outside Llano. She got in her car with a hooded customer and never returned from break. Her vehicle is found at a hiking trail off Mt. San Antonio three weeks later, McMillin stuffed in the trunk. Her injuries were similar to other victims, plus swollen and necrotic wounds on the veins of both arms from multiple puncture marks. She died of dehydration. Reporters and social media threads first notice the case.

13 DEC 2016: Dyer's fourth victim—Edvard Panossian (age 41)—is found stuffed down a manhole in Compton. Panossian was reported missing on his way to work a month earlier. The body is fresh enough to indicate long captivity. Fingers were removed pre-mortem along with the tongue, and the mouth sewn shut. Restraints left bruises across each appendage. Fingernail gouging was limited to the eyes. Cause of death was malnutrition. The press christens the killer "the Southside Tiger." National media coverage begins. The FBI convenes a task force.

13 JAN 2017: Rosario Clements (age 23) is dragged into a car at 3 a.m. from a bar outside the University of San Diego. Witnesses were unable to identify the man in the dark or see plate numbers, but an anonymous tip puts a vehicle of similar description in the vicinity of 4261 Third Avenue.

15 JAN 2017: An LAPD officer running plates in the neighborhood to look for Rosario Clements's vehicle spots Edvard Panossian's car sticking out of Franklin Dyer's backyard garage. With hostages likely, a warrant and urgent tactical response are prepared. Sheriff's Station Southwest is tasked with tactical response.

16 JAN 2017: The Tactical Narcotics Unit "Slug Squad" executes a no-knock warrant on the Dyer residence. Dyer flees to the basement. He slits the throat of an unidentified white male captive. He's shot dead while fatally bludgeoning Rosario Clements.

20 JAN 2017: The Southside Tiger murder cases are closed, blamed on Franklin Dyer based on evidence collected from the raid.

14 NOV 2018: Death of Jaz Ihejirika.

Agents that successfully roll **Criminology** or **Search** find a glaring inconsistency. There's a journal photographed on the shelf of the basement lab, half-visible through a giant Erlenmeyer flask. The chemistry equipment was entered into evidence; however, there is no record of a journal being recovered.

"Torture Dungeon"

Dyer was killed before the FBI constructed a criminal profile. With access to the original files, Agents may use **Forensics** or **Psychotherapy** to finish that analysis. On a success, the pathology makes little sense. If he was fixated on torture and pain, all amputations could have occurred pre-mortem. Dyer had the means to stop bleeding and draw the pain out.

Dyer was shot before he could remove the final victims' fingertips. The M.E. reports both bodies had extensive build-up of tissue under their nails. The blood and tissue underneath matched the victim's own wounds. Scratches occurred only where the victims could reach while bound to the post. The M.E. theorized the self-mutilation occurred as victims thrashed against restraints during Dyer's tortures.

The Agents realize the truth. Dyer removed the fingers after death to delay identification. Every other wound came from victims trying to kill themselves or Dyer's clumsy attempts to stop them. Unless bound, they scratched out their own eyes. They chewed through their own tongues until tongues were surgically removed. The restraints and medical tortures were attempts to slow down self-destruction. The realization costs 0/1 SAN from the unnatural.

The Smell

The house at 4261 Third Avenue is still vacant. Dyer had no known next of kin. The location is up for sale through probate, but the only offers have come from entrepreneurs looking to turn the site into macabre museum attraction. These attempts have been blocked by a homeowner association, leaving the property in limbo.

The city has the house locked up against a steady flow of urban explorers and influencers looking to clout-chase the tragedy by breaking in to get footage.

Agents who wish to enter may attempt **Criminology** or an appropriate **Craft** skill to enter the home without setting off motion sensors. The security measures are not actively monitored, but automated intruder alerts go to a private security company that relays them to LASD.

Every furnishing and fixture in the house has already been removed, but in the basement lingers a faint, distinct, and unplaceable odor. Similar to pig manure, infused with cinnamon and the tangy sting of peroxide.

Agents can **Persuade** neighbors to talk about the murders. (Failures get reported directly to Lt. Marlin, the hero who stopped that monster.) No one has much to say that hasn't already been quoted in the news. Dyer was the prototypical loner with few interactions in the community. One detail remains consistent: he stank. As one neighbor puts it, "Man smelled like a hospital Cinnabon with the toilet backed up. Chemical-like. Like you was cooking something you wasn't supposed to be. Tires and cow patties with sugar on top."

Scent and Synesthesia

The smell lingering in the basement, on Dyer's clothes, and reported at Ihejirika's death is that of **PLEDGE DRAM** (see page 52). The unnatural concoction has a real, reproducible odor. In a *God's Teeth* campaign, the Teeth have this smell overwritten in their minds. The olfactory chemicals are real; the interpretation belongs to Bast. For those with power of the Scent (see *God's Teeth*, page 9), the Pledge Dram smells like a mouthwatering marinade: BBQ sauce, kimchi, or gravy. Those without the mark of Bast start plugging their nostrils. The Teeth get hungry.

The disconnect is a clue to the scenario only accessible by the Teeth. Anton Gully smells normal to everyone else. If Teeth are alone with the possessed deputy, only they can sniff out the delicious thing writhing inside his body.

Engagement

Long before the Agents pinpoint the unnatural vector, they find that the Slugs are guilty of much. The gang's attempts to hide their crimes are haphazard at best. They do just enough that fellow police can plausibly pretend they saw nothing suspicious. That has been more than adequate. Other officers look out for them because they look out for other officers.

Arrogance and impunity breed carelessness. But the group's relative sloppiness is no sign of weakness. The Slugs don't need to cover their trail. They simply destroy anyone following it.

Under scrutiny, deputy gangers remain calm and polite. They behave as consummate professionals and a unified front. As Agents discover more and more of the gang's atrocities, allow the threat of violence under this façade to simmer.

Sheriff's Station Southwest (SSSW)



CLOCKED. The station is the gang's turf. Its walls have ears. The commander of the station, Captain Dieffenbach, is part of the gang. Unless Agents utilize exceptionally clever and paranoid tradecraft, advance the clock once for operating in Marlin's station at all. Failed rolls and indiscreet requests for cooperation advance the clock further. Marlin wants to know if federal agents are on site for any reason, and certainly if they're asking about his misconduct.

Built in the Park-Windsor Hills neighborhood, Sheriff's Station Southwest (SSSW), often referred to as "Southwest" or "trip-ess dubs," is the newest law enforcement facility in the city. A sleek exterior of glass and stainless steel make it look like a bank. Built with federal funds, the mission of SSSW is to "project force into underserved neighborhoods, increase positive officer contacts, and enhance community policing initiatives."

The new building is more political than practical. The neighborhoods it serves are already heavily policed by the Los Angeles Police Department. Staffing shortages—on the rise since Ferguson—have made LAPD increasingly reliant on LASD assistance,

especially for "crowd control operations" against protest movements. The need for more bodies, combined with an ever-expanding prison population, put the Sheriff's Department at the front of the line when Los Angeles secured federal money for police infrastructure.

Since opening in late 2015, SSSW has been used as a staging area for transports between facilities at the city's center—such as Men's Central Jail and Twin Tower Correctional—and smaller lockups in nearby cities. Plans were altered in the middle of construction to include more offices for LASD investigative and tactical elements. The final number of jail beds is significantly fewer than originally proposed to the city, likely why construction ran millions over the estimate.

Covert Surveillance

If players struggle for an approach, remind them of their Agents' training: establish baseline suspect behaviors, then look in the deviations for criminal evidence and opportunity. Agents can engage the Slugs by approaching individual deputies **OFF-DUTY** (see page 40). But the public space of SSSW is the easiest place to acquire targets at a deniable remove.

Agents may use **Stealth**, **Criminology**, or **Disguise** to design a rotating tail whenever Slugs leave the station. On a success, the Agent sets up clandestine overwatch in a coffee shop across the street. With a laptop and the costume of poseur screenwriter, they can sit at the window and watch the vehicle pool to track the movements of Sutton, Sainz, or any other suspects. Posting a spotter gives Agents tailing a car out of the facility +20% **Drive** on rolls to stay unnoticed during pursuit.

Every 1D4 days, an Agent shadowing a deputy's cruiser gets a read on a single target's traffic patterns. It's easy enough to set up rotating surveillance nets with fresh vehicles from the FBI motor pool. For every Agent involved in the rotating tail, add +20% to **Drive** to avoid detection.

» **DEP. JULIAN SAINZ:** Described in **CHARACTERS** on page 54. He doesn't do much but sit around and look

pretty. He doesn't patrol so much as make social calls, pulling alongside LASD cruisers for chats or visiting other stations. He doesn't get assigned prisoner transfers. He's not on an assigned beat. He works day shift despite guys twice his age pulling nights. The closest he gets to duty is putting in a heroic amount of range time. Agents with Law or Military Science at 20% or higher consider him the most spoiled young deputy they've ever seen. He rarely spends a night at home in La Puente, splitting time between his parents' home in Lancaster and the apartments of fiancée Kathy Amon and girlfriend Encarna Araujo.

- » **SGT. FREDDY SUTTON:** Described in **CHARACTERS** on page 54. Sutton clocks in around second shift, though the hours are irregular enough that he might make his own schedule. He never does traffic, transfers, or patrol work. He mostly uses his cruiser to visit other stations and correctional facilities. Sometimes he accompanies Lt. Marlin to Special Enforcement Bureau. He lives in a house in the Carson suburbs more befitting a real estate agent. His second wife is never seen without a wine glass in her hand or haunted expression in her eyes. She spends most of each day staring forlornly out the bay windows, listening to earbuds, or obsessively cleaning.
- » **SGT. ANTON GULLY:** Described in **THE UNNATURAL** on page 50. Gully seems more dedicated than the others. He shows up to first shift, stays in the building the entire time, and leaves promptly at five. He often takes a cruiser home at night despite working desk duty exclusively. Agents who pay close attention might notice the non-regulation inscription on the barrel of the M4 locked to his patrol car's dash: *domare barbaros* ("tame the savages"), written in Old English font.
- » **LT. JOHN MARLIN:** Described in **CHARACTERS** on page 53. Of the entire squad, Lt. Marlin is the only deputy Agents witness doing work outside the station. Between appointments one day, he pulls over a man in a Camaro. He asks the man to exit the vehicle, frisks him, and tells him to sit by the

side of the interstate until backup arrives. The police scanner reports Marlin arrested the man for possession of cocaine and driving erratically. Agents following during the time of the encounter saw no evidence of either claim.

Other than Marlin's wrongful arrest of a Camaro driver, the Agents do not see the Slug leaders commit crimes. The unexpected circumstances of Jaz Ihejirika's death have Marlin in damage control mode. For the moment, their criminal sidelines are on hold.

If a surveillance operation against one of these deputies is detected, advance the **THREAT CLOCK** (see page 11) three segments.

Rank and File

The first time an Agent asks *anyone* at SSSW about a member of the Slugs, advance the **THREAT CLOCK** (see page 11). After that, advance it only based on failed attempts to get information and the NPC's gang affiliations.

The Agents can easily learn that the first responders seen in **THE FOOTAGE** (see page 17) were headed from SSSW to MCJ for a prisoner transfer when they spotted the disturbance as Jaz Ihejirika died. Both officers are members of the Tactical Narcotics Unit at SSSW.

The office housing SSSW's Tactical Narcotics Unit is not open to the public. Deputies at the front desk don't let anyone in without an appointment, and outside visits are rare. Official requests to see Lt. Marlin are directed through the station's commander, **CAPT. RUDY DIEFFENBACH** (see page 55). Members of TNU—Gully, Sutton, and Sainz—likewise direct all inquiries to Capt. Dieffenbach.

Asked about Slug Squad as a gang, other deputies feign ignorance and say to ignore such wild rumors. They say there's no such thing as deputy gangs; that's fake news. They say Marlin is an exemplar of law enforcement. Agents who succeed with **Persuade** avoids drawing suspicion with the questions, but nothing gets a straight answer inside the station. Not even off the record.

Official Channels

Capt. Dieffenbach agrees to meet any federal authorities requesting to speak with Slug Squad. But to get any further, Agents need to convince the captain they aren't a threat.

Dieffenbach is a short, stout man in his late forties. He's brassy, domineering, and affects a gravelly bass despite his natural tenor. The desperate speed of his dirty jokes, cop stories, and braggadocio advertises deep insecurity. No one says anything about the thin macho act. As a manager, Dieffenbach has proven an infamously vindictive prick, weaponizing the shittiest duties and worst shifts under his command to punish enemies, perceived or imagined.

His line on the TNU is simple. Heroes, every damn one of them. The captain sings the praises of Marlin's unit to anyone who will listen. He drowns out criticisms with the same. They took down a serial killer! If the Agents push back, the captain begins demanding official documents. If Agents have a warrant (or a forgery), Dieffenbach complicates matters further by calling in lawyers, union reps, and high command. It's only possible to get useful intel out of the captain **OFF-DUTY** (see page 40), and the methods required escalate the conflict terminally.

Slug Squad's Office

The station is a maze of corridors, holding cells, and cubicles. A taped-up printout reading "Tactical Narcotic Unit" identifies Slug Squad's windowless office. A slit in the metal door reveals three cramped desks covered in file folders, desk blotters, and office flair. A fourth desk is sequestered in a sad little cubicle fort with photographs on the cardboard walls. The room's bunker-like exterior is papered with outdated anti-drug campaigns, laminated emergency procedures, grimy whiteboards, and posters advertising tactical gear.

If Agents perform **COVERT SURVEILLANCE** (see page 34), they know the office is staffed during the day by Sgt. Anton Gully. On second shift, roll **Luck** to see if Sgt. Sutton comes by that evening. On third shift, the office is closed and unoccupied. Nobody on the squad works weekends unless conducting a training,

scamming overtime, or executing a warrant. Marlin, Sutton, and Sainz are rarely present. They usually run professional development at the Special Enforcement Branch office in Monterey Park or are on 12-hour patrols, administering gang business at duty stations around the county.

If they know TNU is under scrutiny, all four members of the Slugs leadership hit the sirens and get to the station in a half hour.

Black Bag

Make sure the players understand that breaking into SSSW unseen is nearly impossible and extremely dangerous. The station has security cameras everywhere except bathrooms and deputy lockers. Exterior entrances, prisoner cells, and the armory have electronic locks monitored from a central security station. Interior doors, offices, and desks are secured with key cards.

The Agents can tell that a clandestine approach is the only chance: a small team impersonating night janitors or lost food delivery drivers. Use a janitor's key card, block the window, and have a quick snoop. Rolling **Persuade** or **Disguise** gets them in without attention. If more intruding Agents fail that test than succeed, their search is fraught. Roll **Luck** to check for interference between desk searches.

There are no cameras inside the Slugs' bullpen. The Agents find the following at each member's desk.

- » **LT. MARLIN:** Agents may attempt to use **Computer Science** to hack into the external hard drive the lieutenant keeps in his desk. (Stealing the drive for more careful examination advances the Threat Clock three segments; it is immediately noticed missing.) The hard drive has pictures, addresses, tax records, and death reports for all **DONDRY WITNESSES** (see page 29) named in the Dondry lawsuit, including Jaz Ihejirika. Nothing indicates any of these cases are still under investigation, and Slug Squad was never assigned the files. The personal hard drive also contains the names and contact information for literally hundreds of LASD personnel. Each is provided a letter coding: (TB), (IC), or (S). Agents aware of the gang structure

(see **INSIDE THE GANG** on page 8) realize this is the roster for Marlin's organization and lose 0/1 **SAN** from helplessness as they realize the sheer scale of the corruption.

- » **SGT. SUTTON:** The back side of Sutton's desk blotter is covered in the swastikas and Nazi iconography a bored skinhead might doodle in class. Inside the desk, he has a print map of the county with a number of jails highlighted: Men's Central, Twin Tower Correctional, Los Angeles County Jail, LAPD Metro Detention, etc. Each has a mix of numbered codes next to it. A successful **INT×5** or **Criminology** roll allows Agents to realize that the four-digit codes are badge numbers, while the eight-digit codes are DOC IDs for prisoners. A cursory follow-up reveals all the badges to be relatively new hires to the jail system. The prisoners are all in long-term housing units with priors for drug smuggling.
- » **SGT. GULLY:** Lots of pictures of Gully with his wife and two children among mugs from right-wing media personalities and patriotic kitsch (a deputy Funko Pop, tiny American flags, etc.). While the surface is clean and frequently handled, the keyboard, interior drawers, and other surfaces are dusty, as if not used in weeks. Only the middle drawer sees use with any frequency, but it's locked. If Agents get inside, they find a photocopy of **FRANKLIN DYER'S JOURNAL** (see page 38) that Gully studies while pretending to work. If the journal goes missing or is moved, Gully-Worm knows something is wrong and checks security footage thoroughly.
- » **DEP. SAINZ:** Sainz's desk is covered in shooting competition trophies. A **Search** finds the false bottom in the bottom drawer. Inside, Agents find unlabelled baggie of pills (a **Pharmacy** roll or later testing identifies it as Sainz's personal supply of the steroid Anavar). There's also a box of Pneu-brand, tri-tipped animal tranquilizer darts. The brand matches the Ihejirika murder weapon if Agents chose to **EXAMINE THE SCENE** (see page 23). The darts have no prints on them or identifying serial numbers, and the box of latex gloves in the same drawer indicates careful handling.

Interviewing Lt. Marlin

If formal charges are brought or he's arrested, Marlin speaks exclusively through a screen of lawyers and union reps. Caught unaware, he only talks to Agents until he realizes what they're asking about.

If LASD leadership is aware of the investigation but Marlin has yet to be directly implicated, there are only two instances in which he agrees to questioning: either Capt. Dieffenbach mistakenly deemed the Agent harmless, or Marlin is fishing to see what the feds know. In either case, he insists on controlling the space, asking Agents to meet in his office. As a compromise, he agrees to meet at the Silvertop Taproom. It's a cop bar near Morongo Reservation, owned by a retired Slug with a loaded sawed-off beneath the cash register. Slug Squad waits nearby as backup. Under no circumstances does Marlin follow Agents to a second location outside his choosing. He knows that trick.

Read **PLAYING MARLIN** (see page 41) to get in the gang leader's head. If you need help coming up with a quick lie, use the canned responses below. No matter the accusation, Marlin has an excuse...or plans to write one into the evidence once Agents leave. Only evidence that Agents collect personally reveals anything he says to be a lie. A successful **HUMINT** roll suggests the essential hollowness behind the lieutenant's every mannerism.

Ihejirika's Death

Marlin claims they only recently managed to identify Jaz Ihejirika, who died of a PCP overdose the other night. He feigns ignorance of Ihejirika's involvement with the Dondry lawsuit. If informed, he shakes his head and remarks, "*A lot of ambulance chasers came out of the woodwork to make money off that tragedy.*"

MISSING EVIDENCE: Marlin can produce an evidence bag with Ihejirika's phone, wallet, and keys. "*Guy didn't have his driver's license on him and the phone was locked, but we tracked him down through a gym membership. Haven't had a chance to run this back to the lockers yet.*" He grills Agents on their understanding of his case and how they came to be so interested.

Franklin Dyer's Journal

In German and English. Study time: weeks. Occult +1%, Unnatural +3%, SAN loss 1D4.

LOCATIONS: Sgt. Gully's desk (photocopy), Anton Gully's home (original). A photocopy of the madman's notes is found inside Anton Gully's desk. The original text is in Gully's basement, stolen from Dyer's home, along with the Pledge Dram. The journal was never logged as evidence.

CONTENTS: Dyer suffered some sort of psychotic break in late 2013. His journals reveal that "in dreams" he learned he was destined to become a "true magi" and "speak to the alien gods." At this point, he printed and pasted scans of the German translation of *De Vermis Mysteriis* into the cheap leather book. It's unclear where Dyer secured a copy of that weird tome. Each excerpt is surrounded with handwritten marginalia, translation notes, cyphers, and chemical formulas. Dyer fixated on a numerological code he detected throughout disparate portions of the text. He suspected the code was recipe for an alchemical formula mentioned only once in the text: the Pledge Dram.

Dyer decoded the formula from cyphers discovered on prime-numbered pages of the text. By the time he tested the poisonous concoction of heavy metals, herbs, and Dyer's own ritually prepared bodily fluids, he was completely insane. The journal records each of the Southside Tiger's kills and confirms the Dyer timeline on page 32.

Dyer professes squeamishness over the process of cutting out a victim's tongue. He claims to do so "only for their safety, as the Aeons find our insides so painful they seek escape." There are no other accounts of the myriad other abuses perpetrated on the Southside Tiger's victims, save tangential references to their "stubborn self-mutilation." His goal to interrogate the "Worms From Without" failed. Dyer died having only discovered the limits of the human scream.

TRANSLATION ERRORS: Agents with a copy of Dyer's journal may roll Science (Chemistry), Pharmacy, or Occult. On a success, they realize that Dyer made a pivotal translation error. While his list of ingredients and proportions seem accurate, the dosage is miscalculated. The serial killer put entire vials of the stuff into his victims, but the correct dosage would be more likely achieved through incidental skin contact.

"The meat of man imagines itself a ghost haunting a house of bones, yet Self is a madness induced by glandular excretion. The Soul is alchemy, reproducible with supplementary extracts and transferable by means of physis. In ancient Persia, true Magi aligned the humours of men with timeless angels woven through the firmament. The true masters refined their art into the Pledge Dram, a means of attracting Aeons to tenant in a man's house of bones, demanding secret Truths as a lord might demand tithe. Students of Das jenseitige Grewürm (the Worms From Beyond) beware. The Dram owes no allegiance. Any soul on offer shall be dethroned and its flesh rebuilt into a dwelling fit for gods."

SUTTON AND SAINZ: *"Prisoner transfer. Gang intel unit had news one of their informants wasn't going to live past breakfast, so they called for a late-night transfer out of Twin Towers. My boys were working late on another case and got stuck with the duty. They had to call it in once they saw the disturbance on Sutra. I presume dispatch pawned off the transfer to someone else."*

OVERDOSE: *"Worst my boys ever seen. Our working theory is the guy took a variation of PCP or 'bath salts.' We're still waiting on toxicology, but it's got to be a hotshot cut with fent or drain cleaner or something. Difficult to track. No dealer is going to kill off customers, and an amateur is unlikely to stay in business with that debut."* Presented with the actual toxicology, he's genuinely confused to hear about the heavy metals found in the victim's blood. He tables that concern to focus on why the hell the Agents are taking an interest in random ODs.

THE VIDEO AND THE DART: Again, Marlin feigns ignorance. *"We scoured that place. Talked to everybody, pulled every surveillance tape, combed the street—nothing. We did a second and third pass just a few days ago."* Confronted with the preponderance of evidence the team missed—including a call from someone at SSSW saying to erase footage—Marlin can only claim incompetence. He thanks Agents for helping the investigation and asks they turn over the new evidence to homicide division. The conversation then shifts to why they felt the need to look in the first place.

The Dondry Shooting

"Not a day goes by that I don't think about that bust. About if there was something I could have done differently. But that poor woman was squatting in there, and she'd convinced those poor moms to let her watch their kids. We didn't see a car or a light. Not single bit of signage for a daycare. Chaves was arming up for drivebys. We had to move in, and when he fired, we had to shoot. That duplex was supposed to be empty. I still get sick thinking about it."

Pressed further, he grows stand-offish. *"I can tell you what the grand jury told me: Cleared on all charges."*

THE DEAD WITNESSES: *"Who? The name Elizabeth Ray sounds vaguely familiar. Haven't heard of the other two."* Pressed about the dead witnesses' involvement in the Dondry lawsuit, Marlin shrugs. *"Damn. Can't say I'm sad the lies those people were selling are off the market. Anything to get famous in L.A., right? But it's still tragic. Lotta bad dope and desperate bangers running the streets. Job security for us, I guess."*

The Southside Tiger

"Worst night of my life. What about it?" He recites the official record with practiced ease. They found a slaughterhouse in the basement. Dyer finished killing the last victim right as they cleared the steps. It was a good shoot but brought a lifetime of nightmares.

If Agents failed rolls while looking into the Southside Tiger, Marlin makes it clear he noticed. *"You know, when you save people from a maniac, they tend to be grateful. Grateful enough to tell you when strangers come to dig up the past. Why you so interested? Fan of his work? Mine? Don't answer. I'll read it in the federal warrant entitling you to our case files. I haven't seen one yet, though. Why is that?"*

Squad Members

"My boys still do patrols and regular duties. What sets us apart is our tactical training." Marlin points to a photo of the team in full combat gear. *"That's us getting bronze at the Tactical World Cup in Little Rock, couple years back. If I'd had Sainz back then, we'd have taken it all."*

Any hint of criticism or accusation against his squad mates turns Marlin indignant. *"These men are like my brothers and sons. The Meritorious Conduct Medals speak for themselves. If you got evidence of some wrongdoing, let's see it. Slap that warrant on the table. You have one of those, right?"*

Cliques, Deputy Gangs, and Rumors of Criminal Activity

"Fake. News."

Threats

Marlin becomes quiet and contemplative if Agents threaten him with the same tactics the Slugs use against the community. After seeming to regard the Agents in a new light, he responds plainly. *"We'll see. In my experience, history is written by the last guy to file a report. Everything else is ballistics."*

If Marlin knows the Agents are using extra-legal methods, the threat grows less veiled. *"I'd be careful. It's easy for people to get hurt when law enforcement doesn't cooperate. I'd hate to be the one to knock on <BOND NAME>'s door with bad news one day."*

Off-Duty

The Slugs are more vulnerable separately than together and more vulnerable at home than at work. Using Delta Green's resources, it's easy to find the addresses of the offending deputies.

If the Agents report the Slugs to be housing the unnatural, the Program calls for a decapitation strike. It far prefers random home invasions and unsolved homicides to public shootouts or prolonged trials. Agents are ordered to visit anyone tainted by the unnatural and make sure they don't show up to the next shift. As usual, though, the Agents have only themselves to staff the operation.

All Slugs are hardened targets. One is no longer human. Worse, the arrest, disappearance, or death of any Slug puts the whole LASD on edge. Clandestine network is limited to what can be accomplished in a single, frantic night—or, more realistically, hours.

If Agents want to lay a trap to eliminate all four Slug leaders at once, see **DEAD HEROES** on page 49.

Dieffenbach at Home

Dieffenbach lives in a mini-mansion in La Habra Heights, plainly beyond the means of a public servant. His second wife was an entertainment lawyer. She took the kids when she left; he lives alone.

SECURITY: A wrought-iron fence around the richly maintained lawn suggests a high-end security system. Getting in without alerting the entire Sheriff's Department requires **SIGINT** to hack the controls slaved to the captain's phone, **Craft (Electronics)** to disable the motion sensors, or **Athletics** to climb up and through an unwired attic window.

DEFENSES: Dieffenbach can't pass the physical requirements for his own department. He has used every trick in the book to skip range time for decades. He offers little effective resistance.

EVIDENCE: Four vehicles sit in Dieffenbach's driveway. If Agents conducted **COVERT SURVEILLANCE** (see page 34) on Marlin, they recognize one as the Camaro confiscated during that traffic stop. Agents may use **Search** in the home office to find correspondence between the captain and county connections who handle sales of surplus property. Dieffenbach buys assets seized using civil forfeiture, at a discount, before they go to auction. He resells them and distributes profits amongst the gang. His fence is listed only as "Mac's Dream." Agents can find "Mac's Ink Dream" in West Lake, a tattoo parlor rumored to be owned by the infamous Mongols biker gang. A catalogue of work samples shows iterations of the gang's "Sluggy" tattoo.

TESTIMONY: Dieffenbach provides the bureaucratic screen that protects the gang. As long as he thinks protective rules and regulations are waiting for him at work, he reveals nothing. When he realizes the game is being played for higher stakes, he spills everything. Dieffenbach can provide a full breakdown of the Slugs organization. He can walk Agents through the entire recruitment cycle, starting when Marlin forged the results of Dieffenbach's failed physical aptitude test. He has a good idea of the criminal rackets managed by the other members of Slug Squad. He had them assigned to the Dondry raid and covered up the ensuing massacre. He suspects Marlin has been



killing witnesses, but Marlin has compartmentalized everyone out of that. If Agents mention the unnatural, Dieffenbach makes a final desperate attempt to escape. He's completely ignorant, but he fears his captors have lost their minds and mean to kill him.

Marlin at Home

John Marlin rents in the Suspiro Bien Apartment Complex, located in Brentwood Heights. The development is new and upscale. A search online indicates one month's rent costs roughly 80% of what he should be taking home as a lieutenant.

SECURITY: Marlin's apartment has no security besides a deadbolt. The complex has a camera system covering every inch of its hallways, courtyard, and stairwells. The only way to enter the complex unseen would be to take out power for the entire block, which would also bring many of its 500 residents outside to check the streetlights. Security guards are on site, though understaffed and poorly trained. The walls are not nearly as soundproofed as advertised. Any major disturbance can be heard in adjacent apartments.

DEFENSES: Marlin has a loaded .45 in a bedside drawer. He resists any home invasion with deadly force and immediately calls for backup. If subdued, Marlin begs to be made more comfortable and tries to sit on his couch. The heavy coffee table is a "tactical" model rigged to release a loaded AR-15 from a hidden drawer at the press of a button.

EVIDENCE: The hidden drawer in the coffee table holds a handwritten page. Even a thorough examination requires a successful **Search** roll to find it. It lists over 200 sets of initials, each marked "TB," "IC," or "S." With a little digging and a successful **Bureaucracy** roll, the Agents could match the initials to current and former LASD employees. He transcribed the same data to a spreadsheet on an external hard drive in his office: See **BLACK BAG** on page 36. Marlin needs the records to keep his massive system of payments and favors straight in his head. Other than that one hidden sheet, Marlin's apartment is suspiciously, fastidiously clean. There's no sign of criminal activity. The maid

PLAYING MARLIN

UNKNOWN UNKNOWN: Lt. Marlin has no idea that the unnatural or Delta Green exists. He saw a woman bash her own skull apart in a basement, but he rationalized it away as the results of Dyer's designer narcotic. But he couldn't afford explaining to the Shooting Board that the Tiger's victims killed themselves. Especially while he was under grand jury investigation and about to become an uncomplicated hero. He has since rationalized from his memory the darker implications of what he saw that night. He ordered Gully to be equally selective with disposal of inconvenient evidence.

KNOWN UNKNOWN: Marlin has planned, ordered, and participated in the murder of witnesses. This doesn't even count dozens of Slug homicides and assaults disguised as muggings, overdoses, and traffic accidents. He lived without fear of reprisal until Jaz Ihejirika died of something far worse than carfentanil. Gully administered the jab from the same batch used to kill the first two dead Dondry witnesses. But after hearing Sainz's and Sutton's reports, Marlin can't help but be reminded of the Tiger. The Slugs plan to question and kill their drug supplier during the next resupply. Until then, the clique's criminal sidelines are on hold. Marlin is in damage control mode.

UNKNOWN KNOWN: With **HUMINT** 90% and **Persuade** 75%, Marlin comes to understand the Agents quickly. He's deeply empathetic despite having the moral bankruptcy of a serial predator. He views people's personalities as a series of buttons to press, and a lifetime of practice helps him intuit the controls. It only takes Marlin a glance to read whether an Agent has kids, who they voted for, and a couple of personal interests. In short bursts, it's extremely charming. He caters a bespoke personality to his audience. An Agent can obscure such details with a **Disguise** roll or by opposing Marlin's **HUMINT** roll with a **Persuade** roll.

KNOWN KNOWN: In public, Marlin exits any situation in which he finds himself challenged or contradicted. If Agents threaten or challenge him privately, the mask slips. Marlin becomes a taunting, smug, and imperious predator. He toys with Agents, keep his comments just beyond line of legal actionability. He asks probing questions about the Agents and challenges their legal authority to interfere in his active cases. He dares Agents to try him, thinly veiling threats the entire time and plainly enjoying the sparring.

service comes frequently enough that it looks like a model apartment. Marlin keeps ill-gotten gains in offshore accounts or handshake real estate deals made under the names of lower-ranking deputies.

TESTIMONY: Marlin is smart enough to realize what he would do in the Agents' position. He endeavors to make them feel in control. He surrenders whatever he can to buy another second's chance to escape. He stalls by detailing the gang's origins, listing criminal operations, and naming co-conspirators. He takes responsibility for the Dondry shooting and subsequent murders. He ordered Anton Gully to inject Jaz Ihejirika with a lethal dose of carfenantil and ensured Sutton and Sainz would be first to process the scene. He has no idea what caused Ihejirika's reaction to the drug. At mention of the Southside Tiger or the unnatural, Marlin spots an angle. He explains in detail what actually happened at Dyer's home. He admits removing evidence of the drugs and self-mutilation to help "the normies" process a difficult reality. That's what the Agents are interested in, right? Spooky stuff? Suppressing it? Marlin offers the full assistance of his secret fraternity to the Agents' cause.

Gully at Home

Gully lives with his wife Rebecca and two children in a mission-style house in Rancho Dos Vientos. An Agent who succeeds at **Alertness** outside spots a thick layer of pollen coating the minivan. The cruiser in the driveway is clean and frequently used.

SECURITY: A doorbell camera is deactivated—somebody stopped paying for the subscription months ago. The drapes are closed. The doors and windows are unlocked.

DEFENSES: The Worm does not sleep. It stays up nights brewing Pledge Dram and querying the remains of Gully's brain for ways to find new hosts. If it finds intruders, it tries to contaminate them with Pledge Dram. See **GULLY-WORM** on page 50.

EVIDENCE: The home reeks of death, shit, cinnamon, and peroxide. The foyer is littered with shredded delivery boxes, each purchased from Rebecca Gully's account. Judging by the labels, the contents

were chemistry equipment, medical supplies, dog kennels, and hazardous substances from laboratory supply companies. The dining room table is covered in faded homeschool worksheets dated over a year ago. In the kitchen, opened cans of food fester in a neat row along the countertop. A filthy spoon lies on the splattered kitchen tile where it appears to have been dropped after every standing meal. No photos hang in the house besides a few group shots of the parents and two children—no grandparents or cousins, not even in an album. Crucifixes and cross-stitched verses hang all over the walls.

The basement has been turned into a holding cell and laboratory. The rotting bodies of Gully's entire family lay discarded to the side, in advanced stages of decay. The body of Hannah Huffman, the delivery driver Gully murdered after running out of family members, is strapped to a cruciform rack. She was listed missing nine months ago but can't have been dead more than a couple weeks. A **Forensics** roll suggests she broke her neck thrashing against the leather head restraint after straps on the torso came loose. Both gray-blue arms are covered in needle marks and bruising. An Amazon messenger bag is discarded next to the rack. A plywood table in the corner holds chemistry equipment and **FRANKLIN DYER'S JOURNAL** (see page 38).

EXTENDED EVIDENCE: Certain knowledge of the crime can only be gleaned if Agents have time to look around. Agents with a couple of hours to work may make another **Forensics** or **Search** roll. Success collates a rough timeline from the state of the house. Gully killed his family first, but they were so isolated by their evangelical lifestyle that no one noticed. Or, if they did, they dare not accuse a sheriff's deputy. Rebecca Gully was estranged from her family. According to the last month on the fridge calendar (July 2017), Rebecca didn't have a job, and the house is littered with home school supplies. She tightly limited her children's contacts. The family didn't even go to church.

The dead woman's Amazon messenger bag has a traceable QR code inside. A visit to the local Amazon warehouse and a successful **Bureaucracy** or **Law**



roll can get the results of a scan. The QR code corresponds to a registration assigned to Hannah Huffman. Huffman worked part-time as a delivery driver for Amazon and FedEx: gig work ferrying smaller deliveries using her personal vehicle. She went missing from her route March 19 of last year. The disappearance is currently under investigation by the Ventura County Sheriff's Department.

Agents with law enforcement credentials can follow up on the Huffman case. All electronic signals from her phone ceased after her car stopped at a fast-food joint three blocks from Gully's house. The vehicle, its contents, and Huffman have not been seen since. Of course, Ventura County deputies questioned everyone on the route. The last person to receive a package was Sgt. Anton Gully of LASD. He cooperated fully, even providing surveillance footage

of Huffman dropping off a package and leaving his porch. He helpfully gave the detectives that (carefully edited) recording on a flash drive.

Gully was not the same after confronting the Southside Tiger. He murdered his whole family while experimenting with the Dram. Then he got greedy, snatching a delivery driver off his own front porch. The only thing that covered his crimes was his position with LASD. Then, he—more accurately, *it*—seemed to realize the endless pool of helpless victims all around. The Slugs wanted Ihejirika dead to cover their tracks. The thing called Gully stole the kill.

TESTIMONY: The Worm is not keen to talk. If Agents indicate they know Gully is possessed, the Worm gets curious. It spins up enough synapses to understand how these humans, amongst all the blind creatures inhabiting this dimension, came to understand the

invisible ecosystem that surrounds them. It wants to know if that knowledge can bring more of its kind across. It prioritizes administering the Pledge Dram and querying their memories from inside. If Agents ask about the Beyond, it promises to show them everything. They need only come closer...at which point it tries to administer the Pledge Dram. The Handler can decide the uses to which the Worm might put an Agent's stolen memories of Delta Green.

Sutton at Home

Sutton lives in the Carson suburbs, a three-bedroom, mid-century modern home with a two-car garage. It's plainly beyond what any deputy sergeant should be able to afford. He lives with his wife, Talia. No kids.

SECURITY: No security system is visible from the street besides manual locks. Agents could use **Stealth** or impersonate a lost delivery driver to get close enough to check carefully. The doors and windows are unalarmed. The garage, on the other hand, has extensive security. Motion-sensing lights and contact plates have been placed on the garage door, inexpertly wired through the sealing to alarms and cameras within. Sutton did the work himself, so disarming with **Craft (Electronics)** gets a +20% bonus. But it's faster to go through the front door.

DEFENSES: If the alarm on the garage door is triggered, Sutton's homemade booby trap goes off. The alarm triggers strobe lights in the main bedroom, activates security cameras in the garage, and arms a series of devices attached to the rafters above the vehicle bay. After a five-second delay, canisters of pepper spray wired to the ceiling release, misting the entire garage area. Each Agent in the garage is stunned and suffers -20% to all tests for one hour. Sutton, a firearms enthusiast and particularly paranoid, has guns stored with chambered ammunition in nearly every room of the house. Facing intruders, Sutton orders his wife to call 911, arms up, and tries to clear the house himself.

EVIDENCE: The Nazi memorabilia in the office offers literal red flags. **History** reveals all of it to be cheap, counterfeit shit bought off the Internet, but Sutton didn't know or didn't care. There are three refrigerators in the garage, two unpowered and one running.

The plugged-in unit stores beer. The others hold illegal performance-enhancing pharmaceuticals and street drugs, respectively. With a successful **Criminology** or **Pharmacy** roll, an Agent notices that the packaging of the Anavar and other drugs was done on site, but the cocaine and heroin are sealed in the cheap consumer baggies found on the street. If Agents performed **COVERT SURVEILLANCE** (see page 34) or a **BLACK BAG** job (see page 36) on Sutton's desk, they realize he's the lynchpin of the Slugs' drug operations. He feeds performance-enhancing drugs to deputies in the jails. They use county lock-up as a distribution point for police coming in from all over the city. In exchange for the juicer market, Sutton feeds the corrections deputies recreational narcotics skimmed from the TNU's raids, which they can then sell to captive addicts.

TESTIMONY: Sutton is a true believer in every kind of *us vs. them* ideology: cops vs. civilians, slugs vs. normies, men vs. women, whites vs. everyone. Marlin selected Sutton as his runner precisely for this fanaticism and lack of self-awareness. The man won't talk. He spits threats and insults even through torture. Talia Sutton is a different story. She has a go-bag packed. She has hoped to escape Freddy's abuse for years. If Agents can calm the woman down (by using **Persuade** or **Psychotherapy**), she realizes a group of masked killers might be her only chance to get away. She knows more about the gang than she ever let on—the drugs, her husband's role covering up the Dondry killings, everything she could pick up as she was forced to serve refreshments to Slugs scheming in her living room. If the Agents promise to let her leave and never come looking for her, she tells everything. She swears to leave the country and never return. Agents who use **HUMINT** believe she means it.

Sainz at Home

Sainz moved into a one-bedroom home near La Puente Park only a few months ago. Boxes are still unpacked and visible through the living room window. Julian only sleeps at home one night in four (roll 1D4; he's only sleeping at the La Puente house on a 1); see **COVERT SURVEILLANCE** on page 34.

SECURITY: None. He hasn't had time to set anything up. The mailbox still has "The Smiths" painted alongside it.

DEFENSES: Whether he's at his apartment, his parents' house, with his fiancée, or with his girlfriend, he sleeps with his service weapon nearby. Sainz is a gifted shooter, perhaps the best in the LASD. He's always wanted to try his skills against armed opposition.

EVIDENCE: A burner phone is charging on the kitchen table. Another dozen prepaid cellphones are still in grocery sacks stashed in the cupboard. The only texts on the burner come from a contact named "Fish-White," calling from another pre-paid number. Texts over the last month exclusively regard Sainz's availability for certain appointments. Most are street corners or parking lots. If the Agents have been working for less than two weeks, one orders Sainz to be on Sutra Street ready "to assist" at the date and time of the Ihejirika murder. If Agents performed **COVERT SURVEILLANCE** (see page 34), they find the texts correspond to meetings with deputies around the city. Sainz is Marlin's messenger, distributing orders and relaying reports by word of mouth to keep things off the radio.

TESTIMONY: Captured alive, Sainz is still Marlin's creature. Marlin mentored him since Academy. There's nothing Agents can do to get him talk about Marlin. The rest of the gang is a different story. Sutton's extreme racism doesn't acknowledge Julian's brand of Latino white supremacy. They hate each other. Sainz happily dumps every crime on Sutton's shoulders. Agents may use **HUMINT** to spot the lie. If called on his bullshit, Sainz can be made to confess to serving as the gang's messenger. He admits to waiting blocks away the night of the Ihejirika killing, prepped to be first on the scene. Most alarmingly, he confesses to loading carfenatil into the animal dart used in the murder...which is why he suspects Sgt. Anton Gully. He handed the hotshot to Gully with his own gloved hand. If anything else got into the syringe, it had to be Gully's doing, and Gully has been acting strange and distant for months.

Executions

Interactions between the Agents and Slugs determine when *God's Law* ends. Adjust the climax to the Agents' strategies and location on the **THREAT CLOCK** (page 11). Delta Green's priority is ending the unnatural threat. Agents practicing solid tradecraft can excise the unnatural tumor without notice. Sloppy investigation and delays advance the Threat Clock until the gang panics, retaliating to such an extreme that the Program must abort operations.

Option: Another Good Shoot

The Slugs learn of the investigation and catch Agents unprepared, striking before they understand the nature of the threat. Marlin controls evidence around the Ihejirika case far more carefully. He closes financial accounts, puts the Slug network to sleep, and orders all evidence of their illegal operations destroyed. Once he feels personally protected, he seizes the initiative. His goal is to muddy any future investigations by engineering a deadly altercation between lower-ranking Slugs, the Agents, and the Agents' Bonds.

Methods

- » After learning an Agent's identity, the Slugs "swat" a Bond or Agent, arranging a raid on false pretense. (See **9:00—THREATS** on page 14.)
- » An Agent's Bond is killed or framed for a crime. (See **8:00—INTIMIDATION** on page 14 or **9:00—THREATS** on page 14.)
- » The slugs target Agents in an ambush. (See **10:00—RETALIATION** on page 14 or **11:00—KINETIC** on page 15.)

Results

Surviving deputies arrange the crime scene to fit their own narrative.

If the Slugs "swat" an Agents' Bond, Marlin paints every further legal scrutiny as the vindictive obsession of a deranged federal officer: an obsession caused by political differences or grief over an unrelated instance of police violence. He pretends aggrieved outrage and persecution until city government takes

his side. All cooperation between federal and city government ceases. Delta Green aborts the operation out of fear of exposure.

Agents arrested or killed in confrontations with the Slugs are framed for damning crimes before the crime scene is forensically processed. The Slugs frame them as child molesters, drug traffickers, or anything else Marlin thinks might stick. All subsequent charges against the Slugs are tainted by association. Delta Green cuts contact with any Agent exposed in the blowback.

If Agents survive a Slug ambush, they are now cop killers. The best hope is to rearrange the scene to fit a mundane narrative, as the Slugs intended. If Agents manage to make the killings seem justified, see **THE SYSTEM WORKS** on page 47. If the Agents fail to explain the shootout, see **QUALIFIED IMMUNE** below.

Rewards and Penalties

» None

Option: Qualified Immune

One or more Agents get arrested or get caught falsifying paperwork. Marlin and his stooges paint it as a runaway federal investigation into local police. The city interprets this as an effort to bypass the many regulations and procedural stops built to slow down or completely stop police reform. It sees the supposed investigation as a direct attack. The entire municipal government goes into lockdown. The bureaucracy seals shut around the Slugs as the city retreats for a PR siege.

Methods

- » Agent arrested breaking into SSSW during a **BLACK BAG** job (page 36)
- » Agent arrested performing **COVERT SURVEILLANCE** on a deputy (page 34)
- » Agent arrested breaking into the home of an **OFF-DUTY** deputy (page 40)

Deputies arrest an Agent or Bond on false charges (see **DECIDE [7:00–9:00]** on page 14)

- » Agent provoked into violence against a deputy, filmed in the act and/or arrested.

Results

Delta Green aborts the operation out of fear of exposure. Agents are ordered to withdraw. Arrested or hospitalized Agents must fend for themselves, relying on government lawyers who know nothing about Delta Green or on private defense attorneys. A Delta Green agent—a stranger, not the Agents' case officer—pays one last visit under the guise of a lawyer's investigator. Her only purpose is to make sure the Agents know the rules. Delta Green can do damage control later, but it cannot defend them directly. They must weather whatever comes. And they must keep absolutely silent about Delta Green.

The Agents face a cadre of furious politicians. No one told the mayor that DOJ had launched an investigation. The governor wasn't informed. Official channels were ignored. That means the feds are coming for people's jobs. The entire state apparatus goes on war footing.

Nobody wants this fight. California Department of Justice, LASD, and the DOJ would all rather avoid charges and attendant press coverage. For anything short of a dead deputy, they trade ending the Agent's career in disgrace for dropping criminal charges. Opposition officials agree not to tell the press that the feds tried to Watergate local and state institutions. But if the Agents dropped bodies, the state refuses to hand them into federal custody. Cop-killing Agents never reach trial. Where inmate assassins fail, guards pick up the slack.

If Agents managed to locate the unnatural inside the Slugs before things fell apart, another Program teams deals with it months later. Lt. Marlin quits the force and leaves the country. He was last seen in Mexico. During the interim, Anton Gully's home burns to the ground with four bodies inside. He is presumed dead. Sutton's death is made to look like a car accident. Sainz dies of a fentanyl overdose.

Rewards and Penalties

» None

Option: The System Works

The Program's first objective is to destroy the threat, but its motivation is saving lives. The Slugs, for entirely human reasons, are guilty of destroying more lives than any hypergeometric alien. There's no shortage of human methods for taking them off the board. The gang trades in bribes and favors. It has overlapping narcotics smuggling operations. Marlin's squad alone is guilty of killing at least seven innocents. Agents not content to leave the banal evil behind could try to take the Slugs down. They need only remove all mention of Delta Green and unnatural, and fabricate probable cause and warrants to ensure their evidence reaches court.

Methods

- » Gather evidence that the Slugs were responsible for killing the **DONDRIY WITNESSES** (see page 19).
- » Gather evidence of crimes from a **BLACK BAG** (see page 36) raid of the office or home invasion of **OFF-DUTY** Slugs (see page 40).
- » Frame the Slugs for crimes scandalous enough to provoke LASD action. This may or may not include deputies killed by Agents in confrontations sparked by the **THREAT CLOCK** (see page 11).

Results

Delta Green's priority is ensuring no evidence of it or its mission enters a courtroom. The Program understands the corruption and ineptitude of the DOJ intimately. The Agents' case officer cautions that 'legal' solutions still require evidence tampering and perjury. The Agents must sanitize evidence of mentions of Dyer, the unnatural, and the Agents' own crimes.

Asks Agents which of the Slugs' crimes they hope to weaponize and how they plan to present the evidence as a mundane police corruption case. Secretly make a **Law** roll at -20% for the Agent with the best skill. Results take 3D6 months to materialize.

- » **CRITICAL SUCCESS:** The LASD faces stiff fines. 1D4 random Slugs lose their jobs, go to trial, and die in prison. As a Los Angeles county sheriff would say after a 2023 deputy's conviction, "The Sheriff's

Department is committed to holding employees accountable for their actions and expects them to exhibit the highest moral and ethical standards when serving our communities."

- » **SUCCESS:** The LASD faces stiff fines. Prosecutions go nowhere. Lawyers from the city, union, and authoritarian factions in the federal government get most of the proof thrown out of court. But 1D4 random Slugs lose their jobs. All are hired by nearby police forces within a few months.
- » **FAILURE:** The case ends in mild fines and private deals between the federal, state, and county governments. 1D4 random slugs get reassigned to the jails.
- » **CRITICAL FAILURE:** The case goes away quietly and comfortably. The Agent who attempted the roll faces disciplinary action for "unrelated" charges of professional misconduct dragged out of the past or invented altogether.

Rewards and Penalties

- » **+1D4 SAN** for eliminating Gully-Worm
- » **-1 SAN** from helplessness for each Slug that doesn't even lose his job. If it seems like the system is rigged...it is.

Option: Interagency Cooperation

Marlin is evil, but he's not stupid, insane, or loyal to authorities higher than himself. He would be upset to learn a supernatural killer hides inside his inner circle. Especially if it's fucking up the bottom line. If he learns the truth, Marlin handles the problem of Anton Gully internally. If asked, Delta Green balks at the idea of briefing a monster like John Marlin about the unnatural, but it won't complain if the problem resolves itself and keeps the Program insulated.

Methods

- » Agents negotiate a ceasefire with Marlin after being called to a truce (see **8:00—INTIMIDATION** on page 14).
- » Use fabricated reasons—such as turning informant or accepting bribes from rival deputy cliques—to

Persuade Marlin that Gully has betrayed him. The roll must overcome Marlin's 90% **HUMINT** roll.

- » Prove to Marlin that Gully tortured and murdered his entire family.
- » Prove to Marlin that Gully has been studying and recreating the crimes of Franklin Dyer.
- » Prove to Marlin that Gully sabotaged the Jaz Ihejirika assassination.
- » Marlin sees the Worm's true form or witnesses firsthand a Pledge Dram overdose.

Results

Whether Agents tell Marlin the truth or frame Gully with lies, inviting a scumbag like Marlin onto the team costs **0/1D4 SAN** from helplessness. Determine Marlin's ability to deal with the problem by using a **Luck** roll.

On a failure, Agents hear over the scanner that Marlin, Sainz, and Sutton have been found dead in the Mojave. The three were discovered torn apart around an empty grave dug in the desert. Anton Gully is missing. Authorities discover Gully's other victims at his home and pursue the sergeant as the primary suspect. He is never found. The Slugs disintegrate as an organization, members flowing into other deputy gangs.

On a success, Marlin gets the drop on the Gully-Worm and blows its head off with a shotgun. The Slugs replace the body with a homeless man, stage an unremarkable crime scene, and alter evidence. Gully's cause of death is reported as a housefire, the same one that killed his entire family. The disappearance of delivery driver Hannah Huffman is deemed completely unrelated. Neither crime is ever solved. If Agents need police assistance in future L.A. operations, they learn the Program has begun using the Slugs as Friendlies. They ask no questions and accept anonymized cash payments. The Agents could end up working with Lt. Marlin long-term.

Rewards and Penalties

Luck roll fails; Gully escapes.

- » **-1/1D4 SAN** from helplessness for cooperating with Marlin.

- » **-1/1D4 SAN** from the unnatural for Gully's escape.
- » **+1 SAN** for the Slugs being destroyed.

Luck roll succeeds; Slugs persist.

- » **-1/1D4 SAN** from helplessness for cooperating with Marlin.
- » **+1 SAN** for eliminating Gully-Worm.
- » **-1/1D4 SAN** from helplessness upon discovering the Program now contracts with the Slugs.

Option: One Bad Apple

Provided a full understanding of the case, the Program just wants Gully. Destroy the man, the Worm, the Pledge Dram, and the knowledge required to create it. Nothing else is mission critical. The Agents are ordered to avoid "extracurricular intervention." The Program prefers the Slugs in place. The gang's corruption screens attention from Delta Green's own activities.

Methods

- » Eliminate the Gully-Worm and its work exclusively **OFF-DUTY** (see page 40), with only deniable or covert actions taken against LASD personnel.

Results

It depends entirely on how successfully Agents confront the Worm. Accidents and disappearances leave the Slugs without a target for retaliation. They distance themselves entirely if the bodies in the basement are attributed to Gully. The Program is satisfied if **FRANKLIN DYER'S JOURNAL** (see page 38) is recovered or destroyed. It demands further intervention if it learns Gully has a photocopy in his desk at SSSW. They need not have worried; Marlin destroys everything in Gully's desk the second he learns of his teammate's death or disappearance.

Rewards and Penalties

- » **+1D4 SAN** for eliminating Gully-Worm.
- » **-0/1 SAN** from helplessness for leaving the Slugs intact.

Option: Dead Heroes

The Agents learn enough to identify Gully and the unnatural forces at work without provoking a response from the Slugs. They gain a full understanding of how unstable the situation is. Chasing the Slugs alerts the Worm, allowing it to counterattack or escape. Pursuing the Worm provokes the Slugs and unleashes their cruelties on the Agents and their Bonds. With a clear picture, the Agents understand that the path to total victory is a single, decisive strike: eliminate both threats at once, before either has time to react. It's a high-risk maneuver.

Methods

- » Eliminate all four Slug leaders—including Gully—in a single assault. Ensure no witnesses or evidence of the killing's true motivations survive.

Results

Encourage Agents to make their own plans. In general, they are pulling from the Slug playbook: Isolate the target from communications, eliminate the target, and explain away the death so as to reduce the risk of investigation.

If that's not enough help, Agents who make a **Military Science (Land)** or **Criminology** roll can ask for a basic strategy. Remind Agents that Slug Squad's four leaders trust only each other with murders related to the Dondry lawsuit. They get their own hands dirty. By dangling another victim as bait, the Agents could lure the entire TNU to a single location, far from the eyes of accountability and backup. Nelinha Esteves is the obvious choice. From there, Agents just have to survive a gunfight with a trained SWAT team.

The Program can suggest an ambush location. Shell corporations own a storage company called Stork Storage in a rural area near San Jacinto. The site used to house a Green Box, though it holds nothing of value to Delta Green now. Illegal radio jammers and a **SIGINT** roll could even neutralize police radios and cellphones, cutting it off from the world. The entire layout might as well be a bear trap. A keycode provides access to the razor-wired parking lot. That

leads to a single-lane road accessing the storage units. Padlocked metal shutters line both sides of the asphalt, and the narrow driveway loops back on itself in the shape of a lowercase "p". If the Slugs can be lured deep into the storage units, two cars could block the exits and turn the facility into a killbox.

Rewards

- » +1D4 SAN for eliminating the Gully-Worm.
- » +1D4 SAN for eliminating the Slugs.

ESTEVES AS A FRIENDLY

The Program does not deem the situation dire enough to brief Esteves on any part of Delta Green. Luckily for the Agents, Nelinha is a revolutionary, endlessly disillusioned by her own inability to fight the evils of the system. She was friends with Ihejirika and the Dondry families. She won't pass up an opportunity to put the killers in the ground. She can be convinced to help an illegal, parallel-state conspiracy, provided she believes its job is to destroy people like Lt. John Marlin.

Esteves is extremely capable of setting herself up for murder. She starts with a small press conference focused solely on inflammatory accusations against Marlin and Slug Squad. Reporters asking for proof are told it is "coming shortly." They run the salacious quotes online and in the next day's paper anyway.

Esteves gladly leads the hunters toward the Agents' trap. She posts on public social media accounts, complaining about a relative who burdened her with the inheritance of an old storage unit. She takes pictures of herself loading a few boxes. She posts updates about "renting a van!" at a clearly identifiable U-Haul store near SSSW. Comments from sock-puppets below ask if Nelinha needs help moving, but she turns them down. She can get the rest in "one last trip on my way out of town." She even sells the date with invitations to a fake farewell party. She reserves the U-Haul alone and schedules its return in San Antonio. She sets her Google calendar to public. It lists the date, time, and address for her "final move." At night. Alone. At an empty rural storage facility.

Esteves has no desire to be present for the killings. With the number of breadcrumbs she's left, it's unnecessary. The Slugs plan to meet her there.

If the Agents meet Esteves in a God's Teeth campaign, these events shape her understanding of how the Program operates.

The Unnatural

Das jenseitige Gewürm (Worms From Without)

If it existed within the bounds of visible light, temporary causality, and understood physics, the Worm might look like a cancerous, fractal tangle of giant flatworms. Whipping, ropy tubes of flesh disgorge fanged proboscises in directions humanity has no words to describe. These “tongues” lick spacetime. They dart out in patterns reminiscent of circuitry, spearing and consuming equally nightmarish prey. The Worm’s immortal body churns through a vast, alien ecosystem in higher dimensions. Its cannibalistic, inbred food chain has spawned and fed above, beneath, and *through* humanity for its entire existence. The thing inside Anton Gully is but one appendage of a single creature in that malignant knot. Orgiastic violence folds itself into the nooks and crannies of mankind’s three dimensions, unseen and unheard.

Certain exotic radiations can bleed between the overlapping universes. The Worm’s nervous system runs off one such pseudo-electrical charge. Using the correct elements and hypergeometric preparations, that energy can be attracted and leashed to a biological system in our lower dimensions, like lightning drawn into a battery. The Pledge Dram has fused the nervous system of Anton Gully with the animating energy of the Worm. The man is less *possessed* than *grafted on*. This process killed Gully and trapped the Worm with the force of a snare. The Worm and the Agents share the same physical space through the instrument of Gully-Worm’s body. Anyone injected with the correct dosage of **THE PLEDGE DRAM** (see page 52) shares Anton Gully’s fate.

Sgt. Anton Gully (Gully-Worm)

Anton Gully is white, 41, and married with two children. He always looks tired. He died on January 17, 2017. Gully was flushing **THE PLEDGE DRAM** (see page 52) from mason jars down the toilet. His last thoughts

were doubts about his job, the Slugs, and the things he’d done. He received an active dose because he forgot to wear gloves. For a few seconds, Anton saw the orgy of alien monsters feasting and fucking across the horizon and through the very soil. He screamed. The things seemed to *see* him. Then he was dead.

Gully-Worm “woke up” in the ER waiting room when the Worm figured out how to use human eyes. Though not conscious, the Worm’s neural processes—evolved to perform peristalsis through higher dimensions and through time—contain reflexes beyond the complexity of any three-dimensional brain. The rudimentary inputs of human anatomy were nothing to the adaptive power of the creature’s raw instinct. But the Worm finds the sensation of inhabiting this flesh agonizing. Were more of its body stuffed into this flattened container, it would abandon this trapped appendage and tear away the flesh at the root. (See **OVERDOSE** on page 52.)

The Worm uses Anton Gully’s brain to imitate him and understand culture. To understand what the alien eyes see, it searches the man’s memories and translates the answer into its own bioelectric signals. Thousands of times per second, it queries concepts and definitions, forming approximations into its limited conceptual framework of hunting, gorging, and hiding from predators. If Gully needs to speak, it spools up a limited version of the dead man’s consciousness. He is erased all over again by the time the last syllable is uttered. The experiments with Pledge Dram, the infiltration of the Slugs—the Worm’s entire plan was written by the memory of Anton Gully answering variations on a simple question: “How can I eat everything here?”

The Worm must intuit meaning in the human world by querying memories of its host. As a side effect, Gully speaks at a distance on nearly every subject. Instead of answering “No,” he says “I would say no.” Instead of simply giving an opinion, he starts with “My take on that would be....” He speaks in constant passive voice and hypothetical asides. The effect is not unlike getting answers from a generative AI chatbot.

Sgt. Anton Gully (Gully-Worm)

Former right-hand of the Slugs, now a puppet grafted to invisible feeders, age 41.

STR 13 **CON** 12 **DEX** 13 **INT** 12 **POW** 11 **CHA** 11
HP 13 **WP** 11 **SAN** 0

SKILLS: Alertness 75%, Athletics 40%, Bureaucracy 50%, Criminology 50%, Dodge 60%, Drive 55%, Firearms 60%, Forensics 30%, Pharmacy 35%, Stealth 50%, Melee Weapons 65%, Unarmed Combat 60%, Unnatural 30%.

SCENT: Strong (but difficult to place unless alone).

GULLY ATTACKS: *Unarmed* 60%, damage 1D4.

Extendable baton 65%, damage 1D6+1.

Pepper spray 65%, target stunned.

Beretta 92FS pistol 60%, damage 1D10.

M4 carbine 60% (in car), damage 1D12, Armor Piercing 3.

Throw Pledge Dram 40%, see **HOTSHOT**.

Inject Pledge Dram 65%, see **HOTSHOT**.

WORM ATTACKS: *Neural disgorge* 60%, two attacks per turn, damage 1D6 and grapple (see **NEURAL DISGORGE**).

Feed, damage 1D10 (see **FEED**).

DRAM INTOLERANT: Injecting Gully-Worm with more Pledge Dram tips it into overdose, driving the Worm into a fit of agony that destroys the body.

HOTSHOT: If it has **THE PLEDGE DRAM** (see page 52) in a jar or syringe, Gully-Worm tries to contaminate the Agents. If it has a syringe, use **Melee Weapons**. Throwing the jar like a grenade uses **Athletics**.

REDUNDANT BIOMASS: Gully's body is little more than raw matter to be burned as fuel. Attacks do minimum damage. Any Lethality attack does 2 damage. A called shot to the head, which can cut the stalks of ganglion feeders off at the root, inflicts normal damage.

FINAL QUERY: After taking damage, the Gully-Worm tries to flee danger for exactly one turn. If it can separate itself for that long, it runs simulations in Gully's brain and realizes it is unlikely to succeed in summoning more Worms. Starting the next round, Gully-Worm switches to its Worm attacks.

NEURAL DISGORGE: Prismatic light shoots from the man's eyes as Gully's body is formed into a temporary digestive organ. Rainbow-colored ganglia erupt out of every orifice in the head. Gully gets two attacks per round using **Unarmed Combat**. Being struck by the alien ganglia causes 1D6 damage and grapples the target. Witnessing this process costs 1/1D6 **SAN** from the unnatural. It costs 1 **WP** per round to maintain. At 0 **WP**, Gully-Worm's host body collapses in a wet, steaming husk, fully metabolized. The Worm is banished.

FEED: An Agent grappled by the neural disgorge attack suffers 1D10 damage every turn as their flesh unfolds around points of contact. Concentric wounds spiral into fractal alien nerves like water down a drain. The victim hemorrhages from perfect spheres of missing tissue. Seeing this done to someone costs 0/1D4 **SAN** from the unnatural. Experiencing it costs 1D4/1D10 **SAN** from the unnatural.

The Pledge Dram

A semi-translucent gray paste, brewed and stored in mason jars, is the key to infecting human hosts with a Worm From Without. Ludvig Prinn's alchemical solution smells like human feces mixed with cinnamon and a hint of hydrogen peroxide. It is extremely potent. Any injection or ingestion is an overdose. Sustainable dosages are only possible through limited skin contact, achieved when the substance's mercury base causes heavy metal contamination. If Gully-Worm successfully attacks with Pledge Dram, treat the results as an **OVERDOSE** (see below). If he critically succeeds, the victim receives an **ACTIVE** dose instead (see below).

Overdose

The victim sees beyond three dimensions as the Worm's flesh shifts to become coterminous in space with its new host. Seeing the creature and the ecosystem that spawned it costs 1D10 SAN from the unnatural every turn. For every temporary insanity suffered and breaking point reached, the victim takes 1D6 damage from horrific self-mutilation as the Worm, projected too deep into our lower dimensions, tries to end the pain. This continues until HP or SAN run out, at which point the possessing Worm finishes the victim off and escapes back into higher dimensions.

Active

On a critical success, the victim accidentally receives the correct dosage. The victim sees beyond three dimensions as the Worm's flesh shifts to become coterminous with the victim's own, which costs 1D6 SAN from the unnatural every turn. The Agent sees rippling, rainbow ghost lights tracing a hydra of nightmares that flow above and through everything. It's like waking up to find the entire world shrunk inside a petri dish and

being eaten by giant, loathsome molds, bacteria, and parasites fighting in an endless, bloody orgy. Crackling electricity somehow running through everything draws towards the viewer at impossible angles, dragging a snapping Worm-thing closer. The victim may still act, but there is nowhere to run or hide. For every temporary insanity suffered and breaking point reached, the victim loses 1D6 WP. At 0 WP, the victim falls unconscious. SAN loss continues every turn, even when unconscious. At 0 SAN, the host is effectively dead and part of the Worm. Still, allow the player to continue playing the Agent once they wake up. The Agent's consciousness is a perfect imitation, to be dropped and deleted as soon as the Worm gets enough privacy to continue its work. The only sign of infestation is that the Agent's speech becomes more stilted, as described in **SGT. ANTON GULLY (GULLY-WORM)** on page 50.

Treatment

An Agent who has read Dyer's journal may attempt an INT×5 roll. On a success, the Agent suspects that disrupting the bioelectric charge of an infested victim's brain, similar to electroconvulsive therapy, might disrupt the effects of the Pledge Dram. The defibrillator included in an EMT kit could administer a strong enough shock. Roll **Medicine** to select the right voltage. An Agent could substitute **First Aid** at -30%. Failure kills the patient. Success causes 1 damage and inflicts a -20% penalty on all their actions for one hour but electrocution rids them of the Worm and the effects of the Pledge Dram—minus some heavy metal poisoning and whatever self-mutilation already occurred. The victim regains 1D6 SAN. Violent electrical shocks to the brain disrupt long-term memory and erase a few of the drug's nightmarish visions.

Characters

Lt. John Marlin

The unit commander is 40 years old, white, and single. His looks are hanging on, with a dried-out tan and aging muscles cut by the latest in nutrition and fitness. Marlin is at SSSW maybe an hour a day. He spends his time in constant motion. Agents witness him training other deputies in tactical workshops and lectures. He sometimes works at three different stations in a single day. His favorite hangout is behind the scenes at the Special Enforcement Bureau offices in Monterey Park. He finds time to hit the gym with Sainz four nights a week before going home to an apartment in Brentwood Heights.

Marlin learned policing from his monstrous father. He played video games while Lynwood Vikings negotiated criminal conspiracies at his kitchen table. His Little League bat beat a political activist to death. He looked from his bedroom window as the officer that conducted his school's antidrug lectures parked in the backyard and pulled a terrified, bound man from the trunk. The rituals of toxic masculinity and cop talk were beaten into the boy as soon as he could stand.

He never understood law as anything but an imaginary friend, one that disappears when the cameras turn off and the guns come out. His father taught him the value of true power, only to end up an abusive, lonely drunk eking out a pension in a one-bedroom apartment under an LAX flight path. Marlin won't make the same mistakes. He's determined to turn his own badge into a crown.

Lt. John "Fish-White" Marlin

Leader of the Slugs, age 40.

STR 10 **CON** 10 **DEX** 13 **INT** 14 **POW** 14 **CHA** 17
HP 10 **WP** 10 **SAN** 39 **Breaking Point** 28

DISORDERS: Malignant narcissism, adapted to violence.

SKILLS: Accounting 40%, Alertness 70%, Athletics 55%, Bureaucracy 60%, Criminology 50%, Dodge 50%, Drive 50%, Firearms 65%, Forensics 40%, HUMINT 90%, Law 60%, Persuade 75%, Pharmacy 10%, Stealth 50%, SIGINT 25%, Melee Weapons 50%, Unarmed Combat 50%.

ATTACKS: *Unarmed* 50%, damage 1D4-1.

Extendable baton 50%, damage 1D6.

Pepper spray 65%, target stunned.

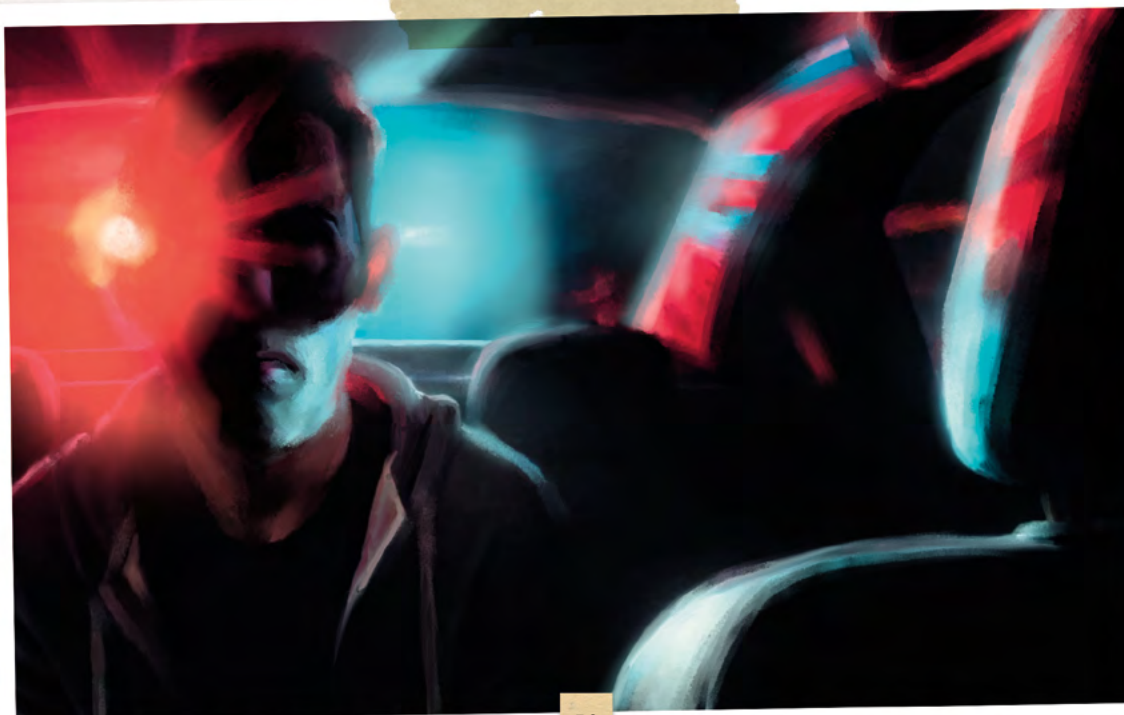
Beretta 92FS 9mm pistol 65%, damage 1D10.

H&K MP5 submachine gun 65%, Lethality 10%.

AT HOME: *AR-15 carbine* 65%, 1D12, Armor

Piercing 3.

SCENT: Faint.



Dep. Julian Sainz

Sainz's parents were both born in the U.S., children of Mexican immigrants. They never missed an opportunity to remind the neighborhood of their legal status, their proud family lineage, and their superiority to those "other" immigrants. The expression of this white-passing supremacy was limited to a single suburban home and a successful contracting business. Both bored Julian after a lifetime of delusions about a noble Spanish lineage. Sainz dreamed of martial glory, but his parents forbade him from joining the military. The LASD was a compromise. He's been under Marlin's tutelage ever since his first range qualifier at the academy. Everything Sainz knows about the job is filtered through "Fish-White" Marlin's mentorship. He is proud not to operate by the book. Exceptional performance brings exceptional privileges. Sainz is a gifted shooter, an Olympic-level marksman provided plenty of time and resources to train. His skill with firearms and constant praise from Marlin have convinced him that he deserves his rock star status in the department. He looks fit enough in his uniform to pose for a calendar.

Deputy Sainz

Tactical prodigy and Slug messenger, age 26.

STR 13 CON 12 DEX 17 INT 11 POW 10 CHA 11
HP 12 WP 10 SAN 45 Breaking Point 40

DISORDERS: Adapted to violence.

SKILLS: Alertness 70%, Athletics 65%, Bureaucracy 20%, Criminology 20%, Computer Science 35%, Dodge 60%, Drive 50%, Foreign Languages (Spanish) 50%, Forensics 20%, Firearms 90%, HUMINT 50%, Law 20%, Search 50%, Stealth 50%, Melee Weapons 50%, Unarmed Combat 60%.

ATTACKS: Unarmed 60%, damage 1D4.

Extendable baton 50%, damage 1D6+1.

Pepper spray 85%, target stunned.

Smith & Wesson M&P9 pistol 90%, damage 1D10.

M4 carbine 90%, 1D12, Armor Piercing 3.

SCENT: Faint.

Sgt. Freddy Sutton

Sutton—white, fat, careening into middle age—looks like he couldn't pass the physical to work at Home Depot. The first time they met at tactical training, Marlin stuck Freddy Sutton with the nickname "Barely." He barely passed the psych eval. Barely met the physical requirements. Barely qualified at the range. Marlin laughed at him until Sutton tried to beat him to death in a locker room. After that, the relationship improved, as did Sutton's overtime hours, rank, and general quality of life. Sutton knows Marlin views him as the dullest knife in his arsenal, but he's self-interested enough to realize that's his value. Sutton's the guy who shuts up and does what needs to be done. He joined the sheriff's department because he loved guns, he loved power, and he was a follower. He doesn't know how any deputy could be so stupid as to miss the fact that following Marlin pays better.

Sgt. Freddy Sutton

Slug bagman, age 37.

STR 16 CON 7 DEX 9 INT 9 POW 9 CHA 12
HP 12 WP 10 SAN 38 Breaking Point 36

DISORDERS: Intermittent explosive disorder, adapted to violence.

SKILLS: Alertness 50%, Athletics 35%, Bureaucracy 30%, Criminology 20%, Dodge 40%, Drive 40%, Firearms 40%, Forensics 15%, Heavy Weapons 20%, History 11%, HUMINT 30%, Law 15%, Pharmacy 30%, Navigate 50%, Melee Weapons 40%, Unarmed Combat 50%.

ATTACKS: Unarmed 50%, damage 1D4.

Extendable baton 40%, damage 1D6+1.

Pepper spray 45%, target stunned.

Beretta 92FS 9mm pistol 40%, damage 1D10.

H&K MP5 submachine gun 40%, lethality 10%.

HIS PRIZE POSSESSION, IN A CASE IN HIS BEDROOM CLOSET: PKMN machine gun with 1PN116 thermal weapon sight 20%, lethality 15%; can acquire targets in complete darkness; double base range after taking the Aim action.

SCENT: Faint.

Capt. Rudy Dieffenbach

Dieffenbach joined the LASD in the Nineties as a way to get respect. It didn't work. After he got through the academy, the locker room at the station proved almost as bad as the one in high school. To his credit, Dieffenbach connived and climbed ranks until he got above the hazing. But the respect never came. Salutes up front and snickering after he passed. The sheriff attracted the sort of guys only comfortable speaking with their bodies, and Dieffenbach's could never keep up with the conversation. Physical qualifiers stressed him out every year...until one day the trainer reported he'd passed with flying colors. The examiner was SEB trainer John Marlin. The two have been trading favors ever since.

Capt. Rudy Dieffenbach

Commanding officer at Sheriff's Station Southwest (SSSW) and veteran Slug, age 49.

STR 9 CON 10 DEX 11 INT 14 POW 12 CHA 14
HP 10 WP 12 SAN 60 Breaking Point 48

SKILLS: Alertness 40%, Bureaucracy 70%, Criminology 30%, Computer Science 30%, Drive 30%, Firearms 45%, Forensics 30%, HUMINT 50%, Law 60%, Search 50%, Melee Weapons 40%, Unarmed Combat 50%.

ATTACKS: Unarmed 50%, damage 1D4-1.
Smith & Wesson M&P9 pistol 45%, damage 1D10.

SCENT: None.

LASD Deputy

Might be a Slug or part of another gang. Could be clean. Won't matter until it's too late.

Typical Deputy

Marlin's minions or cannon fodder, age 25-55.

STR 13 CON 11 DEX 10 INT 10 POW 12 CHA 10
HP 12 WP 12 SAN 60 Breaking Point 48

SKILLS: Alertness 50%, Athletics 50%, Bureaucracy 30%, Criminology 30%, Drive 50%, Firearms 40%, HUMINT 40%, Law 30%, Search 40%, Melee Weapons 50%, Unarmed Combat 50%.

ATTACKS: Unarmed 50%, damage 1D4.

Extendable baton 50%, damage 1D6.

Pepper spray 50%, target stunned.

Smith & Wesson M&P9 pistol 40%, damage 1D10.

M4 carbine 40%, 1D12, Armor Piercing 3.

SCENT: None.

Nelinha Esteves, Attorney

Esteves and her organization *El Puente de la Esperanza* are more fully described in **PRISON BREAK** on page 222 of *God's Teeth*.

Nelinha Esteves

Crusading immigration defense lawyer and community organizer, age 35.

STR 12 CON 10 DEX 8 INT 14 POW 12 CHA 16
HP 11 WP 12 SAN 60 Breaking Point 48

SKILLS: Alertness 45%, Bureaucracy 70%, Dodge 30%, HUMINT 60%, Law 70%, Persuade 55%, Stealth 30%.

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

SCENT: None.

