



Unusual Suspects: Sermon Grant

by Jonathan Turner

He's a fairy-tale, a bad joke, a cliché amongst Britain's occult community...

Page **04**



Mental Health in the United Kingdom

by Phil Ward

An introduction to modern mental health laws in the UK for keepers...

Page **07**

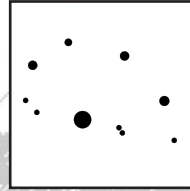


Let Sleeping Gods Lie: PISCES Section H

by Graeme Price

Providing ARCHINT to PISCES is a dirty business...

Page **10**



Dangerous Places: The Devil's Rings

by Rik Kershaw Moore

The Devil's Rings harbour a deadly secret...

Page **14**

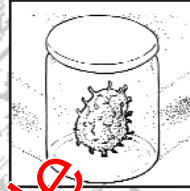


Lock, Stock & Two Smoking Barrels

by Nick Brownlow

An in-depth review of the perils of dealing with Britain's illegal weapons trade...

Page **16**



The Further Files of Prof. Grant Emerson

by Graeme Price

Delta Green's resident pathologist continues his reports...

Page **19**



With Extreme Prejudice...

by Jonathan Turner

A look into the shadowy world of PISCES' special forces...

Page **21**

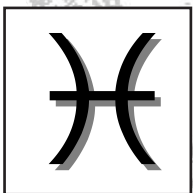


Unusual Suspects: Michael Scrimgoer

by Nick Lowson

A useful contact in the City...

Page **25**

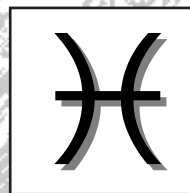


ZODIAC Clearance

by Phil Ward

An introduction to a UK-based Delta Green campaign...

Page **28**



Drive Through Carefully

by Phil Ward

The introductory scenario of the ZODIAC Clearance campaign...

Page **32**



A Landscape of Barrows and Stones

by Davide Mana

An examination of stone circles, standing stones and ley lines...

Page **42**



Tales of Terror

by Phil Ward

Two short tales of terror to inspire keepers...

Page **52**

1167	2556	2564
1248	4659	4587
4589	1258	4796
1459	1238	4789
4578	1023	0018
0128	4798	1026
0489	1069	5871
1469	0236	8720

The Tombola Cipher

by Rik Kershaw Moore

How the Army of the Third Eye communicate under the ever vigilant gaze of PISCES...

Page 53



Firearms of the UK & Irish Police & Military

by Hans-Christian Vortisch

An armoury of information on what the boys in blue or khaki use when they need to...

Page 58



The Mythos Gazetteer of the British Isles

by Adam Crossingham

A graphical representation of all the Mythos sites in the British Isles from tales and scenarios...

Page 65



British Investigator Templates

by Nick Brownlow and Adam Crossingham

From the 16 Airborne Assault Brigade to the UK Atomic Energy Authority Constabulary...

Page 69

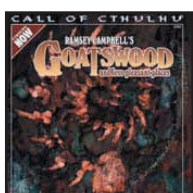


Green Box

by Jonathan Turner and Adam Crossingham

The latest gear for the well-equipped investigator...

Page 79



Call of Cthulhu Reviews

by Nick Brownlow and Adam Crossingham

'Unseen Masters' and 'Goatswood' reviewed and rated...

Page 80

CTHULHU NOW



THE BLACK SEAL

The magazine of modern horror gaming

Editor: Adam Crossingham

Co-editor: Jonathan Turner

Webmonkey: Nick Brownlow

<http://www.theblackseal.org>

Articles

All articles are © 2001 by their respective authors:
Nick Brownlow, Adam Crossingham, Rik Kershaw Moore,
Nick Lowson, Davide Mana, Graeme Price, Jonathan
Turner, Hans-Christian Vortisch, & Phil Ward

Artwork

Cover: 'The Black Seal' © 2001 Robert Corcoran
Page 6 'Grant' © 2001 Paul J Holden; P.8 'Mental' © 2001
David Lee Ingersoll; P.10 'Hennessey' © 2001 Paul J
Holden; P.12 'Dig' © 2001 David Lee Ingersoll; P.16
'Shooter' © 2001 Robert Corcoran; P.17 'Shop' © 2001
Robert Corcoran; P.19 'Corpse' © 2001 David Lee
Ingersoll; P.20 'Cyst' © 2001 David Lee Ingersoll; P.22
'Bike' © 2001 Robert Corcoran; P.25 'Scrimgoer' © 2001
Paul J Holden; P.38 'Victor Simon' © 2002 David Lee
Ingersoll; P.42 'Lloigor' © 2001 Stephane Gesbert; P.57
'Desktop' © 2001 David Lee Ingersoll; P.58 'SO19' © 2001
Robert Corcoran

Back Cover: 'The Black Seal' © 2001 Charlotte Ronald

Legalese

Call of Cthulhu ® is Chaosium Inc.'s trademarked role-playing game of horror and wonder. Call of Cthulhu is the Registered Trademark of Chaosium Inc., and is used with their permission. Chaosium Inc. is the Registered Trademark of Chaosium Inc.

Published by arrangement with the Delta Green Partnership. The intellectual property known as Delta Green is ™ and © the Delta Green Partnership, who has licensed its use here.

The contents of this document are © Nick Brownlow, Adam Crossingham, Rik Kershaw Moore, Nick Lowson, Davide Mana, Graeme Price, Jonathan Turner, Hans-Christian Vortisch, & Phil Ward, excepting those elements that are components of the Delta Green intellectual property.

The Delta Green logo is a trademark of the Delta Green Partnership and is used with permission.

The Black Seal is published by the Brichester University Press, 74 Union Street, Farnborough, Hampshire GU14 7QA, United Kingdom

Printed by Simmons Printers, Chelmsford, CM1 2UP

ISSN 1476-1939 – Product Code BUP101E

ԵՂ ԼՅՔԴԼ, ԵՂ ԼՅՔԴԼ ՈՒՅԴԵԼՆԵ,
ԵՂ ՔՔՔԴԴԴԴԴԴ ՔՅԵԼԵԼԵԼ ԲԼԵԴԴԴԴ

Unusual Suspects:

Sermon Grant, antiquarian, occultist and gentleman adventurer

by Jonathan Turner

Sermon Grant does not exist. He's a fairy-tale, a bad joke, a cliché among people in the know of Britain's occult community. At least, that's what Sermon Grant wants you to believe. Grant did not start out in life with the name he uses now, or even the same appearance. But his unusual talents and experiences have forced him to cover his tracks more than once.

Background

Born David Cambridge in Hong Kong in 1958, he was the second son of a British diplomat and his wife. Even as a child, his natural charm and intelligence shone through. He and his younger brother Harry were inseparable, enjoying the endless stream of parties and special events laid on for his parents. Grant was tutored privately at his family's palatial home, enjoying the freedom to pursue those topics he excelled in. The teacher who most impressed him was the gentle Chinaman who was his language tutor. From him Grant learned not only the native language but also the history and mythology of the country. Grant was fascinated with the myths and legends, and his interest in the occult was born.

In his late teens, Grant left with several friends for a mountaineering expedition to the Solo Khumbu region of Nepal. Harry, struck down by a bout of 'flu, did not go with him, but promised to catch up later. The party were all reasonably experienced climbers, and the route they had chosen did not appear to be difficult. Destiny, though, had other plans. Somewhere on the frozen slopes of Tawache, Grant's expedition strayed close to a Mi-Go mining operation. The creatures elected to dispose of the threat by way of a simple avalanche. Grant's companions were swept away, but he managed to survive by sheltering under a rock overhang.

When the wall of snow had passed, he dug himself out, and was dismayed to find his friends had utterly disappeared, swept into the abyss by the avalanche. Things looked desperate for Grant himself, as he had lost his climbing gear and all his other supplies. By a sheer fluke, the Sherpa guides of a French expedition climbing nearby spotted Grant. They had watched the avalanche sweep the group away, but were guided to Grant by his brightly-coloured climbing jacket. Two of the Sherpas took him to the village of Namche Bazar, where he was allowed to rest and recover while cared for by locals. But the Mythos had not finished with him yet. Through the mists of time, the Great Race were watching Solo Khumbu for their own inscrutable ends. Impressed by Grant's survival, they seized his body to personally investigate the region. It was two years later before Grant was allowed to regain control.

He opened his eyes one morning to find himself in a tent, but this time it was on the slopes of the Aberdare mountains in Kenya. Totally bewildered, he made his way down the mountain and eventually encountered some natives who pointed him towards Nairobi. From there, Grant managed to contact his family, who had believed he was dead and had returned to England. Within a few weeks, he was back in Great Britain.

But memories from his mysterious amnesia kept intruding, sometimes in dreams and sometimes in waking visions. He saw the monstrous pyramid forms of the Great Race, their forbidding libraries, and the covered pits that filled them with fear and terror. Perplexed by the visions, and terrified that his amnesia may overcome him again, Grant sought help from many conventional doctors and psychiatrists, all to no avail. In desperation, he returned to the source of his strange episode, and travelled with Harry to Solo Khumbu.

The Sherpas remembered Grant, but they were wary of the sudden change they remembered in him. They told him of his odd habits and insatiable curiosity, and his obsession with the slopes of Tawache. Demanding answers, the brothers were steered towards the Buddhist monks at the monastery of Yawangboche. The monks there greeted Grant with kindness and respect. Within their ranks were those who carefully watched the machinations of the Mi-Go on the Himalayan slopes, where they were one of the original sources of the Yeti legend. The monks' knowledge of the Mythos was reasonably broad, and with their help and guidance, Grant was able to use meditation to tease out more of the memories buried by the Yithians.

The brothers returned to England determined to find out more, and their studies over the next decade took them to America and the shores of the Miskatonic, to Eastern Europe and back to Africa in search of texts and artefacts which helped fill out a terrifying, chilling picture. By the time he was in his late twenties, Grant and his younger brother were aware of the general myth cycle of the Great Old Ones. They knew of most of the major gods, and had some knowledge of the Great Race. In England, the pair had gathered an impressive array of Mythos texts and objects from their treks across the globe. Sadly, that was to be their undoing. Eventually, PISCES came calling.

The four agents who arrived at their home in Sevenoaks were nondescript in the extreme. They bore Customs and Excise identification, claiming the brothers had been illegally importing valuable antiquities. The brothers saw through the ruse immediately. There was a struggle, and Grant managed to kill one of the agents with a shotgun. Horrified, he watched as the Shan erupted from the agent's face and flew straight into his brother's skull. In his terror, Grant fled the house and into the countryside, pursued by the remaining agents. Fortunately, the brothers' experiences had taught them to be paranoid, and well prepared. Grant went to a house in London, rented with his brother under false names, where he obtained enough money to escape the country. On the plane to America, he read a newspaper report detailing a fire at his home which had killed his parents and brother. Grant was named as a suspect in the

blaze, which police were treating as malicious. But Grant reached the States, and immediately sought out someone who could give him a new face and a new identity. On an operating table in a filthy clinic in Memphis, Sermon Grant was born.

When PISCES began investigating the Cambridge brothers, they found very little of the family's fortune in their accounts. The money had been salted away for just such an eventuality, as had many of the artefacts and tomes that the brothers had gathered. Grant was able to move the money to other accounts before the Shan possessing Harry was able to fully access his mind.

For over a decade, Grant lived in America, nurturing his finances and adding to his collection again. He also managed to perfect a project that had been itching in his memory for some time – the construction of a Yithian communicator. With it, he was able to contact the member of the Great Race who had used his body two decades before. Grant bore the Great Race no ill will, especially because they had allowed him to learn much in their own city. With Yithian help, Grant more than doubled his personal fortune, agreeing in return to aid certain agents of the Great Race should they need his help. In 1992, homesickness drove him to return to Britain. He secured a modest estate in Wiltshire, and began quietly smuggling in many of his books and artefacts from the USA. More importantly, he started seeking out the network of contacts David Cambridge had enjoyed in the European occult community, without revealing his true identity.

Using this network, Grant learned the eventual fate of his brother. Harry had on some level taken to Shan dominance, and was eagerly working with them in the UK. Appalled, Grant decided that at some stage he would have to take action. But the time was far from right. Grant contented himself with acting in small ways against the forces of the Mythos, assisting those investigators he felt he could trust. His previous experiences had left him cautious and paranoid, but his knowledge and formidable iron will stood him in good stead.

He made his way again to visit the monks at Thyangboche, who saw through his new persona with ease. He sought out the Mi-Go mines, now long abandoned, to learn what he could. There, he encountered Harry, now completely insane and fully committed to the worship of Azathoth. The pair fought bitterly, with Grant eventually shoving Harry into a deep ravine. Months later, Grant learned his brother had survived and returned again to England, but the pair have never met face to face since.

Over the years Grant, in the company of a variety of companions, has visited the Gulf, Kenya, South America and Eastern Europe in search of Mythos activity. He has pitted his wits against Deep Ones, a Colour from Space and a tribe of cannibalistic shape-changers to name his more memorable opponents. Of the other Mythos races, Grant is on reasonably friendly terms with ghouls. He sees the worshippers of Mordiggian as filling a natural role, which is of very little risk to humanity. But it was a run-in with the Servants of Glakki that forced Grant into retirement, or at least seclusion. He rarely mentions it, but it was clearly more a threat to his thinly stretched sanity than his physical safety that prompted him to turn his back on fieldwork. These days, it would take an immediate threat to the end of humanity for him to venture into the front lines again.

Grant is now reclusive and carefully neutral towards the power struggles going on in the British Isles. He despises PISCES and the Shan, but sees no hope in battling against them. If offered the opportunity, he would gladly do what he could to free Harry from his vile host, even if it meant killing his brother.

His choices of hobbies – chess, fly-fishing and Aikido – define his personality. He is cautious and Machiavellian, preferring to guide others towards achieving his goals while remaining hidden. It would be far too obvious, and dangerous, for him to contact the Army of the Third Eye. But if Grant learned of Delta Green's interest in PISCES, he might well offer help or assistance if he could guarantee his anonymity.

While he is a proficient spell-caster, he prefers not to use magic if he can help it. Grant has already been possessed once, and he didn't like it at all, thank you very much. He can use a variety of scrying devices to gain information on those he has an interest in if necessary. He spends his time instead compiling digests of Mythos texts, cataloguing his collection and keeping a careful but veiled eye on supernatural events in the UK. Nonetheless, his interest in the esoteric and his time in the field have made him a name among Britain's occult community, though his paranoia means few know how to actually contact him.

Instead, Grant has become a legend, a bogey-man who few antiquarians and occultists believe actually exists. He relies on this reputation, and actively encourages it to ensure his anonymity. Grant is determined that PISCES or anyone else will never get to within striking distance again. In bookshops, libraries, antique shops and museums across the country, he has carefully cultivated a network of people who notify him of items or individuals of interest. Often those who are seeking such knowledge will find themselves contacted by Grant through an intermediary, offering assistance... but always at a price.

Grant has become a shadow moving in the depths of the European occult community. He watches from the dark, playing the age-old game of conspiracy with a careful, cautious hand. A powerful ally and a dangerous enemy, he carefully picks the struggles he can win and leaves others to waste their time and energy in battles of attrition. Those who deal with Grant usually never know who is really behind the deals they cut, and wouldn't believe it even if they did. Rarely, he emerges from the shadows to take a personal interest in some entanglement, and then, like fog in the morning... he's gone.

Adventure hooks

- A PC receives a small file in the post containing some embarrassing or compromising information about him. There is no overt attempt at blackmail, merely something to make him feel uneasy. Later, as the PC is walking past a row of telephones in a mall or train station, they ring one after the other as he passes. If he picks one up, Grant is on the other end, offering a deal in exchange for information on the PC's current investigation.
- The PCs current investigation leads them up against Harry Cambridge, now a fully-blown cultist leader in his own right.

His shan has long-abandoned him after his mind degraded, but his loyalty to Azathoth was rewarded with his freedom. Any efforts to find out details of Cambridge's background will trigger Grant's interest. He may over time agree to come out of the shadows to face off against his brother again. As an interesting twist, Harry could easily be the superior for any PCs who are PISCES agents.

- The characters have come across a small item which Grant has an interest in. It may be a journal, a statuette or a photograph, but the item should seem apparently unimportant. A small Japanese man named Hashimoto will contact the investigators. Claiming to be a solicitor representing an anonymous client, he will attempt to negotiate for the sale of the item. If necessary, Hashimoto will reveal information of interest to the PCs in their current investigation. He will not

reveal his employer unless it completely necessary – and even then PCs in the know won't believe him...

- Searching for a missing man – perhaps even a PISCES agent – the characters learn of their target's recent bizarre behaviour. In particular, they uncover hastily scrawled plans for some kind of device in his home or other location. The blueprints are for a Yithian communicator, though they are by no means complete. If they search any of the usual sources, such as the British Museum, Grant will be alerted, and PISCES curiosity aroused. He will shelter the fugitive – who of course is hosting a member of the Great Race. Particularly persistent investigators may be able to trace the missing man to Wiltshire, where Grant will prefer to bargain than engage in aggression.

Sermon Grant

Race: Caucasian

Age: 42

STR 14 CON 13 SIZ 13 INT 17 POW 21
DEX 16 APP 14 EDU 22 SAN 47 HP 13

Damage Bonus: +1D4

Education: Years of private study

Occupation: Antiquarian and occultist

Appearance: Christopher Lee as the Duc de Richleau in *Hush*

Skills: Anthropology 51%, Archaeology 40%, Counting 70%, Astronomy 52%, Bargain 60%, Biology 47%, Chemistry 30%, Climb 65%, Computer Use 35%, Conceal 67%, Credit Rating 65%, Cthulhu Mythos 35%, Dodge 67%, Drive Auto 40%, Fast Talk 55%, First Aid 40%, Geology 20%, Hide 55%, History 55%, Law 35%, Library use 75%, Listen 45%, Locksmith 40%, Martial Arts 55%, Mechanical Repair 30%, Medicine 20%, Occult 90%, Persuade 65%, Sailing 55%, Pilot light aircraft 45%, Psychology 70%, Ride 55%, Sneak 52%, Spot Hidden 75%, Swim 50%, Track 40%.

Languages: English 110%; Chinese 46%; Greek 56%; Latin 62%; Yithian 35%.

Attacks: Benelli M3 shotgun 55%, 4D6/2D6/1D6
.44 Ruger Redhawk 60%, 2D6+2
Yithian Lightning gun 45%, 1D10 per charge
Fist/punch 70%, 2D3+db
Grapple 70%, special
Kick 55%, 2D6+db
Sword cane 60%, 1D6+db

Spells: Summon/bind fire vampire; Summon/bind Nightgaunt; Contact Ghoul; Contact Yithian; Elder Sign; Dread Curse of Azathoth; Powder of Ibn-Ghazi; Voorish Sign; Bless Blade; Cast Out Devil; Chant of Thoth; Cloud Memory; Command Ghost; Create Mist of Releh; Curse of Darkness; Dominate; Dust of Suleiman; Enthrall Victim; Eye of Light and Darkness; Find Gate; Fist of Yog-Sothoth; Heal; Implant Fear; Keeness of Two Alike; Mindblast; Nightmare; Power Drain; Seal of Isis; Voice of Ra; Wrack.

(Note: As mentioned above, Grant is a reluctant spell-caster and will only do so in extreme circumstances.)

Equipment: Grant personally carries a secure cell-phone, concealed Kevlar vest, and a sword cane with one dose of the Dust of Suleiman in the hilt. He will carry a pistol where he expects combat or a Yithian lightning gun with 30 charges if serious trouble is expected. At his home he has several Mythos artefacts which the Keeper can add to as necessary. They include a Yithian communicator and a scrying window built into the skylight of his attic.



Mental Health in the UK

Or “No, he’s not mad, there really are spiders in his brain!”

by Phil Ward with Adam Crossingham

After a nasty experience with the minions of the Lloigor in the Scottish lochs, your investigator’s team wants to put the latest casualty into care, or the police have picked up the missing investigator and want to stop him scrawling on the cell walls with his own bodily waste. Just how do you get someone locked away?

HOW TO GET SOMEONE COMMITTED

Under the Mental Health Act 1983, people can be “detained” for 28 days for assessment (Section 2), 6 months for treatment (Section 3), or 72 hours for emergency treatment (Section 4). It is possible, though not common, for a Section 2 to be renewed at the end of the 28-day period.

Applications can be made by a Social Worker or Nearest Relative and must be backed by two medical recommendations¹ (one for Section 4), that agree on the mental disorder² the patient suffers from. The patient must have been seen within the last 14 days (24 hours for Section 4). The disorder must warrant detention for the patient’s own safety, or for the protection of others.

Under Section 3, the patient can only be held for treatment if the treatment is likely to result in improvement. Personality disorders, which cannot be treated, mean that the patient cannot be detained. Persuading psychopaths to voluntarily commit themselves is difficult. This can lead to complications in dealing with cult leaders legally.

Section 4 is most probable for investigators. If a second recommendation is made during the 72-hour period, it can become a Section 2 committal, and the period extended to 28 days. This can (and has) been abused in the past, because it is easier to get a doctor to visit them when they’re already in his hospital, than to get one to do a home visit. The Mental Health Commission comes down heavily on this administrative convenience but that won’t help the investigator for some time.

There were over 23,000 admissions to NHS facilities under the act during the year 1996-1997, half of these were admissions for assessment (section 2), most of the rest were for treatment (Section 3).

MENTAL HEALTH AND PRISONS

Based on medical recommendations, the court can detain

convicted criminals in hospital for up to six months, instead of a prison sentence. Unconvicted prisoners can be sent to hospital if medical recommendations agree, and the court is satisfied that they committed the crime! The criminal cannot be discharged by a relative (unsurprisingly), and cannot appeal against their detention for at least six months.

TREATMENT DURING PRISON SENTENCES

Prisoners can be transferred to hospitals during a sentence, but run the risk of their treatment lasting for longer than their original prison sentence. It is not an easy or quick way out of prison.

PLACE OF SAFETY ORDERS (Section 135)

Issued by a Justice of the Peace, these allow police officers to enter a residence (by force) to search for people with mental disorders to take them to “A Place of Safety” for up to 72 hours. Normally for assessment prior to a Section 2, the place of safety is not only a police cell. A Social Worker and Doctor must accompany the police officer. They can also be issued to pick up AWOL patients already under a detainment order, and to remove people from a public place, in which case a doctor is not necessary.

These orders are, of course, ideal for investigators who need a legal reason to break into a residence!

CARE IN THE COMMUNITY

After the Mental Health (Patients in the Community) Act, 1995, local authorities can place discharged patients under supervision. The orders requires that the patient live in a specific location, attend specified places for treatment, education or training, and that their supervisor, social worker or doctor can access them at their place of residence.

It does not force patients to accept treatment, nor does it force them to allow social workers or doctors into their home, they can merely shout at them through the window, or meet them on the doorstep. It does not allow investigators with the proper credentials to break down doors.

In effect this Act abdicated responsibility for the actions of the patient after they left care, and allowed the government to shut down state-run asylums, in some cases it has lead to former mental patients injuring/killing people or themselves (famously by entering the lion cage at a zoo).

¹ Medical Recommendations

One must be from an approved doctor (with experience in mental health treatment and/or diagnosis), commonly from the admitting hospital. The second from a doctor who has had previous acquaintance of the patient, most commonly their GP, although an investigator might suffice, and this second opinion can be omitted if circumstances dictate. For a Section 4 committal, the doctor must know the patient.

² Mental Disorders

The first three definitions must all result in aggressive (a danger to others) or irresponsible behaviour (a danger to yourself), though they have different causes. So, investigators who want to destroy-all-the-lizards-masquerading-as-humans or who “wants the bug removed from his head with a drill” automatically qualify.

Severe Mental Impairment – impairment of intelligence, social functioning.

Mental Impairment – arrested or incomplete mental development.

Psychopathic Disorder – a persistent disability, with or without impairment of intelligence.

Mental Illness – is legally undefined, and is unsurprisingly the most commonly used reason for a committal.