

Containment of Paranormal Activities

Dealing with instances of paranormal activity, and with incursions by entities or objects associated with such activity is a complex business, with few hard and fast rules to guide the Paranormal Activity Containment Team (PACT). However, years of observations by Laundry operatives have suggested that these activities often fall into one of three principal types. These are:

Activity of terrestrial origin – this includes such things as lycanthropy, vampirism, other types of undead and certain non-human races residing on Earth such as the amphibious Deep Ones. It will also include much cult activity.

Activity of extraterrestrial origin – this category encompasses entities and objects originating from elsewhere in our universe, whether from other planets in our own solar system, from worlds circling other suns, or from the interstellar abyss. Such entities may be summoned or attracted here by the activities of cult members, or may arrive with purposes of their own.

Activity of extra-planar origin – traditionally, many of the most powerful paranormal entities (often referred to as gods), were believed to inhabit other planes of existence. These planes were invisible to us but overlapped and paralleled our own. Scientific validity has been added to this view by a number of cosmological theories indicating that our universe is but one of many. There are a number of occult ways in which entities from these planes can be interacted with, and sometimes brought through into our world, usually as result of cult activity.

Type 1.

Most activity of this type can be contained and, if necessary, eliminated by fairly straightforward physical means. Such entities as vampires and lycanthropes have certain documented vulnerabilities which can be exploited, and many of the rest are susceptible to modern weaponry. Cultists should be apprehended for questioning where possible.

Attention should be paid to the activities of amateur groups with an interest in the paranormal, such as UFO spotters, crop circle investigators and ghost-hunters. It is not uncommon for these people to uncover cult activity, often with lethal consequences for themselves.

It should always be borne in mind that, when dealing with this sort of activity, there is no substitute for good intelligence (see also Chapter V – Infiltration and Informants)

Type 2.

It is rarely possible to predict the capabilities and intentions of extraterrestrial visitors to our world, unless they have been previously encountered. The first response must be to contain the incursion so as to limit harm to the population at large. A number of extraterrestrial entities come to Earth to abduct humans for various purposes, so

evacuation may need to be considered provided this can be done without causing general panic.

Rapid assessment of an extraterrestrial entities strengths and weaknesses is vital. Some may be vulnerable to conventional weaponry, others to occult attacks. Those brought here by cult activity may depart when such cult activity has been curtailed or extinguished.

Any items of extraterrestrial origin that have been left behind after an incursion must be carefully gathered up and removed to a secure storage facility.

Type 3

A number of artefacts and rituals are known which allow some form of communication with extra-planar entities. Most of these entities are so far removed from human understanding that this is not in any sense a dialogue and the communication often takes place in the form of dreams. Far less common are rituals and artefacts which allow at least some part of the entity to physically manifest on Earth. The consequences of allowing this to happen are seldom other than disastrous and operatives should be constantly alert for cult activity intended to achieve this aim, so it can be nipped in the bud. (See also Chapter X – Cult Objectives and Motivations)

Rifts and Gates

The barriers that separate realities can be breached in a number of ways, especially in areas where this barrier is thinner to begin with. Areas where there are concentrations of so-called “ley lines”, which are actually contours in the thaumic field, can be breached relatively easily.

Breaches are generally of 2 forms. The first, the Rift, can form naturally as the result of seismic events such as earthquakes. They can also be formed when there is a strong burst of psychic energy, often created purposely by certain types of sorcery or necromancy. These events cause a weakening in the barriers in space-time that separate our planes or universes. This weakening produces a number of small Rifts in space-time which appear as patches of blackness hanging in the air. The number of Rifts produced will depend on the severity of the event producing them or, if produced deliberately, on the power of the sorcerer and any artefacts he may be using. They will occur as a Fibonacci series of 1, 2, 3, 5, 8, 13, 21, etc, where each number is the sum of the two preceding it.

These initial Rifts are small and of low stability, but may be large enough to allow minor denizens of the connected plane to pass through to ours. These entities still pose a threat and should be eradicated if encountered. Being small, most are vulnerable to conventional weapons. They may also be deterred by the presence of an Elder Sign. The Rifts themselves may be closed by initiating a violent pressure change in close proximity. About 1 pound of C4 or similar explosive should suffice. Left to themselves, the Rifts will evaporate on their own after about 3 hours.

It is possible to enlarge a Rift so that larger and more powerful entities may pass through. It must be a top priority to locate and seal such Rifts before they provide passage for such an entity. Of particular concern are entities referred to as Bane Spirits, which appear to inhabit the space between realities. They have no real physical form but appear as black-

robed figures, usually holding a weapon of some sort. Their form can be dispersed by conventional weaponry but can reform as long as the rift which spawned them is still open. They seem to have little purpose other than destruction and will try to widen their Rift to allow more of their kind through, a process aided by sacrificing victims at the Rift site.

The second form of breach is the Gate. These are always created deliberately. The Class of the Gate determines what can pass through it and, because the process of their creation is much more focussed, only one at a time is created. (See “Gates” below)

Summonings and Banishments

This spell is used to summon or banish entities from other planes. It effectively creates a single-use Gate for the entity to manifest through. It cannot be used to summon someone from our own plane. The Class of Summoning or Banishment is directly related to the power of the entity Summoned.

A Summoning is usually carried out with the aid of a Summoning Grid, which the prudent sorcerer will place inside a containment Ward. Banishment uses a simpler version called a Banishment Grid, which must be brought into physical contact with the entity to be banished.

Level 1: These entities cannot be physically summoned – they have no intelligence to speak of and can survive outside their native thaumic field for only a few seconds.

Level 2: These have about the same intelligence as a cat or dog. They do not have a physical form of their own but can possess a single animal or human, or animate a corpse, albeit clumsily. Victims of this level of possession sometimes recover.

Level 3: These are of near human intelligence. They are highly dangerous, fully capable of understanding speech and can operate human bodies with ease. They can possess a succession of victims, who are unlikely to survive the experience.

Level 4: This summons powerful and highly intelligent creature, capable of complex planning

Level 5: Summon weakly godlike entities capable of ruling or destroying the world.

Level 5 Summonings are not to be attempted under any circumstances!

Geas

A Geas is a spell that compels the target to obey a particular directive. Only a fool would Summon an extra-planar being without attempting to place a Geas on them to control their behaviour. In addition, a Geas can also be used to bind a subject to silence on a particular subject, or to compel them to tell the truth. A subject under a truth Geas will suffer excruciating pain and eventual death if they attempt to lie. A subject under a silence Geas may neither speak nor write on the specified subject except to someone with the correct security clearance.

A temporary Geas is normally placed on a Summoned entity, particularly those lacking a physical form. The entity must remain in contact with the Summoning Grid throughout. If contact with the grid is broken, the Geas is also broken. The Level of the Geas is equivalent to the Class of the entity.

A lasting Geas is used where the entity is required to move beyond the confines of the Summoning grid, or on non-Summoned entities such as people. This will require a Level 3 Geas or equal to the Class of entity, whichever is higher.

A Geas can only be used to compel the target not to do something. It cannot be used to order someone to, for example, kill a specified person(s). It can be used to compel them to do nothing while someone else kills the specified person(s).

Wards

Wards are used for a variety of purposes. They can be used to protect an area from magical attack, or from extra-planar entities. They can also be used to contain an extra-planar entity or to protect against bursts of high thaumic energy. Another use is as an alarm system, which will make the caster aware if someone has entered a Warded area. This type of Ward can be crossed by someone wearing the appropriately tuned amulet, without triggering the alert.

Wards are formed by marking out the protected region, usually a circle, with a suitable conducting material (*OOC – site tape*), and carrying out the appropriate level of incantation. The cost of setting up the Ward is determined by the larger value of its diameter in metres or Class.

No extra-planar entity or spell effect of equal or lower class, or psychic ability can cross the boundary of a containment Ward. A warning Ward can be crossed without hindrance. A containment Ward which is physically breached from the “safe” side, either by crossing the boundary, or discharging a weapon across it, ceases to function.

Gates

Class 1 and 2 Gates are referred to as informational gates. They are essentially what are used in a low-level Summoning. They can be used to get a glimpse into another plane, to communicate with something in that plane or, in certain cases to draw energy from another plane.

Class 3 Gates are physical gates to extra-planar locations. They permit the passage of physical objects up to about the size of a railway carriage, or of a group of people or other entities. They open only for long enough to permit the passage of the target, and then close. They will normally require a Dho-Na circuit to operate, but a skilled sorcerer can create a Class 3 Gate by the power of his mind alone, albeit at considerable cost to his sanity. To anchor the gate to a specific destination, the caster needs to strongly visualise the destination. It often helps if they have an object associated with the place as an aid to concentration.

Class 4 and 5 Gates are always based on a physical structure – a literal gateway. Once activated these may stay open more-or-less indefinitely and will allow the passage of armies or, for a Class 5, a weakly god-like being. These Gates require an immense amount of power. A Class 4 requires about 4 Gigajoules or at least one sacrifice of a sentient being, whereas a Class 5 requires the slaughter of hundreds.

If a Class 5 Gate is encountered, NO attempt must be made to activate it!

Group Rituals

It is possible for a group of sorcerers to combine their abilities in a Group Ritual. This can have the effect of increasing the power of the incantation for the same cost, reducing the casting time, or increasing the duration of the effect. Rituals need to be carefully planned and rehearsed before they are attempted. Improvising a ritual in the field can have unpredictable outcomes and should not be attempted except under the most dire circumstances.

Occult Equipment

Agents may, as need requires, be issued with certain items of occult or technomagic power to aid them in the field. These items must be signed for and, if not consumed in the course of the mission, returned in good working order. Use of consumables and damage to equipment should be accounted for in the appropriate forms.

Elder Sign

This takes the form of an amulet, marked with the star symbol on one side and the tree on the other. Certain extra-planar entities will tend to avoid it if possible, but may still attack the wearer if backed into a corner. They will take no actual harm from the sign. The amulet that is issued to field agents also has a Class 2 personal Ward cast on it, which will protect from possession by Class 2 entities

iPhone

Computational Demonologists are now being issued with the iPhone 5. This is preloaded with security protocols and Geas routines to prevent its misuse if it should fall into the wrong hands. It must NOT be used by anyone other than the agent to whom it has been issued, as these protocols will then be activated.

The iPhone comes with a generic Level 1 Incantation app, a Thaumic Field Analyser app and may be loaded by the agent with a selection of apps from the quartermaster's app store. These apps are consumed on use, unlike the Level 1 Incantation and the TFA.

Ward Kit

This is a kit for setting up protective or containment Wards in the field. It consists of a 10m length of durable conductive material which should be arranged in a circle of the appropriate diameter around the area to be Warded. This is sufficient to set a Class 3 Ward, up to 3m in diameter.

Hand of Glory (HoG)

This occult device takes the form of a dried hand. The tips of the fingers are ignited and, while it burns, the holder cannot be perceived by any natural or most supernatural means. They are invisible and inaudible. The effect may be extended to up to two other persons who must be in skin-to-skin contact with the holder of the HoG. The duration of the effect depends on the Class of the HoG. A Class 1, formed from a chicken's foot last for 30 seconds. The Class most commonly issued to field agents is a Class 3, which will burn for 5 minutes. The HoG may be extinguished before it is fully consumed and re-lit later if there is any residual time left on it.

Warrant Card

All field agents are issued with a warrant card, authorising their actions on behalf of The Laundry. The warrant card also carries a modified Geas that will act on any who read it. This is used to ensure the silence of any witnesses who may have seen things that should not be made public.