

The Reanimated

“LIFE” BEYOND DEATH FOR YOUR AGENTS PT II.

In Delta Green, Agents often find that any clear delineation between life and death appears to be nothing more than a wholly arbitrary line drawn by man. Various methods, sciences and dark magics have found ways around the normal processes, and in doing so, have transformed humans from fragile, mortal beings into something else, sometimes something more.

Invariably, however, this darkness always consumes them.

Even player’s Agents might find themselves restored (some might say “afflicted”) with the power of life over death. Here we examine one technique of resurrection, as well as its in-game effects: the West Process.

The West Process

Dr. Herbert West, a PhD alumnus of Miskatonic University school of medicine who completed his degree sometime before the Great War (around 1910), was obsessed with restarting the processes of life in recently dead biologies with a chemical of his own creation. Due to the danger of his research, much of West’s life has been stricken from the public record by various governments and agencies, but his work has spread in forbidden notes, old books, and even turned up on the battlefields of World War I and World War II. Those researching his history might find his name mentioned in notes scattered throughout files from Russia, Germany, France, Canada, all the way back to the United States and his alma mater Miskatonic, but these brief mentions do little to explain his life’s work—a chemical key to life itself. Instead, they will find report after report of strange deaths, various odd crimes like tomb robbing, arson, and cannibalistic murder which surround West’s known locales like a poisonous fog. The man seemed to be a magnet for death, theft, and violence. Where his notes and works went, people died—and some say, others came back from beyond death.

West’s chemical, which the doctor first created at Miskatonic university, and later perfected on the battlefields of France while in service as a surgeon in the Canadian army, could restore the process of life to dead cells; restarting them like one might jump start an engine.

The main side-effect of the process (called the West Process from here on out) is that if the chemical was administered too long after death, the brain was irreparably harmed, creating a powerful, insane, killing machine which was extremely difficult to stop. Worse, for those who maintained some semblance of intelligence post-injection, the chemical was required over and over again, and in greater doses to keep a subject “alive” or they too would devolved into a mindless killing machine.

The Chemicals

The reanimating chemical used in the West Process can be made by those with **Science (Chemistry)** in excess of 50% and access to the chemical formulas found in various scattered and extremely rare sources (see **The Notes of Doctor Herbert West**,

Reanimator below). Creating a batch requires 1D100 dollars worth of chemicals that are readily available (and can be supplied via mail order), 1D4 hours, and a lab setting (it can be created in non-lab conditions with a -20% modifier—failure indicates the batch is unusable). The chemical is inert, can be stored indefinitely and appears as a clear water-like liquid which smells faintly of sulphur. Prolonged exposure to heat or cold can render the chemical permanently damaged and unusable.

Each batch of the chemical created is good for 1D4 treatments. A single sample of the drug is enough for someone with a **Science (Chemistry)** or **Pharmacy** skill in excess of 60% to synthesize it.

West also created a novel embalming substance the likes of which is unknown to science, utilizing material from a peculiar reptile species. Creating enough of the embalming substance to treat one body, requires a **Science (Chemistry)** of 30% and **Science (Biology)** of 25%, costs 1D10x200 dollars (to acquire the reptiles, take tissue samples and grow reptile cell cultures), 1D4 months, and a lab setting. The corpse (or body part) is then stored in a jar filled with the embalming substance. Bodies submerged in such a manner do not further rot, and will remain whole indefinitely and may be reanimated normally, as if their time of death was the amount of minutes between death and the embalming process only, no matter how long they were stored. The process for such perfect storage of biological systems would be worth millions of dollars, and is wholly conventional—it has no unnatural elements.

The Treatment

The reanimation chemical of the West Process can only be enacted on dead subject (preferably recently dead to avoid side-effects), it takes 1D20 minutes+[amount of time the subject is dead in minutes] to complete the first treatment. Injecting it to a living subject it inflicts a Lethality 50% poison attack on them in 1D4 turns. Those killed in this manner *do not reanimate* (and cannot be reanimated). Those that somehow survive, suffer chemical abnormalities for the rest of their life. All **Medicine** and **First Aid** rolls on them are -20%, and all healing rolls are -2, permanently.

Completing the treatment on a dead subject requires a **Medicine** skill of at least 10% or a **First Aid** of 20%.

The closer to the moment of death the formula is injected into the subject's brain, the higher the chance that the reanimated individual will retain its original intelligence. If immediately injected after death, there is a percentage chance equal to the subject's POW that it will retain 1D100% of its INT (a roll higher than their INT indicates full INT). Each minute of delay reduces the POW chance by 1%. (Failure indicates that the subject comes back as a reanimated killer, see **REANIMATED KILLER** below.) Each point of lost INT reduces *all skills* by 1D4 points. Subjects that fail this roll and retain INT under 6 are not playable as Agents, and instead are treated as NPCs run by the Handler.

Being resurrected in his manner costs 1/1D8 SAN helplessness, while witnessing it costs 0/1D6 SAN unnatural.

Lasting Effects

- **DEGRADATION:** Those subjects that retain their intellect require continued treatment with the West drug or they degrade into mindless killers—a transformation which is not reversible. At the end of 6 months, the subject must make a SAN roll, on a fail, they suffer 0/1D4 SAN unnatural and require 1 unit of the chemical injected for immediate treatment. On a successful roll, they can wait another 6 months for a treatment. Upon the first fail, they must make this roll *every month and inject 2 units of the chemical for immediate treatment*. Another fail moves this up to *days and 3 units of the chemical*. If the subject cannot be treated with the chemical within minutes, they lose 1D4 points from their INT and 1D4 skill points from each skill. If the subject drops below INT 6, they become a permanent NPC.
- **CREEPING INSANITY:** Each month, the subject must make a SAN roll or suffer 0/1 SAN unnatural from the further realization of their horrific state. On a critical failure, they suffer 1D10 SAN unnatural. Subjects who go indefinitely insane under such conditions become a reanimated killer (see **REANIMATED KILLER** below).
- **FEAR AND EXPLOITATION:** Those who learn the truth of the subject's situation must make a 0/1D4 SAN unnatural roll. Bonds that learn this truth who fail their SAN roll automatically lose 1D4 points from the Bond rating. Worse, those who understand the situation (especially those with a **Science (Chemistry)** skill of 25% or greater) will likely seek to exploit the individual for access to the nearly limitless value of the chemical. A single small sample of the drug or the chemical formula would be worth hundreds of millions of dollars—if not billions—to the correct buyer. As such, nearly any crime might be committed to gain control of such knowledge.
- **IMMORTALITY:** The subject of the West Process will never age by normal means (because the chemical processes of their body are super-efficient). They are vulnerable to environmental factors, fire and weaponry just like normal humans.
- **INHUMAN HUNGER:** Each reanimated subject must consume large quantities of fresh, dead flesh (this need not be human) at least once per day. It must be taken from a creature that was living merely seconds before. The subject may resist this need for a day, but in doing so, suffers a -20% penalty to every test until he or she gives into it. Each day after that where the subject cannot eat fresh flesh, they suffer 1D4 HP damage (which does not regenerate) and a -40% penalty to every test. Restoring this diet for a number of days equal to the amount of time the subject did not feed restores their HP and regeneration to normal.
- **MONSTROUS AGILITY:** All reanimated subjects automatically gain **Athletics** at DEXx3 and **Dodge** at DEXx5. These new skill levels *replace* previous ratings in those skills if they are higher. In addition, the reanimated subject only suffers 1D4-2 HP damage per meter fallen—they never suffer Lethality damage from a fall.
- **TERRIBLE REJUVENATION:** Reanimated subjects appear to be living. Their heart pumps blood. They heal and eat and excrete. But the processes are odd (anyone with **Medicine** over 25% studying them will notice chemical oddities). These biologies are better than reactivated, they are *robust*. As long as a reanimated subject's HP remains above 5, they automatically regenerate 1 HP every round. Lethality attacks affect them normally.

“Life” As a Reanimated Human

While this method might offer many advantages, the disadvantages are staggering. Reanimated Agents who maintain their intellect seem more primal, physical and violent than normal, and their demeanor, posture and attitude reflect this.

When confronted with a threat, a reanimated Agent must either spend 1 Willpower point, or make a SAN roll. Failure to spend the Willpower or failure on the SAN roll indicates the reanimated Agent lashes out, physically attacking the source of the threat in a primal response. In addition, those who fail the SAN roll suffer 1 SAN point unnatural as their inhuman nature is highlighted.

Second, exposure to living beings slaughtered within the last few minutes requires a SAN roll on the part of the reanimated Agent. Success costs 1D4 Willpower points and the Agent must immediately leave the location or be overcome with terrible urges to *eat* the dead. Failure costs 1D4 SAN unnatural as the reanimated Agent loses 1D4 hours to mindless consumption, gorging themselves on the recently dead flesh.

The Notes of Doctor Herbert West, Reanimator

“Yet, it was not fresh enough.”

In English. Study time: months. Science (Biology) +11%, Science (Chemistry) +6%, Medicine +9%, Unnatural +1%, SAN loss 1/1D4 SAN unnatural.

These notes are scattered throughout various select sources, assembled from West and his associates between the years 1910 to 1926. Finding West’s formative work is very difficult, though lost copies do exist in storage at Miskatonic University, the classified U.S. war archives, the former Soviet archives, and the Military Library Archives Canada.

These notes are scattershot, but seem to indicate that West achieved some sort of breakthrough in the chemical processes of life in the summer of 1909, and that West pursued the perfection of this chemical until his disappearance in 1926. Several documents outline his obsession with “freshness” of the deceased subject, as well as the negative effects of administering the “reagent” long after death had occurred in the subject.

The two chemical formulas: the embalming substance and the reanimation chemical are buried in corner marginalia in several files and reports stored in the Canadian military archives and Miskatonic archives. There they remain, ignored. While the embalming substance is worth tens of millions of dollars, the reanimation chemical which conquers death is of course priceless—worth perhaps billions.

Reanimated Killer

“That same night saw the beginning of the second Arkham horror—the horror that to me eclipsed the plague itself. Christchurch Cemetery was the scene of a terrible killing; a watchman having been clawed to death in a manner not only too hideous for description, but raising a doubt as to the human agency of the deed.”

Reanimated killers are human corpses that were exposed to the West process too long after death, or who have degraded without additional treatment to maintain their intellect. They are animalistic, incapable of language, and have the cunning of a pack animal. They hide during the day (often underground) and hunt at night. Since their mind is gone, they are effectively immortal and might persist for decades.

STR 22 CON 22 DEX 15 INT 1-6 POW 12

HP 22 WP 12

ARMOR: See **TERRIBLE REJUVENATION**.

SKILLS: Alertness 70%, Unarmed Combat 55%.

ATTACKS: Bite 55%, damage 1D6+3.

Maul 55%, damage 1D8+3.

IMMORTALITY: The subject of the West Process will never age by normal means (because the chemical processes of their body are super-efficient). They are vulnerable to environmental factors, fire and weaponry just like normal humans.

INHUMAN HUNGER: Reanimated killers are driven by an insane lust for fresh blood and flesh, and will kill and consume livestock, animals and humans without any concern. This hunger is vast and they often claim more than one victim per night.

MONSTROUS AGILITY: All reanimated killers move with the dexterity and fluid motion of a jungle cat. They can jump 2 meters in any direction from a standing position, and can climb any surface with handholds like a ladder. In addition, they only suffer 1D4-2 HP damage per meter fallen—they never suffer Lethality damage from a fall.

TERRIBLE REJUVENATION: Reanimated killers appear to be living. Their heart pumps blood. They heal and eat and excrete. But the processes are odd (anyone with Medicine over 25% studying them will notice chemical oddities). These biologies are better than reactivated, they are *robust*. As long as a reanimated subject's HP remains above 5, they automatically regenerate 1 HP every round. Lethality attacks affect them normally.

SAN LOSS: 0/1D4.