



Department of Extranormal Affairs

The Feds, The DEA, Spooks, Men in Black

"You have the right to remain silent. Pursuant to Article 14 of the Paranatural Investigation and Enforcement Act, you do not have the right to an attorney. Nothing you say will be heard by any party. Any attempts to resist arrest will be met with lethal force. I advise you to put your claws behind your back and come peacefully. Or not. Your choice, really." ~Agent 421

History

James A. Garfield began his service as President of the United States in March of 1881. Unbeknownst to the public, he was shortly attacked within the White House. First Lady Lucretia Rudolph Garfield was attending her husband when the attack took place, and through a quick and violent application of a chafing dish, she was able to stun the creature long enough to fetch a saber from a nearby display. She was successful in dispatching their attacker, but unfortunately, it was too late. The president was mortally wounded.

It was to Mrs. Garfield's mounting horror to discover that the assailant was not a rogue assassin, but a supernatural predator later determined to be a Nocturnal Hemophage. The public could not be made aware of the reality of the attack, so it was reported that the President became grievously ill. In secret, the First Lady brought in several scientists and supernaturalists to treat his deteriorating condition. After three months of study, they determined he was beyond redemption and ended his supernatural ailments with mercy. From this first collection of doctors and scientists, under her leadership, emerged the Bureau of Oddities and Curiosities.

Over the years, the Bureau would grow and shrink with the vagaries of politics and necessity. In 1942, in order to combat the growing threat of Nazi paranaturalists the department was greatly expanded and renamed the Department of Extranormal Affairs. With their new funding the Department was instrumental in the Allies' victory, and in one notable occurrence even thwarted a Nazi doomsday ritual.

After the war, the department's mandate of policing supernatural occurrences received much more support, and they were granted a secure operating facility in the deserts of New Mexico to perform their research safely away from prying eyes.

Structure & Organization

The Department of Extranormal Affairs is structured much like any other government agency. The head of the organization, Director Davis, based out of the home office in Washington, DC, oversees the entire organization. The department is then divided into 3 branches, each headed by a section chief. Within the departments fall a variety of ranks of agents ranging from special agent in charge all the way down to new agent trainee.

Research and Development studies the purportedly supernatural phenomenon present in our world, attempting to classify and understand it. Additionally, they seek out new methods and technologies to both contain and exploit such occurrences.

Public Affairs and Resource Management acts as the public face of the department, doing what is necessary to conceal evidence of the supernatural from the populace. In addition to disguising operations as mundane enforcement activities, they also seed the internet with false conspiracy theories and work to discredit genuine supernatural claims.

Finally, Containment and Preservation is the home of the bulk of the field agents within the department. They investigate reports of the supernatural and do what is necessary to protect the innocent from the true horrors of the world.

Field teams often include members of each branch organized under a Special Agent in Charge, typically from the PAaRM branch, but it is not unheard of for field leaders to be from any of the three.

Philosophy & Goals

The founding principle of the Department of Extranormal Affairs is to safeguard American citizens and institutions from the mysterious and unexplained. Secondly, those in the department seek to research and understand any paranatural phenomenon so that they may better serve. Finally, they use their influence to cover up any abnormal occurrences and generally keep the existence of the "supernatural" concealed from the common man.

In order to pursue these goals, the department has a rather substantial operating budget as well as wide-ranging legal authority to do what is necessary in the course of their duties. These funds, combined with the department's highly skilled scientists and access to the paranormal, have led to the development of several technologies not generally known to the general public. Unfortunately, the rarity of paranormal ingredients has led some

supervisors to prioritize the hunting down and harvesting of such creatures over other more protective endeavors.

With the discovery of the Entropic Cascade, much of the department's resources have been dedicated to studying and harnessing the power of this strange anomaly. To this end, the department leveraged several of its connections within the paranormal world, as well as several conveniently discovered outstanding warrants, to secure an invitation to the Armageddon compact. It is their hope that this will grant them enough access to the Cascade to accomplish their goals.

Sample Characters

Skeptical Agent

New Recruit

Senator

Weapon Specialist

Grizzled Veteran

Mad Scientist

Liaison

Frazzled Secretary

Granted Skill

Forensic Investigation: Due to your training and experience examining supernatural crime scenes whenever you participate in a ritual, at the conclusion of that ritual you may examine the contents of the ritual bag. This represents your ability to review the evidence and determine if anyone was tampering with the intent of the ritual or lacked the appropriate skills to succeed.

Aesthetic

Agents of the Department of Extranormal Affairs, as befitting government workers, tend to dress in either business casual or cheap suits and mirrorshades. The following link contains images to give a feel for the aesthetics of a typical member of the Department of Extranormal Affairs. Feel free to use this as inspiration when picking out your costume.

<https://www.pinterest.com/LandsEndGaming/departments-of-extranormal-affairs/>