

# Cold Flesh

## “LIFE” BEYOND DEATH FOR YOUR AGENTS

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 Muñoz Method.

## Dr. Muñoz’s Method

Dr. Javier Muñoz, a Spanish physician with an odd obsession with biological and chemical processes, appears to have managed to create a chemical mixture that, when injected to the spinal column, keeps the brain living and in control of a body, even after the normal life cycle of that body stops. Muñoz first achieved this feat in 1905 on himself to prevent his own death, before later succumbing to side-effects of the process in 1923. It is unknown if Muñoz created the chemical himself, or gained the knowledge from other individuals or sources—though it was known Muñoz had many pen-pals to which he often sent copies of his work.

The main side-effect of the process (called the Muñoz Method from here on out) is that the body continues to rot and decay normally, only the brain remains whole. As such, most subjects of the Muñoz Method must remain in locales with limited heat and humidity—in fact, most choose to live out their lives in quarters that have been refrigerated precisely for that purpose.

## The Chemical

The chemical used in the Muñoz Method can be made by those with **Science (Chemistry)** in excess of 35% and access to the chemical formulas found in the Muñoz notes (see below). Creating a batch requires 1D100x4 dollars worth of chemicals that are readily available (and can be supplied via mail order), 2D6 hours, and a lab setting. The chemical is inert, can be stored indefinitely and appears as a clear, slightly viscous blue liquid which smells bitter.

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 40% to synthesize it.

## The Treatment

The Muñoz Method can be enacted on either a living, or recently dead subject, it takes 1D6 hours to complete the first treatment. Each hour the subject is dead before the treatment is enacted permanently removes 1D4 points from each statistic of the subject.

If the subject is living, the process of the Muñoz Method is extremely painful, and requires the assistance of someone with a **Medicine** skill of at least 25%, as well as access to lab-quality equipment. The subject must be secured prone, and a series of injections made into the subjects' spinal column. At the same time, the cerebral spinal fluid is drained. Eventually, most of the spinal fluid is replaced by Muñoz's chemical. This process costs 1/1D4 SAN helplessness and "kills" the subject (their HP remain unchanged)—rendering their brain immortal and capable of controlling their otherwise "dead" body.

## Lasting Effects

- **CHEMICAL ENGINE:** The Muñoz Method relies on a special chemical to operate. Once per month, the subject requires a single injection of this chemical to maintain their status. Due to the strangeness of the body post treatment, self-injection into the subjects' eye, nasal cavity, or the upper palate of the mouth is possible without fear or discomfort (0/1D4 SAN unnatural to witness, no SAN loss for the subject). Each day beyond this limit without this chemical injection costs 1D4 points from each statistic, and 1D4 from HP. When the subject hits half their current HP in this manner, they suffer 1D8 HP per *hour* until they collapse into a puddle of green and black slime (that will not even be identifiable as human remains). Witnessing this dissolution costs 1/1D6 SAN unnatural.
- **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 act as per the manner of their insanity, even if that puts them in "mortal" danger and heat.
- **DEAD FLESH:** The subject of the Muñoz Method is physically dead. They are immune to Stun and Poison attacks, and all Lethality rolls are treated as if they automatically fail, inflicting 2D10 HP damage instead. But such subjects also never heal (1/1D4 SAN unnatural to witness a dead subject seriously injured yet operating normally). Worse yet, the subject's flesh will mortify when exposed to heat and humidity. This mortification will occur much faster than in a conventional corpse, due to the nature of the chemical process. The subject requires a cool, dry, locale (sub 55°) to persist in without any ill-effects. Every minute exposed to normal warmth (60° or higher) inflicts 1 HP damage on the subject. Exposure to open flame or heat in excess of 90° inflicts 1D4 HP per *round*. If a subject hits 0 HP in this manner, they collapse into a puddle of green and black slime that will not be identifiable as a human corpse. Witnessing this dissolution occur costs 1/1D6 SAN unnatural.
- **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 Muñoz Method will never age by normal means (because, technically their body is dead). When first waking from the process, the subject suffers 1/1D6 SAN unnatural as the reality of their situation hits them.
- **NO SLEEP:** The subject of the Muñoz Method does not require sleep. This allows the subject to spend the extra time studying, working, or otherwise accomplishing much more than the average person can. Treat this as 3 extra **Personal Pursuits** per home vignette.
- **NO EATING, DRINKING OR BREATHING:** The subject of the Muñoz Method does not require food, water or air to persist.

## “Life” As a Corpse

While this method might offer many advantages, the disadvantages are staggering. Agents might imagine a life where they remain safely ensconced in some sealed room with AC running 24/7 during the summer and spring, followed by free movement in the late fall and winter. However, there are invisible temperature variations everywhere, as well as prying eyes. Crossing over a heated street grate in the midst of winter, or entering a lobby of a building is enough to cause the body to begin to fall apart. And such “heat traps” are everywhere. Each hour of movement in an urban area requires an INTx3 roll or the subject accidentally suffers 1D4 HP damage from heat.

Others might imagine specialty “cooling suits” or vehicles that have specialty air conditioning. While these are of course possible, a **Luck** roll must be made every time such a device is operated. Failure indicates that the device or machine fails to operate at proper capacity, with effects up to the Handler to decide (most likely, HP damage as the heat increases). Critical failure indicates the device breaks down and must be repaired.

Secondarily, the subject of the Muñoz Method *never* heals. While they might be able to stitch up gouging wounds, they never regain lost HP (even with medical intervention), and eventually will become extremely fragile.

Lastly, the mental toll of “life” as a corpse is significant and ever-encroaching. Eventually, all Agents will collapse into permanent insanity. While it may offer respite, the Muñoz Method is no real escape.

## The Collected Papers of Dr. Javier Muñoz

*“The end is here. No more ice—the man looked and ran away. Warmer every minute, and the tissues can’t last. I fancy you know—what I said about the will and the nerves and the preserved body after the organs ceased to work. It was good theory, but couldn’t keep up indefinitely. There was a gradual deterioration I had not foreseen. Dr. Torres knew, but the shock killed him. He couldn’t stand what he had to do—he had to get me in a strange, dark place when he minded my letter and nursed me back. And the organs never would work again. It had to be done my way—artificial preservation—for you see I died that time eighteen years ago.”*

**In Spanish and English. Study time: weeks. Science (Biology) +7%, Science (Chemistry) +9%, Medicine +5%, Pharmacy +3%, Unnatural +2%, SAN loss 1/1D4 SAN unnatural.**

Assembled notes from 1918-1923 written in Spanish, with English notes as well as quotes in French from some other unnamed work. The most valuable portion of this work is the chemical formula and process for creating the “solution”—the blue, viscous fluid which allows a brain to live on indefinitely after the body dies. To those who know of the efficacy of this chemical, these papers are beyond conventional value.