

Introduction

Postmortem Studios

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100 Conspirators

This book contains a hundred conspirators, secret groups or secret agendas that could shape the world and explain all sorts of nefarious deeds, lies and political shift. These are, primarily, modelled on the ideas of a 'global elite' of some sort, established either by knowledge, wealth, power or the occult. Most conspiracies are private and secret but some are public with only their 'true agenda' being secret.

The conspirators are of primary use in modern occult and spy oriented games as well as *Postmortem Studios'* own *@ctiv8*. The models of the conspirators could also be used in some historical games, covering the birth of the conspiracy itself, or as models for general types of conspirator that could appear in any game from fantasy to science fiction.

Most conspirators presented here could be - and in a game probably are - involved in many different kinds of conspiracy and some could be behind just about everything that goes on in the world, or so conspiracy theorists would have us believe.

100 Conspirators ties in very closely with *100 Conspiracies*, more so the other books in this series do and it's possible to directly cross-reference conspiracies with conspirators between the books to create a richer background and set of adventure possibilities in using both.



Conspiracy Vs Paranoid Conspiracy

It's important, I think, to distinguish between conspiracies and the kinds of paranoid conspiracy theories that make up the majority of this book. Conspiracies are real and do happen. Criminals do conspire to pervert the course of justice or to undertake heists. Spy rings conspire to destabilise governments, smuggle contraband and supply terrorists/freedom fighters and so on.

Many genuine conspiracies have gone on, revealed in due course in historical documents or uncovered by the media. Watergate would be one very famous example. That these have occurred lends some plausibility to the possibility of others but, for the most part, the conspiracy theories that spark the public imagination have little to no grounds and are based on nothing but speculation and paranoia.

These are the paranoid conspiracy theories, the likes of 9/11 Truth, JFK, Chemtrails, Fluoridation and Invisible Space Lizards. Spun out of fraud, imagination, ignorance, lack of understanding and some key psychological flaws that exist across humanity these fire people up and many become obsessives, devoting their whole lives to exposing a conspiracy that in all likelihood never existed in the first place. For game purposes, however, these are the conspiracies that are far and away the more interesting ones.

Racism

It is a sad thing to report but an awful lot of conspiracy theories do appear to have a racist tinge to them, particularly ones that use the term Zionism, which has become, basically, a codeword for 'Oh noes! The Jewz!' despite Zionism legitimately being able to be separated from Judaism. Other racial groups don't do a great deal better and then there's the conspiracies that are supposed to be targeted at a particular race or grouping.

I have tried to tone this down a little bit but it wouldn't be honest to twist these paranoid conspiracy theories too far from their repugnant origins and so despite the softening they'll largely be presented warts and all. Please don't mistake the voice of the writing about these particular conspiracies for my voice.

The Conspirators

Number

Each conspiracy is tagged with a number between one and one-hundred for easy reference.

Name

Each conspiracy is named following its number. Unlike previous 100 products these are, primarily, not witty little rejoinders but, rather, the names by which the conspiracies are known, 'accurately' or derisively.

Description

This section describes the background and nature of the conspiracy as well as a little of its history. Who makes up the conspiracy, the nature of the conspiracy and where it sprang from are all covered here.

Aims & Methods

Here the conspiracy's goals are detailed, what it is trying to do and how along with the methods it might employ to get what it wants, such as mind control, blackmail, extortion and so on. It will also detail what the main assets of the conspiracy are.

Conspiracies

Here are listed all the conspiracies (from 100 Conspiracies) that the group might be involved in, allowing you to cross reference between the two books and to see where plots - and the schemers behind them - converge.

Adventure Seeds

A few ideas for adventures involving the conspiracy group are presented here to kickstart and adventure or campaign going up against - or working for - that particular group. Conspiracy plots tend to be fairly similar in nature but an attempt has been made to switch things around a bit and play with the expectations of the genre in some entries.

Tips

Interspersed throughout the conspirator information are occasional tips on how best to portray or use the conspirator or to improve a conspiracy oriented game with a few simple tricks or ideas.

001 - The 1001 Club

Description

The 1001 Club is made up of 1001 contributors, each of \$10,000, to a trust which - in part - helps to fund the Worldwide Fund for Nature, shaping its policies and contributing to other nature causes and shaping and directing international policies along those environmental lines. The group's roster is anonymous - which leads to a great deal of speculation in conspiracy circles - but almost certainly contains a lot of bankers, businessmen and other influential figures including corrupt African politicians and criminals.

The group has been accused of both pursuing environmental policy at a cost to humanity as a whole and of neo-colonialism and arrogance. They do represent an elite group, though a more internationalist elite than many other conspirator groups and ones that could, indeed, place nature - and their own survival and prosperity - above the needs of humanity as a whole.

Aims & Methods

The aim of the 1001 Club is to preserve genetic diversity and the natural environment, though for exploitation rather than preservation as an ends in itself. They believe that a managed decrease in human population - either slow or through a series of hidden or created disasters - is the only way to achieve a new era of balance and prosperity for the world as a whole and them in particular.

Conspiracies

AIDS (003), Asian Tsunami (008), Bigfoot (011), Chemtrails (013), Climate Change (019), Electric Cars (023), Food Additives (031), Global Warming (035), Pole Shift (053), Ice Age (066), Peak Oil (074), Overpopulation (078), Pandemic (085).

Adventure Seeds

1. The 1001 Club funded the development of AIDS as a bioweapon but it's simply not having the kind of effect that they wanted despite the stubbornness of the Catholic Church over condoms and similar ineffectiveness in US derived aid. To that end they're searching for a new jungle disease that can be spread from animal to human, something far more virulent and deadly so as to cull - and quieten - the African continent and to allow their influence to spread - under the guise of saviours and preservers.
2. The 1001 Club is funding a new organisation, a group that's been assigned to grab as many genetic samples from as many forms of life on Earth - including humans - as possible, storing them away and researching ways to bring an animal, plant or person to term artificially. While this is being passed off as a gene bank, a seed bank, security against the future and the dangers it could bring to humanity and the world through extinctions and other issues the genuine reason is that they already know that a big disaster of some sort is coming and are using their influence to keep it quiet while, at the same time, preparing for the worst.
3. A number of key individuals who are reckoned to be associated with the group have been moving to and building big, important looking houses in, several remote locations around the globe. The move seems to be staggered, not a flood, but diligent researchers have connected all of these people to the 1001 Club and on closer examination these 'manor houses' are fortresses against all sorts of issues and are capable of relative self-sufficiency. Something must be coming, must be going on if all these 'rats' are leaving the sinking ship of city living and mainstream society to live in the wilderness in their forts. On the plus side, these places are all isolated and so - relatively - easy to infiltrate.

002 - Abortion Lobby

Description

The Pro-Abortion Lobby, or Pro-Choice Lobby, is - like its opposition - a scattered and disparate group of people with different ideas, methods and ideas about why abortion is a good idea. In this conspiracy they are all much more connected than that and all tied in to an overriding pro-abortion agenda that ties in with several other conspiratorial aims and agendas. In this instance they are all part of an overarching conspiracy that is all about devaluing human life, population control, human improvement through eugenics and numerous other questionable projects. Everything that the anti-abortion groups fear and loathe rolled into one.

Aims & Methods

The aims of the pro-abortion conspiracy, a federation of scientists, secularists, politicians and businessmen who form an arrogant intellectual elite, are to undermine religion, promote evolution, winnow out the human population and to control the remaining population through eugenics, shaping the human mind and body towards what they consider their ideal while cutting away and casting aside that which they consider inferior, the genes of the poor, the diseased, the crippled and even racial minorities that they consider to be unproductive or genetically flawed.

In some iterations of the conspiracy their aim is to preserve a particular bloodline - perhaps that of angels or aliens - and to strengthen it until the unnatural or inhuman traits begin to manifest again or, perhaps, they are conducting these experiments and deeds as a means to serve other masters who have those ends in mind.

Conspiracies

Clinton Kill List (015), Evolution (026), Food Additives (031), Global Warming (035), Black Sterilisation (047), Pole Shift (053), Ice Age (066), Nibiru (068), Obama (071), Overpopulation (078), School Shootings (086), Eugenics (088), Vaccination (094),

Adventure Seeds

1. The Abortion Lobby's 'secret masters' are trying to find an effective way to sever mankind's innate empathy and altruism, a sort of infectious sociopathy, in order to allow what needs - logically - to be done to address the overpopulation issue to be done without the niggling problems of conscience. Several different paths are being attempted including a viral treatment that affects brain structure and development and intensive brainwashing/surgery to create agents who are capable of acting without compassion. Not all of these experiments have gone well and some test subjects may have escaped. These will be extremely dangerous...
2. While the group are vilified and hated in certain quarters they are, genuinely, motivated by altruism. No particular child can be held against the future of the entire human race and they have many studies and indicators that demonstrate a near-future human population collapse is not only possible but almost inevitable if the population cannot be controlled one way or another. As the characters get closer to the group behind all these strange and seemingly inhuman acts the group attempts to bring them aboard with a reasoned and evidenced argument, trying to cut through their outrage and hatred with facts.
3. The secret controllers of the pro-abortion lobby are lining up their assets for a run on the Vatican. This is a combined policy of trying to discredit the church as a whole through its association with paedophilia and other scandals, trying to promote more liberal clergy, damn more conservative clergy and to get rid of the current pope by hook or by crook, hopefully clearing the way for a more liberally minded pope to take the position and reform the church in such a way as to fall more in line with the aims of the pro-abortion lobby, at least so far as giving the church's blessing to condoms and softening its position on abortion a little.