

God's Law

by Caleb Stokes

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Introduction

November, 2018. The Los Angeles County Sheriff's Department (LASD) services 42 separate cities and the largest jail system in the United States. For decades, it has been recognized by federal agencies and civilian whistleblowers as one of the most corrupt institutions in the country. LASD operations regularly stray beyond the horrific but ordinary street violence of unprofessional, negligent, or malicious law enforcement operations. LASD harbors a diverse array of sophisticated criminal networks, deputy gangs that compete for rackets under the shared impunity of the badge. Atrocities attributable to these "cliques" put many drug cartels to shame. Even after decades of accusations and evidence, charges remain rare and convictions unlikely.

Depending on the election cycle, the federal government ignores, scolds, or actively endorses deputy gang activity. For decades, the Los Angeles County budget has included massive allocations for lawsuit settlements for an ever-expanding list of victims. Multiple sheriffs have been elected on promises of reform while sporting gang tattoos. The secret is open. All is known. Nothing is done.

When a deputy gang encounters the unnatural, an older, deeper evil embeds itself within the avarice of police corruption. They expect the usual complicity.

They find Delta Green.



Los Angeles Deputy Gangs

By the definition in the California Penal Code, the Los Angeles County Sheriff's Department has harbored **18 criminal gangs** in its ranks since 1980. This count is limited to gangs named in sworn testimony by self-professed members. An accurate count is likely higher. Members have long been accused of **assassinating journalists, beating political activists, mail-bombing informants, and murdering alleged suspects.**

Sparked by similar groups in the LAPD, the 1992 Rodney King riots brought more attention than accountability. Scrutiny rarely ended in conviction. Police unions and politicians ensured that every charge spread the corruption. A common deputy career path included **an officer-involved shooting** followed by **paid suspension, trial, acquittal**, and a transfer to county jail administration with a **pay raise.**

Early deputy gangs such as the Little Devils and the Lynwood Vikings were white supremacist. Much like the Aryan Brotherhood before them, though, white supremacist deputy gangs lose ideological cohesion in county jails. Cliques and alliances came to include rival ethnicities. They merged into diverse syndicates organized for power and profit.

In the Men's Central Jail (MCJ) alone, deputies have been convicted of **drug smuggling, racketeering, rape, assault, and murder.** Newer Hispanic deputy gangs, such as the Banditos and Regulators, stand accused of **dozens of homicides** in East L.A. neighborhoods. They have **brawled in the streets** with Black and white deputy gangs over territory. One of the most famous Lynwood Vikings was Undersheriff Paul Tanaka. He sold job placements and gang membership for years, utilizing his position in the department and his elected position as mayor of Gardena. He was removed only after federal prosecutors proved he illegally **imprisoned and hid an FBI informant.**

As of mid-November, 2018, Alex Villanueva, rumored to be part of the Executioners, has just been elected sheriff with campaign promises to eliminate deputy gangs.



The Slugs of Law

LT. JOHN MARLIN (see page 53), nicknamed “Fish-White,” is third-generation law enforcement. His father was a founding member of the Lynwood Vikings and a veteran of the Rodney King riots. When Marlin joined the Los Angeles Sheriff’s Department in 2000, he already knew how to pay for play. A generous donation to the right supervisor placed Deputy Marlin in the Men’s Central Jail, assigned to a new Riot Response Unit. Marlin spent most of his early career attending squad tactics trainings and polishing the armory, skipping the grueling rotation in Processing that most rookies expect.

The fortunes of the Vikings waned in competition with other LASD gangs. Marlin’s career dead-ended until August 2008, when Deputy Juan Abel Escalante was killed by the Avenues street gang. The 3000 Boys, a mostly Hispanic clique predominant among MCJ guards, retaliated. They incited a top-down riot in the jail. An entire shift donned riot gear and raided an alleged Avenues cell block. Nineteen inmates were sent to the hospital with bone fractures in a single night.

Marlin—out sick with a cold during the riot—was shielded from the investigation, but he saw an opportunity. He claimed to be on duty and testified to secure the innocence of high-ranking 3000 Boys involved in the riot. Marlin was promoted to sergeant and provided a transfer to the prestigious Special Enforcement Bureau (SEB), the LASD equivalent of a SWAT team.

Within the door-kickers of SEB, Marlin founded a gang of his own: Slug Squad, aka the Slugs. Their symbol, a coveted tattoo, is a shotgun slug labeled in gothic text: “*aperta sesamae*.”

The Slugs Are Born

After eight years languishing at MCJ, Marlin would never again allow his rise to slow. He sought to evolve beyond the racist baggage of his father’s Vikings and small-time jail rackets of the 3000 Boys. He understood the calls for fraternity were bullshit. He vowed to become one of the true warlords of the city. Marlin used his position at SEB to recruit for his gang.

Handling Real Evil

The all-too-human cruelties of Slug Squad are the point of this operation: the unnatural is the only thing that makes justice possible in our broken system. But be careful when presenting real evil in a game of fictional horrors.

KEEP PLAYERS SAFE: Police violence—motivated by white supremacy, greed, politics, and fear—is the reality of life in the United States. It’s not hypothetical. People at your table may experience it regularly. Keep those people safe. Clearly communicate the subject matter before play. Establish ways for players to signal you to pull back from painful details.

KEEP THE OBVIOUS HIDDEN: Keep the banal horrors of American policing at a remove, behind the investigator’s lens. Establish the corruption and cruelty of the Slugs through found evidence. Each horrific clue should weigh the Agents down, making them feel threatened on all sides. Understanding the depths of mundane corruption alienates the Agents from everyday society. The emperor has no clothes. It is maddening to see.

KEEP THE ENEMY SMART: The Slugs understand that obscuring even the most blatant criminal acts requires only managing appearances. They never say the quiet part out loud. They are not bound by their racism. Racial hatred is a front-facing recruitment tool, but they discard it after loyalty is established. Their membership is more diverse than many U.S. workplaces.

KEEP PRIVILEGE THE PROBLEM: Association with the federal government may insulate the Agents from the intimidation tactics of a deputy gang. As members of the Program, the Agents may have exploited the same kind of impunity in pursuit of the unnatural. Delta Green’s criminality and ruthlessness make it uniquely capable of dealing with the Slugs. That lawlessness is responsible for this deadly problem in the first place.

KEEP THE COSMIC GROUNDED: God’s Law acknowledges the reality of law enforcement corruption and its victims. It offers a chance for symbolic resolution against a very real, seemingly intractable evil. It lets the Agents craft a story between the absolute stakes of cosmic horror and the stupid cruelty of human institutions. Delta Green itself exists in that contradiction.

In addition to the Sheriff's Department's general licence to rob the public through civil forfeiture, the Slugs have established numerous lucrative side hustles. They deal drugs in county jails, run a smuggling ring that supplies cops all over the state with steroids, and auction prestigious administrative positions to the highest bidder.

Marlin always claimed to be merely a member of the Slugs who never met Slug Squad's leader. He sold the gang as a decades-old fraternity of the LASD's most hardened shooters. He relentlessly flattered the tactical capabilities of the prospects who churned through training. By the time Marlin left SEB in 2015 to helm his own Tactical Narcotics Unit (TNU), the Slugs had infiltrated administrative positions all over the Sheriff's Department.

Establishing and running TNU didn't just make it easier to run a deputy gang. It soon made Marlin's gang heroes.

The Dyer Raid

Franklin Dyer earned the nickname "the Southside Tiger" after six murders in Southern California from 2014 to 2016. Media hysteria and national attention were just beginning to stir around the discovery of the fourth victim when the case came to a sudden close.

The investigation led police to Dyer's home. LASD's newly constructed Sheriff's Station Southwest (SSSW) was closest to the suspect. Pressed for time and with hostages a possibility, the department mobilized SSSW's newly formed Tactical Narcotics Unit, commanded by Lt. John Marlin, to respond. The Slug Squad killed Dyer as he murdered his last two victims. The deputies found a "torture dungeon" in Dyer's basement, a "chamber of horrors" where overwhelming evidence identified him as the Southside Tiger. See **THE SOUTHSIDE TIGER** on page 30 for more details.

Marlin and the Slugs of TNU also found evidence of unnatural motives and methods. Already under investigation for a series of bad shoots and extrajudicial killings (see **THE DONDRY LAWSUIT** on page 25), Marlin



kept that out of the reports. They understood instinctively that such weird, attention-grabbing details would do them no favors when they had just bagged a serial killer. But pretending the unnatural isn't there is always easier than escaping it.

Contamination

Franklin Dyer's murders were part of an experiment with alchemical solutions he discovered in Ludvig Prinn's *De Vermis Mysteriis*. By cracking a series of trap ciphers and allusive codes, the Miskatonic dropout discovered a formula that, when injected, rewrites bioelectrical charges in the human nervous system. Electrical possession turns the user into a mere appendage for hypergeometric creatures referred to as **DAS JENSEITIGE GEWURM: WORMS FROM WITHOUT** (see page 50.) Injecting the solution brings these hyper-dimensional, invisible feeders into phase with our reality. (See **THE PLEDGE DRAM** on page 52.)

Dyer's problem was dosage. His flawed translation resulted in injections many thousand times more powerful than the amount required for successful summoning. The overdose caused victims—or perhaps caused the Worms inside them—to self-destruct in fits of inhuman agony. The bondage and tortures that Dyer inflicted on victims were primarily meant to prevent suicide. The creatures whispered no secrets. They could only scream through alien lungs.

Slug Squad witnessed the spectacular failure of the fifth and sixth experiments right before splitting Dyer's skull with submachine guns.

As the Slugs destroyed evidence of Dyer's bizarre experiments, Sgt. Anton Gully made a mistake. He picked up a jar of Pledge Dram without wearing gloves. With mercury as a base, the Dram easily contaminated his skin. It delivered the first successful dose in centuries. Gully became Dyer's seventh victim. His teammates were none the wiser.

Worms in Bad Apples

The trace amount of the Pledge Dram that Sgt. Anton Gully absorbed during the raid was enough for a sustainable summoning. It constricted some fractal

appendage of an extraplanar creature into the prison of three dimensions, catching it inside Anton Gully's nervous system, ethereal flesh snared by the net of human ganglia. The Pledge Dram slammed hypergeometric jaws from endless, writhing tracts in a planar vice, like a hand slammed in a car door but forced to steer. Though agonizing, the constriction was not so severe that the Worm suffocated. The Worm did not destroy the vessel. Its kind can endure much agony. The senses of its host sent strange, compelling inputs, visions of a world of prey begging for predation.

The Worm's disgorged, quasi-material feeder manipulates electrical impulses and "plays" Gully's nerves. It queries chemical memory and disgorges the proper hooting from the mouth hole, spooling up and deleting Gully's consciousness as needed for translation. It easily infiltrated the Slugs.

The Worm exploits the greed of its host's confederates because that's how Gully would have done it. It participates in petty attempts to cover up the gang's crimes. It uses them to gain its newest test subject. The Worm wants to wriggle more of itself into other human nervous systems. It wants to learn how to drag the meat up, out, and between. To feed hungry mouths forever licking the veil.

The Worm, as Gully, still works from Dyer's flawed translations of von Juntz. It makes the same dosage mistakes. By the time Delta Green notices, Gully's entire family and a hapless delivery driver lie dead in his basement. Gully stole his fifth victim, community activist Jaz Ihejirika, from the Slugs. Ihejirika was to be the next victim of an assassination campaign by Lt. Marlin. Slug Squad had no reason to expect that murdering Ihejirika would bring them any grief. Not even when Ihejirika's death proved unexpectedly horrifying. They had no reason at all to think that this death would draw attention from a group even more single-mindedly ruthless than themselves: Delta Green.

Meanwhile, the Worm intends to continue embezzling victims from the Slugs. When it stumbles upon the correct dosage of the Pledge Dram, corrupt deputies will become the least of L.A.'s problems.