



Smartphone +2 of Shiny

In fiction, spies have all kinds of weird and wonderful gadgets. In reality, this is, for the most part, untrue. Spies rely more on training and allies than jetpacks or polonium-enriched toothpaste. Yet espionage is not without its colourful gadgets, such as cigarette pack cameras and poison-tipped umbrellas, and occult espionage requires a different set of gadgets entirely. Below are common, uncommon, and rare items used by occult intelligence agencies around the world.

Two notes must be made. Firstly, the availability listed for each item is for officers within that agency. If a Black Chamber gadget is listed as Average, then it's Average for Black Chamber agents, not Laundry officers. Acquiring gear from other agencies is up to the GM to decide, but we recommend increasing the availability for friendly agencies by one step (Easy to Average, for example) and making non-friendly agencies' availability all but impossible.

Secondly, the certification requirements are still in effect regardless of what agency the gadget came from. Of course you can still use it – you'll just face an interesting series of questions should using that gadget go pear-shaped. ("Please explain to the committee why you chose to use a foreign device that you obviously have no training in. Include why the subsequent deaths should not be attributed to your lack of expertise.")

Acquiring Gadgets

If a Laundry officer comes into possession of a gadget belonging to a rival organisation, things get... interesting. On the one hand, the Laundry wants to maintain good relations with its counterparts. There's no sense in pissing off the Black Chamber over some minor sorcerous gewgaw. On the other, Q Division are always eager to reverse-engineer the technology of rival groups, and some gadgets are worth the risk of a diplomatic incident.

The trick is to convince the rival organisations that their gadget was destroyed, and then smuggle the intact item back to the United Kingdom without being detected...

The Laundry

When it comes to designing and creating non-magical technology, Q Division is advanced, but is not the world leader. Laptops, tablet PCs, and mobile phones from Q Division are one or two years ahead of the curve, but Black Chamber agents regularly have more advanced technology. The Laundry is similarly "good but not great" in regards to creating occult gear. There are so many safety restrictions within the Laundry, not to mention bureaucratic red tape, that the timeline for creating a new magical gadget is twice as long as their competitors. Where Q Division shines, however, is in combining the two – magic and technology – especially with older, more common technology (the banishment round is a perfect example of this).

Occult Aerosol Sprays

Availability: Varies by type
Certification Required (Esoteric Weapons 20%)

Arcane dusts are common in magical circles, inasmuch as anything occult can be considered common. Rather than carry a bag of the stuff, Q Division has aerosolised the dusts and placed them in a small self-defence spray cans. These can easily be carried in a pocket or even clipped to keys like a key fob. Each can has enough dust for one to several uses depending on how difficult and expensive it is to make.

- **Anti-Glamour Spray (1 use per can / Difficult):** Pale Grace Cosmetics (*The Laundry Roleplaying Game*, pg. 141) are basically dusts with level one glammers applied to them. Whereas glamour usually provides positive reactions from people looking at you, anti-glamour sprays apply a reverse glamour (p. 11). The subject becomes plain, boring, uninteresting, and best ignored.

This works well when an agent needs to get lost in a crowd. Spraying on some anti-glamour makes it easier to be overlooked even when someone is actively looking for the agent. Viewers must roll their POW vs. POW 14 to avoid ignoring the affected individual. Viewers who fail the roll are certain he is not the droid they are looking for. This effect will last up to one hour.

If Anti-Glamour Spray is used on someone already under a Glamour spell, the glamour's level is lowered by one: If the character is under a level three glamour, then it becomes a level two glamour. A level one glamour is simply cancelled.

- **Anti-Zombie Spray (3 uses per can / Average):** This mixture of zombie flesh, formaldehyde, and several rare flowers was originally designed to prevent zombies from getting too close. Pour a line of this dust on the ground and zombies cannot walk past it. Since being aerosolized, intrepid agents (or just the damned desperate) have discovered this is pepper spray for zombies. Spray a zombie in the face and it moans and scratches its face in... pain? Anguish? Existential angst at its undead condition? Who cares? The thing that was trying to eat your brain is now busy.

There is no roll necessary to spray a line across a floor, as long as the agent has the time. Zombies cannot cross this line and will stand still just past the sprayed area, watching silently (if the zombie is a flying creature, such as a pelican, it will land and wait). This effect lasts for one hour or until someone covers the sprayed line or washes it away (a throw rug or a glass of water are both equally effective at ending the effect).

If used to spray a zombie, the character must make an *Easy* Esoteric Weapons roll. Success causes no damage but the zombie is stunned for 1d6+3 rounds. Unlike pepper spray, the zombie's face doesn't have to be targeted specifically; any hit will suffice. The spray has a range of one metre, so enjoy getting up close and personal.

- **Ibn-Ghazi Spray (2 uses per can / Difficult):** This magical combination of grave dust, Amaranth, ivy leaf, salt and certain esoteric ingredients causes invisible things to become visible, even if they are made strictly from energy. The resulting image is more of a yellowish wire frame model rather than a clear image, but at least it is visible. This spray works on invisible inanimate objects, creatures (living or otherwise), gates, and similar things not normally visible due to their occult

nature. There is no roll necessary to hit an invisible creature with this spray, since there's technically no target to aim at.

Agents may have to make a Sanity Check depending on what they're able to now see. Any situation requiring a Sanity Check still gets that check, but the SAN loss is halved, rounded down (after all, the Squamous Thing From Another World is less scary as a blurry, yellow outline). If unsure of the SAN loss, GMs can default to 0/1d4 (halved).

Anything made visible by this spray remains visible for 2d6 rounds, less if the dust is washed off. It should be noted that an entity possessing a human or device is not invisible – it is hiding within the brain. Spray this on an agent with a succubus riding her and you'll just get a dusty, angry agent. The spray must be kept in a lead-lined can, making it a bit heavier than other sprays.

- **Fairy Dust (1 use per can / Difficult):** This magical dust plays havoc with the Higgs boson, or whatever generates mass (this stuff drives physicists nuts). It decreases the object's weight in our universe, so much so that anything under 50kg will float about 1 metre above the ground. It works equally well on organic and inorganic matter.

An agent sprayed with fairy dust cannot fly or "swim" through the air – air doesn't have the same density as water, so there's much less to push against – but they can jump up to 10 times their normal range in a strangely slow arc. Agents need to be careful when using fairy dust; a light object such as a mobile phone will likely enter the upper atmosphere if sprayed. Also, the dust affects whatever it covers. That sounds obvious but many an agent has stayed earth-bound while their trainers and jacket get sucked into a jet engine.

