

SAVING CORE EARTH – OR NOT: THE REALITY CHOIR

If you have been following the Reality Wars, you have been told that the Delphi Council was leading the fight against the Invaders. Sadly, this is not entirely true. So far, mankind has failed to show a unified front against Reality Raiders.

Why? Simply because of distrust. Would you trust a country that has invaded yours a few years or a few generations ago? Would you fight alongside who clearly comes from another Reality? Would you accept the authority of someone against whom you were fighting a few weeks ago?

Nor would they.

So we'll do what we have to do. We'll fight, as members of the Reality Choir. And we'll fight each other if we have to.

ABOUT THE REALITY CHOIR

When President Jonathan Wells and Quinn Sebastian appeared in front of cameras to tell the world about the Invaders, about the Infiniverse and about Storm Knights, most of the world was aghast, still half-unbelieving that Earth could be invaded by other Realities. By the time it had become clear that this was neither a hoax nor the crazy ravings of a President become mad, a question was asked by the heads of governments and their spymasters: *do we trust the CIA to lead the Resistance?*

In many countries, the answer was clear: No. As every block scrambled to find a

manner of resisting the Invader, the *Reality Choir* was born.

The *Reality Choir* is the nickname of the collection of Intelligence Agencies that all vie for the position of Saviors of Core Earth. Each of them can count on thousands of highly-trained, highly motivated operatives, but also on the utter lack of cooperation from the other Agencies of the Reality Choir.

THE DELPHI COUNCIL



"Why didn't they join? They should have joined us by now!

- I don't know where you come from, Mr. Sebastian, or where you think you are right now, but in an office such as this one, countries do not simply join. They need to be brought in, by the carrot or by the stick."

(transcript from the first meeting of the Inner Circle of the Delphi Council)

This is Core Earth. The United States of America¹ have a long tradition of approaching all problems in cow-boy fashion all gun blazing² and with complete disregard for foreign borders and laws³. When the Inva-

¹ To emphasize: we're talking about the Core Earth version of the USA. See the list of sources below.

² Sources: *GI Joe* (Movie), *13 Hours* (Movie), *Rambo: Last Blood* (Movie), *Delta Force* (Movie series) ...

³ Sources: *Alias* (TV Series), *Mission: Impossible* (Movie Series), *The Bourne Identity* (Movie Series), *Team America: World Police* (Movie), *Men in Black* (Comic books)...

sion began, the United States were occupying two foreign countries in the name of the Global War Against Terrorism and were in the middle of an Economic War against China. In this climate, it is probably no surprise that only few countries answered the call for global unity by a US President and behind a US-led Agency.

MEMBER AGENCIES

Rather than a single Agency, the Delphi Council is a huge Task Force composed of the following Agencies:

- The 20+ Intelligence Agencies of the USA, in particular the CIA and the NSA.
- The Commonwealth Intelligence Agencies, consisting in whatever is left from the UK agencies, alongside all Intelligence Agencies from Australia, Canada and New Zealand.
- Israel's Mossad (Foreign Intelligence Agency) is a member of the Delphi Council since day one. However, it is no secret that the Earth Defense Force has brought the Aman (Israel's Military Intelligence Agency) into its own alliance thanks to shared military interests and is attempting to likewise woo the Mossad.
- Despite not being an Agency, Aysle's Alliance of Light is nominally a member of the Delphi Council. Lady Pella Ardinay was invited personally by Quinn Sebastian despite the criticism of the rest of the Inner Circle.
- Orrorsh' [Diogenes Club](#) has petitioned to join the Delphi Council and been granted a probationary status.

- After the Delphi Council helped the Mexican government resist the attempted coup by the Cartel of San Luís, the Mexican government pledged its own intelligence agencies, in return for help against any further attempt. The Delphi Council accepted the offer.

In addition, all 29 member countries of NATO initially offered to joined the Delphi Council. However, Quinn Sebastian personally vetoed participation of the Cyberpapacy, threatening to resign if any representative of Jean Malraux had a seat on the Council. Bound by numerous treaties, all countries who were also members of the European Union left. The newly founded [Bureau des Tempêtes](#) soon managed to convince Turkey, Norway and Montenegro to follow suit, leaving only:

- Iceland's GRLS and GVMSÍ.

This brings participation to the Delphi Council to ~80 Intelligence Agencies around the world.

NUMBERS⁴

With all these Agencies (including the Alliance of Light), the Delphi Council counts:

- Full-time Employees: ≥ 150,000.
- Yearly Budget: ≥ \$100 billions.
- Agents of Influence: ~5,000.
- Operatives: ~5,000 people.
- Lamplighters: ~5,000 people.
- Non-field Cobblers: ~3,000 people.
- Non-field Hackers: ~8,000 people.
- Analysts: ~30,000.

⁴ For more details on each role, see the [Covert Operations Lexicon](#), further in this book.

- Soldiers⁵: ~60,000 people.

From these Operatives:

- Storm Knights: ~600 (nearly half of whom come from Aysle).
- Including Storm Knights with status "in training" or "probationary": ~400.
- Including Storm Knights with status "alpha clearance": ~150.
- Including Storm Knights with status "beta clearance": ~50.
- Including Storm Knights with status "gamma clearance": 4.

CURRENT PRIORITIES

The main objective of the Delphi Council is to win the war. While the Delphi Council is active on all fronts, its main concerns are, by decreasing order:

1. Stemming the tide of the Living Land Invasion in North/Central America. License to kill.
2. Ensuring the economic stability of the USA, which is needed by the war effort. This includes fighting the growing influence of Kanawa Corporation, which has been deemed a threat to the continued economic sovereignty of the USA. NO license to kill.
3. Supporting countries fighting the Nile Empire and the Resistance within the Nile Empire. While the alliance with Israel does help making this a priority, what makes this critical is Saudi Oil fields, which are critical for the continued war effort. License to kill.
4. Providing assistance to the Alliance of Light in Aysle in its fight against Uuthorion's forces. While many members of the Inner Council would be content with letting the Cyberpapacy fight Aysle, this is a judgement call by Quinn Sebastian, also justified by the fact that Aysle provides the greatest number of Storm Knights to the Council. License to kill.
5. Locating traces of a Cosm called "Akasha", which Quinn Sebastian insists will be instrumental to defeating the Gaunt Man. Detail on this are so confidential that they are known to Quinn Sebastian only, and perhaps to his elusive source.
6. Avoiding opening a new front against the Cyberpapacy. In particular, this means that the Delphi Council cannot officially support the Resistance against the Cyberpapacy. However, the Delphi Council can, exceptionally, provide support for exfiltrating critical persons from the Cyberpapacy, including Cyber-witches. NO license to kill.
7. Fighting the influence of the [NKGB](#), by any means necessary. License to kill.
8. Fighting the influence of the Cyberpapacy. This includes counter-intelligence against the [Bureau des Tempêtes](#). NO license to kill.
9. Espionage in Pan-Pacific, attempting to locate the High Lord, if it exists. NO license to kill until solid proof can be brought forward to both the Chinese and Japanese governments. The NO License to kill is automatically lifted in presence of Infected.
10. Making sure that a new front does not open to the South of the USA. This en-

⁵ Traditionally, each agency employs very few soldiers, requisitioning them as necessary. This high number is due to the membership of the Alliance of Light. More than 90% of these soldiers are, in fact, Ord Alliance of Light warriors.

- compasses operations against the drug cartels that have attempted to overthrow the Mexican government. License to kill.
11. Locating and hiring more Storm Knights.
 12. Locating Core Earth Eternity Shards.
 13. Beating each of the High Lords at whichever game they're playing, by any means necessary.
 14. Assisting with humanitarian relief, mostly in North America, United Kingdom and Middle-East.

AUTONOMY & LICENSE TO KILL

"We have the executive order. We have the autonomy. We have all these people working for us. All these countries helping us. Now, how do we use them?

- *I don't know, maybe we could get elected kings of the world? Have you thought of changing our name and calling ourselves Illuminati?"*

Inner Council transcript.

When President Wells approved the creation of the Delphi Council, he reactivated the OSS directive from World War II. This directive grants *near-total autonomy* to Operatives acting both behind enemy lines or in counter-intelligence. In practice, this means that agents have a license to procure (i.e. steal), blow up and terminate targets without requesting authorization. This also means that agents are generally expected to maintain radio silence during a mission, only reporting to their handlers when they feel the need to pass information or request assistance or extraction.

Each agent returning from mission can expect to spend several days being fully de-

briefed and, in the great tradition of US⁶ police and secret service, to be copiously screamed upon for being mavericks who refuse to play by the rules – before being sent on their next mission, where they will further blow up buildings, have car chases in civilian zones and shoot at dozens of enemy minions.

On some theaters, a License to Kill is explicitly granted to all agents. On such theaters, agents are fully expected to go full Rambo 2 on their enemies, bringing in heavy weapons if necessary, blowing up entire buildings (hopefully empty of civilians) on top of Nile Empire stormtroopers, etc. collateral damage is to be avoided but it is understood that not everybody can be saved.

On other theaters, the License to Kill is explicitly denied. Operatives may, of course, fight to save their lives, but should take extreme precautions to avoid casualties, in particular collateral damage. On such theaters, the argument of self-defense is not sufficient for killing. Should the Operatives end up killing enemy targets – or, even worse, civilians – there will be a cost to the entire Agency and to the war effort. If this happens, Operatives are expected to either cover their tracks carefully, find a manner to possibly blame a third party, or bring back solid proof that their targets were working for a shared enemy.

DIPLOMACY

Despite the poor diplomatic relationship between the USA and other powers – or perhaps because of them – the Delphi Council has considerable influence in most countries. See the [Theaters of Operations](#) for a region-by-region breakout of Delphi Council influence – and reasons to be there.

⁶ Core Earth. See also: *Lethal Weapon* (Movie series).

Relations between the Delphi Council and the Bureau des Tempêtes are complex. In theory, both Agencies have the same mandate, but Quinn Sebastian's deep distrust – some say "hatred" – of the Cyberpapacy is well-known – before being firmly brought back to order, Quinn Sebastian has been heard in public calling Jean Malraux "Adolf in a white skirt". Officially, the Delphi Council and the Bureau des Tempêtes are allied against the Invasion, despite differences of opinion. Officially, the Inner Council assumes that Jean Malraux is a High Lord and is looking for the best way to sabotage his expansion efforts. So far, the behavior of the Bureau des Tempêtes in this relation has been exemplary – much more so than that of the Delphi Council. Also, in reaction to this, more than one voice in the US Government – and even in the Inner Circle – has called for the replacement of Quinn Sebastian with a better leader, one "less led by his personal prejudice". However, it has become clear that this new Cyberpapacy-led EU has a high potential to become a thorn in the side of the USA and a very serious competitor, both due to their suspected capability to work around and disable Echelon at will and due to the impact of Cyberpapacy factories on global trade. This gives the Delphi Council one more reason to watch the activities of the Bureau des Tempêtes seriously.

Relations between the Delphi Council and the Earth Defense Force are just as complicated. Quinn Sebastian clearly did not expect a Pan-Pacific Alliance to be born, much less for it to reject the invitation to join the Delphi Council. Since then, the Inner Circle has spent considerable resources attempting to determine exactly *why* this alliance failed and how to make it work. The current leading hypothesis is that a High Lord has somehow infiltrated the Pan-Pacific leadership. Delphi Council analysts and oracles predict that the War cannot be won without

the support of the Pan-Pacific Alliance, so the search for this elusive High Lord remains high priority for the Delphi Council.

Relations between the Delphi Council and the Brotherhood of Saladin are much more simple. Before the war, most of the cadres of the Brotherhood were labeled as Persons of Interest or, in some case, as Targets for Terminations as part of the Global War on Terror. The hatred between both organizations is palpable.

Finally, relations between the Delphi Council and the Treaty of Atlas are very good. It is clear that, while Treaty of Atlas governments cannot officially align behind a US president without losing popular support, they wish for a mutual alliance.

STRENGTHS

The Delphi Council also estimates that it is currently the Agency with the highest funding on Earth, the one with best access to Magic equipment, and the one counting the highest number of Storm Knights in their ranks.

The network of spy satellites used by the member Agencies since the height of the Cold War is mostly untouched and offers unparalleled means of spying on almost all Cosms – both the Living Land and the Cyberpapacy prove mostly impenetrable to satellite imaging.

Before the Invasion, the USA was the country with the best equipped military. Despite the Axiom increase in the Cyberpapacy, Tharkold and Pan-Pacific, this is probably still the case, although commandos from the Cyberpapacy, Tharkold or Kanawa would now certainly outclass the best-equipped Ord commandos from the Delphi Council.

WEAKNESSES

The main strength of the member Agencies has become the main weakness of the Delphi Council: where the Five Eyes could count on the results of Echelon to spy on any telecommunication around the globe, it is clear that these capabilities are nearly useless against any of the Invaders – some use low technology, while others completely out-class the capabilities of Echelon. With the exception of new hires from other Cosms, Operatives of the Delphi Council need to be retrained in this new Covert world and need to relearn how to work the terrain and how to go low-tech.

Delphi Council also has a serious problem of perception: the Delphi Council is clearly and unambiguously perceived as a super-CIA, working first and foremost in the interest of the USA, and willing to blow up anything that stands in its way. The Delphi Council has already paid for this communication error by unwillingly causing the emergence of the Brotherhood of Saladin.

The Delphi Council is also victim of its success. It unifies more than 80 Intelligence agencies worldwide, each of which obeys a different framework of laws and goals, different protocols of communication, reporting and counter powers. This impedance mismatch tends to slow down the flow of information and orders. It has already caused mishaps on the frontlines that have cost the lives of thousands of soldiers and several Storm Knights. Until the Delphi Council has found a way to reimagine itself as a single agency, on the OSS protocols – applied legally by the US member Agencies and illegally by the non-US member Agencies – makes it even possible for Operatives to keep working.

Oh, and one last thing. Nobody, in the history of Earth, has ever wielded such an enormous power as the Inner Council. De-

spite the “no license to kill” policy that they may decide to apply to specific regions and other Agencies, they have the means and legal blessing to disappear anyone, anywhere. Some day, someone is going to abuse it. It might already be the case.

NOTABLE PERSONALITIES

TBD

MOLES & LEAKS

TBD