



LE BUREAU DES TEMPÊTES



“It is me, isn't it?”

- Your Holiness?
- This sad little man doesn't want me in his team and he's willing to sacrifice Earth for it.
- The Delphi Council claims that...
- Yes, yes, I know, today they're afraid of infiltrators. Yesterday, it was possession and tomorrow, it will be something else.
- ...

- Very well. Get me all the spymasters of the European Union online. I have a gift for them.
 - A gift, your Holiness?
 - If the Delphi Council won't save Earth, the European Union will.”
- (encrypted transcript found in a cyber-basilica, undated)

When the Delphi Council was created, most of the member countries of the European Union answered the call. However, Quinn Sebastian personally vetoed participation of France, Spain and Portugal, while these countries were fighting off an invasion of Demons.

EU negotiators, shocked by this display of contempt for the European Union and bound by treaty, immediately walked away from the table of negotiations.

Two days later, in La Hague, Netherlands the creation of a new Agency was announced: The Storm Office or, by its French name, *Le Bureau des Tempêtes*.

From GM to GM

The Bureau des Tempêtes is one of the tools of Jean Malraux in the War of Realities. But what does Jean Malraux intend with the Bureau des Tempêtes? Is he honestly making a doomed attempt to save Core Earth from other Reality Raiders? Playing domino theory and watching as successive regions of Earth bow to the One True Way? Placing pawns to prepare his own Invasion of other Cosms? Or is something else, something from Heaven or Hell, playing puppet with the Director?

Your call, as usual.

MEMBER AGENCIES

The Bureau des Tempêtes was created at the request of Jean Malraux, by grafting most of the Intelligence Agencies of the European Union (including the occupied Republic of Ireland) onto the European Criminal Intelligence Agency Europol.

By any account, this shouldn't have worked. Europol had neither the framework nor the administrative capacity to work as a wartime Intelligence Agency. However, the mysterious – and never seen – Director somehow managed to make it stick. Communication and oversight protocols were drafted seemingly overnight, a comprehensive org chart gave every member a precise role based on their experience and evaluations, and even problems of office bullying

and harassment were miraculously solved. All Bureau members (also known as *Tourmenteurs*) received comprehensive training on the Infiniverse, Maelstrom Bridges, Stelae Storm Knights and Disconnection. The Director was not available for comment.

Once the Bureau des Tempêtes was setup, Norway (under occupation), as well as countries that had already applied for membership in the EU were invited to join, including Turkey, North Macedonia, Albania, Serbia.

The Bureau des Tempêtes then extended further invitations to Morocco, Algeria, Tunisia, Chad, Niger, Lebanon, Jordan, Iraq, Iran, Israel, the United Arab Emirates, Oman, Yemen, Kuwait, Bahrein, Qatar and Ukraine – despite internal disagreements that none of this country was European and several of them were non-democratic. By then, however, most of these countries had joined either the Federation of Saladin, the Treaty of Atlas or the Delphi Council. Ukraine accepted the invitation as well as, much to the surprise of other countries, Chad.

After this phase of impossibly fast expansion, the unseen Director announced that the Bureau des Tempêtes would be examining further applications but would not accept them until further notice. Nearly six months later, the country of Madagascar was added to the ranks of the Bureau des Tempêtes, which is now training Operatives on the island.

While Switzerland is not a member of Bureau des Tempêtes, the NBD (Federal Intelligence Service) has a single officer working as permanent liaison with Bureau des Tempêtes in La Hague.

A number of other organizations throughout Europe and beyond were automatically granted junior membership in Bureau des

Tempêtes, often without being informed prior to the fact – police forces of the member states, Doctors without Borders, the Center for Disease Control and Greenpeace. This junior membership gives these organizations very little power, but they all have a direct line to the Director.

NUMBERS

TBD

CURRENT PRIORITIES

The main objective of the Bureau des Tempêtes is to win the war. Where other Agencies from the Reality Choir have developed pragmatic lists of priorities meant to represent progress towards this goal, the list of priorities of the Bureau des Tempêtes clearly demonstrate that the Director considers that the only way of winning the war is to expand the Cyberpapacy through voluntary conversion.

While the Bureau des Tempêtes is active on all fronts, its main concerns are, by decreasing order:

1. Demonstrating to the world – including the rest of the European Union – that the Cyberpapacy is the best candidate as Savior of Earth. This includes demonstrations of heroism, efficiency, technology, miracles and religious tolerance.
2. While this is not an official goal, keeping Storm Knights and Magic users away from the Cyberpapacy, to ensure that they will not accidentally summon Demons and/or attempt to unroot Stelae. This means that the Cyberpapacy is aggressively searching for and recruiting Storm Knights and Magic users within its borders and that “no” is not an acceptable answer.

3. Protecting the population of both the Republic of Ireland and Norway. This includes supporting strongholds fighting against Darkness and evacuating non-transformed civilians. By and large, transformed populations seem to be content with their lot, so the goal is not to remove Stelae for the time being.
4. Avoid opening a new front against Orrorsh before being ready. The Director seems convinced that Orrorsh will release untold horrors upon Core Earth if provoked but that this Cosm is mostly contained for the time being. The Bureau des Tempêtes is therefore willing to take drastic measures to prevent Storm Knights from any origin or Agency from uprooting Orrorsh Stelae.
5. Fighting demons and demon summoners, wherever they are – except in Orrorsh. This includes fighting the influence of Tharkold and the KVGB all over the world. Converting demon summoners whenever possible, using the power of the Divine Reality⁷.
6. Providing missionary/technological/humanitarian assistance all over the world. As far as Bureau des Tempêtes Analysts and Operatives understand, the Director does not make the distinction between these tasks. This includes tasks as varied as relief missions in Orrorsh or the Living Land, setting up weapon factories in North and Central Africa, capturing Jiangshi to try and develop a cure for the Infection, connecting more people all over the world to video games and dating applications powered by the Divine Reality, solving Global Warming or attempting to (peacefully) convert the stakeholders of Facebook, Google and Amazon to the Cyberchurch.

⁷ Also called GodNet by the unbelievers.

7. Maintaining the economic and military independence of Europe from both the USA and the Pan-Pacific Alliance.
8. Locating and hiring new Storm Knights.
9. Reaching an alliance with the Federation of Saladin.
10. Attempting to acquire the global monitoring capabilities of Echelon and connect them to the Divine Reality.
11. Finding a cure for the Infection, in the hope of reaching an alliance with the Earth Defense Force.

AUTONOMY

Theoretically, the Director is chosen by the European Commission and the powers of the Bureau are granted by the European Parliament. It is, however, pretty clear that the Director was picked by Jean Malraux himself, who then convinced the President Gutiérrez, the current President of the European Commission. While Germany might have been in position to fight this nomination, but Germany has been severely weakened by the War and must attend to its own internal political crisis.

Operatives of Bureau des Tempêtes are expected to be able to improvise in the field. An originality of the Bureau is that the assignments handed out to Operatives generally includes a description of their options as a rather sophisticated algorithm that attempts to take into account all possible outcomes. Wherever they have access to technology, Operatives may refer to the algorithm – and often find out that it has been updated in real-time – to determine their options. Operatives may make choices distinct from those of the algorithm – and often need to, in low technology areas – but Operatives that are suspected if willingly ignor-

ing the algorithm should expect a serious talking to when returning to base.

Bureau des Tempêtes Operatives are expected to defend themselves when attacked but any death caused by an Operative will be seriously investigated. Most agents are *not* cleared to use torture. Only a few trusted agents are specifically trained in the use of torture and its limits. A key element of this training involves submitting the trainee themselves to questioning. Much like murder, any use of torture will be investigated seriously. If reported, that is.

PRISONERS

The doctrine of Bureau des Tempêtes involves taking prisoners whenever possible without harming the mission and bringing them back for full debriefing. Most mission logistics afford the means to bring back at least one prisoner to a secure location.

Prisoners brought back to headquarters will be chartered to the Cyberpapacy where they will generally reveal any secret.

Headquarters of the Bureau des Tempêtes outside of the Cyberpapacy, including mobile headquarters and some safehouses, are equipped with Purgatory Terminals, which connect through a Core Earth Internet connection to a small subset of the Divine Reality and may be used for "humane interrogations". Operatives are not quite clear about what exactly these Terminals actually do, but it is true that prisoners do not appear to suffer, do not resist while connected and are generally highly cooperative after a few *days* connected to the Terminal.

On very rare occasions, prisoners may be replaced with Replicants – vat-grown human bodies designed to be identical to the target on a cellular basis, but hosting implants that let them be controlled by Divine Reality software. If necessary, the body may



even be grown around a Talisman, to support travel out of the Cyberpapacy. This approach is unfortunately rather limited, as the Cyberpope must create each Talisman manually. Locating Eternity Shards would let the Cyberpapacy build more Talismans and extend its Replicant program.

DIPLOMACY

Most countries around the world tend to see the European Union as the also-ran third superpower that will never manage to succeed at counterbalancing China or the USA. Helpfully for the Bureau des Tempêtes, this also means that the Bureau is seen around the world as less of a threat China, USA or both, depending on which power is most feared in that country.

Simultaneously, while the Cyberpapacy has not succeeded (yet) at being seen as Savior of Earth, most countries see it as a perfect ally – one who is almost entirely benevolent, who comes bearing gifts and only expects meaningless words in exchange, who has neither a standing army nor military expansionism in mind and who has lots of weapons to sell in times of war.

These factors, combined, tend to give considerable goodwill to diplomatic efforts by the Bureau des Tempêtes and its envoys.

DELPHI COUNCIL

The Bureau des Tempêtes was designed as a counterpart to Delphi Council, once it became clear that the Delphi Council would only play by its own rules and that these rules excluded the Cyberpapacy. The Director makes no secret that they would like to form an alliance with the Delphi Council but that Quinn Sebastian is blocking any alliance with his intransigence.

Bureau des Tempêtes agents are ordered to help Delphi Council agents whenever reasonably possible, but also to gather which-

ever dirt they may on Quinn Sebastian, in the hope that a Delphi Council without Quinn Sebastian would be a better ally. This task has proved difficult so far, due to the elusive past of Quinn Sebastian.

EARTH DEFENSE FORCE

While the leadership of the Earth Defense Force has always been polite with the Bureau des Tempêtes, it is clear that the EDF is both underestimating the Bureau and distrusting the Cyberpapacy.

The Director hopes that scoring victories against the Infection in Pan-Pacifica will bring the two Agencies closer. However, part of the work of the Bureau is to protect the economic interest of the European Union, which is currently threatened by Kanawa Corp.

FEDERATION OF SALADIN

While most of the European Union sees the Federation of Saladin as a major terrorist threat, the Director expects that an agreement may be found between the Bureau and the Federation.

In the director's words: "They know they are going to Heaven, we know that we are going to Heaven, and we both would very much like to send the Invaders to Hell. We should be able to work something out."

In fact, one of the reasons for which the Director considers Turkey (and, to a lesser extent, Albania) a critical member of the Bureau is that, as a country with a majority of Muslims and a Muslim party in power, it is a much better interlocutor with Muslim countries than any member state of the European Union.

TREATY OF ATLAS

The Bureau has good relations with the Treaty of Atlas. The Director believes that, once the westward assault by the Nile Em-

pire starts, this friendship will grow into an alliance.

IN THE MEDIA

The amount of humanitarian relief provided by the European Union grants it lots of goodwill among NGOs and media around the world.

Of course, it is very likely that intrepid journalists are, at this very moment, searching the Divine Reality for proofs that Jean Malraux is an accomplice of the Invaders, or that the Divine Reality is more addictive than cocaine and Facebook together. But they won't find anything, won't they?

STRENGTHS

The first strength of the Bureau is that it has mostly positive diplomatic relations with countries around the world. Belarus or Hong Kong officials may not have any particular feeling for Europe, but barring any specific reasons not to, they are probably going to help Bureau officials rather than stonewall them.

The second strength is the technology of the Cyberpapacy. It lets Operatives sidestep the Delphi Council's Echelon, provides them with unique weapons, implants, software and tools, gives them the Purgatory to interrogate prisoners and even Replicants to replace them. While this has not been tested so far, the Divine Reality should also be able to protect the secrets of the Bureau, in some Heavenly Cloud in the Cyberpapacy or perhaps Magna Verita. Jean Malraux has even dedicated some of his time to creating and recharging a few Talismans, which now power a few Replicants and Mobile headquarters.

WEAKNESSES

By comparison with the Delphi Council or the Earth Defense Force, the Bureau is sorely lacking in numbers and resources. It has lower funding, fewer Operatives, fewer Storm Knights, fewer troops to deploy as support, fewer safe houses across the world.

Even more than the Delphi Council and the EDF, the Bureau's is relying on cutting-edge technology to get the job done. Out of the Cyberpapacy, this only works for Storm Knights in and in Talisman-enabled mobile headquarters, which strongly limits the scale of possible operations.

But more importantly, while the Bureau has a plan to expand itself and the Cyberpapacy, *it doesn't seem to have a serious plan to fight the High Lords*. Eventually, Operatives are going to stop trusting the Director with the fate of Earth and are going to take initiatives that, maybe, they will regret.

Also, one important note: Bureau des Tempêtes is a EU agency, not a Cyberpapacy agency. While the influence of the Cyberpapacy is overwhelming and the Director was nominated by Jean Malraux, other countries of the EU have *some* say in the actions of the Bureau... and countries that are somewhat skeptic about the Cyberpapacy are taking measures to hide refugees and high value runaways from the Cyberpapacy.

ONE YEAR LATER

Doubt grows in the ranks. Many now believe the Cyberpapacy is an invader. By now, all Operatives know at least one colleague who was sent to face Mother Mollay and hasn't returned, or returned changed. The strategy of using Replicants against the enemy causes confusion inside the Bureau – who can be sure of who is still human and who has been replaced?

