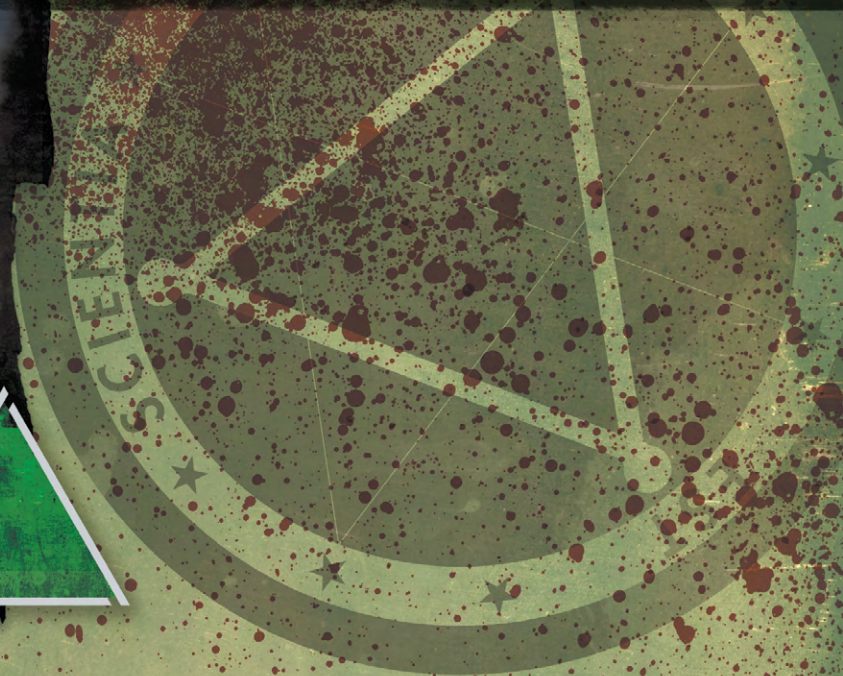


JACK FROST



EYES ONLY

A Scenario for *Delta Green: The Role-Playing Game*

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WASHINGTON

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IT'S THE MOST WONDERFUL TIME OF THE YEAR

A rural Alabama valley has always been prone to severe cold snaps. On 22 DEC 1998, the worst "Jack Frost" storm in history hit the farming town of Willis. A lingering freeze and sudden flood killed dozens.

Your players get a ground view of that apocalyptic storm. Their scientists, drawn from an ultra-classified UFO research project, suspect that something otherworldly is at work. Their investigation may reveal a threat more vast and terrifying than they could conceive.

Jack Frost is a scenario for *Delta Green: The Role-Playing Game*. It features the other side of one of Delta Green's deadliest conflicts: the researchers and soldiers of the legendary MAJESTIC program.

- » **PROJECT PLUTO:** Experts from the top-secret labs at Area 51.
- » **OPERATION BLUE FLY:** Pararescuemen and pilots trained to recover alien technology.
- » **NRO DELTA:** The lethal "men in black" who keep America's secrets from America itself.

Deep research and dozens of handouts bring this sprawling operation to life. Get digital versions of all handouts and the scenario as a bonus when you buy *Jack Frost* in print.

So bundle up. Mull your cider and wine. Put a few more logs on the fire and pull your family close. Pretend you can't hear the sounds outside. Tell yourself they're only the wind. They have to be just the wind.

Looks like Jack Frost is coming to town again.



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MSRP \$29.99
Stock code APU8142 • ISBN 978-1-940410-52-4
Published by Arc Dream Publishing
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This is a work of fiction.

(Aum)
a.k.a. Aum Shindiky
Aleph

TOP SECRET//ORCON//SPECIAL ACCESS
REQUIRED-DELTA GREEN

DELTA GREEN

// Jack Frost //

A MAJESTIC Operation

ARC DREAM PUBLISHING PRESENTS

JACK FROST

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Sold by Studio2 Publishing, 1722 Louisville Drive, Suite A, Knoxville, TN 37921, USA; phone 1-865-212-3797; email jims@studio2publishing.com; *Delta Green: Jack Frost* product stock code APU8142.

ISBN 978-1-940410-52-4

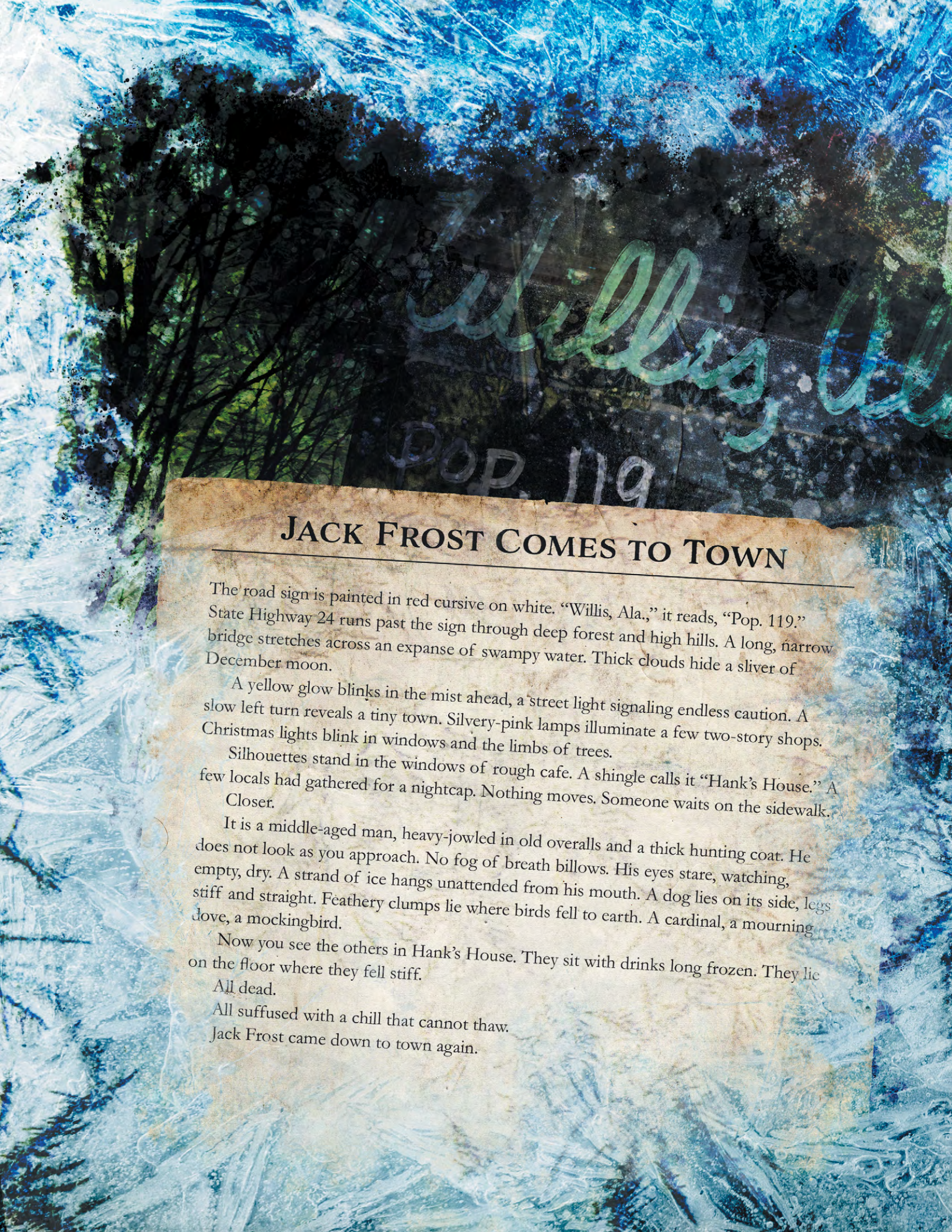
Printed in the United States

9 8 7 6 5 4 3 2 1



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JACK FROST COMES TO TOWN

The road sign is painted in red cursive on white. "Willis, Ala.," it reads, "Pop. 119." State Highway 24 runs past the sign through deep forest and high hills. A long, narrow bridge stretches across an expanse of swampy water. Thick clouds hide a sliver of December moon.

A yellow glow blinks in the mist ahead, a street light signaling endless caution. A slow left turn reveals a tiny town. Silvery-pink lamps illuminate a few two-story shops. Christmas lights blink in windows and the limbs of trees.

Silhouettes stand in the windows of rough cafe. A shingle calls it "Hank's House." A few locals had gathered for a nightcap. Nothing moves. Someone waits on the sidewalk. Closer.

It is a middle-aged man, heavy-jowled in old overalls and a thick hunting coat. He does not look as you approach. No fog of breath billows. His eyes stare, watching, empty, dry. A strand of ice hangs unattended from his mouth. A dog lies on its side, legs stiff and straight. Feathery clumps lie where birds fell to earth. A cardinal, a mourning dove, a mockingbird.

Now you see the others in Hank's House. They sit with drinks long frozen. They lie on the floor where they fell stiff.

All dead.

All suffused with a chill that cannot thaw.

Jack Frost came down to town again.

Introduction

"JACK FROST" BEGINS ON TUESDAY 22 DEC 1998.

Unlike most *Delta Green* scenarios, it does not feature Delta Green agents but MAJESTIC personnel. The players take the role of scientists from the U.S. military's ultra-secret Project PLUTO, which studies extraterrestrial technology. We call them the Researchers. They have been assigned to investigate a shocking weather event in Willis, Alabama, suspecting that alien technology is involved. That alien technology must be captured or destroyed at all costs.

"Jack Frost" features otherworldly horrors and the dangerous interplay of key NPCs with rival agendas. The rivalries and the stress of unnatural horror are likely to exacerbate each other. The Researchers are stuck in the middle. They don't know that there is nothing they can do to stop what's coming. But they can try to reduce the damage and save lives. They can try to understand.

In *Delta Green*, understanding can be the most dangerous threat of all.

"Jack Frost" is likely to take several game sessions to play: investigations and explorations on December 23rd, discoveries and confrontations on December 24th, and apocalyptic revelations on December 25th.

This is a complex scenario with many important characters and strange discoveries. Switch frequently from team to team to keep the players engaged and to maximize tension and suspense.

Background

Willis is a small farming town in northern Alabama, some 120 km from the Space Center and the Redstone Arsenal in Huntsville. The region is dominated by hilly green fields and tiny farms with livestock and long chicken barns. Forested hills are broken by countless rivers and lakes.

Before English settlers carved out rough and solitary farms, the hills were home to the Muscogee Creek. Before them, it was an outpost of an older people still: the immortals of blue-lit K'n-Yan, now forgotten in all but the most esoteric lore. Few traces of the K'n-Yani remain. But in the woods near Willis one trace lingered across the millennia. A gruesome device carved of strange metals sits in a lake, a shrine and a sort of throne dedicated to the Great Old One known as Itla-shua: the Wendigo, the Wind Walker.

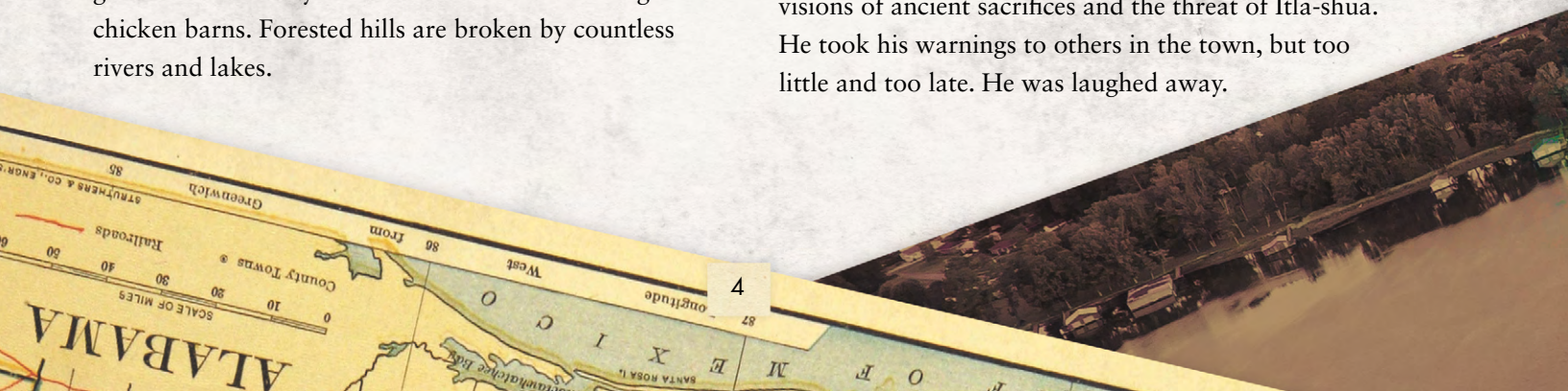
Mysterious forces or conjunctions of energy occasionally allow Itla-shua to manifest briefly in the area, far from its Arctic prison. The people of K'n-Yan established the shrine to keep Itla-shua quiescent. A sacrificial victim's life-force changes the fluctuations of dark energies that compel the Wind Walker to depart.

Long after the K'n-Yani were gone, the ancestors of the Creek discovered the shrine. The shunned and bloody Night Clan came to worship it. Their leaders received visions of the Great Old One Yig, the father of serpents served by K'n-Yan. They envisioned a midnight ritual to appease the Wind Walker. They offered chiefs and enemies as sacrifices. They gained a grim reputation.

A little over 200 years ago, reduced by disease and war, they overlooked the sacrifice. Itla-shua manifested and made demonic Children of the Wendigo of living things nearby. Other clans rose up. They exterminated the Night Clan and buried the shrine.

Some 60 years after that, the U.S. government drove all the Creek away. White farmers took the land. In the 20th century, the shrine was submerged by a man-made lake. A tiny town named Willis grew around a crossroads nearby.

In recent months, a Willis man went mad from visions of ancient sacrifices and the threat of Itla-shua. He took his warnings to others in the town, but too little and too late. He was laughed away.



And so Itla-shua has come again. The night of the winter solstice, December 21–22, the Wind Walker rose at Crow Lake and froze all within its grasp, transforming every living thing into its progeny.

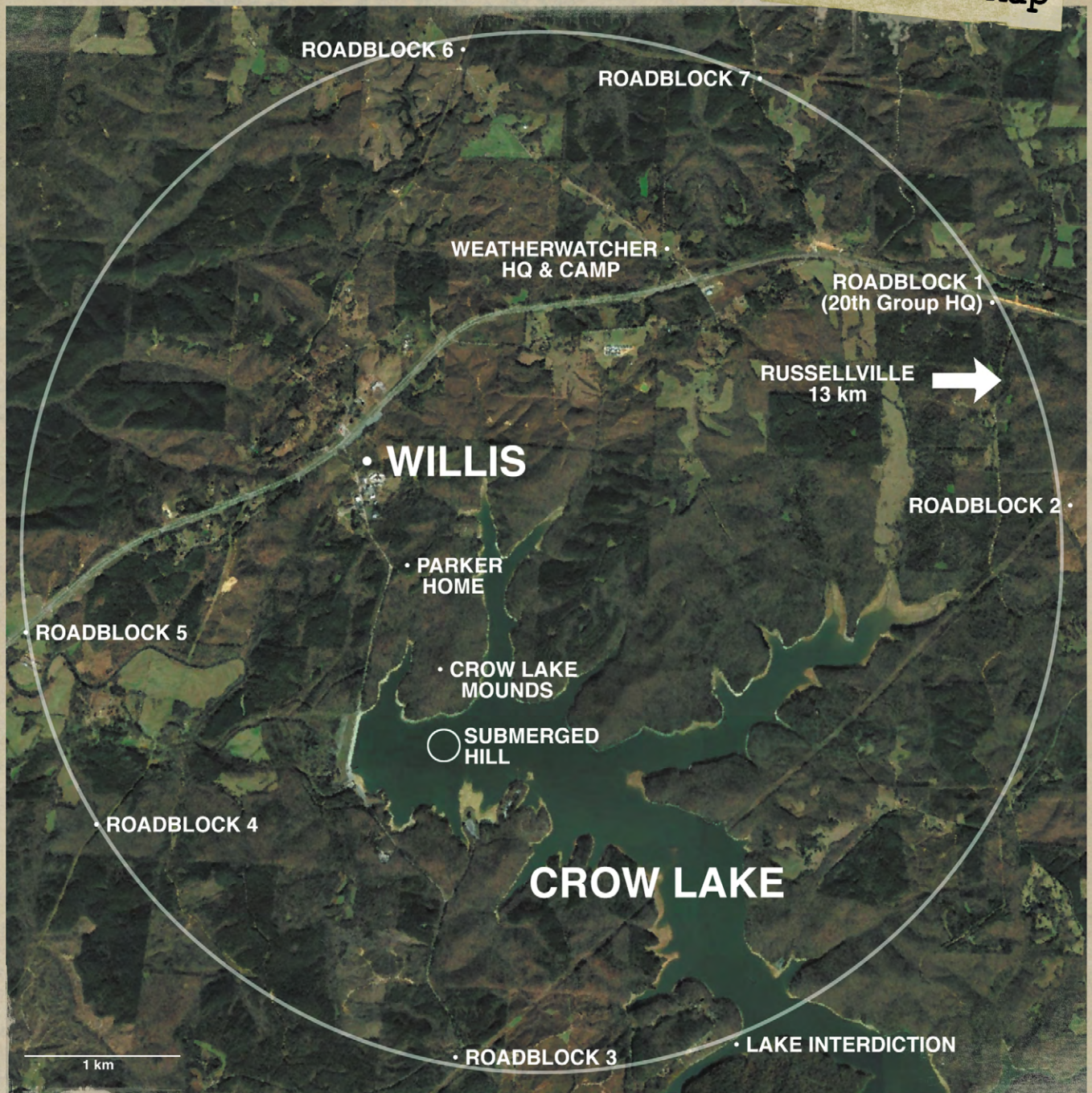
Analysts with the MAJESTIC program saw signs of the unnatural incursion. A task force rapidly assembled to isolate the area, search for signs of alien

technology or presence, and cover everything up. The *Researchers are last to arrive.*

Over the following nights, Itla-shua will stir again and threaten the lives and sanity of every living thing nearby.

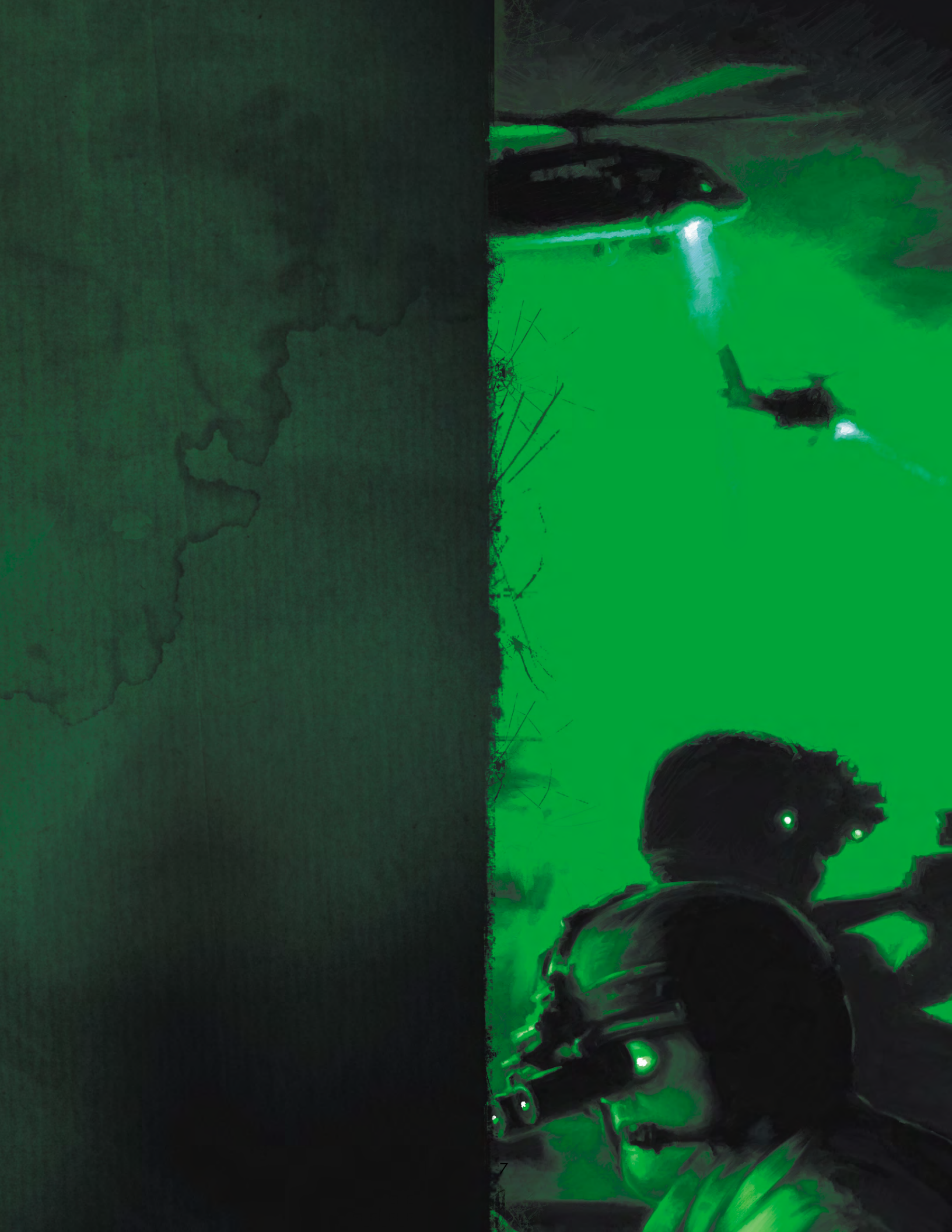
Only by locating the submerged shrine can the sacrifice be completed and Itla-shua be assuaged and banished.

Handler's Map



Operation WEATHERWATCHER





Operation WEATHERWATCHER

THREE ULTRA-SECRET U.S. GOVERNMENT PROJECTS

are at work in Willis, Alabama. Project MOON DUST is charged with detecting, intercepting, and recovering extraterrestrial entities and technologies. It includes Operation BLUE FLY, which sends pararescue teams to investigate alien incursions.

Project PLUTO studies extraterrestrial technology.

Project GARNET controls access to information about the secret projects.

The perimeter is guarded by Special Forces soldiers who are not cleared for any of those projects or for WEATHERWATCHER.

Command and Security

Special Agent Elton Harris of the Air Force Office of Special Investigations (AFOSI) is responsible for both security and overall command. He and his agents are killers for Project GARNET using AFOSI as cover.

Harris's agents work in shifts and in pairs. Some oversee communications or guard detainees at HQ. Others watch the rest of the team with cold suspicion.

Every time a Researcher turns around, an AFOSI agent should be observing nearby and another is almost certainly within earshot.

Harris's AFOSI agents track communications within the task force. No information pertaining to the operation is to leave the site without Harris's explicit orders. All land lines are either cut or tapped. The radio signals of cellular phones are detected and analyzed. The communications security station is a radio dish-equipped van at the central command post, under constant guard by two AFOSI agents with rifles.

Recovery

Maj. James Farrell oversees research and the recovery operation.

See **BLUE FLY TEAMS** on this page for details on the pararescue teams assigned to recovering alien technology in Willis. The pararescemen split into two teams to manage sleep schedules and to handle multiple projects. The rest maintain their helicopters, stand guard, and patrol by air and ground.

Farrell's knowledge of the MAJESTIC project is limited. He knows that BLUE FLY is an operation of

BLUE FLY Teams

The BLUE FLY detachment in Willis is commanded by Maj. James Farrell. Each 12-man pararescue team includes staff sergeants and technical sergeants, with a master sergeant in command. The prominent role of master sergeants is distinctive to PJ teams. Farrell's headquarters element also includes a physician and a field analyst to examine artifacts.

The Willis unit has six Black Hawk helicopters. Two carry pararescue teams of 12 men each. One is equipped for medical rescue and emergency treatment with seating for four pararescuemen plus pilot and copilot. One is equipped to take up to four tons of cargo instead of pararescue troops.

The other two helicopters are kept under armed guard at all times. No member of the team is allowed to look inside those helicopters except Maj. Farrell and the BLUE FLY pilots and crew assigned to them.

Each helicopter has two pilots, a door gunner, and a crew chief. Each has unusually sophisticated radio and radiation sensors to measure various energy levels in the ground and foliage. All helicopters except the two under guard are equipped with starboard-side M240 machine guns.

In addition to the helicopters, the pararescuemen have two boats equipped with heavy-hauling equipment and powerful sonar, and several Humvees.

the top-secret Project MOON DUST, which is dedicated to locating, recovering, and studying extraterrestrial technology. He knows that Harris's killers work for a counterintelligence program that protects MOON DUST's secrecy. He does not know the name MAJESTIC. To Farrell, MOON DUST is the pinnacle of secret programs, and PLUTO is merely its offshoot. The true extent of MAJESTIC's work and history would shock him.

The Researchers

"Jack Frost" offers pregenerated characters. The primary characters are scientists, the Researchers themselves. See **RESEARCHER DOSSIERS** on page 68 for their details.

Research Team

The Project PLUTO team includes four player-character Researchers and the team leader, Dr. Phila Bimmel, described on page 87. The Researchers know they are assigned to Operation WEATHERWATCHER, a special-access program being run out of the Pentagon and managed by the Air Force. They are to investigate an event that transpired in the tiny town of Willis, Alabama. They will be under the command of Maj. James Farrell of the U.S. Air Force.

Make sure two players take Dempsey and Merlo. Others can choose from the rest. Fifth and sixth players can take Capt. Lukman and Sgt. Hardy from the support team. See pages 78–81 for their details.

Research Support Team and Secondary Characters

WEATHERWATCHER is a sprawling operation. Some of the pararescuemen from Operation BLUE FLY are assigned to assist the Researchers, listed in **RESEARCH SUPPORT TEAM** on page 10. See **WHAT YOU KNOW ABOUT OPERATION BLUE FLY** on page 69 for their group's history. After the players know the Researchers and situation well, assign each player one member of the support team to occasionally play as a temporary character. See **SECONDARY CHARACTERS** on page 82 for character cards ready to hand out.

Letting the players switch roles reinforces the sense of the operation's scope and expands the players' experiences. But it can be challenging. Help players who are not accustomed to it.



WEATHERWATCHER Researchers

NAME	AGE	SPECIALTY
Bimmel, P.	61	nuclear and quantum physics; project leader
Dempsey, A.	45	astrophysics, particle physics
Merlo, C.	55	acoustics, meteorology, solid-state physics
Sadiki, C.	52	biochemistry, genetics
Schuyler, I.	48	microbiology, virology

Researchers' Equipment

- Two new Canon XL1 digital camcorders with wide-angle lenses
- Plenty of camcorder battery packs and digital video cassettes
- One "SR box" extremely low-frequency spectrum analyzer (6 kg)
- Two portable spectrum analyzers, super low frequency to microwave (21 kg each)
- Two portable spectrum analyzers, high frequency to infrared (22 kg each)
- Small, handheld light meter, visual light to ultraviolet
- Small, handheld ionizing radiation detector, X-ray to gamma ray
- Bulky, high-speed computers to log and process sensor data
- Field medical station equipped for quarantine
- Field laboratory tent with quarantined chambers for biological examinations and chemical testing
- Two nonpressurized HAZMAT suits for each Researcher

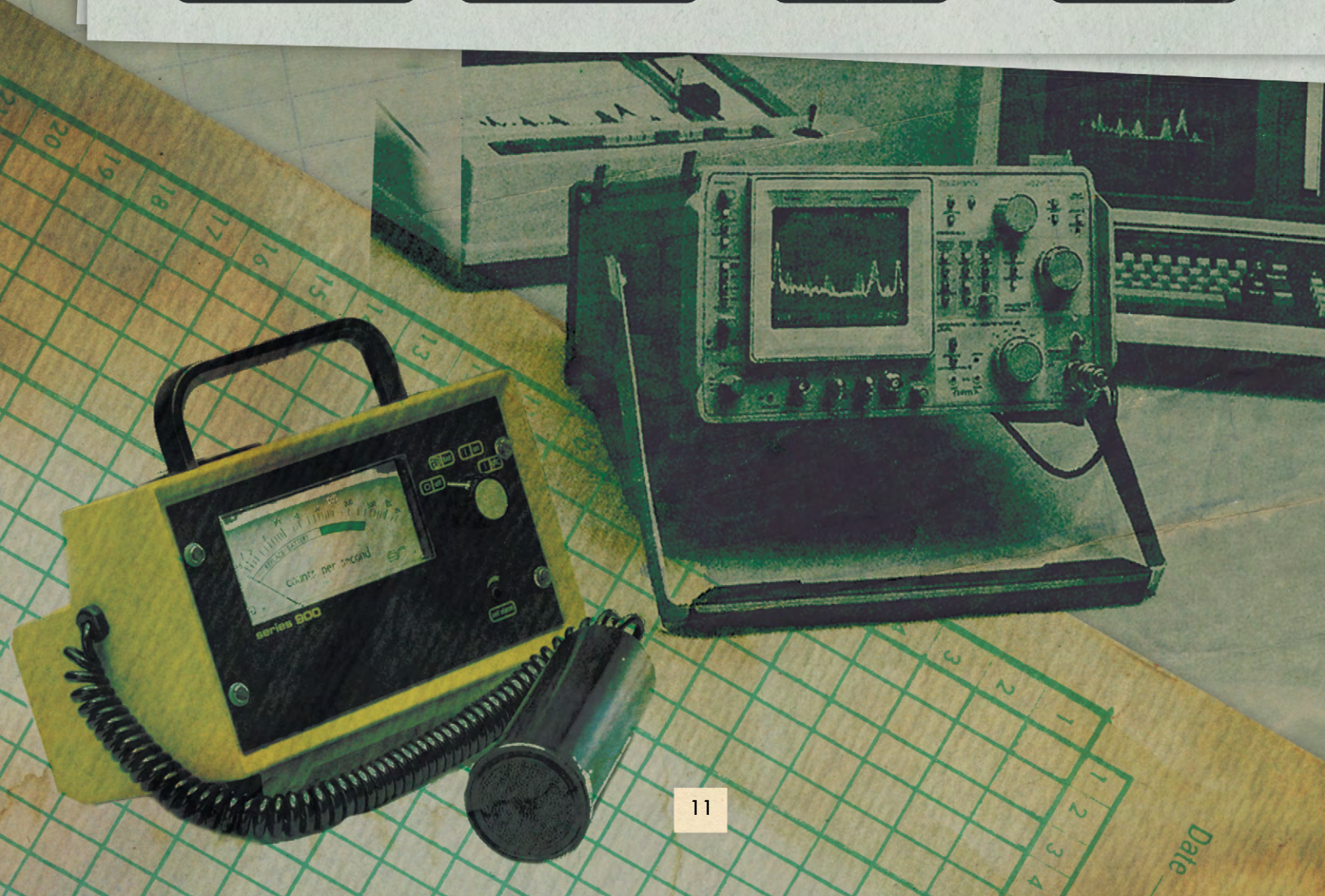
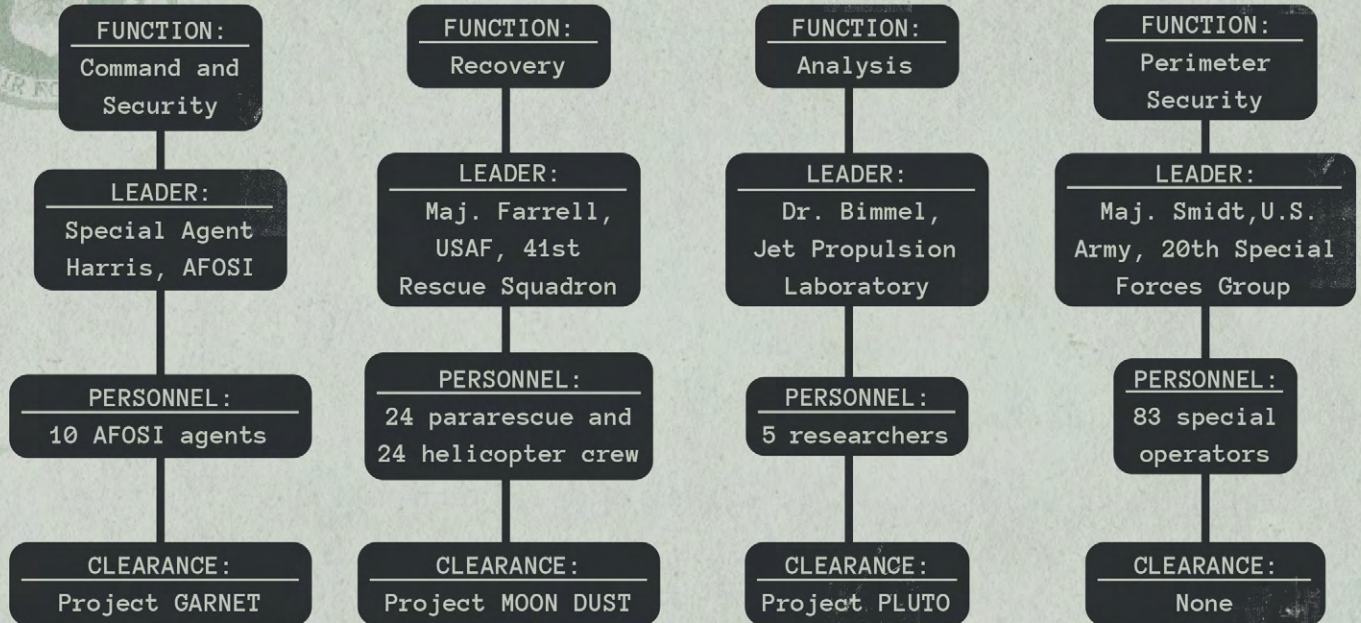
Research Support Team

SEE PAGE 9 FOR DETAILS

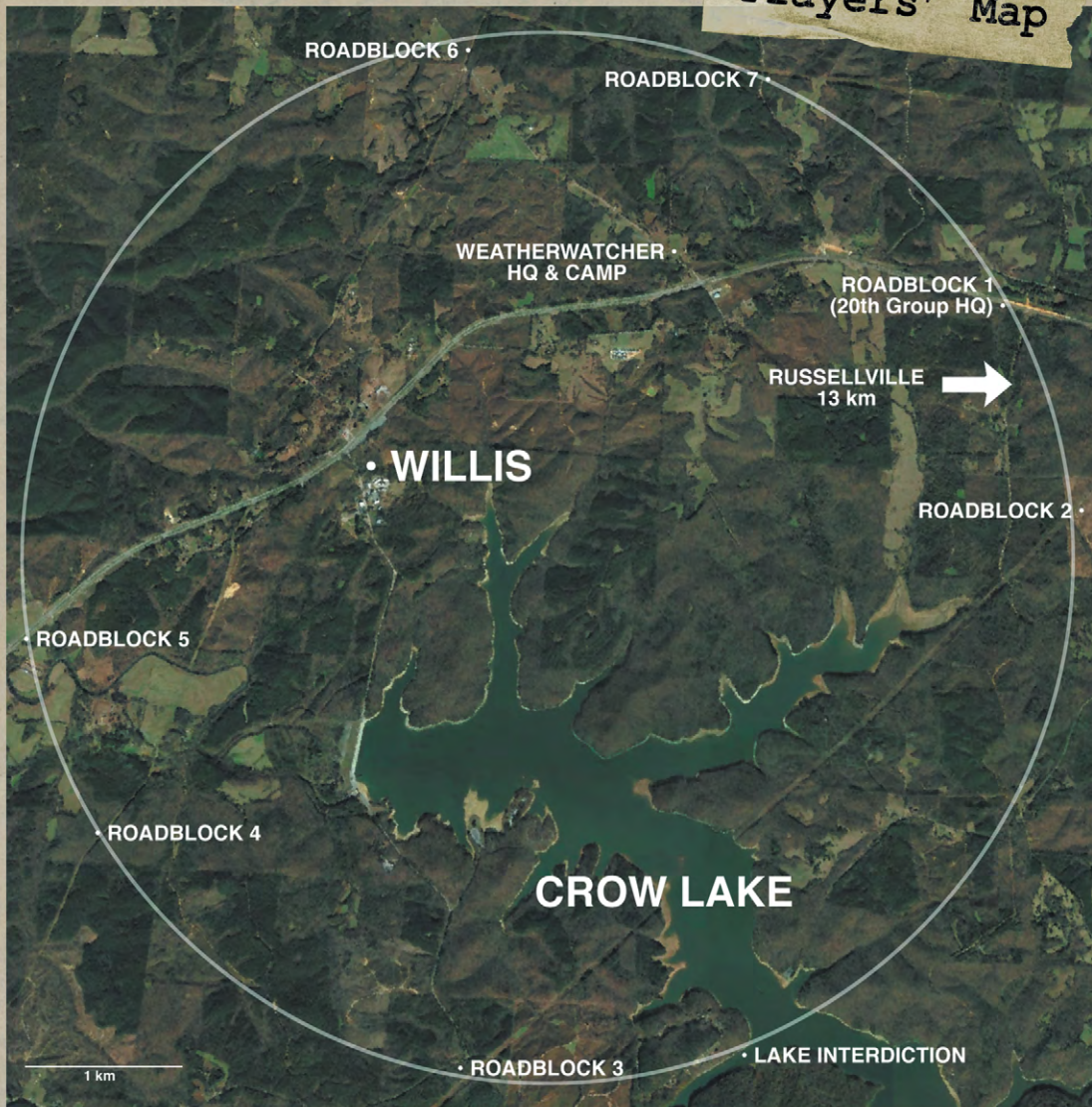
RANK & NAME	AGE	OCCUPATION
Maj. James Farrell	41	BLUE FLY team leader
Maj. Polly Jonson, M.D.	37	Physician
Capt. Jonathan Lukman	36	Helicopter pilot
1st Lt. Galeno Ocampo	29	Operations analyst
1st Lt. Logan Daniels	31	Helicopter copilot
Tech. Sgt. Kelly Kuhn	32	Helicopter crew chief
Staff Sgt. Hayden Wells	29	Helicopter gunner
Master Sgt. Jacob Hardy	33	Pararescue team leader
Tech. Sgt. Jao Quintana	34	Sr. pararescueman
Staff Sgt. Heath Brewer	30	Pararescue medic
Staff Sgt. Ray Canfield	28	Pararescueman
Staff Sgt. Jason Dierks	29	Pararescueman
Staff Sgt. Chris Ensley	30	Pararescueman
Staff Sgt. Sid Evelynd	31	Pararescueman
Staff Sgt. Mead Latham	35	Pararescueman
Staff Sgt. Gary Watson	30	Pararescueman
Staff Sgt. Fred Zooks	31	Pararescueman



Operation WEATHERWATCHER



Players' Map



Map of Willis



Perimeter Security

The perimeter is guarded by operators from the 20th Special Forces Group (or just “20th Group”), Alpha Company. They include six Operational Detachments-Alpha (“A-Teams” or ODAs) and one Operational Detachment-Bravo (“B-Team” or ODB) as headquarters.

The headquarters team (designated ODB2110) is stationed just off the highway at the east side of the perimeter. It includes company commander Maj. Raymond Smidt; the company executive officer, Chief Warrant Officer Henry Brown; and eight experienced noncommissioned officers.

The ODAs at the roadblocks are designated ODA2111 through ODA2116. Each ODA is led by a captain, assisted by a master sergeant. Each has nine or 10 other operators, all experienced noncommissioned officers. They include experts in communications and signals intelligence, demolitions and engineering, and a medical officer equipped and trained for emergency trauma surgery. All are between 29 and 34 years old. An ODA splits into two teams if necessary.

Maj. Smidt and most of his men deployed to Iraq in 1991 and to Bosnia in 1995. Smidt sees this assignment as politically risky, since it’s on U.S. soil. He wants to follow the letter of his orders without attracting attention.

Orders

On paper, the 20th Group soldiers have been activated to support the Air Force and Alabama state law enforcement in recovery of nuclear materials. That activity falls outside the Posse Comitatus Act’s restrictions on the military acting as law enforcement. They suspect that this is a recovery operation for a fallen satellite or missile components dismounted in a road accident. They worry about radiation or chemical exposure for anyone going too far into the perimeter.

The operators are under orders to defer to the Air Force teams, which includes its civilian experts like the Researchers, except where doing so would interfere with keeping the perimeter secure.

Assignments

Each ODA is charged with a sector of the perimeter around Willis. Each team has three Humvees. Most man roadblocks at public and utility roads. One detachment has three men watching the lake with three boats unofficially commandeered from local fishing sheds.

When people come to the perimeter from outside, the operators say there’s a training exercise that will be over in 72 hours.

Eventually, FEMA will set up to provide an explanation for the 100 deaths in Willis, but the operators expect to be gone by then.





ARRIVAL



Tuesday, 22 Dec 1998

The Researchers set out in the afternoon aboard a military transport at Nellis Air Force Base, Nevada. They fly across cold skies, watched by dead-eyed security officers wearing trench coats and dark suits.

They touch down at Huntsville International Airport at 9:03 p.m. Central Time and board a Black Hawk helicopter. A frigid flight of 30 minutes takes them over the darkened woods, hills, and waterways of northern Alabama. Even in the coldest winter nights, the lakes here do not freeze over. But the air gets colder and colder by the minute. They pass over the lights of a small town, Russellville.

A few minutes later they land in a field near the crossroads community of Willis.

21 DEC 1998

TIME	EVENT
05:54	Sunrise.
18:01	Sunset.
19:43	Winter solstice. The "Jack Frost" storm begins, marking the beginning of Itla-shua's manifestation.

22 DEC 1998

TIME	EVENT
01:43	Itla-shua briefly manifests at Crow Lake and freezes every living thing in the area. MAJESTIC analysts see the effect in satellite footage and associate it with extraterrestrial phenomena. They hurriedly organize a response task force.
05:54	Sunrise.
06:30	AFOSI (NRO Delta) Agent Harris finds mass death in Willis. MAJESTIC sets Operation WEATHERWATCHER in motion.
07:43	The storm subsides.
08:00	A company from the 20th Special Forces Group sets a perimeter for what they think is a satellite recovery mission. They soon detain a trucker trying to get to Willis and his mother-in-law, who rushed over from Russellville.
09:00	Agents of MAJESTIC's NRO Section Delta, posing as the U.S. Air Force Office of Special Investigations, arrive to oversee information security and begin the cover-up.
11:00	Pilots and pararescuemen of MAJESTIC's Operation BLUE FLY, using assets of the 41st Rescue Squadron, arrive from Moody AFB in Georgia to search for extraterrestrial technology.
18:02	Sunset.
19:43	The storm returns.
21:33	The Researchers arrive from Project PLUTO and receive their briefing and orders.

WEATHERWATCHER HQ

The Researchers step into the billowing snowstorm at a forest clearing overtaken by a government camp.

The airfield holds five more Black Hawk helicopters like the one that brought the Researchers. Two of the helicopters are kept under armed guard at all times. No member of the team is allowed to look inside those helicopters except Farrell and their crews. They are not to be deployed unless Farrell gets an order from his superiors. But see **PURGATORY** on page 61.

Towed trailers bear two boats with heavy hauling equipment.

A handful of security officers like those who flew with the Researchers stand guard here and there. They carry submachine guns and wear thick coats against the cold. Others drive by in Humvees and SUVs. Air Force helicopter pilots and pararescuemen in jumpsuits and flight coats prepare equipment and contingency plans in wide tents. They wear the patches of the 41st Rescue Squadron out of Moody Air Force Base in Georgia. Two walk by in hazmat suits.

Half a dozen trailers near the airfield serve as makeshift offices, labs, and housing. Another half dozen are mobile morgues to hold bodies. Each has a gas-powered generator. A rented tractor-trailer is parked near each.

A guard escorts the Researchers to the command trailer at the center of it all.

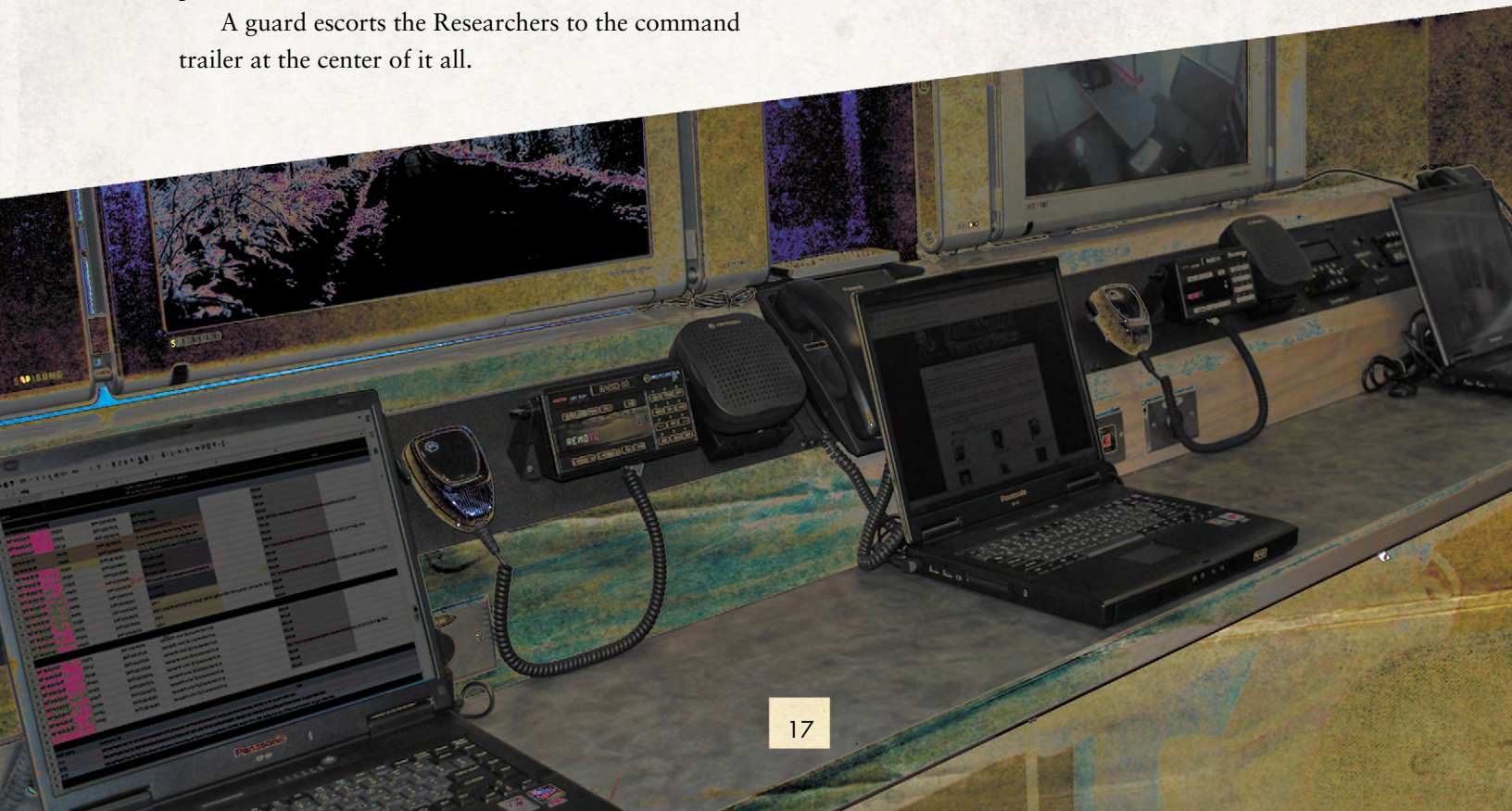
Introductions

In the command trailer, the Researchers meet key figures from the operation and get an overview of Operation WEATHERWATCHER. See **OPERATION WEATHERWATCHER** on page 8 for a summary. See the **OPERATION WEATHERWATCHER** organization chart on page 11 for an overview of the operation and its leaders.

PILOT AND PARARESCUE: Two personnel are there from the 41st: helicopter pilot Capt. Jonathan Lukman (a patch shows his call-sign, “Lucky”) and pararescue team leader Master Sgt. Jacob Hardy. (See **RESEARCHER DOSSIERS** on page 68.) Lucky and Hardy and their teams are assigned specifically to helping the Researchers.

RECOVERY TEAM LEADER: U.S. Air Force Maj. James Farrell leads the pararescue teams and the Researchers’ analysis team. Farrell is detailed on page 88. Farrell orders that if and when the Researchers find any evidence about the cause of the Jack Frost incident, they are to turn it over to him.

COMMAND AND SECURITY: Air Force Office of Special Investigations Special Agent Elton Harris is in charge of operational security, including the security officers and all information that goes anywhere about this operation. Unusually, he is also the overall mission commander. Harris is detailed on page 89.



Security Review

Harris officially reads the Researchers in on Operation WEATHERWATCHER. They sign the usual secrecy and nondisclosure forms that give up every right to liberty and privacy and threaten catastrophic penalties for disobedience.

COMPARTMENTALIZATION: Harris reminds everyone of the dizzying compartmentalization of their clearances. Elements are classified MOON DUST, PLUTO, and GARNET. Between themselves they are to discuss only matters that pertain to WEATHERWATCHER proper.

Farrell runs the recovery and analysis operations under Project MOON DUST. But he is not cleared for details that are classified for PLUTO or for security matters that are classified GARNET.

Bimmel and the Researchers work for PLUTO. But they are not cleared for GARNET or MOON DUST.

Only Harris's GARNET agents are cleared for everything.

ESCORTS: Harris tells the Researchers that they will be accompanied by security agents at all times. This is non-negotiable. Harris says it's for their safety.

PERIMETER: Harris tells them that a perimeter has been set at three kilometers in all directions around Willis. Nobody comes in or goes out. The roadblocks are watched by teams of National Guard soldiers from the 20th Special Forces Group, garrisoned in Birmingham. They are under orders to not venture inside the perimeter. They are not cleared for anything to do with WEATHERWATCHER.

REPORTERS: Journalists have not yet come to Willis in person. They have called from Huntsville and Birmingham and gotten a cover story from Harris. None will make the hour-plus drive through snow to see the situation in person until something dramatic catches public attention.

The Event

Harris turns the briefing over to Dr. Bimmel, head of analysis. She thanks him frostily. The Researchers know Bimmel. They can tell she privately loathes Harris.

Cold Snap

At approximately 1:43 a.m. on 22 DEC 1998, an area approximately 10 km in diameter experienced a sudden, unexplained drop in temperature. It went from the typical low of 3 degrees Celsius to -30 degrees Celsius and remained there about four hours. A snowstorm blanketed the region. The shifting weather pattern made its exact epicenter indiscernible. The storm was worse than any before.

Bimmel tells the Researchers their files have details on local winter weather patterns. They can go over them after the briefing. See "**JACK FROST**" **WEATHER EVENTS** on page 23.

Detection and Analysis

Bimmel says **PLUTO** analysts collected data of an unusual low-frequency radiation spike at the time of the cold snap. Analysts also found a flight record from the area that night with strange details that coincided with the event. Again, the Researchers have data to review after the briefing. See **LOW-FREQUENCY DETECTIONS** on page 24, **EYEWITNESS REPORTS** on page 25 and **THE BLUE AURORA** on page 26.

PLUTO's analysts sent initial findings up the chain of command with a recommendation to investigate.

Bimmel turns the briefing back over to Harris.

Willis and What Was Found There

Agent Harris was the nearest available agent from Project GARNET. He was already near Knoxville, Tennessee on other business. He reached the area at about 6:30 a.m., not quite five hours after the incident. The epicenter was Willis, Alabama. It was easy to tell. Everything was dead.

When he says everything, he means everything. More than 100 people. Every animal for miles. Every bird and worm and bug. Frozen to death. Indoors and out.

Most of the people were in comfortably heated rooms, still frozen five hours later.

That didn't look like just another cold snap. He called it in. That set everything in motion.

DISINFORMATION

YELLOW CARD

AFOSI IN CHARGE

The pararescuemen of the 41st Rescue Squadron are here to investigate and recover alien technology. The soldiers of 20th Special Forces Group maintain the perimeter around the area and are kept in the dark. The Air Force's Office of Special Investigations is in charge.

That is a very strange arrangement. AFOSI investigates Air Force-related crime and security risks. That extends to preventing security leaks in Air Force operations. But its agents do not ordinarily call the shots in an operation like this.

These are not ordinary circumstances. In Operation WEATHERWATCHER, controlling access and information is the highest priority.

DETACHMENT 702: WHAT THE RESEARCHERS KNOW

The security officers in Operation WEATHERWATCHER all come from the Air Force Office of Special Investigations' Region 7, Detachment 702. Region 7 is responsible for counterintelligence and security around special-access programs, the most highly restricted secret projects, particularly those dealing with nuclear and satellite technology.

AFOSI Detachment 702 is headquartered at Wright-Patterson Air Force Base in Ohio. Wright-Patterson is also home to the USAF National Air and Space Intelligence Center or NASIC, which studies foreign aerospace technologies. (NASIC was the Foreign Technology Division until 1993. Insiders still often call it FTD.) NASIC is also home to Project PLUTO, which studies technologies that are not just foreign but extraterrestrial.

PLUTO's researchers work in Nevada but they see Detachment 702 agents every day. Region 7's manpower must far exceed what AFOSI reports in public document. Detachment 702's agents rarely make cases that result in prosecution. Their suspects are more likely to unaccountably disappear or die in tragic accidents. Wherever the agents of Detachment 702 come from, they use AFOSI as a cover with the obvious blessing of Air Force brass.

THE DEADLY TRUTH

AFOSI Detachment 702 is a cover for the National Reconnaissance Office's Section Delta, a service that is buried among the most secretive program of the U.S. government. A Researcher who makes a **Military Science (Air)** roll at -20% knows or can learn from contacts that Section Delta is charged with security and counterintelligence around military satellite programs. In reality, it handles networks for MAJESTIC: blackmail, disinformation, illegal rendition and interrogation, and murder. Its agents see the WEATHERWATCHER task force as just more bodies waiting to hit the ground.

CUT ALONG THE LINE

The Perimeter

Project GARNET pulled strings to activate National Guard soldiers from the 20th Special Forces Group in Birmingham, who set up a perimeter around the town.

The 20th Group soldiers have been told nothing of the actual situation. They are not cleared for anything related to MAJESTIC. Their orders are to assist a classified Air Force recovery mission.

Soon after setting up the perimeter, 20th Group detained two people who refused to be turned away. The detainees are still being held in a trailer here at WEATHERWATCHER headquarters. See **INTERVIEWING DETAINEES** on page 27 for details. As the day went along, the soldiers turned away a number of other travelers.

The 20th Group soldiers have turned away a number of drivers trying to get into or pass through Willis. The first was Deputy Carl Dawson, responding to Eddie Thorp's 911 call. See **DEPUTY DAWSON** on page 40 for details. Other drivers found other ways around or turned back to wait with friends or families elsewhere.

WEATHERWATCHER Arrives

Next to arrive were Harris's reinforcements from Project GARNET: a large team wearing the badges of the U.S. Air Force Office of Special Investigations, driving trucks with trailers to use as offices and bunks. They took custody of the detainees, told the Special Forces operators to remain at their perimeter, and began building layers of cover stories.

Then came **MOON DUST's** pararescuemen and pilots from the 41st Rescue Squadron in helicopters from Moody Air Force Base in Georgia.

Now the Researchers are here to figure everything out.



WEATHERWATCHER Cover Stories

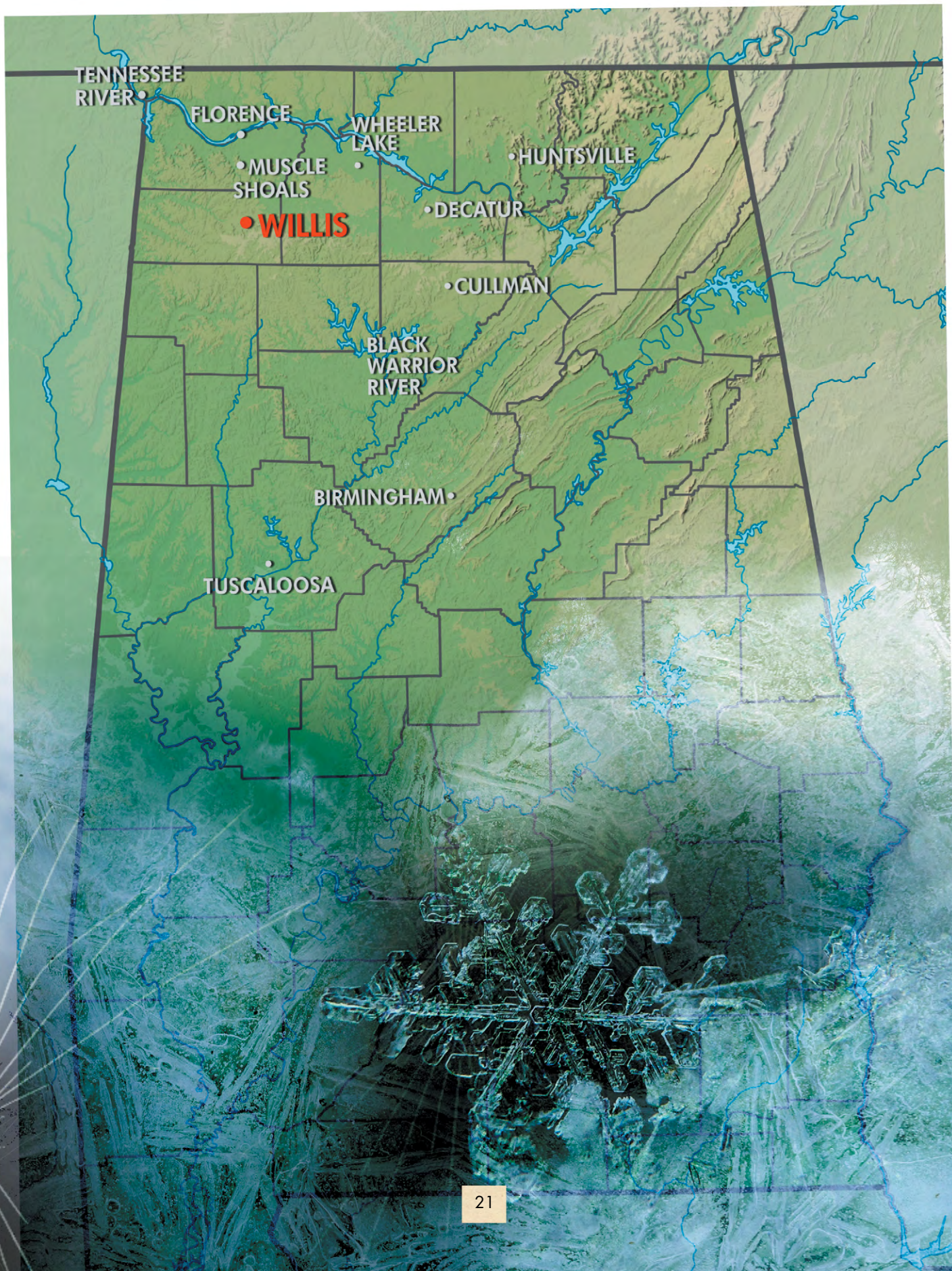
The task force is working under multiple layers of cover.

LAYER ONE—NUCLEAR MATERIALS: They are here to recover nuclear materials that were being transported when a truck went off the road. That's what the 20th Group special operators on the perimeter tell outsiders.

LAYER TWO—SATELLITE: They are here to recover a fallen military satellite. That's what the task force's leaders told the 20th Group commanders.

LAYER THREE—EXPERIMENTAL AIRCRAFT: They are here to recover an aircraft that went down loaded with experimental technology. That's what the task force is to "admit" to the 20th Group operators if any of them see too much.

If anyone outside WEATHERWATCHER sees through the first three layers, the task force members are to inform the AFOSI security officers. They will handle it from there. No one but them is cleared to know what "handle it" means.



Immediate Investigations

The briefing breaks up so the Researchers can get to work. Bimmel gives them immediate assignments to handle tonight, before they try to get any rest. See

INVESTIGATIONS OF 22 DEC 1998 on this page.

The players can decide who handles which task. The Handler decides which tasks allow them to divide the time required between Researchers.

The Researchers have a great deal to do from the very beginning. If the players want, let some or all of

them play their secondary characters handling errands or interviewing detainees.

ESCORTS: The Researchers' security escorts for the night are Agent Lawrence and Agent Andrews. They mostly keep to themselves, privately knowing they may have to murder all these people soon, but they give whatever help the Researchers request. Once the Researchers settle in to work, the escorts get bored. They stay within earshot but don't bother to watch every move. See **AFOSI AGENTS** on page 86 for details.

INVESTIGATIONS OF 22 DEC 1998

INVESTIGATION	LOCATION	HOURS	SECTION	PAGE
Background Materials	HQ	2	Background Materials	23
Autopsies of Willis victims	HQ	8	Autopsies	28
Spectral readings	Area	6	Spectral Readings	27
Detainee interviews	HQ	2	Interviewing Detainees	27

PROJECT LIST

PROJECT	TASK	DUE DATE AND TIME	COMPLETE	MANAGER	PERSONNEL	NOTES

Investigation and Exhaustion

The Researchers have many things to investigate and little time. Each course of investigation uses up hours. Each night brings new horrors.

Further, the Researchers are under constant observation by security operatives whose leaders grow more and more paranoid and irrational. Avoiding their interference requires time-consuming diversions.

Keep track of the hours that vanish, and keep track of Agent exhaustion and WP. Events that are outside the players' control should progress relentlessly. When in doubt, look to a Researcher's CON. A **CONx5%** test could forestall exhaustion penalties and WP loss in a crisis. A Researcher who focuses on a personal motivation may get a WP back when it's badly needed.

Background Materials

Location: HQ

Possible Interference: None

Skills: None

The Researchers first have to catch up on PLUTO's analysis so far. Give the players the handouts **"JACK FROST" WEATHER EVENTS** from this page, **LOW-FREQUENCY DETECTIONS** from page 24, **EYEWITNESS REPORTS** from page 25, and **THE BLUE AURORA** from page 26.



"Jack Frost" Weather Events

WINTER WEATHER PATTERNS:

- Alabama winters are typically icy and wet, with heavy winds and lightning.
- Snowstorms, when they occur, typically are not seen until late in winter or even early spring, usually around March.
- Interplay between the easterly jet stream and the polar vortex cause cold snaps across the eastern U.S. every year.

"JACK FROST" EVENTS:

- So-called "Jack Frost" incidents are highly localized cold snaps.
- They arise in the region around Willis and Russellville.
- They usually last no more than a day, not long enough to freeze watercourses.

"JACK FROST" CAUSES:

- Their exact cause is unknown.
- Some meteorologists think geography channels arctic blasts through Moulton Valley in the broad Cumberland Plateau's Warrior River Basin. Many others disagree.
- Willis and Russellville are in the hills south of Wheeler Lake. Nothing readily explains why they should receive arctic blasts when the nearby communities of Muscle Shoals, Moulton, and Decatur do not.

Low-Frequency Detections

SUBMARINE SENSORS:

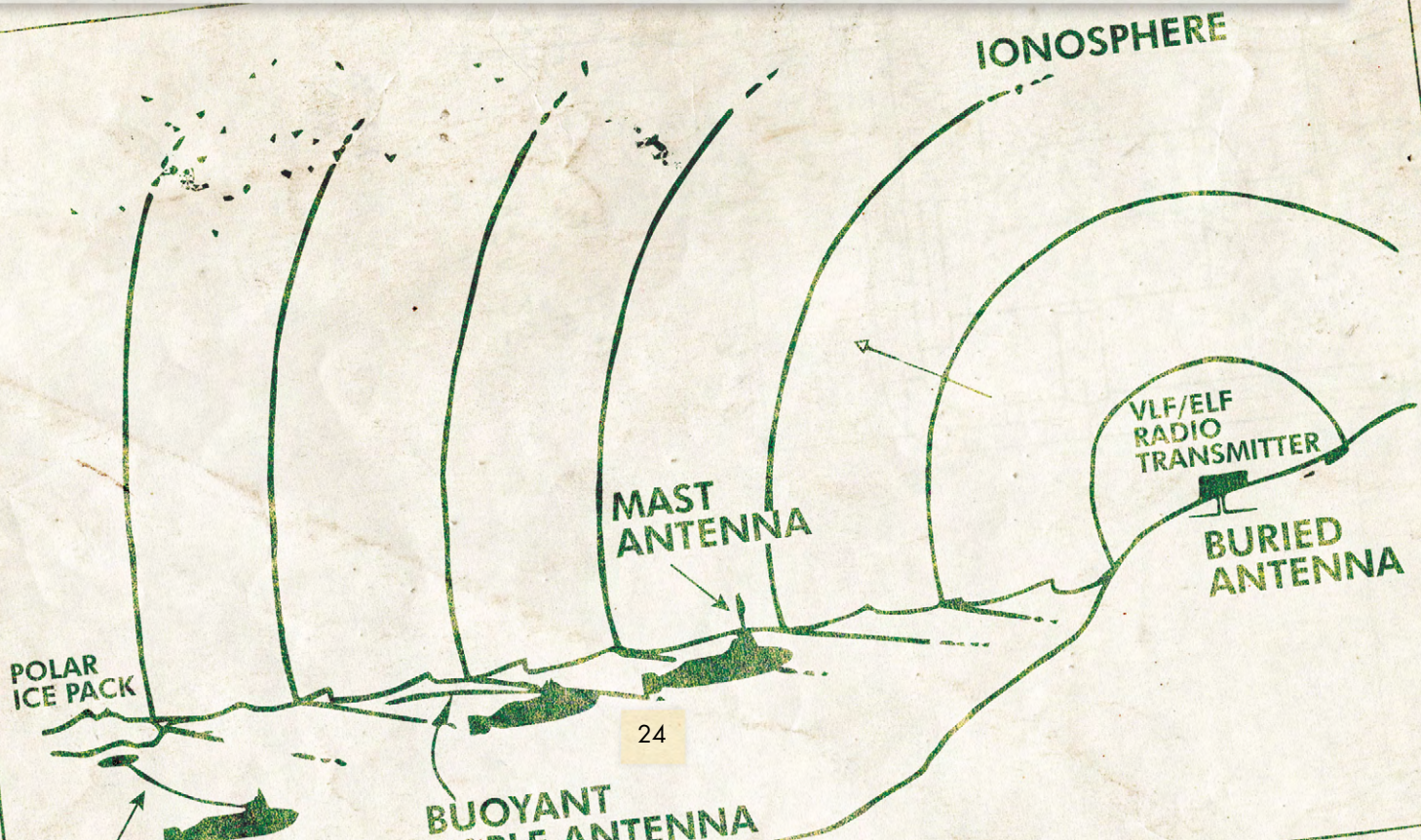
- At about 1:43 a.m. Central time, U.S. Navy submarines reported detecting a brief spike in extremely low-frequency (ELF) radiation at a frequency around 13 Hz.
- Navy ELF communication stations reported the same 1:43 a.m. spike. Those are powerful antennae 15 to 60 km in length, built to broadcast through seawater to receivers on submarines.
- No ELF transmitter reported sending such signals.

SCHUMANN RESONANCE SENSORS:

- At weather research stations around the world, devices called Schumann resonance sensors analyze extremely low-frequency (ELF) waves caused by lightning.
- Every weather station with a Schumann sensor detected two brief ELF surges separated by only a couple of seconds. Their cause has not been established.
- Sensors then detected a series of surprisingly powerful surges. That implied a series of powerful lightning strikes.

IDENTIFYING THE SOURCE:

- It is typically very difficult for Schumann sensors to identify an ELF signal with the lightning strike that caused it.
- There are about 50 lightning strikes around the world every second. Each pulse of ELF radiation has such a long wavelength that it reaches around the globe many times, overlapping with itself until it fades. The ionosphere constantly resonates with ELF.
- But the timing and power of these surges made it possible to place their origin in the American southeast.



Eyewitness Reports

RADIO BURST:

- A commercial cargo flight en route from Memphis to Atlanta experienced split-second radio disruption while flying over northern Alabama.
- The pilot and copilot described all radio signals going silent for about a second.
- The cargo plane's transceiver log records the radio disruption at 1:43 a.m. Central time. It shows radio reception stopping entirely for 0.8 seconds and then returning.
- Calls to commercial radio stations and citizens band monitors in north Alabama yielded similar reports about the same time.

THE FLASH:

- A second later the pilots saw a visible flash of white-blue light below cloud cover. The pilots described it as more like a gigantic camera flash than lightning.
- The flash produced no thunder.
- The nature and cause of this flash have not been determined.

LIGHTNING:

- A second after the flash, the pilots saw half a dozen lightning flashes within a few kilometers of the site of the flash, capped by an upward spray of "blue jet" flashes.
- Seen from above, they had a violet color characteristic of lightning in a snowstorm.

THE AURORA:

- An aurora formed over the site of the flash.
- The pilots described the aurora as a tall corona of deep blue light.
- Within a minute or so the aurora began to fade.



The Blue Aurora

ABOUT AURORAS:

- An aurora is caused by the interaction of electrons or other charged particles with the magnetosphere.
- A ground-level burst of high-energy radiation such as X-rays or gamma rays could explain the aurora over Alabama. But that is only a hypothesis.

DID X-RAYS CAUSE IT?

- X-rays are generated by stars and other astronomical objects, in nuclear decay, in medical X-ray devices, and in particle accelerators.
- Most X-ray detectors were built to study astronomical sources. But X-rays do not penetrate the Earth's magnetic field, so those detectors are stationed on orbiting satellites.
- Others are built into large devices that study nuclear processes. None were in position to detect X-rays at Willis.

DID GAMMA RAYS CAUSE IT?

- Intense gamma-ray bursts are generated by nuclear explosions and by lightning.
- Gamma-ray detectors must be calibrated precisely to work at all and none were calibrated to pick up this emission.
- There was no nuclear explosion at the time of the Willis event.
- The pilots described a flash of blue-white light. They said it was not the same as lightning although it was followed by lightning.
- Either way, the lightning was over within a few seconds. It could not have generated enough gamma rays to lose so many charged particles as to cause an aurora.

THE AURORA'S COLOR

- A blue aurora forms when charged particles from the collision of solar wind with the magnetosphere drift far toward the surface of Earth.
- Interaction with atmospheric nitrogen causes the blue color rather than the better-known green caused by interactions with oxygen, which is more prevalent higher up.
- The Willis aurora does not start high and drift down, with the solar wind sparking green to blue through the atmosphere. It manifests near the ground. That is not possible. Either both pilots described it incorrectly or the event violates physics.



Interviewing Detainees

Location: HQ

Possible Interference: AFOSI guards suspecting leaks

Skills: None

The 20th Group soldiers detained two people soon after setting up their perimeter. The detainees are now in a detention trailer at WEATHERWATCHER HQ. One NRO Delta guard watches the detention trailer at a time. The guards let researchers speak to the detainees unless they have a reason to be suspicious.

Harris occasionally asks whether the Researchers have any further use for the detainees. If they say no, his agents take the detainees away. Forster and Thorp are never heard from again.

Researchers lose 0/1 **SAN** from helplessness if Forster or Thorp dies or if the Researchers later realize the detainees have disappeared.

THORP: Trucker Eddie Thorp was trying to get home through the snow when he reached the checkpoint at 4:33 a.m. When the 20th Group soldiers refused to let him past, he lost his temper and began shouting. His wife Amanda was nine months pregnant. He got out his flip phone and called Amanda's mother Ellie Forster and then called 911 before soldiers detained him and took the phone away. Thorp demands to be released so he can go into town to take care of his wife. A Researcher who adopts a professional and empathetic demeanor can calm him with a **CHA×5%**, **Persuade**, or **Psychotherapy** test. If the test fumbles, Thorp tries to force his way out, pauses in surprise at the scale of the operation outside the trailer, and then is forced back inside at gunpoint. He then has nothing useful to say. If the test succeeds, Thorp says he is worried because he tried to call Amanda at 4:00 a.m. to say good morning, like every day, but she never picked up the phone. He figured she must have just slept in. But then he hit the roadblock. He does not believe stories of a "training exercise." He is afraid and angry.

FORSTER: Ellie Forster, Amanda Thorp's mother, sped over from Russellville after Eddie Thorp's call. Soldiers told her Eddie Thorp was in custody and gave her no information except the "nuclear materials recovery" cover story. She stubbornly refused to go

anywhere and they took her into custody, too. Forster is a nurse and she is accustomed to talking people into admitting things they'd rather not say. She tries to interrogate the Researchers while they are questioning her. She affects a mix of sympathy and humor to get their guard down. Then she tries out an unhappy theory by acting like she knows some people got hurt in town. She heard people talking like Amanda was dead. She just wants to help. They should let her out to help care for people. That's what Amanda would want. This is an opposed test, her **Persuade** skill of 60% against the Researcher's **Persuade** skill. If Forster wins, the Researcher must admit something they would rather keep secret or else lose 1D6 WP. If Forster becomes convinced that Amanda Thorp is indeed dead, she tries to maintain this act but she grows angrier and angrier as the hours and nights pass and weird things develop. The Handler can use this to heighten the tragedy or shocks.

Spectral Readings

Location: Area

Possible Interference: None

Skills: Science (Physics)

The Researchers have many kinds of sensors to look for energy signatures around Willis and Crow Lake.

IONIZING RADIATION: Researchers taking readings across the area with Geiger counters or other ionizing radiation detectors find a light dusting of radioactive fallout from the snow. It covers a rough, elongated oval that stretches seven km northwest from just east of Willis and Crow Lake to the Cedar Creek Reservoir, following prevailing winds.

They also find faint but persistent X-ray and gamma radiation apart from the fallout. See the **RADIATION READINGS** table on page 28. What they find depends on a roll **Science (Physics)** or an equivalent skill. If the roll succeeds, give them readings for 500 m, 1 km, and 4 km taken at points north and northeast of the "hill" submerged beneath Crow Lake, though they may not yet know the "hill" is there. See **CROW LAKE** on page 53 for details. If the roll fails, give the Researchers the readings for 1 km and 4 km at points northeast of Crow Lake.

If they search further they can get more data from the table. Each reading takes about one hour to confirm. Encourage players to mark the results on the **PLAYERS MAP** on page 5. The recommended safe lifetime limit of radiation exposure is 400 mSv.

ORGANIC EMANATIONS: Organic matter, mainly trees, faintly emits extremely low-frequency radiation at a frequency of 13.2 Hz. These signals increase slightly in strength as the Researcher takes reading to the southwest. A Researcher who succeeds at a roll of **Science (Physics)** or an equivalent skill finds the most consistent readings—not strong but consistent—around the northwest shores of Crow Lake.

AMBIENT LOSS: If the Researchers devise a way to test emissions at other parts of the spectrum and succeed at a roll of **Science (Physics)** or an equivalent skill, they find that sources of infrared and lower-frequency radiation emit about 12% less energy than usual. It is as if that energy is being absorbed into the atmosphere or the environment but no remnant of it can be identified. A Researcher who makes a **Science** roll to realize this loses 0/1 **SAN** from the unnatural.

If the Researchers reach this finding and test it specifically at Crow Lake, they find the energy dropoff increases to about 18% at the northwest shore (near the Crow Lake Mounds; see page 53) and nearly 20% on the water directly above the submerged hill (site of the Crow Lake shrine; see page 53).

RADIATION READINGS

DISTANCE FROM THE CROW LAKE "HILL"	AVERAGE HOURLY RADIOACTIVITY
10 m	0.3 mSv (30 mrem)
100 m	0.15 mSv (15 mrem)
500 m	0.1 mSv (10 mrem)
1 km	0.09 mSv (0.9 mrem)
4 km	0.07 mSv (0.7 mrem)
27 km	0.01 mSv (0.1 mrem) (nominal)

Autopsies

Location: HQ

Possible Interference: AFOSI guard

Skills: Medicine, Science (Microbiology)

One or more Researchers may autopsy the frozen victims. An AFOSI guard stands watch outside. Everyone this close to the dead wears a HAZMAT suit.

There are dozens of corpses. Five refrigerated trailers hold up to 24 bodies each on foldup shelves. A sixth is set up as a lab for the Researchers to examine bodies.

The advance teams identified most of the dead from location or personal ID. They took photos of every body and site. Each body has a toe tag with name and address. Working amid such a massive number of the dead costs 0/1 **SAN** from violence.

The autopsies take eight hours of work and require **Medicine** skill at 50% or better or a successful roll. The hours may be divided between Researchers who have enough **Medicine** skill or who have equivalent skill in **Science (Microbiology)**.

Cryogenesis

Analysis of a body suggests death from the cold. Enzymes stopped working. Cells stopped metabolizing. The process appears to have been nearly instantaneous and occurred uniformly throughout the body. Even the quickest known process would have required exposure to extreme freezing temperatures. But there is no sign of cell damage that would occur from ice crystals forming and rupturing membranes in the freeze.

Such an event is impossible, of course, in the experience of human science. If the process could be understood, the possibilities that it implies for space flight and medicine are staggering.

The bodies remain at a constant, unnatural cold, at 0.5 degrees Celsius, only slightly above freezing. They do not thaw. Even exposed to direct heat, the body's cells do not increase appreciably in temperature. The cells do not absorb radiation. Nor do they reflect it. There's no sign of where the outside energy goes.

Needless to say, the temperature drop alone is not enough to explain the condition of the victims.

Individuals who entered the region after the initial deaths seem to be unaffected.

Physicians in the team may guess wildly at some form of new cryogenics technology at work, though they cannot guess the means.

The strangeness of the findings cost each examiner 0/1 SAN from the unnatural, or 0/1D4 SAN for a researcher who has **Medicine** or **Science (Microbiology)** at 50% or better or succeeded at a roll.

Amanda Thorp, wife of detainee Eddie Thorp and daughter of detainee Ellie Forster, is among the dead. Her fetus froze to death with her.

Researchers who take soil and water samples find a similar phenomenon. Even microscopic life appears to have suddenly frozen to death.

A Bloody Reverie

During the examination, the Researcher present with the lowest SAN has a strange, distressing reverie. Give that Researcher's player the details at the end of this event. If the Researcher survives. See **A GHOSTLY VISION** on this page.

What the others present see is quite different. They see no reverie. They see the affected Researcher try to take off their HAZMAT suit's headgear and feed on the frozen dead.

Other Researchers present can attempt to restrain the cannibal. That requires an **Unarmed Combat** roll to pin the seemingly possessed Researcher. Once the Researcher is pinned, they cannot break free and feed.

Shouts or other loud noises draw the AFOSI guard in from outside. The guard joins efforts to pin the Researcher down. If the Researcher breaks free and feeds, the guard shoots the possessed researcher unless other Researchers explicitly tell him to stop.

The Researcher overtaken by cannibalistic urges comes around after a couple of minutes. If that Researcher was restrained before they could feed, that Researcher only loses SAN from the vision.

If the Researcher fed on human flesh and organs before being restrained, that Researcher's SAN loss is 1/1D10 from helplessness and every witness loses 0/1D4 SAN from violence. If the cannibalistic Researcher goes temporarily insane from that SAN loss, they fight to keep devouring human flesh until the temporary insanity passes.

A Ghostly Vision

The psychic, ghostly residue of ancient medicine people is bound to the region by the K'n-Yan shrine, their life-force drained into it in rituals long past. Never dead, they are not quite spirits or ghosts, merely a spiritual will or tendency to influence the psychically sensitive.

A Researcher who is overwhelmed by cannibalistic urges during the autopsies and survives can describe these visions.

If the cannibalistic researcher fails to survive the autopsies, another Researcher experiences this reverie as a dream the next time they sleep. That should be the most psychically sensitive Researcher. For our purposes, "sensitive" Researchers include those with high POW and those with high Art, Occult, and/or Psychotherapy skills, or with any Unnatural skill.

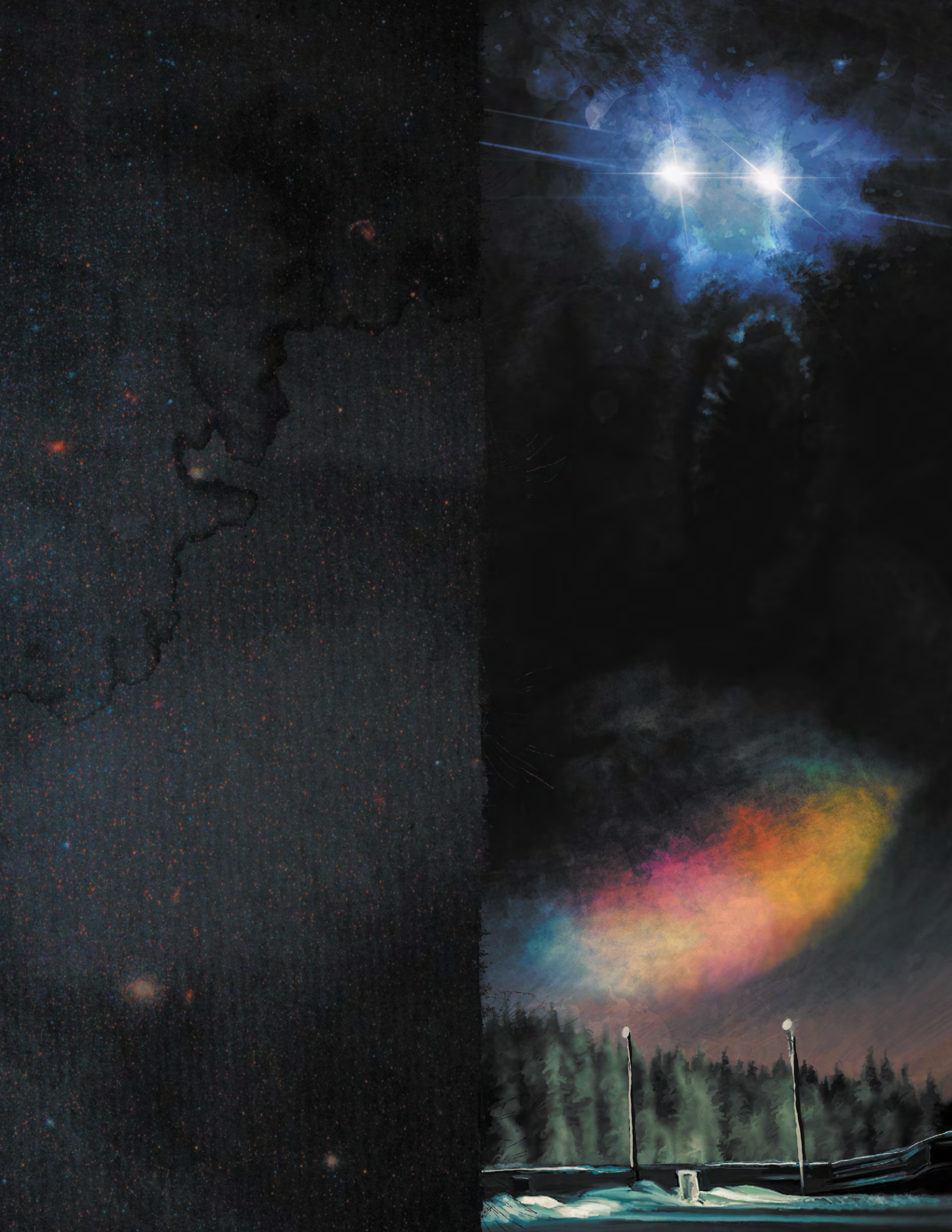
The reverie reveals:

- » Bloody snakes slither across a frozen, forested swamp. They writhe in the loins of shrieking women and men, their fangs dripping blood and poison.
- » Glowing mists shimmer and swirl in the night sky, coalescing into cold green stars. The stars are eyes, great, distant eyes, cold and malevolent and hungry.
- » An enormous mound of red earth rises hugely above the swamp.
- » Vague figures lead the dreamer up a hill and restrain them in a place of pain. This is necessary. The survival of the Night Clan depends on it.
- » The vague figures climb down again and sing strange prayers.
- » The writhing bloody snakes suck up the stars and shimmering mists.
- » Experiencing the vision costs 1/1D6 SAN from the unnatural.

If the seer suffers temporary insanity, they awaken overwhelmed by hunger for the flesh of the dead. They rush to the nearest corpse and feed unless restrained by companions or guards. The Researcher comes to their senses after a few minutes.

Feeding on the dead costs the cannibal Researcher 1/1D10 SAN from helplessness. Or 1D6/1D20 if they fed on Amanda Thorp's fetus.

INCURSION



Wednesday, 23 Dec 1998

In the Researchers' first full day on Operation WEATHERWATCHER, they have many mysteries to pursue. Especially after the night's electromagnetic burst and the weird changes that followed it.

Bimmel tells them what to focus on first: the energy surge, its effects, and a search of Willis for extraterrestrial artifacts. The players can decide who investigates what and when. Other leads that they might pursue are listed in **INVESTIGATIONS OF 23 DEC 1998** on this page.

The players' secondary characters from BLUE FLY make good candidates to search Willis or interview Deputy Dawson.

ESCORTS: The Researchers' security escorts for the day are Agent Motley and Agent Williams. After the late-night incursion, they and all security officers are on high alert. They watch the Researchers carefully. They are ready to assume anyone who is not one of their own is up to something wrong. If a Researcher strikes them as being careful and dependable, Motley or Williams may privately ask if they can count on that Researcher to help them keep an eye out for anything strange. Even a few minutes' warning may save lives. If they draw guns and fire too soon, they say it's for the protection of the team as a whole. See **AFOSI AGENTS** on page 86 for details.

23 DEC 1998

TIME	EVENT
01:43	The Breath of the Wendigo changes all living things in the area. The storm freezes small streams and creeks. The temperature remains so low that the freeze lingers.
05:55	Sunrise.
07:43	The storm subsides.
18:06	Sunset.
19:44	The storm returns.

INVESTIGATIONS OF 23 DEC 1998

INVESTIGATION	LOCATION	HOURS	SECTION	PAGE
The energy surge	HQ	8	Studying the Surge	33
Physiological effects of the energy surge	HQ	2	Breath of the Wendigo	34
Interview Deputy Dawson	HQ	2	Deputy Dawson	40
Search Willis for extraterrestrial artifacts	Willis	16	Searching Willis	40

Studying the Surge

Location: HQ

Possible Interference: Harris demanding complete explanations

Skills: Science (Physics)

A surge in strange energies at 1:43 A.M. gives the Researchers new data if they withstand its horrors. See **THE INCURSIONS** on this page and **INCURSION 1: BREATH OF THE WENDIGO** on page 34 for details. Researchers with versions of **Science (Physics)** or an equivalent skill at 20% or higher, or who make a roll at a +20% bonus, can use their sensors to detail the energy surges. They are the same each night, always seeming to emit from a point in the air about 10 meters above the Crow Lake shrine described on page 53. The **SPECTROMETER GRAPHS** handouts on pages 36–38 show the energy surge second by second.

Extremely Low Frequencies

The Researchers have a device called an SR box, a metal box with knobs and a couple of small screens.

Inside it has technology known to PLUTO's scientists but kept secret from the rest of the world because of the technology's source: crystals recovered from alien "Grey" vessels and repurposed to work with magnetic coils and a dipole antenna to detect extremely low-frequency radiation while filtering out unwanted sources. The SR box is most often used to study global Schumann resonances caused by lightning. It detects frequencies from 3 Hz to 100 Hz. Two seconds before the incursion's bright flash the SR box registers a strong ELF surge at 13.2 Hz. The surge rises in frequency in a split second beyond the limit of the SR box's sensitivity.

Low Frequencies

SLF-microwave analyzers read electromagnetic energy frequencies from 100 Hz to 100 GHz, from super low-frequency radio to microwaves.

High Frequencies

HF-infrared analyzers read from 10 MHz to 10 THz, high frequency radio to near infrared.

THE INCURSIONS

In each of the next three nights, a sudden blizzard heralds the approach of Itla-shua. The storms begin about 7:43 p.m. or 7:44 p.m. Researchers caught outside Willis when a blizzard hits experience freezing conditions. See **COLD** on page 63 of the *Agent's Handbook* for the effects. After the first incursion, most become comfortable in the cold.

At 1:43 a.m. on the first night and at 1:44 a.m. on the next two, the storm hits its peak. Powerful energies erupt around the Crow Lake shrine.

Each character within four km of the Crow Lake shrine loses 0/1D6 SAN, their brains flooded suddenly with the fight-or-flight reflex. Sleeping characters start awake in panic. That includes the 20th Group perimeter guards. As a rule of thumb, about one NPC in six suffers temporary insanity in fit of screaming or fury or collapsing into a weeping pile.

Static floods all radios in the area and rises over the course of a few seconds to a whine beyond audibility.

A brilliant, blue-white flash silently erupts in the snow and clouds over Crow Lake. It illuminates the whole area for an instant and is gone.

Half a dozen bolts of lightning strike the earth around the Crow Lake shrine and light the entire snowstorm blue-purple. A brilliant aurora hangs immediately overhead in a tall corona of blue light.

The snowstorm subsides six hours after that.

INCURSION 1: BREATH OF THE WENDIGO

At 1:43 a.m., in the height of the blizzard, the Researchers experience for the first time the incursion's blast of strange energies. See THE INCURSIONS on page 33.

As the blue aurora lingers over Crow Lake, unseen unless the Researchers have set up cameras or watchers, a terrifying howling begins. It wavers from some point unutterably far above, deeper and more mournful than the wind or any animal of the wild, undulating slowly over long minutes. A moment of silence grips the air again. And then the howling begins again, filling the night. Whatever is up there does not appear on radar.

Everyone caught outdoors and within four km of the Crow Lake mounds is suddenly enmeshed in a thin, wispy layer of frost. Cold-weather clothing or even a tent wall offer no protection. Characters who are underground or inside solid shelters do not suffer this effect.

Each affected outdoor character must make a POW×5% roll or suffer worse. For each who fails, the outer few layers of skin freeze to ice which cracks and breaks, leaving the flesh dead and white. The victim suffers 1D4 damage. If the roll is a fumble, the victim takes 2D4 damage and goes blind for 4D6 hours as their eyelids freeze over. SAN loss is 0/1 from the helplessness if the POW roll succeeds, 0/1D4 if it fails, or 1/1D8 if it fumbles.

Strangely, over the course of about an hour after this event, the cold seems to lessen a little for everyone in the four-kilometer region. Each character's breath no longer blows fog into the icy air. Fingers do not go so immediately numb when exposed for fine work. Tests show that the body temperature of each character has dropped to approximately 5 degrees Celsius (41 degrees Fahrenheit). Something seems to be absorbing body heat and replacing its biological functions with another, unseen energy.

Areas with any artificial heat are sweltering. The normally-chilly command post, at 16 degrees Celsius (60 degrees Fahrenheit), seems to be 47 degrees (117 degrees Fahrenheit) to affected characters. They soon suffer heat stroke there. Realizing this costs each victim 1/1D6 SAN from the unnatural.

Leaving the four-kilometer radius, the effect is far more pronounced. Affected characters begin to cook, scorched as if in an oven even standing in sub-zero night air. They take a point of damage each turn. This costs another 0/1D4 SAN from the unnatural. If none of the Researchers leaves the area, they might hear about it on the radio when another member of the team tries to flee.

Researchers who keep tabs on the perimeter guards find that the soldiers at checkpoints 1, 6, and 7 were not affected by this strange transformation. See the HANDLER'S MAP on page 5.

Survivors revert to normal in a few days after Itla-shua is banished or disappears for the last time.

Reactions

Maj. Farrell maintains a simmering antipathy for the AFOSI leader, Agent Harris. Their mutual dislike begins to boil over with the rising stresses of December 23.

Farrell knows that Harris's people are ready to kill or torture at a second's notice to protect government secrets. BLUE FLY's commanders told Farrell that NRO Delta calls the shots, so that's just how it is. But he does not like it one bit. He thinks the security agents are nothing but assassins. And they take far too much pleasure out of bossing Farrell and his men around.

Farrell's BLUE FLY pararescuemen, and all of the MOON DUST analysts and specialists, take cues from Farrell.

The Researchers may feel trapped between the growing tension and hostility of Farrell and Harris. Play up that paranoia for all it's worth.

To make things worse, Maj. Smidt of 20th Group calls Harris to say most of his men experienced the same symptoms. Four of them are blind from their eyelids freezing. He demands to know whether there's some kind of chemical or microwave device at work here that his men should protect themselves against. Researchers in HQ might hear some of the shouting on Harris's radio. Harris harshly tells Smidt off. From then on, the 20th Group soldiers all wear HAZMAT suits without asking for permission. That raises alarm among visitors who reach the roadblocks. The Handler can play that up further if desired.

Visible and UV Light

UV-visible light meters read from 100 THz to 10 PHz, visible light to extreme ultraviolet. These sensors detect a surge at the flash of visible light.

Ionizing Radiation

Ionizing radiation sensors read from 100 PHz to 300 EHz, X-rays and gamma rays. Comparison with the UV-visible light meters shows the energy emissions continuing to rise in frequency at the same rate, soft X-rays to hard X-rays to gamma rays. The largest proportion of detected radiation is gamma radiation at 511 keV. That value is notable to any Researcher with some version of **Science (Physics)** at 30% or higher as the energy signature of an electron-positron annihilation event, the collision of one electron and one positron resulting in their conversion to two high-energy photons: the transformation of matter to pure energy.

The last split-second release of ionizing X-rays and gamma rays charge atmospheric nitrogen particles, loosing lightning and the aurora. Charged atmospheric particles also mean radioactive fallout in the snow. That makes HAZMAT suits even more necessary. They don't protect against ionizing radiation itself but they keep radioactive particles off the skin.

Studying the Breach

Location: Crow Lake

Possible Interference: Harris demanding complete explanations

Skills: Science (Physics)

A Researcher with the team's sensors, and who has a version of **Science (Physics)** at 50% or higher or who makes a roll, can study the energy patterns above Crow Lake. Analysis points to an emanation point 10 meters above the site of the Crow Lake shrine described on page 53. Studying that point before or after incursions finds that the environment's apparent absorption of energy (see **SPECTRAL READINGS** on page 27) is most pronounced there, rising to a loss of 21% at 10 m above the water and 20% at the water's surface. The loss of infrared radiation makes it distinctly cooler than even the rest of the area. At the same time that point emits ultraviolet and ionizing radiation which spreads across the area around Crow Lake. There is

nothing at that point to explain this radiation and absorption. All these effects literally emerge from thin air. That realization costs the Researchers 0/1 SAN from the unnatural.

Dream Research

Location: HQ

Possible Interference: Bimmel, Farrell, Harris

Skills: Anthropology, History, Occult

Researchers can investigate the contents of the ghostly dream described in **A GHOSTLY VISION** on page 29.

They can contact libraries outside Willis. Details this deep are not available on the Internet in 1998, but a Researcher with the right contacts and skills can have excerpts sent by e-mail or fax.

Midway through this work, Bimmel finds the Researchers and asks why they are pursuing it. She is deeply skeptical. If they make a convincing scientific case, she does not argue. But she warns that the AFO-SI security officers are keeping track of all outside contacts. The Researchers need to take care to reveal not even the faintest hints about **WEATHERWATCHER**.

Play out this research in some detail, especially playing up the Researchers' risk of attracting interest by their NRO Delta watchers. Harris and Farrell both question occult lines of inquiry, but the Researchers could satisfy them by linking the research to "official" theories of the incident. They might claim that old legends relate to evidence of alien astronauts who had contact with humans in the area, for instance. Whether that requires a **Persuade** roll is up to you.

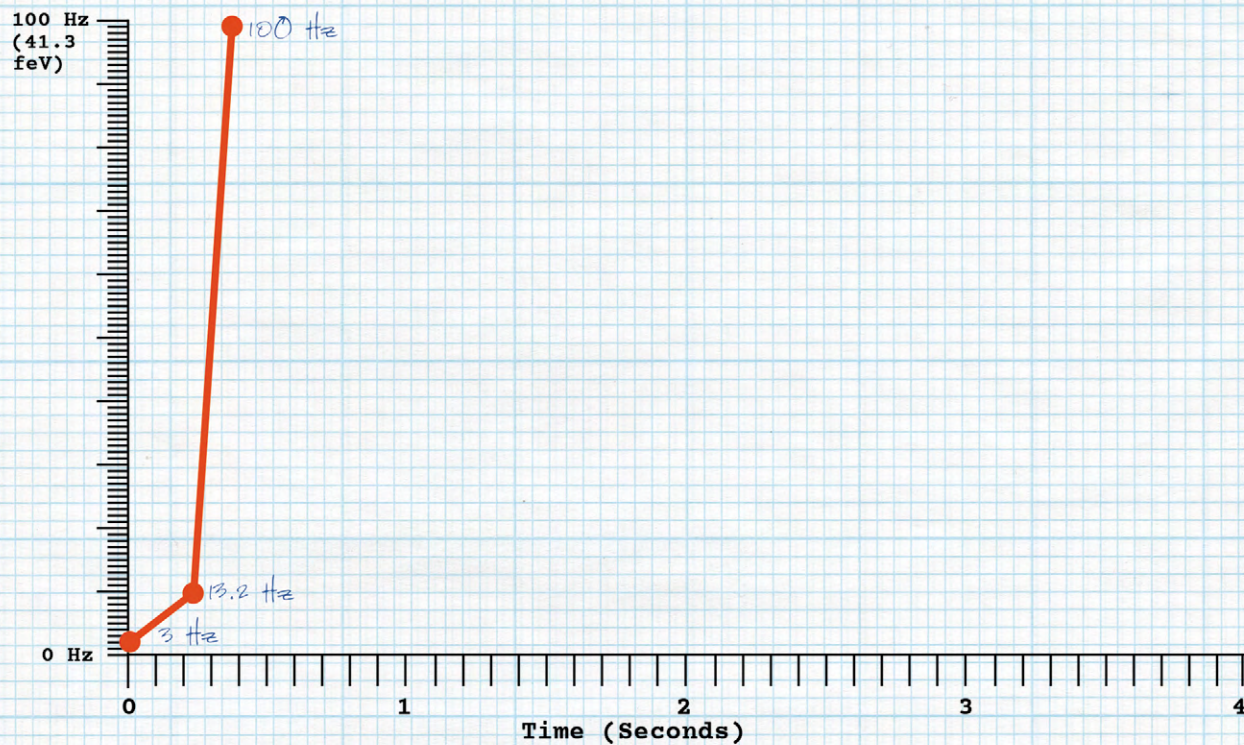
Each avenue of research requires a particular skill at 50% or greater, or a successful roll, after a few hours of work.

ANTHROPOLOGY: Research into the images finds a few hints in Internet files and books on Native American traditions. See **WENDIGO LEGENDS** on page 47.

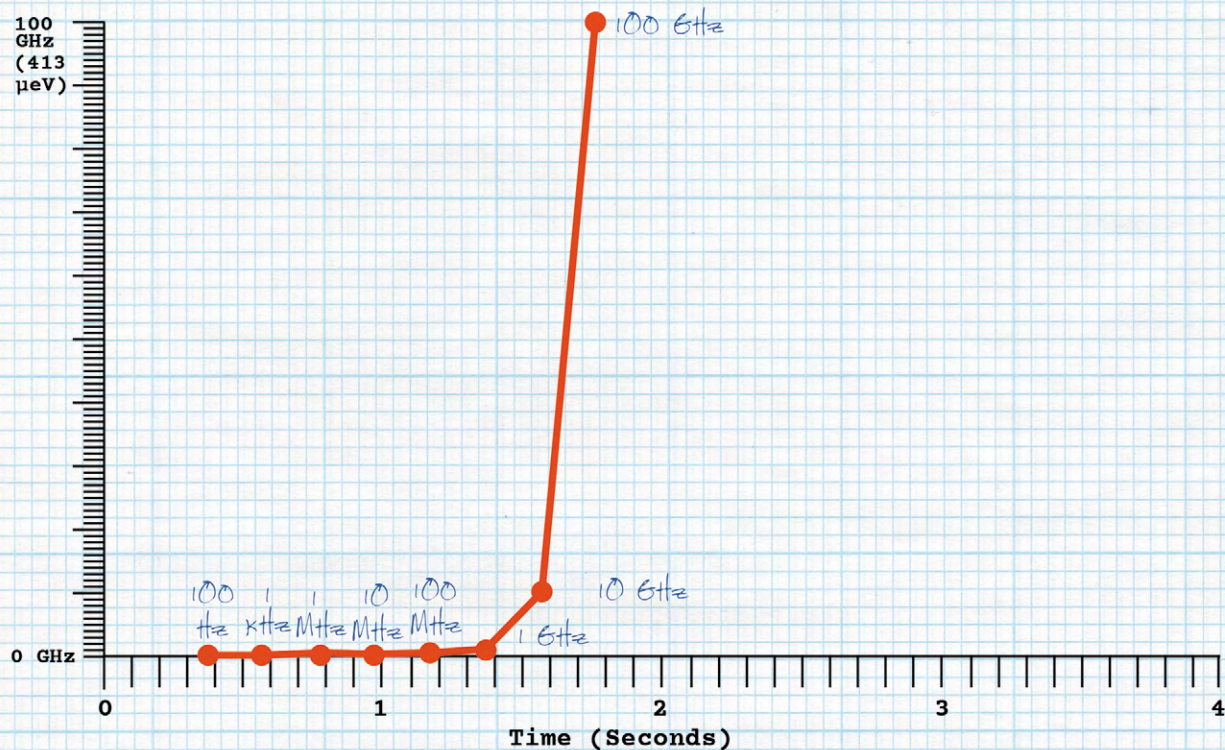
HISTORY: See **PRIMAL GODS OF THE AMERICAS** on page 39.

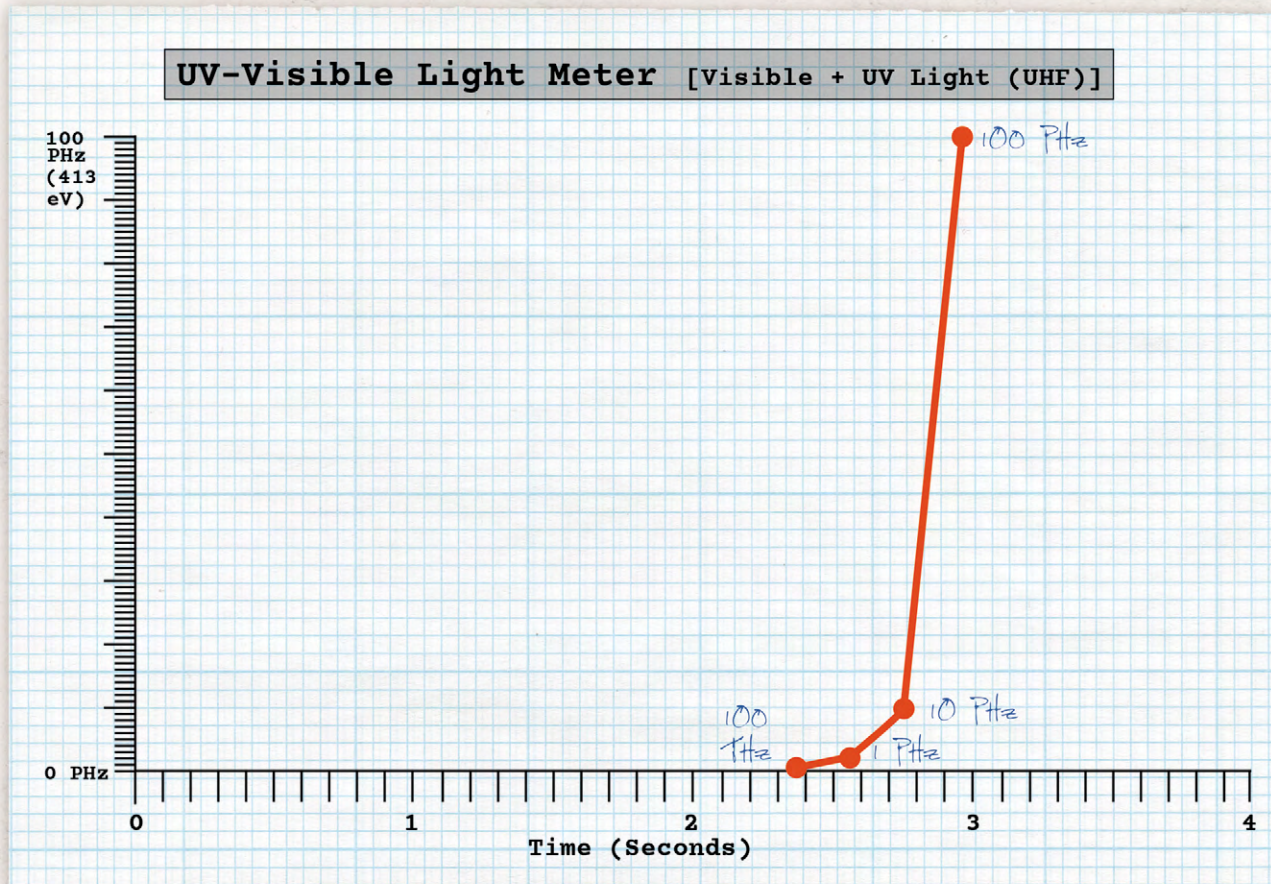
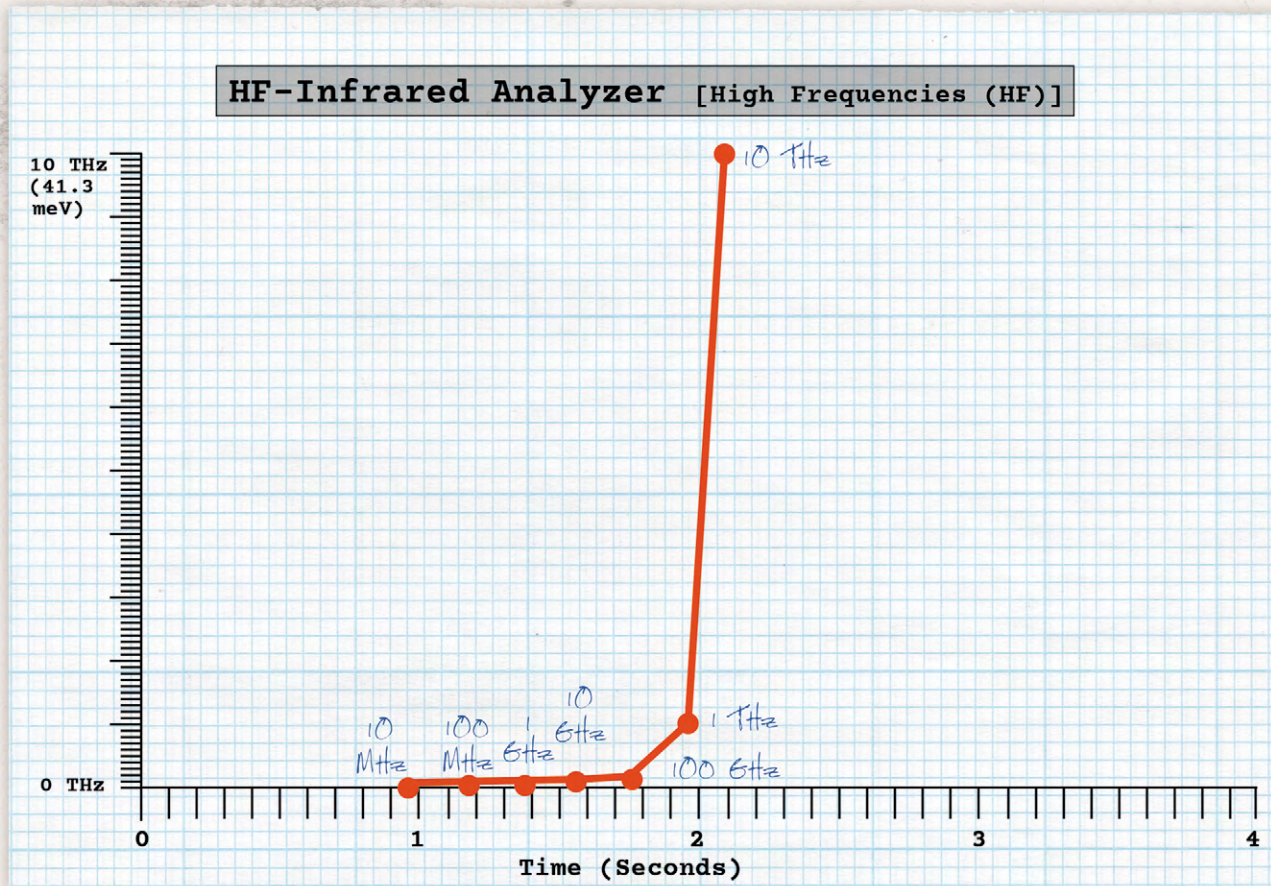
OCCULT: The Agent has heard of some strange theories about the aurora borealis from the U.S. Air Force's operation **BLUE BOOK**. See **BLUE BOOK CASE REPORT** on page 39.

SR Box [Extremely Low Frequencies (ELF)]

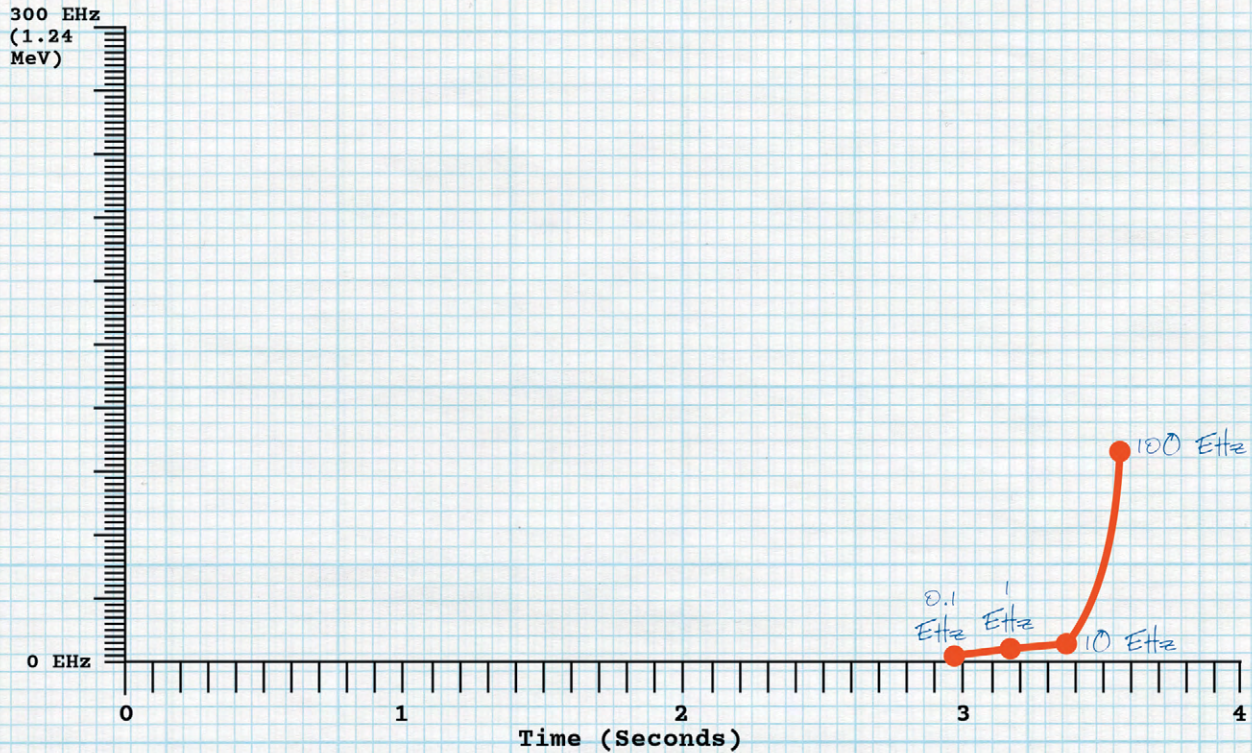


SLF-Microwave Analyzer [Low Frequencies (LF)]





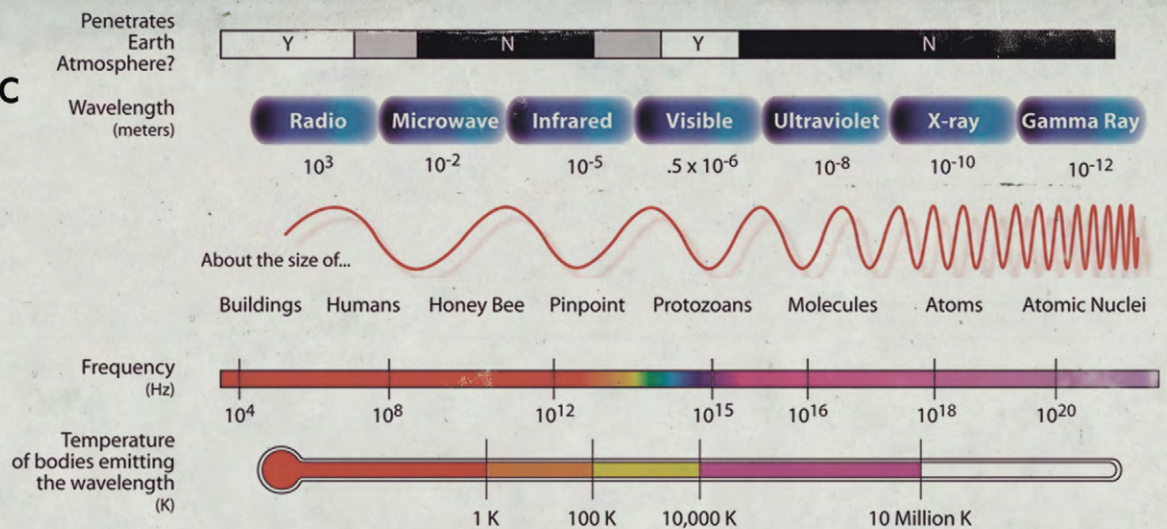
Ionizing Radiation Sensor



Brainwaves

If the Researchers correlate the electromagnetic surges and their inexplicable panic and SAN losses, one who has **Medicine** at 70% or better or makes a roll at a -20% penalty, or who has **Psychotherapy** at 50% or better or who makes an unmodified roll, recalls theories that ELF radiation might resonate with and amplify brainwaves. Fast beta brainwaves associated with the fight-or-flight reflex register at frequencies of 17–30 Hz, the upper range of ELF. That realization costs the Researcher 1 **SAN** from helplessness.

THE ELECTROMAGNETIC SPECTRUM



Subject Project Blue Book
File Number 62-83894

BLUE BOOK Case Report

Case Report, 195408233A1X, Abstract

In February, 1954, two BLUE BOOK officers were sent to the Mackenzie Drilling Works in northeastern Alaska, where a local worker insisted that UFOs had appeared in the wake of a particularly dangerous drilling accident, one in which nine workers were killed when a support pylon gave way and a drill collapsed. The worker, a native Inuit, told supervisors that he saw a "dead rainbow" (that's the closest the translator could get to his meaning) with "stars for eyes" appear before the accident, and that this "rainbow" caused the struts to collapse. The story was met with derision by other workers, but the BLUE BOOK officers were sent when one worker took the trouble to report the incident as a "UFO sighting." The officers quickly determined the "sighting" to be groundless, and nothing was reported of the "dead rainbow" again.

Primal Gods of the Americas

In some native American beliefs, the snake is a symbol of creation, regeneration and rebirth. In a few isolated groups, however, the snake is a spirit of death and destruction, with death and life occupying equally-celebrated places in their beliefs. Much of the confusion around the primal Snake spirit of prehistoric Amerinds stems from a bifurcation of belief which most researchers have failed to address. The primal Ig or Yigg of the central American plains is well-known, of course. Ig is a snake god, and hence is closely connected with Creation myths and the essential elements of primitive life, the weather, and death and birth. However, another spirit known to the primal tribes was Igga or Ishua, the god of storms and winter, hence a god of death and the change of seasons. This duality of belief is integral to understanding the animism of the primordial Amerind tribes and the key spirits which they separately revered. Ig—Snake—became a common god of wisdom and medicine, but Igua was largely forgotten by all but a handful of remote tribes, isolated and warred-upon for their bloody practices in worship of their god's predatory power. It is worth noting that many of the images and carvings crafted regarding Ishua were protective in nature, designed to guard the wearer against the great spirit's power; cf. Phillips, *Thaumaturgical Prodigies in the New English Canaan*.

(Drew Thomasin, *Primal Gods of the Americas*, introduction, Miskatonic University Press, 1939.)

Deputy Dawson

Location: Calling from HQ or Willis

Possible Interference: AFOSI guards suspecting leaks

Skills: None

Deputy Carl Dawson was first to respond to Eddie Thorp's 911 call. Willis is part of his usual beat. He arrived at 4:44 a.m. The soldiers gave him the cover story and turned him away.

Dawson was at the town hall meeting on December 17—on duty but as a spectator, it being a quiet night—when local carpenter and crackpot Howie Parker caused a disturbance.

Parker showed up about 7:00 p.m. and appeared to be drunk. He yelled that the town was cursed. He said everyone had to get up and run before it was too late. He said his grandfather had known about it, "Grandpa Hiram" who died back in the 1940s. Parker said he had friends who had come to warn him. He would not say who those friends were. Parker was a known crackpot.

Dawson took Parker home and made sure he got inside. The inside of Parker's trailer was wallpapered by old newspapers and newsletters, pages torn out of books, and crazy drawings. Parker went to sleep on his sofa and the deputy departed without studying Parker's home in detail.

Searching Willis

Location: Willis

Possible Interference: None

Skills: History, Search

Searching Willis for clues takes about 16 hours divided between the searchers. A Researcher with **Search** at 50% or higher, or who makes a successful roll, gets twice as much done: eight hours' worth of searching in only four hours' time, for example.

Willis is an unincorporated community. Highway 24 runs through the middle of town. Its most prominent sites include:

- » Willis First Baptist Church, doubling as an unofficial town hall and library
- » Seed and Feed, an old grocery store serves local farmers

- » The office of Joe Little, attorney and tax preparer
- » Dr. Ed Loche, a dentist
- » Cabe's Cars, a mechanic's shop and used car lot owned by Lester "Less with Les" Cabe
- » Hank's House, a cafe and tavern

A few houses and mobile homes nearby have wide lawns with sparse green grass, dark dirt, and scatterings of rusting metal toys and tools. The best-maintained home belongs to Elizabeth Brown, a physician who worked in nearby Russellville.

Willis is not a modern town. Most useful information is found in old journals and scrapbooks. Each clue takes a few hours of searching, reading, and cross-checking.

The Researchers are overseen by the AFOSI agents at all times. AFOSI guards drive them around in Humvees and SUVs and try to arrange things so there is at least one AFOSI agent with each group of Researchers.

Hank's House

The local watering hole was hosting a small holiday party for a few Willis residents when they all froze and died. NRO Delta security teams took the bodies, leaving overturned chairs, half-finished meals and drinks, and sagging Christmas decorations. Researchers who search the place carefully find a disposable camera that slid under a counter during the night. Its counter shows 11 photos taken of 24 on the roll. Developing the film finds it all uniformly exposed and blank.

Cameras and X-Ray Plates

If Researchers examine undeveloped camera rolls among the belongings of the Willis dead, they find every film fully exposed and black. If they widen their search they find the same in camera rolls throughout nearby Russellville. And in film plates at dentists' offices and medical facilities. Powerful X-rays washed through everything in the initial incursion.

Note that the incursion's surges are not magnetically powerful. They do not damage digital video tapes, VCR tapes, or computer drives.

The Church and Town Hall

The unofficial town hall holds a library and a couple of meeting rooms. The library includes a repository of old issues of the *Willis Dispatch*, a two-page weekly newsletter written by the librarian, and a videotape archive of interesting news reports.

The archivist was retired librarian Gardenia Hollister. A ledger listing diaries, books, and letters can be found in her office in the church. Some of those are in her cluttered office. Others have notes saying she has them at home, not yet curated.

After seeing the Channel 44 report from 1995, the Researchers can use Hollister's records and old phone books to look up the victims it mentions. Amos McGee lived half a kilometer northwest of Willis. The Williams family lived about 600 meters north of Willis. Harold Kill's farm was about 1.7 km east-northeast of Willis. Leroy Corder died on Crow Lake 4.2 km southeast of Willis.

Hollister's Home

Town archivist Gardenia Hollister, a widow since her husband died in a frozen field in the Korean War, grew a bit odd over the years. Among other things, she became a notorious collector. Nothing ever got thrown out unless it had begun to rot. Furniture is cluttered among spare sewing machine parts and half-finished quilts and old books and letters.

The books and letters are the most overwhelming feature of her home, odd books and letters and diaries from nearly every family in Willis over the years, all strewn and stacked among bookshelves and desks and tables and boxes.

STRANGE EVENTS IN THE HOLLISTER FILES:

- » A 1914 letter from May Eddings to her son Willis Eddings says neighbor Ed Horton froze to death on a mild winter night while out hunting. See the handout on page 43.
- » The diary of Abe Gardner in December 1877 says a deadly chill took the region. Six people inside two farmsteads belonging to the Barney family died of cold. See the handout on page 43.
- » A November 1988 letter from Holly Corder to brother Timothy Corder says some folk think "Jack Frost" is a curse for the massacres and expulsions of the Creek from Alabama.

See the handout **THE SECRETS OF MOUNDVILLE** on this page.

Willis Dispatch, 19 Dec. 1998

Disturbance at Town Hall!

A Willis Town Hall meeting the night of December 17th was disrupted by carpenter Howie Parker. Mr. Parker seemed to be in a daze. He shouted that everyone in town had to leave at once or else suffer an evil curse that his "Grandpa Hiram" had known about.

Howie was laughed down by the citizens at the meeting and escorted out by a sheriff's deputy. Most concluded that he had been hitting the brew at Hank's House a little early that night.

THE SECRETS OF MOUNDVILLE

The defining feature of Moundville Archaeological Park is the widely dispersed arrangement of twenty-nine flat-topped grassy hills or mounds. Most are twelve to fifteen feet tall, but some cover an acre or more and are thirty to sixty feet high. They have been found to contain pottery and post-holes, remnants of old dwellings.

Other discoveries have given archeologists a picture of a farming tribe, perhaps several thousand strong in its heyday, led by a hereditary priest-chief who worshipped a fire or sun god. Moundville was originally surrounded, all three hundred acres of it, on three sides by a mile-long wooden wall complete with towers; the area is bordered on the north by the Black Warrior River.

Originally a thriving town and home to all classes of the tribe, the mounds eventually were occupied only by the priests and nobles; finally they, too, moved out, leaving it a necropolis, used only for burial of the dead. The mounds of Moundville were abandoned altogether around 1500 A.D.



CHANNEL 44 EVENING NEWS, "JACK FROST STRIKES AGAIN"

TRANSCRIPT FROM THE CHANNEL 44 EVENING NEWS, 23 DEC 1995:

ANCHOR: "Tragedy struck the Williams family of tiny Willis, Alabama, last night. Susie Williams, 17, died of exposure in a sudden cold snap. It has local residents wondering just what is behind this peculiar, and deadly, weather condition."

[Cut to the reporter, wearing winter clothes, standing outside a small house.]

REPORTER: "Susie Williams was out walking the family's new puppy, her mother Abby Williams told News 44."

[Cut to an interview with a grieving, middle-aged woman.]

ABBY WILLIAMS: "The dog was still house-training, so she wanted to take him out even though it was so late. She put on her coat and gloves and everything. She didn't walk all that far. She knew better than to walk too far when it's cold out. I don't understand it."

[Cut to a young doctor in a small doctor's office.]

REPORTER (voice over): "Elizabeth Brown was Susie's doctor, and she examined her after Susie was found by a neighbor."

DR. ELIZABETH BROWN: "It was simple exposure. She was outside at the wrong time, and the cold caught up to her. It's a terrible shame."

REPORTER (voice over): "Susie's father says she was hardly the first victim."

[Cut to a grim-looking, middle-aged man.]

JOHNNY WILLIAMS: "I guess it was Jack Frost. Looks like Jack Frost come down to town again."

[Cut to a panning overhead shot of the forest and rivers around Willis.]

REPORTER: "'Jack Frost' is a local nickname for sudden, deadly cold snaps which residents say have occurred around Willis every few years."

[Fade to a series of photos: a plain-looking man in overalls...]

REPORTER (voice over): "Leroy Corder died in 1988 while out fishing. He had been on the lake for less than six hours, according to his wife."

[...a wiry, elderly man wearing blue jeans and a thick fleece coat...]

REPORTER (voice over): "Amos McGee died in 1984 while working on his tractor. He was found underneath the tractor, tools around him, dead of hypothermia."

[...a stocky, fat man wearing overalls and a baseball cap...]

REPORTER (voice over): "Harold Kill died in 1981 in his barn, feeding his chickens. His wife said that only two of the chicks died with him, and the rest were still clucking away around his lifeless body."

[Cut to the news studio.]

WEATHERMAN: "What we call 'Jack Frost' is a rare cold snap that settles in a highly localized area. We think it happens when a certain combination of air pressures and land formations pull down a piece of a cold front coming north from the Gulf of Mexico. But we don't understand the process entirely. The fact is, there's a lot we just don't understand. Maybe someday we'll be able to predict these snaps. In the meantime, be careful, and stay indoors when it's cold out."

ANCHOR: "That's good advice for all of us. A funeral for Susie Williams will be held at Willis First Baptist Church tomorrow."

Dearest Willie,

I hope this letter of December 14, 1914, finds you, Anne and my darling grandson well. It is a bitter season here, not perhaps due to the weather, which has been unaccountably mild since Thanksgiving, but because you are not here to celebrate Christmas with us.

People being people, this warm weather has revived talk of how Ed Norton died in January three years ago. You cannot have forgotten the story the Larson boy raised when he found poor Ed frozen to death near Cross Lake, on a night that cannot have been the less end of 50 degrees. Elizabeth Mackinnon credits the farmers,

J. Clemon and his men have scarcely left me room to breathe. I have only two or 3 bales to pick out twenty acres corn yet in the field no greens yet sold 12 1/2 cents is my limit.

March 19, 1877

The kind reply of D. Harris and his wife Gustaf came to hand today and gave me much pleasure. Sick or swim die or live I shall go to their house with the six cows I owe them before the month is out. I have adopted John's motto when he fell out with Old Hickory.

In my reply I entreated him to come down with his hands to see what might be done to help you. Barney's kin get the farm back in order.

The calamity that befell Joseph and his son last January kills my heart still. It was an uncommonly cold spell, but none hereabouts can account for the conditions their bodies were found in, along with their five cows. Frozen solid, all. Winters much colder have not produced such devilish results to man or beast.

The information from **THE CREEK IN ALABAMA** is available to a Researcher with a **History** skill of 30% or better, or who makes a roll with a +20% bonus.

The Creek in Alabama

The Muscogee Creek received their name from white settlers and traders who referred to the many rivers and streams which coursed through their country. They included many distinct tribes and peoples, mostly bound by the same language, Muscogean. A handful of their old legends and beliefs remain widely known: in one tale, Creek warriors hid in an earthen mound to ambush and defeat a Cherokee war party. They used tobacco to drive away evil spirits, grinding it into the postholes of houses and distilling it into drinks.

In the late 17th century there were around 30,000 Creek in about 50 towns in northern Alabama and Mississippi. Active crafters and traders, they traded at first with English settlers but strife and war soon erupted. Many Creek were driven south to Florida, but the conflicts grew more pronounced with Creek attacks on American settlements in the War of 1812. After an infamous battle in which the Red Stick tribe destroyed the garrison at Fort Mims, General Andrew Jackson was dispatched with a small army to hunt them down.

Subsequent treaties resulted in American theft of vast territories from the Creek. From 1830 to 1842, the Creek, like other tribes, would be forced in entirety to relocate to the Indian Territory, in what would become Oklahoma. The last Creek tribe was forced out of the region at gunpoint in 1850.

Dr. Brown

Dr. Elizabeth Brown's house is packed with old-fashioned files and dusty books and walls filled with photographs of the best moments of the last few years in Willis, Alabama. A graduate of the medical school at the University of Alabama at Birmingham, Dr. Brown has been practicing in nearby Russellville for seven years. A minor clue may be found in her email if a Researcher opens her laptop. It is not password-protected.

From: Elizabeth Brown <docbrown@mindnet.com>
Subject: Re: Howdy!
Date: December 16, 8:47:14 PM CST
To: Carl Carlton <cdcarlton@uab.edu>

Carl:

It's good to hear from you! The small-town practice is just fine. Nothing but ribs for lunch and wine & caviar for dinner, and I only have to work three hours a day! Honest!

But seriously, it's been good here. The winter will be rough for another month or two. It hit pretty hard this year, and it caught a few people off-guard who want to work past dark. It looks like this will be the coldest winter ever. Or at least for the past 100 years, when they started recording things like that.

Singh is a big pussycat. And if he's not already reading this behind your back, you can tell him I said so. You residents just need to learn to handle the pressure, that's all!

On December 15, at 6:21 PM, Carl wrote:

Hey girl, haven't heard from you in a while. How's the small-town practice? Things are about the same as always here in the "big city." Singh is the Great Taskmaster, you know how it is. Well, keep in touch.

Howie Parker

Fifty-six-year-old construction worker Howie Parker drunkenly interrupted a Willis town meeting a few days ago. His remains can be found among the dead of the town.

The deputy who escorted Parker from the town meeting spends most shifts in Russellville.

Parker lived in a single-wide trailer at 12 Shady Lane, the forest road that runs south through Willis all the way to Crow Lake. Outside the trailer stand Parker's battered pickup truck and a trailer holding an old fishing boat that has rarely been in the water. In the bed of the truck lay a shovel and a pick encrusted with mud from the tops of the Crow Lake mounds.

In the trailer's living room Researchers find a small "fish finder" sonar device that attaches to the side of a boat and extends into the water with a small LCD screen at the top. Parker bought it recently and the instructions are on a table nearby. It can reach a depth of 40 meters. Parker owns no fishing gear.

The walls of his trailer are plastered with newspaper and newsletter clippings, pages torn from books, and his own unskilled drawings in colored pencils.

Most of the drawings depict people drawn like an ill-educated white Southern man's conception of

Native Americans. Three sketches and a hand-drawn map stand out.

DRAWING OF SNAKES: Snakes slither into a frozen woodland out of an enormous cavern and writhe over shrieking women and men. Glowing mists shimmer and swirl. Green stars glare from the mist like great, distant eyes, malevolent and hungry.

DRAWING OF A CHIEF: A frightened chief sits in an oversized golden throne atop a hill of red earth under a night sky. The stars shine in many cold colors, some of them coalesced into a mist of blue, purple, yellow, and pale green.

DRAWING OF A SKY-FACE: Through a multicolored mist like the aurora, an indistinct face glares. It is all vague shadow except terrible obsidian eyes that glitter with hunger. A few tiny trees in the bottom of the drawing give a sense of the awesome scale of the face.

MAP OF CROW LAKE: A sketch depicts Crow Lake, near Willis, and a few mounds that stand on the shore of the lake. The mounds lie in an elongated pentagon that points east to west and are labeled "HIRAM?"

Examining the texts for an hour or two finds three of interest: see the handouts **HIRAM BATES SUICIDE NOTE** and **MOUND BUILDER DIES BY OWN HAND** on this page and **TALES FROM THE INDIAN COUNTRY** on page 46.

HIRAM BATES SUICIDE NOTE

Have made five of them now. I thought it was what They wanted but the voices never stop. The dreams never stop. The sky stares down with black eyes like it wants to eat us all. Maybe it will. I mean to sleep in the water so no dreams can reach me. At least I hope they cant. Do not tell little howie. I want him to grow up without my dreams.

Hiram

Franklin County News 4 FEB 1947.

Mound Builder Dies By Own Hand

Hiram Bates of Willis died by suicide on February 3rd, 1947. Bates hung himself at his Willis home, 12 Shady Lane. Bates gained notoriety a few years ago for constructing the Crow Lake Mounds, which some first thought to be archeological discoveries. He is survived by one daughter, Eugenia Parker, and one infant grandson, Howie Parker. His estate will be managed by his daughter.

Modern Creeks

Tales of the Night Clan and the Crow Lake shrine have been long forgotten by most descendants of the Creeks who lived in northern Alabama.

A Researcher who calls the Poarch Creek Band of Creek Indians in south Alabama and Muscogee communities in Oklahoma can attempt an **Anthropology**, **History**, or **Persuade** roll to find an expert. Success can grant the Researcher one of the handouts that the Researchers may have missed elsewhere.

If the Researchers overlooked the clues in Howie Parker's trailer, a Muscogee historian could share the tale from **TALES FROM THE INDIAN COUNTRY** below.

Asking about the Night Clan might turn up an historian who says her great-grandmother told cannibal fairy tales about a "Night Clan" that reminded her a little of legends from the far north: see **WENDIGO LEGENDS** on page 47.

A Researcher with an occult bent might have a conversation with a likeminded expert who sends the information found in **PRIMAL GODS OF THE AMERICAS** on page 39.

And so on.

be as close to each other as brother and sister, father and son. The group that was farthest east and first to see the sun, praised the wind that had blown the fog away.

They called themselves the Wind Family, or Wind Clan. As the fog moved away from the other groups, they, too, gave themselves names. Each group chose the name of the first animal it saw. So they became the Bear, Deer, Alligator, Raccoon, and Bird Clans. However, the Wind Clan was always considered the first clan and the aristocracy of all the clans. The Master-of-Breath spoke to them: "You are the beginning of each one of your families and clans. Live up to your name. Never eat of your own clan, for it is your brother.

"You must never marry into your own clan. This will destroy your clan if you do. When an Indian brave marries, he must always move with his wife to her clan. There he must live and raise his family. The children will become members of their mother's clan. Follow these ways and the Muskogean will always be a power-

ful force. When you forget, your clans will die as people."

Magic set boundaries on Indian society in other ways as well. To the Apache hunter it defined his relationship with his prey. The wolf he hunted might in truth be the trickster god Coyote Spirit testing his resolve and honor. For this reason, the brave prayed his thanks and respect over a fresh kill before taking it back to his tribe.

Magic also served to ward tribes against external dangers, both natural and supernatural. An English trader and trapper told of wintering for a month with a Creek tribe in 1775, when the tribe wore amulets and sang prayers for a whole night while hundreds of serpents hissed outside. The tribe told the trapper that the serpents would protect them from the ice spirits that came from the people of the tribe in the time of each grandson's grandson.

A missionary living among the Penobscot in 1621 heard tales of the Moon Spirit, a fearsome trickster god who came once a generation

Wendigo Legends



The wendigo is an evil spirit in the myths of Algonquin tribes of Canada. Similar spirits are known by different names to other Native American tribes. When the wendigo possesses someone, the victim becomes savagely violent and overwhelmed with the desire to eat human flesh.

In some tales, the gaunt and ash-en-skinned wendigo is powerfully strong. Some tribes describe the wendigo as a giant. Some legends describe the wendigo as having skin of stone. Others say that mosquitoes or biting black flies are the remnants of a hungry wendigo after a tribe tricked it into falling into a firepit, which caused its stony heart to crack and explode. Some tribes once employed shamans to kill those possessed by the wendigo.

REVELATION



Thursday, 24 Dec 1998

Thursday begins with another incursion of strange energies over Crow Lake and another episode of widespread transformation, more terrible than the last. Bimmel gives the Researchers no orders or priorities. She assists where they ask. Otherwise she dives into her own obsessive yet useless lines of research.

Researchers may find themselves exhausted before the day ends, breaking down as they run out of WP and forced to retreat to their trailer for rest. Emphasize the heightened tensions that they find when they emerge and the dangerous steps that Harris has taken.

ESCORTS: The Researchers' security escorts for the day are Agent Gibbs and Agent Robertson. After dead animals rise in the night, they are deeply paranoid. They point submachine guns with laser sights at every movement. A Researcher who rubs them the wrong way is likely to be placed in custody with zip-ties and jammed into a detainment cell back at headquarters, accused of trying to sabotage the operation. Agents who cooperated with other agents might get help from them in a crisis, but Gibbs and Robertson are likely to see that as layer upon layer of deadly betrayal. See **AFOSI AGENTS** on page 86 for details.

24 DEC 1998

TIME	EVENT
01:44	Animals that froze under Itla-shua's power on December 21 rise as ravening wendigo beasts. The storm freezes sluices and large streams and creeks. Meteorologists warn of flood risk that will rise with the thaw.
05:56	Sunrise.
07:44	The storm subsides.
18:03	Sunset.
19:19	Increasingly paranoid mission leaders argue over a murderous contingency code-named PURGATORY. The Researchers may have a chance to change their minds or interfere.
19:44	The storm returns. The entire area freezes over. Even Crow Lake is capped with thin ice. Waterways are stopped.

INVESTIGATIONS OF 24 DEC 1998

INVESTIGATION	LOCATION	HOURS	SECTION	PAGE
The apparently reanimated dead	HQ	4	Dead Beasts and Children	52
Crow Lake as an incursion nexus	Crow Lake	4	Crow Lake	53
Examining the shrine	Crow Lake	4	Studying the Shrine	56
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INCURSION 2: WENDIGOWAK

At 1:44 a.m., the bizarre energies and sounds return. See THE INCURSIONS on page 33. A terrifying, impossibly protracted howl echoes again over the country; see INCURSION 1: BREATH OF THE WENDIGO on page 34.

The snow strangely clears over the Crow Lake shrine, though the air remains just as bitterly cold. Any character near Crow Lake sees within the blue aurora black eyes that stare, boundless, mournful, inhuman, hungry. Seeing them costs 1/1D10 SAN from the unnatural. (If the Researchers stay close to base, have a BLUE FLY unit suffer and report the experience.)

Before sunrise, dead animals within four kilometers of the Crow Lake shrine stagger up to a semblance of life: half-frozen, wild-eyed, and crusted with frozen saliva and blood. The largest that stirs is about 40 kg. Human children, house pets, wild dogs, fish, coyotes, small deer, opossums, and even a baby black bear stumble toward the nearest living things. They seek warm flesh and blood to consume, even the herbivores who cannot take nutrition from it. Even fish that cannot rend flesh swarm around swimmers in Crow Lake. Bass, brim, catfish, and carp try uselessly to chew through wetsuits and make dives more risky by imposing a Swim penalty of -20%.

Many stumble and die again before they consume living flesh. Those who consume living flesh gain terrible vitality. See WENDIGOWAK on page 90.

Researchers outside come under attack by a handful of the beasts. If the Researchers are all safe indoors, they see or hear 1D4 guards shockingly brought down, half AFOSI and half BLUE FLY. The Handler can decide how many pursue the Researchers: one, then more, as many as needed to turn suspense to terror.

Harris's Paranoia

Harris has dealt with alien technology before and has seen its effects. When the dead rise, Harris begins to see security threats everywhere. He tells his agents to start detaining team members and make plans to take them offsite for murder and quiet disposal under the guise of accidents. They start with Bimmel, whose loathing of them they know full well. They look for chances to catch individual BLUE FLY members alone and without support.

They soon turn their increasing paranoia on whichever Researchers have been most hostile or least cooperative. At his most deranged, Harris accuses his least favorite Researcher or BLUE FLY operator of being a plant sent by Delta Green. If they find that baffling, he says he knows all about his team's "slimy twin" out there, infiltrating and sabotaging. Unless the Researchers talk him down, Harris tries to kill the "infiltrator." That exchange could become a thread for a larger campaign bringing the Researchers and Delta Green together.

Farrell's Denial

Farrell firmly believes in the human capacity to understand and overcome all challenges. He dismisses occult or mythological explanations out of hand. As the operation progresses and Farrell loses SAN, he sinks into irrational denial about the rising unnatural threat of Ila-shua. That leads him to overconfidence. His priorities and decisions become increasingly wrong-headed, dangerous, and inflexible as the threats rise. He orders the BLUE FLY commandos and the Researchers into the most catastrophic dangers with the perfect conviction of courageous patriotism.

Post-Death Cell Activity

Something triggers intercellular communication, awakening cells and the connections between cells. That unknown agent or factor seems to trigger energy transfer within and between cells. A reactivated cell transmits signals to neighboring cells. Energy appears in those cells. Cellular metabolism begins. Those cells transmit to others.

The source of this energy seems derived from existing chemical reserves in the body. There is no breathing, heartbeat, circulatory activity, or conventional respiration. There is no intestinal motility. Electrical activity is detectable in the body, and correlates with movement, but is not present in the brain at anything like normal levels. What brain activity there is seems diffuse, random, and disorganized.

There is no observable cell division, protein, mRNA or DNA synthesis. The usual chemical messengers (such as ATP and cAMP) are present, but at lower levels than normal, and don't seem to be replenished when depleted. The reanimated cells seem to be running on what they had available when they were frozen.

What you never see is the cause. It is as if you are studying the negative space left by that unknown factor: some unexplained gathering of organic compounds, molecular energy that seems to coalesce from nothing like quantum particles from a probability cloud.

The good news is that the activity seems to be slowing. Active cells seem likely to return to inert states after about 24 hours.

Thursday's Investigations

Dead Beasts and Children

Location: HQ

Possible Interference: Harris demanding immediate destruction of all infected beasts

Skills: Medicine, Science (Microbiology)

Examination of the wendigowak reveals consistencies with what the Researchers found in **AUTOPSIES** on page 28. The new issue is how and why chemical signals and energy spontaneously began communicating between dead cells.

Researchers with **Medicine** 50% or higher (or who make a successful roll) and **Science (Microbiology)** or a related skill at 50% or higher (or who make a successful roll) find intriguing cell activity even in beasts that have returned to a state of apparent death. See the handout **POST-DEATH CELL ACTIVITY** on this page. The examination costs each Researcher with a necessary skill 1/1D4 **SAN** from the unnatural.

Examination of a reanimated child finds strange signs of intelligence. The child reacts and perceives but is uncommunicative and seems possessed of instincts and perceptions that have nothing to do with humanity. It watches and schemes for a way to escape its bonds and feed.

Crow Lake

Location: Crow Lake

Possible Interference: Harris trying to micromanage

Skills: Pilot (Boat), Survival

Crow Lake sprawls across lowlands near Willis. It was formed by the Tennessee Valley Authority damming waterways in the early 20th century. Before that, it was a valley with woods, creeks, and hills. Now it's used for fishing and recreational boating.

The most immediately striking feature of Crow Lake is the presence of the Crow Lake Mounds, just off shore. The five mounds lay in an elongated pentagon that points east to west. Each is about four meters tall and 10 meters in diameter. The mounds superficially resemble the much larger mounds found in some ancient Native American habitations but they are much newer. They were built in the 20th century by Hiram Bates, grandfather of Howie Parker. See **HOWIE PARKER** on page 45 for details.

Under the snow, the mounds are covered in the same thick, rough grass as the ground. A Researcher who hikes to the top finds that each mound is still disturbed from having been recently dug up (by Howie Parker with pick and shovel) and filled again. Digging them up again finds a jumble of artifacts left by Parker: the bones of local garden snakes, Native American-style dreamcatchers bought from Wal-Mart, and twisted clumps of copper wire shaped roughly like chairs: deranged impressions of the K'n-Yani shrine seen in dreams.

The Researchers could examine the lake with a boat equipped with sonar such as a fish-finder. That can be found at Howie Parker's trailer and on half a dozen fishing boats in sheds around the lake. That occurs to a Researcher who has a boat-related **Pilot** skill at 10% or greater (or who makes a roll at +40%), or **Survival** at 50% (or who makes a roll). Using the fish finder takes a few hours per attempt.

Scanning with sonar finds the lake is surprisingly deep, over 20 meters in some places, except for one anomalous feature: near the shore, close to the five mounds, the lake floor rises steeply to a wide hill, about 15 meters tall and 60 meters across. The water is only six meters deep over the hill.

The Shrine in the Lake

Location: Crow Lake

Possible Interference: Harris demanding immediate demolition of the artifact

Skills: Archeology, Craft (Mechanic), Military Science, Persuade, Science (various), Swim, Unnatural, special training in SCUBA gear

Buried in the hilltop is a large, twisted conglomeration of metal and crystal. It does not appear on fish-finder sonar but can be picked up with a metal detector or with a Geiger counter or other detector of ionizing radiation. The X-rays and gamma rays that it emits are not fully blocked by the water in between.

The Researchers could dive to inspect the site using diving equipment from the **BLUE FLY** team's lockers. A Researcher needs special training in SCUBA gear to use the equipment safely. Attempting to use it without special training requires a **Swim** roll. If that fails, water floods the system. The swimmer needs another **Swim** roll to get to the surface before drowning.

The lake is not quite frozen over but the water is bitterly cold. Probably all Researchers had their body temperatures drastically reduced by the first incursion. They find it as comfortable as a warm bath. Realizing that costs 0/1 **SAN** from the unnatural.

Diving with a waterproof Geiger counter leads the swimmer directly to the surface of the submerged hill. The source of the radiation is under about a meter of submerged earth. It emits about 30 microrems or 0.3 microSieverts per hour, well above normal but not acutely dangerous. The shrine's radioactivity falls off to nominal in about 10 meters.

The strange conjunction of metals and crystalline shapes is the ancient shrine built by the sorcerers of K'n-Yan to placate and ward away the Wind-Walker. The shrine depicts no specific shape or symbol but it was obviously fashioned with some unknown meaning. Its shape vaguely suggests a dentist's chair for a patient six meters tall.

Security Reaction

Harris's AFOSI agents watch the Researchers' work at the lake with increasing suspicion. In their rising paranoia they see the shrine as the immediate threat.

They see interest in studying it as a desire to spread and increase that threat. They argue for destroying it immediately with demolitions and detaining its most avid researchers for interrogation as to their genuine loyalties. They back down if BLUE FLY airmen back the Researchers. But they privately start making plans to eventually take everyone down.

Exposing the Shrine

The dam that created Crow Lake has no spillway. The lake cannot be drained short of destroying the dam. But any Researcher who succeeds at a roll with **Pilot (Boat)**, any type of **Military Science**, or **Science (Engineering)** while discussing options for draining the dam thinks of an option. A character rolling **Military Science (Sea)** gets a bonus of +40%. They could build a cofferdam, an enclosure built within a water body to allow enclosed water to be pumped out. A cylinder of welded sheet plates at least six meters high and eight meters in diameter could be lowered around the shrine. But it would take 48 hours for an outside contractor to build it while the Marine Corps sends a

Sikorsky CH-53E Super Stallion heavy-lift helicopter to hoist the eight-ton steel cylinder into place.

Retrieving the Shrine

Farrell's men can suit up and dive for the shrine but they are careful not to touch it. The BLUE FLY team attaches hooks and cables to lift the shrine off the hill by boat or helicopter and deposit it on the shore. It is shockingly light for a structure that appears to be mostly gold. It can be secured on a flatbed trailer for transportation. It is too large for a smaller conveyance, like Howie Parker's boat trailer.

In the Shrine

A Researcher who experienced disturbing visions during the autopsies has a powerful compulsion to sit in the gleaming metal of the shrine as upon a throne. Denying the urge costs 1 SAN from helplessness. Sitting in the shrine by day lends that Researcher a sense of calm and a deep sense that they are doing something right.



If a living human sits in the shrine at night, it suddenly seems to come alive. Wiry metal filaments snake up through clothing and protective gear to seize and pierce the character's flesh. The filaments pierce clothing and armor and sink deep into the tissue of extremities and the torso, inflicting 1D6 damage and holding the victim in place. Agony spreads from the physical tissue trauma and from sudden electric shocks like damaged nerves twinging and a sudden sense of appalling cold. **SAN** loss from the unnatural is 1/1D8 for the victim and 1/1D4 for witnesses.

The seized victim has a vision. It overtakes all their ordinary perceptions, replacing what they see and experience of the world. They look up from the shrine to a star-filled sky where a great aurora shifts blue and purple. They think of the strange chair as a shrine. They feel deeply that it is good to be in the shrine. Fearful but good. It is necessary. All around stand strange men and women. They wear simple loin-cloths and intricate jewelry of copper, gold, and mica. They have yellow-grey skin, broad noses, and high foreheads and cheekbones. Their hair grows black or brown or wiry red hair from a large, wide skull which elongates strangely in the back. A few brown-furred mastodons carry great sacks filled with shining things. The mastodons are about half the height of the strangers. One stranger leans near the victim and silently raises a hand. He sings a low song to send some terrible force away. The language is utterly lost and forgotten yet the victim somehow understands fragments: "Owner of the sky, father of owls, lord of the ice that burns, Leng-walker, wind-walker, depart in contentment." Agonies lift the dreamer's spirit into the sky. It feels as though something within the victim tears loose along with something in the substance of space itself. The vision costs 1/1D10 **SAN** from the unnatural. It does not recur for that victim or another.

The Shrine's Victim

A victim seized by the shrine feels a constant buzzing sensation like the running of a low-level electric current.

The shrine's victim does not die. The shrine seems to channel some otherwise undetectable energy into the victim's body, triggering constant reactions to keep

cells functioning. Researchers who studied the reanimated dead find it consistent with the phenomena described in **POST-DEATH CELL ACTIVITY** on page 52.

Even if the victim is seized underwater and drowns, the shrine does not let go. The victim never goes below 1 WP or 1 HP. And the victim recovers 1 WP and 1 HP per hour. That realization costs 1/1D6 **SAN** from the unnatural for the victim and 1 for each witness.

Studying blood and tissue samples of the shrine's victim requires **Medicine** or appropriate **Science** skill (most likely **Biology** or **Microbiology**) at 50% or better and a roll. If the roll succeeds, the Researcher finds that the victim's cells are losing heat energy. The processes that produce cell activity and create body heat still occur, the same as in the other Researchers. But the heat that should be created is not there. It seems to evaporate immediately upon production and simply vanish. The victim's body temperature is slowly dropping. Within 24 hours it will match the ambient temperature. This costs 0/1D4 **SAN** for the scientist conducting the study.

If the Medicine or Science roll fails, the Researcher finds that the victim's body temperature is slowly dropping for no apparent reason. This costs 0/1 **SAN** for the scientist conducting the study. Learning of their falling body heat costs the shrine's victim 1/1D6 **SAN** from helplessness. The shrine's constant maintenance of the victim's HP means falling body heat poses no danger.

A victim can be freed from the shrine by cutting away filaments with a welding torch or laser cutter. That requires a roll with **Craft (Mechanic)** or an equivalent skill at +20%. Failure means the filaments are so intricate that the victim can be freed only by inflicting another 1D6 damage. A fumble inflicts 1D6 damage without freeing the victim. A freed victim can return to the shrine or another victim can sit in it. It awakens at night and traps them in the same way.

The Shrine in an Incursion

During each incursion, the shrine erupts in overwhelming electrical energy. The victim takes 1D10 damage as the shrine seems to sap their very life-force. A Researcher with any **Medicine** skill would be quick

to correct that characterization, of course. It stinks of the pseudoscience of vitalism.

The victim must also make a **Luck** roll or suffer temporary eye damage, everything going blurry. If it fails a second time, the damage is so severe that the victim requires surgery and corrective lenses to ever see properly. If it fails three times, the victim is permanently blinded.

With a victim in the shrine, each incursion affects a smaller radius and fewer victims. Instead of a radius of four km it affects a radius of 3 km if the victim's POW is 12 or lower, 2 km with POW 13–16, or 1 km with POW 17 or 18.

Moving the shrine away from the submerged hill increases its demands on the victim. Add +1 damage for every 500 meters the Researchers move the shrine.

Studying the Shrine

Gold and electrum are wrapped among another metal, unrecognizable to modern geologists. The metals are twisted and fashioned with great precision, delicate yet unpleasant, around contorted crystalline shapes of no known mineral.

A Researcher with **Archeology** at 70% or higher, or who makes a roll at –20%, realizes that the shrine is similar to a small number of other artifacts that have been found in North America and never positively identified. A few scholars theorize that those artifacts were produced by a widespread native culture of the Neolithic past. Others scoff at that speculation and say the similarities are coincidence.

A Researcher with **Unnatural** at 25% or higher, or who makes a roll at +20%, recognizes symbols that indicate some form of warding ritual.

Researchers studying the shrine with their sensors find it has a faint ultraviolet glow along with its faint radioactivity, invisible to the human eye. It emits ELF radiation at 13.2 Hz. There is no power source or light source to explain it. The realization costs 0/1 SAN from the unnatural. If a victim is seized by the shrine, the shrine's ELF emissions change to exactly match the victim's brainwaves. That realization costs another 0/1 SAN from the unnatural.

The metals react to light and energy strangely, refracting them as much as reflecting. That property

reminds scientists of crystalline structures of biological origin such as fossilized amber. The metals utterly defy identification.

Protecting the Sacrifice

Researchers studying the shrine could seek ways to reduce the harm it does to the victim or to increase the power that goes into it. They might attempt to conduct energy from other source. They might come up with their own schemes that seem feasible.

Possible power sources include:

- » Power lines
- » Electrical generators
- » Chemical batteries
- » Lightning rods to attract the lightning that accompanies each incursion and channel that energy back into the shrine
- » Nonhuman living animals
- » Other human victims

Such a scheme requires a series of skill rolls. Each takes 2D4 hours. The more tests that succeed, the more effective the scheme.

A Faraday Cage

The Researchers could attempt to give further protection to the shrine's victim by building a Faraday cage around the victim and the shrine to reduce harmful energies from the incursion. This calls for a **Luck** roll to find the best possible tools and equipment and a roll of **Science (Physics)** or an equivalent skill to design the best cage with what they have.

If both fail, the cage offers no protection whatsoever.

If one roll succeeds, the Researchers manage to build a screen that absorbs and grounds low-frequency radio waves. It grants the shrine's victim Armor 3 against each incursion's damage.

If both rolls succeed, the Researchers build a cage of solid sheets that block a very wide range of the electromagnetic spectrum. It grants the shrine's victim Armor 5 against each incursion's damage.

There is a down side to a successful Faraday cage. When *Illa-shua* manifests in the final incursion, the shrine's victim must make a **Luck** roll. It is at a –20% penalty if the cage is built of solid sheets with maximum protection. If it fails, the screen also protects *Illa-shua* and the banishment fails.

- » **Science** (**Engineering** or the equivalent) can study how energy moves into and through and out of the shrine.
- » **Science** (**Physics** or the equivalent) can calculate what levels of power need to be delivered and when.
- » **Craft** (**Electrician** or the equivalent) can wire everything up correctly.
- » **Medicine** or **Surgery** can alter the victim's connections to minimize energy going in and out, or it can connect other living victims to the shrine.

Compare the number of successes to the number of failures. A critical success counts as two successes and a critical failure counts as two failures. Each failure cancels out one success. Remaining successes, if any, are their "net successes."

For each net success they can either reduce harm to the victim or reduce the incursion's scope:

- » Grant the victim Armor 2 against damage from the incursion and the shrine.
- » Decrease the radius of each incursion's effects from 4 km to 3 km, 3 km to 2 km, 2 km or 1 km, or from 1 km to a minimum of 500 m.

Moving Headquarters

Location: HQ

Possible Interference: Harris, if the Researchers have irked him

Skills: Persuasion, Science

Having determined the extent of the incursions' effects, the Researchers may try to persuade Harris to move WEATHERWATCHER headquarters beyond that radius for the safety of the team. That calls for either a **Persuade** roll or an appropriate **Science** roll. If it fails, Harris says they can't afford to waste that much time and need to focus on their mission.

The PURGATORY Debate

Location: HQ

Possible Interference: AFOSI guards

Skills: Alertness, Stealth

After the rise of the wendigo beasts, Harris and his NRO Delta killers are well on the path to irrationality. Researchers at the camp see a distraught agent

pursuing an irritated Harris into the headquarters trailer. Harris tells everyone else to get out. If the Researchers quickly think of a way to eavesdrop without getting caught, they can hear enough to become afraid. At the Handler's discretion it may require an **Alertness** or **Stealth** test to avoid being harassed and threatened by guards and increasing their suspicion.

Agent: "It's time to call in **PURGATORY**. This isn't a recovery mission anymore. It's time to clean house."

Harris: "And what if they tell us to sit tight? You really want to know what those things feel like? Because I don't."

Agent: "We pull out to the perimeter first. You, me, whoever's worth saving. Whatever's out there, it needs to die. It and everything it's infected. Let's get the hell out of here and call in **PURGATORY**."

Harris: "We'll see."

Investigating PURGATORY

Location: HQ

Possible Interference: AFOSI guards

Skills: HUMINT, Science

Researchers not already informed about PURGATORY are not supposed to be told anything about it. If they asks one of the BLUE FLY team members about PURGATORY, he or she goes carefully blank and escorts the Researcher to Maj. Farrell, at gunpoint if necessary. Farrell first denies the word PURGATORY means anything, then requires the Researchers to say where they heard it and in what circumstances. A **HUMINT** roll can tell the code-word makes him afraid.

If the Researchers say Harris was talking about calling it in, Farrell gets grim. How he responds depends on what has happened so far and what Farrell thinks of the Researchers. If the Researchers have impressed him as being reliable and trustworthy, he may say that PURGATORY will kill everything in the area. He nods to the off-limits helicopters and says they have infrasonic weapons that can kill living things without a lot of disturbance or drawing unnecessary attention. It can be cleaned up and given a cover story afterward.

A Researcher with an appropriate **Science** skill at 20% or higher knows that infrasonic weapons do not

have such severe effects. Sound waves disperse too rapidly in the open air.

If Researchers say they don't believe such a weapon exists, Farrell says engineers in Bimmel's program built it out of what he calls "Black Box" technology. He says that with a knowing look. If the Researchers act confused, he does not explain and says never mind. He saw a similar device tested in Desert Storm and it worked just fine.

Dr. Bimmel and Dr. Merlo know everything there is to know about the PURGATORY devices. They are required to treat it with the strictest secrecy. Bimmel at least takes that seriously.

Capt. Lukman and his crew know how to use the PURGATORY devices. They know they are sonic weapons with short range, effective against organic matter but with little effect on inorganic matter. They too are sworn to strict secrecy.

Stopping PURGATORY

Location: HQ

Possible Interference: AFOSI guards

Skills: Persuade, Psychotherapy

If the Researchers want to stop Harris from calling in PURGATORY, they could attempt to sabotage the task force's communications gear. That is a temporary solution. Harris can get a radio from the perimeter guards.

They could try to talk Harris out of it. That is enormously dangerous. Harris's first instinct is to have them disarmed, detained, and interrogated as threats. They have to swiftly talk him down. That

could be done with a **Persuade** test at -20% due to his paranoia or with a **Psychotherapy** test to defuse his paranoia. Or it could be done by convincing Harris that destroying living biological samples with PURGATORY would ruin a uniquely powerful research opportunity. That requires an appropriate **Science** roll.

The Researchers could instigate a confrontation between the BLUE FLY team and NRO Delta. It would not take much to convince Farrell and his men that Harris means to have them ordered to stay in place while their comrades in the PURGATORY gunships kill them. That could lead to a tense stand-off as Farrell demands that Harris relinquish command. And it could lead to a bloodbath as Harris's men start murdering the BLUE FLY airmen as they hesitate. If Harris hears that the Researchers were involved, he says the Researchers are responsible as saboteurs. That may confuse the BLUE FLY team enough for them to back down while the NRO Delta killers come after the Researchers and warn the perimeter troops to shoot them on sight.

Friday, 25 Dec 1998

Friday's catastrophes begin with the next incursion, all too predictable yet thankfully beyond entire comprehension.

ESCORTS: The Researchers have no escorts now, only hunters ready to kill them and everything that moves.

25 DEC 1998

TIME	EVENT
01:44	Itla-shua rises. Humans that froze to death under its power on December 21 rise as ravening wendigowak. The operation's unhinged leaders order the catastrophic PURGATORY response unless the Researchers have taken steps to stop it. Itla-shua is banished if a sacrifice sits in the shrine or if a PURGATORY weapon scores a critical hit on it. If not banished, Itla-shua claims victims who are outdoors and retreats to the skies with them.
05:56	Sunrise.
07:44	The storm subsides. Living creatures whose body temperatures were changed by the incursion revert to normal. They can go home. Merry Christmas.

INCURSION 3: ITLA-SHUA

At 1:44 a.m., the storm and sky-howling reach a terrible, deafening crescendo; see THE INCURSIONS on page 33 and INCURSION 1: BREATH OF THE WENDIGO on page 34.

After lighting strikes and the aurora forms, a massive, impossible figure sways in the snow-stained black air like a mountain over Crow Lake. Its enormous black eyes are filled with stars. Its huge face is inhuman but grotesquely reminiscent of humanity, twisted in savagery and misery. A gigantic claw clenches. Snow gathers wispily in the air, billowing as it is pushed ahead of the massive splayed feet of the Wind-Walker.

Each witness loses 1D10/1D100 SAN from the unnatural.

Any human present when Itla-Shua appears is automatically at -40% on all rolls except SAN. A character who fails the SAN roll for encountering Itla-Shua cannot act for 1D10 turns, instead goggling in abject terror at its horrific form.

If any thought to flee as soon as the howling begins to rise, they can get far enough away to avoid experiencing it directly. They lose only 1D6/1D20 SAN instead.

If no Researchers are in sight, a BLUE FLY helicopter surveying the area gets a good look. The Researchers might hear about it later, from one pilot who retains a semblance of sanity while the rest of the crew howl or stare, their minds broken by the Great Old One's manifestation. Afterward, the pilot who kept his wits has no idea how he kept control or managed to land the helicopter safely.

If a victim sits trapped in the Crow Lake shrine, the shrine sends Itla-shua away. See BANISHING ITLA-SHUA on page 63.

Otherwise, wind slowly rises across the whole area, including the command camp. It draws leaves, dead brown pine straws, and flakes of ice into the snowy sky.

The snowstorm lingers and grows and deepens. Unseen at its heart except by those near Crow Lake, the Wind Walker wails and sways.

The Light of Itla-shua

Itla-shua absorbs electromagnetic energy from super-low frequency through infrared, triggering a catastrophic temperature drop. At the same time, it constantly emits radio waves that increase with its own thoughts, attention, and intention. They interfere with AM and FM radio and analog TV signals in pulses and patterns of feedback and static, not quite random but utterly indecipherable by human thought or technology. Any radio communication between Researchers or other team members requires a **Luck** roll to get through while Itla-shua is near. Itla-shua also emits ELF radiation from 10 to 20 Hz, which resonates in the brains of living creatures, causing constant and overwhelming disorientation and panic.

When Itla-shua exerts its will and strength directly, such as when it claims a victim to lift to the sky, it manifests intense microwaves and infrared radiation that cause rapid scorching.

Occasionally, Itla-shua emits built-up energy in bursts of ionizing radiation that generate lightning jets and auroras of charged particles.

When Itla-shua departs, its energy frequency rapidly increases over the next couple of seconds. It emits a flash of energy across the whole spectrum, even microwave and infrared with a blast of heat, and is gone.

Children of the Wendigo

After Itla-shua manifests, larger animals and adult humans who froze in the first pass of the Wind-Walker stir to unlife, ravenous for the warmth of living flesh and blood. They smash their way free of the morgue trailers and leap forward hungrily. See **THE FROZEN DEAD** on page 90 for details.

Many fall under the guns of BLUE FLY and NRO Delta. Others stumble and collapse before doing any harm. A few seize victims in the fighting, feed, and change into *wendigowak* (the plural of wendigo), the Children of the Itla-shua. Those are horribly resilient. See **WENDIGOWAK** on page 90.

Each Researcher at HQ but not safely indoors is pursued by 1D4 of the frozen dead, each attempting to overcome the Researcher's **Athletics** tests with its

own so it can close in and attack. Each set of opposed tests takes 1D6 turns. After 10 turns pass, the chase has run into the woods. One of the dead that succeeds at Athletics and overcomes the Researcher's test may attack. A Researcher under attack can flee again only after a turn in which no attack hits them.

If the Researchers are all safe indoors, they see or hear 1D4 AFOSI guards brought down along with 1D6 BLUE FLY personnel. Then a wendigo smashes into the Researchers' hide-out, howls to stun them all, and tries to drag one Researcher into the dark woods to be devoured.

The frozen dead who feed and become wendigowak dart into the woods in every direction, bounding through the snowy skies over the heads of stunned and panicking gunmen.



If Itla-shua is banished by the K'n-yani shrine or disincorporated by a PURGATORY gunship, the wendigowak lose their unnatural vitality over the course of the next 24 hours and eventually die again. If not, its power lingers in the wendigowak even when it departs. They do not overheat and burn when they leave the Willis area. Unless all are destroyed, rumors and news of their attacks on hapless passersby and farmers may come for years in the deepest winter nights.

PURGATORY

During the rampage of the wendigowak, Harris orders BLUE FLY to launch PURGATORY.

If the pilot Lukman is a player character, add a scene where Harris grows frustrated with or suspicious of one of the PURGATORY pilots and strong-arms Farrell into replacing him with Lukman.

The paranoid Harris demands that one of his agents board each gunship for “additional security.” Really it’s because he suspects treachery. He personally boards the aircraft that carries a player-controlled crewman, perhaps one who earlier caught his attention. If Harris came to suspect Hardy of involvement with Delta Green, he explicitly accuses Lukman of it once they are in the air. He then tries to kill Lukman, causing a crazed brawl in the gunship’s cramped bay.

Pursuing the Wendigo

The specially-equipped BLUE FLY gunships attack the wendigowak and Itla-shua. Helicopters that descend too low may find that the wendigowak can leap fully 20 meters into the air. Sanity loss from those engagements, if they survive, may lead them next to target every human being that catches their deranged attention.

Pilot and Heavy Weapons tests are at -20% penalties due to the storm and another -20% due to darkness, as are INT×5% tests to deploy PURGATORY. The gunship pilots and crew have night-vision equipment that allow them to see through the darkness but at further penalties of -10%, for -30% total.

PURGATORY Effects

The two PURGATORY gunships are equipped with infrasonic devices developed by Project GABRIEL, a MAJESTIC program that adapted “Grey” alien technology to focus low-frequency sounds of enormous power. Each gunship’s cargo bay is taken up by massive power capacitors and by the transmitters themselves, which can be deployed out of either cargo door. The transmitter is handled and deployed by one crew chief. The gunner operates it from a console inside. Deploying a PURGATORY device in combat requires special training and an INT×5% test.

The transmitters rupture soft tissue. This is a 30% Lethality attack with a 10-meter kill radius, but it harms only living (and undead) creatures. It has a base range of 200 meters. The attack is invisible and is silent to human ears, but animals with more sensitive hearing flee the area in panic. At long range (400 meters), the attack is reduced to 20% Lethality. At extreme range (1,000 meters), it has 10% Lethality. It has no effect beyond that.

Ordinary cover does not protect against the Lethality and damage rolls of these transmissions. A Researcher would have to be fully encased in solid concrete to have significant protection. The only defense is evasion: hiding beneath cover thick enough to mask the body’s heat and electromagnetic signatures so the gunship does not attack in the first place.

Humans within 100 meters of the kill radius hear rumbling in the earth and rattling in the trees.

Humans within 30 meters of the kill radius see and hear the earth rumble and feel inexplicable sensations of fear and awe. Each must make a CON×5% test. Those who fail are stunned by sudden nausea. They see gray shapes out of the corners of their eyes, seeming to move closer. These effects stop when the transmitters stop. Any victim who fumbles the CON test loses 1D10 from a random stat due to permanent tissue, nerve, or brain damage.

PURGATORY vs. Itla-shua?

Attacking Itla-shua with the PURGATORY gunships is easier said than done. Everyone aboard loses 1D10/1D100 **SAN** from encountering Itla-shua. The Great Old One's mind-numbing aura of terrible power causes everyone aboard to suffer a penalty of -40% to all rolls except Sanity tests. Add that penalty to those for the storm and darkness. Even the most skilled operator must hope to take extra time or get other bonuses to hope to succeed.

Note that any gunship attacking Itla-shua is not attacking humans or wendigowak. A gunship attacking wendigowak or humans may accidentally target friends on the ground. Pay attention to who is where and when. The details are up to the Handler according to the circumstances, but **Luck** rolls sound likely.

An attack that has less than 60% Lethality does not harm Itla-shua. Such attacks only cause it pain and anger.

At the end of each turn in which it was attacked, the Wendigo lashes out with its claws and shattering gusts of wind and ice. The pilot must make a **Pilot** roll. If both the pilot and co-pilot are functional, the test is at +20%, offsetting some of the massive penalties that Itla-shua imparts. If the **Pilot** roll fails, the helicopter crashes, inflicting a Lethality 15% roll on each character aboard.

If a gunship is close enough for its PURGATORY device to have a full Lethality rating of 30% and its gunner gets a critical hit, the critical hit doubles the device's Lethality rating to 60%. That causes Itla-shua to disincorporate, vanishing in a thunderclap. Everyone aboard must make a **Luck** roll. If it succeeds, the witness is deafened for 1D4 days. If it fails, the deafness is permanent and the victim loses 1/1D4 **SAN** from helplessness.



Banishing Itla-shua

Itla-shua lingers in the heart of a raging blizzard, unable to venture farther.

A victim sitting in the shrine when Itla-shua manifests is seized with agonizing energies. They tear loose the victim's life-force and identity to manipulate and disrupt the energies and forces in which the Wind-Walker treads. The shrine no longer keeps the victim alive. For Researchers' efforts to help the victim, see **PROTECTING THE SACRIFICE** on page 56. The victim loses 2 POW, suffers a 10% Lethality attack, and loses 1/1D10 SAN from helplessness. Protections put in place might reduce damage to the sacrifice but do no good at all if the Lethality roll succeeds. Witnesses to the victim's agonies each lose 1/1D8 SAN from the unnatural, plus 1/1D4 SAN from helplessness if the victim is a Bond.

The shrine's power seems to restrain Itla-shua in some way, holding it in an attitude of agony and frustration.

The shimmering aurora above Itla-shua slowly changes. Other colors and shifting angles manifest, other perspectives and shapes, indescribable and impossible. It is as if witnesses glimpse dimensions beyond the three given to sight. Half-seen currents of energy course from the shrine to the towering monstrosity.

After a few minutes, the Wind-Walker raises its arms and flies away for a last time, howling its wrath and despair into the heart of the world. Seeing this costs 1/1D6 SAN from the unnatural.

The energies emitted by the Wind-Walker and its emergence snap suddenly and wildly. Trees around the lake explode with a noise like gunshots all around. Every Researcher and other character whose body temperature was affected by the incursions must make a CON×5% test. They take 1D4 damage with a success or 3D4 with a failure as their organs and nervous systems suddenly readjust, leaving them shaking in shock and illness. Helicopter electronics fail and only **Piloting** rolls can prevent crashes that inflict Lethality 20%.

Once Itla-shua is banished, the shrine releases its hold on the sacrifice. The victim can stumble away or their body be retrieved. Having been steeped in ionizing radiation even briefly, the victim is at risk of dying someday of cancer even after surviving the long frozen night. In a long-term campaign, perhaps the victim must make a CON×5% test after each Home scene. If it fails, cancer begins to spread. The victim permanently loses 1D4 STR and 1D4 CON at the end of each Home scene after that. Sooner or later, death claims the sacrifice after all.

Itla-Shua Rises

Unless banished (see **BANISHING ITLA-SHUA** on this page), Itla-shua lingers in the heart of a raging blizzard for about 30 minutes, unable to venture farther. Near the end of its manifestation each Researcher within four km of Itla-shua must make a POW×5% roll at a +20% bonus. Each who fails is claimed. So are one or two victims near enough that all Researchers see, even if no Researchers join them. In all, Itla-shua claims about one-fifth of the survivors, including five unfortunates from three 20th Group checkpoints.

With absolute abruptness, each victim lurches into the sky in an impossible gust of wind. Flames scorch the feet and legs of the flying victim as unseen energies cause the water and chemicals in snow and air and flesh to boil and ignite. The victim's screams fade and are gone. The victim is never seen again. Seeing this costs 1/1D6 SAN from the unnatural, and 1/1D8 SAN from helplessness if the witness had the victim as a Bond.

Over Crow Lake, the wind picks up. The giant turns skyward. It lifts taloned hands higher and higher. It bends uneven and inhuman legs and leaps into the sky. It runs on great webbed feet along the shimmering aurora as it stretches blue and purple to the farthest horizon. Tracks of flame scatter into nothingness as the Wind-Walker vanishes.

The region slowly begins to thaw.

Conclusions

The Researchers may be hard-pressed to solve the mysteries of “Jack Frost.” They ought to have a chance to see glimpses in the Willis town hall and in Howie Parker’s trailer, and to see the shrine and choose what to do with it.

Escape

Once the frozen dead rise, it may take all the Researchers’ ingenuity to survive the wendigowak, the maddened fury of the MAJESTIC gunmen, the hapless but lethal 20th Group soldiers at the perimeter, and the silent death of PURGATORY.

Researchers have a better chance to escape if they are skilled in fieldcraft. Eluding hostile teams requires a **Stealth** roll.

The Researchers’ adaptation to the cold vanishes with Itla-shua. Staying warm enough to keep going requires a **Survival** roll. Reaching a nearby town for shelter requires a **Navigation** roll. Each failure results in an encounter with a BLUE FLY, NRO Delta, or 20th Group team, or in freezing for 1D6 damage.

The Cover-Up

The storm subsides. Creatures that changed to wendigowak and wendigo beasts revert to normal and perish.

As the temperature rapidly rises, frozen creeks melt and begin catastrophic flooding across the Wheeler Lake valley. The worst of it hits Willis and Russellville, destroying farms and homes.

Once the incursion is over and BLUE FLY has departed with whatever “alien technology” they find, Harris brings in FEMA. His team claims that Willis suffered from three days of historic cold snaps which lingered long enough to freeze small waterways. Then flooding struck when those waterways broke free. NRO Delta operatives in FEMA falsify death reports to spread them out across the winter. They blame the still-high death toll on the freeze and the flooding.

Deaths among the 20th Group perimeter guards are reported days afterward as happening in a helicopter accident far away.

Project GARNET’s disinformation teams plant wild conspiracy theories to compete with and drown out stories that hint at the truth. They spread conspiracy theories to make every explanation for the deaths seem more ludicrous than the last, until no one trusts anything and so the official story settles in.

They make FEMA’s presence particularly prominent, knowing that conspiracy theorists will seize on it and make every other claim about the disaster’s cover story look just as ridiculous. Meanwhile, security is everything. Adapt the details to the events of the scenario and your campaign.

Russellville eventually recovers. Willis never does.

Sanity

The Researchers gain SAN if they reduced the harm of the unnatural threat.

Deliberately and knowingly banishing Itla-shua	+1D10 SAN
Banishing Itla-shua without fully realizing how or the full implications	+1D6 SAN
Destroying all known wendigowak and wendigo beasts	+1D8 SAN



SCHUYLER'S RENDEZVOUS

RED CARD

Dr. Schuyler's strange details are given on page 77. If Schuyler takes a wendigo or wendigo beast to certain coordinates at the appointed time, he meets a drifter who has spent weeks meandering down to Alabama from New York. The man answers Schuyler's call "This is the valley of the shadow" with "The Lord of Names is my shepherd." The response is not quite right. That amuses the drifter.

The drifter is a white man with shaggy hair under a watch cap, a thick beard, and leathery skin. He could be anywhere from 40 to 60 years old. A strange, hieroglyphic tattoo marks his forehead: a small, black, human figure surrounded by the loop of a cartouche.

A character with **Foreign Language (Egyptian Hieroglyphs)** at 20% (or who makes a roll at +20%), **History** 80% (or who makes a roll at -20%), or **Occult** 60% (or who makes a roll) recognizes the figure in the man's tattoo as the ancient Egyptian hieroglyph šwt, or shuet, which represents the shadow-part of one's soul that lingers after death. The cartouche marks it as a name: "Shadow," perhaps, or "Shadow-Soul."

The stranger refuses to give his name. He inspects the entity closely, nods, and then shuffles away to begin the long trek back to Manhattan. He has no need of the entity itself. Disposing of it is up to Schuyler. If Schuyler demands payment, the drifter as an afterthought takes off his backpack and dumps it on the ground before walking away. All its contents smell of smoke and urine. Inside are three unmatched, filthy socks, a quarter-roll of duct tape, a broken carpenter's pencil, a handful of rusty safety pins, one ear plug, a bar of Dial soap in a crumpled but unopened box that looks like it came off the shelf in the 1970s, a can opener, an empty can that once held chicken soup, a silvery mylar blanket, a tattered business card for the Bowery Mission in Manhattan, and \$1,152,833 in untraceable cash.

If your campaign extends to further investigations, or to Schuyler drawing attention from Delta Green, the players may look into this strange drifter. Among the homeless community in upper Manhattan, he is known as Shadow Bill. Nobody knows any other name for him. They know that Shadow Bill claims to receive psychic messages from the Lord through his tattoo. Few know that Shadow Bill is an adept of the Fate, or that he really hears messages from the Lord of Names, or that he occasionally shouts cryptic reports into the echoing darkness of a train tunnel that runs behind the Club Apocalypse. Homeless people who live in the tunnel, and transit police and metro employees who work there, think his ravings are nonsense. They are not.

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CHARACTERS



Researcher Dossiers

These personnel know they work with a network of profoundly secret military programs, but none knows the name MAJESTIC or how widely it truly sprawls.

Give copies of **WHAT YOU KNOW ABOUT PROJECT PLUTO** to players taking the roles of Maj. Dempsey, Dr. Merlo, Dr. Sadiki, and Dr. Schuyler.

Give copies of **WHAT YOU KNOW ABOUT BLUE FLY**, on page 69, to players of Master Sgt. Hardy and Capt. Lukman.

WHAT YOU KNOW ABOUT PROJECT PLUTO

According to official records, Project PLUTO was founded in 1957 to develop nuclear-powered ramjet cruise missiles, which could in theory fly for months at a time before being directed to a target. It was shut down in 1964 when intercontinental ballistic missile technology won that particular rocket race.

All of that was a cover.

Project PLUTO studies extraterrestrial technology. It started in the aftermath of the Roswell incident in 1947. It developed over the decades with further encounters with the Reticulans, better known as the "Greys."

PLUTO is headquartered at Wright-Patterson Air Force Base, under the cover of the Air Intelligence Agency's National Air Intelligence Center (NAIC). NAIC was for decades called the Foreign Technology Division and insiders still refer to it as "FTD." PLUTO is jointly administered by FTD, the Naval Intelligence Support Center, the NSA's Office of Research and Engineering, and the CIA's Directorate of Science and Technology.

PLUTO is buried so deeply within the bureaucratic maze of the government's national-security programs that uncovering any corner of it reveals nothing useful. Public knowledge of its existence would threaten lives and security on a global scale. PLUTO is safeguarded far more stringently than any nuclear secrets.

While PLUTO's headquarters are in Ohio, its research is conducted at a top-secret, underground laboratory complex called S-4. That lab is built into the Papoose Range mountains, a few kilometers south of Area 51 at the Nellis Air Force Range.

As incredible as PLUTO's secrets and opportunities may be, further discoveries are absolutely critical. As far as you know, PLUTO has not recovered new materials for examination in decades. Part of the reason for that may lie with Operation BLUE FLY, which deploys special-operations teams to recover extraterrestrial artifacts and biological materials. BLUE FLY's officers are too concerned with the safety of their men. That is a hard and unpleasant thing to say, but the fact is that men are replaceable. Alien technology and organisms are not. BLUE FLY's team leaders may need to be pushed to take the necessary risks when new samples are at stake.

WHAT YOU KNOW ABOUT BLUE FLY

Operation BLUE FLY is part of the ultra-secret Project MOON DUST. MOON DUST has moved from unit to unit in the Air Force since the 1940s. Every couple of years it is deactivated and redesignated and given a new cover. From the Cuban Missile Crisis until the fall of the Berlin Wall, it was supposedly dedicated to studying captured Soviet technology. In fact, it uses missions to recover nuclear and foreign technology as a cover to investigate extra-terrestrial incursions.

Project MOON DUST is headquartered at Wright-Patterson Air Force Base, under the cover of the Air Intelligence Agency's National Air Intelligence Center (NAIC). NAIC was for decades the Foreign Technology Division and insiders still call it "FTD."

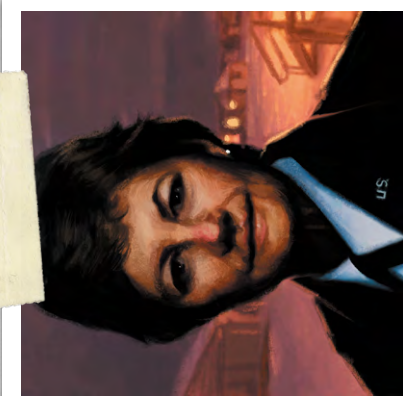
Operation BLUE FLY is activated when it's time for the most highly trained operators in the world to hit the ground, investigate, and secure whatever's there: pararescue ("PJ") veterans trusted with the nation's most staggering secrets.

BLUE FLY's PJs are officially assigned to the Joint Services Survival, Evasion, Resistance, and Escape (SERE) Agency (JSSA) at Fort Belvoir, Virginia, on a black budget allocation. JSSA provides pararescue training and develops pararescue doctrine. BLUE FLY's teams are assigned to pararescue units like the 41st Rescue Squadron as needed to explain their deployment in a given region. In squadrons like the 41st, they fly combat rescue missions, support NASA launches and recovery, and find and contain crash debris, biological hazards, and technology such as satellites and spy planes that are critical to national security.

BLUE FLY is commanded by Col. Robert Coffey. Coffey came up through Air Force intelligence, not pararescue, but is the closest any officer has gotten to keeping up with what PJs have to do. When a mission is confirmed extraterrestrial, Coffey leads from the front. That way he can see what the teams are dealing with, and can put bullets into it himself if necessary.

It is necessary more often than not. A meteor recovery a few years back went especially bad. The story is that something came out of it and killed three BLUE FLY PJs, along with a bunch of medics and civilians. Coffey put the thing down himself. Ever since then, BLUE FLY's unofficial policy is to shoot E.T. first and recover it alive if possible.

Incursions are not frequent. The "Greys" are real, all right, but they haven't been seen in years. Any given BLUE FLY team gets called out two or three times a year. It turns out to be a genuinely extraterrestrial event maybe a quarter of the time. When it does, it's weird, confusing, and deadly.

NAME AND RANK			PROFESSION AND EMPLOYER			
Maj. Aideen Dempsey			U.S. Air Force physicist with Project PLUTO			
SEX	AGE	PHYSICAL DESCRIPTION				
☒ F ☐ M ☐	47	Short white woman; graying brown hair; uniform & blue cardigan				
PERSONAL DETAILS			GEAR AND NOTES			
			Blue topcoat for cold weather			
REMARKS			SPECIAL TRAINING			
			SKILL OR STAT USED			
WEAPONS			SKILL %	DAMAGE	ARMOR PIERCING	RANGE
Unarmed			40	1D4-1	n/a	n/a
ARMOR						
Body armor reduces the damage of all attacks except Called Shots and successful Lethality rolls.						
WOUNDS AND AILMENTS						
Has First Aid been attempted since the last injury? ☐ If yes: only Medicine, Surgery, or long-term rest can help further						

BACKGROUND

MAJ. AIDEEN DEMPSEY

U.S. AIR FORCE PHYSICIST WITH PROJECT PLUTO

You are an Air Force officer with degrees in astrophysics, applied physics, and particle physics from MIT and the Air Force Institute of Technology. Your academic specialty is directed energy weapons developed under the aegis of the Strategic Defense Initiative and the Ballistic Missile Defense Organization. Officially, you are assigned to the National Air Intelligence Center (NAIC), a part of the Air Intelligence Agency, at Wright-Patterson Air Force Base in Ohio.

But your interdisciplinary career has paid off more dramatically than you ever hoped. You have been assigned for the last 10 years to Project PLUTO at Area 51, studying the technology of the so-called alien "Greys." PLUTO explores fields far beyond satellite lasers or even nuclear weapons. Your team has worked on a functioning antimatter reactor. You have tested propulsion systems that use gravimetric forces. The Greys have promised to deliver a faster-than-light propulsion system. When they come through, the United States will be an interplanetary, or perhaps interstellar, power-and PLUTO will make it happen.

At the same time it is critical for humanity, meaning MAJESTIC, to gain defensive parity with the Greys. Your work may give humanity much-needed leverage if its relationship with the Greys goes bad. Let's hope it never comes to that.

Just this year you and Dr. Bimmel advanced an electromagnetic weapon, SONNET, to field testing. The result was mixed. Long-term effects on human cognition and adrenal response were pronounced within three kilometers. There were deaths. And safety measures for the device's technicians failed absolutely. But the SONNET device succeeded in its essential goal of destroying a Grey craft.

Another successful project has combined your expertise with research into acoustics: Project GABRIEL, an infrasonic weapon system that has proven effective against otherwise indestructible materials recovered from the Roswell crash.

Most of your colleagues at PLUTO are civilians. Some of them are less comfortable than they could be with the strict schedules, regulations, and honor systems found in the military. But they all share what's most important: a drive to engage in the most advanced applied science in the history of the world.

NAME AND RANK		PROFESSION AND EMPLOYER	
Cornelia Merlo, Ph.D.		Project PLUTO acoustician and solid-state physicist	
SEX	AGE	PHYSICAL DESCRIPTION	
☒ F ☐ M ☐	50	Thin, trim Argentinian woman	

PERSONAL DETAILS	GEAR AND NOTES
Spanish is Dr. Merlo's native language.	
	
REMARKS	

EQUIPMENT	
WEAPONS	SKILL %
Unarmed	40
ARMOR	
Body armor reduces the damage of all attacks except Called Shots and successful Lethality rolls.	
WOUNDS AND AILMENTS	

INJURIES	
Has First Aid been attempted since the last injury? ☐ If yes: only Medicine, Surgery, or long-term rest can help further	

STATISTICAL DATA				
STATISTICS	SCORE	x5	DERIVED ATTRIBUTES	MAX
Strength (STR)	10	50%	Hit Points (HP)	11
Constitution (CON)	12	60%	Willpower Points (WP)	10
Dexterity (DEX)	9	45%	Sanity Points (SAN)	99
Intelligence (INT)	18	90%	Breaking Point (BP)	40
Power (POW)	10	50%		
Charisma (CHA)	13	65%		
PSYCHOLOGICAL DATA				
BONDS				SCORE
Dr. Bimmel				13
Capt. Lukman				13
Spouse (Ethan or Emily) and kids (Ava, Ella, John, Lauren)				13
MOTIVATIONS AND MENTAL DISORDERS				
Studying alien technology.				
Destroying alien threats.				
Protecting my family.				
Mastering classical violin sonatas.				
Staying healthy.				
INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
Violence ☐ ☐ ☐ ☐ adapted Helplessness ☐ ☐ ☐ adapted				

SKILLS				
Accounting	10	First Aid	10	Ride
Alertness	20	Forensics	n/a	Science: Acoustics
Anthropology	n/a	Heavy Machinery	10	
Archeology	n/a	Heavy Weapons	n/a	Search
Art:	50	History	10	SIGINT
Violin		HUMINT	10	Stealth
Artillery	n/a	Low	n/a	Surgery
Athletics	50	Medicine	n/a	Survival
Bureaucracy	40	Melee Weapons	30	Swim
Computer Science	60	Military Science:	n/a	Unarmed Combat
Craft:	60			Unnatural
Acoustical Engineering		Navigate	10	Languages & Other Skills:
Criminology	10	Occult	10	Language (English)
Demolitions	n/a	Persuade	40	Science (Meteorology)
Disguise	10	Pharmacy	n/a	Science (Physics)
Dodge	30	Pilot:	40	
Drive	20	Small Boat		
Firearms	20	Psychotherapy	10	

BACKGROUND

DR. CORNELIA MERLO, PH.D.

PROJECT PLUTO ACOUSTICIAN AND SOLID-STATE PHYSICIST

You are a world-class physicist and acoustic engineer working for the U.S. Air Force. Officially, you study weapons systems for the National Air Intelligence Center (NAIC), a part of the Air Intelligence Agency, at Wright-Patterson Air Force Base in Ohio. That is a cover for your groundbreaking work with Project PLUTO.

You came from Argentina with your family as refugees in the late 1970s, fleeing the political violence of the so-called Dirty War. Your politics were never radical, but the risks grew too great. The crackdowns hit left-leaning students, academics, unionists, and journalists along with guerrillas and radicals. You already had multiple degrees in physics and acoustical engineering from around the world. When an acoustics doctoral opportunity arose at Penn State, you took it and looked for ways to stay permanently.

After seven years of research and teaching, in which you earned U.S. citizenship and further degrees, you were invited to Project PLUTO in 1983. The program needed acousticians and was surprisingly flexible on politics. You were among the best in the country, and you could make yourself overlook the U.S. government's sponsorship of the Dirty War back home.

Project PLUTO has opened up fields that would astonish the world if they were widely known. You have worked with nanotechnology for repairing damaged technological systems. You have developed materials that absorb radar signals. And you had a key role in a technology of surprising potency: Project GABRIEL.

Project GABRIEL goes back decades. Analysis of the UFO crash debris at Roswell suggested that particular harmonic vibrations might be as dangerous to alien spacecraft as they are to organic soft tissues. GABRIEL hit a dead end and was abandoned in 1966, but was reactivated in 1981. Prototype weapons were clandestinely tested in the field during the 1990 Gulf War.

You and Dr. Bimmel successfully lobbied to deploy another prototype GABRIEL device to Willis under the code-name PURGATORY. It is in one of the Operation BLUE FLY helicopters and under that team's command. Its presence, and your role in its development, are closely-held secrets. But if there is indeed an extra-terrestrial threat, PURGATORY may be the best chance to save your team.

It is, of course, absolutely secret from everyone on your team except Dr. Bimmel and the BLUE FLY personnel assigned to it.

Your work with Project GABRIEL may be the best chance to save humanity. The Greys are not altruists. They offer slavery along with their gifts. There are rumors that the worst conspiracy theories about alien abductions are all too true. A weapon that disrupts Grey technology may give humanity leverage it desperately needs. You have to keep that opinion to yourself. None of your colleagues can see what's coming.

You taught Capt. Lukman of BLUE FLY how to use the PURGATORY technology and you became friends.

NAME AND RANK

PROFESSION AND EMPLOYER

Claire Sadiki, Ph.D.

Project PLUTO biochemist and geneticist

SEX

PHYSICAL DESCRIPTION

☒ F ☐ M ☐

Thin, African American, conservative clothing, conservative eyeglasses

AGE

52

PERSONAL DETAILS

GEAR AND NOTES



REMARKS

DISCOVERED SECRET ACCESS

EQUIPMENT

WEAPONS

ARMOR

WOUNDS AND AILMENTS

INJURIES

SKILL %

40

DAMAGE

1D4-1

ARMOR PIERCING

n/a

RANGE

n/a

Unarmed

Body armor reduces the damage of all attacks except Called Shots and successful Lethality rolls.

Has First Aid been attempted since the last injury? ☐ If yes: only Medicine, Surgery, or long-term rest can help further

STATISTICAL DATA

STATISTICS

SCORE

x5

DERIVED ATTRIBUTES

MAX

CURRENT

Strength (STR)

9

45%

Hit Points (HP)

10

Constitution (CON)

10

50%

Willpower Points (WPP)

14

Dexterity (DEX)

9

45%

Sanity Points (SAN)

99

70

Intelligence (INT)

18

90%

Breaking Point (BP)

56

Power (POW)

14

70%

Charisma (CHA)

12

60%

PSYCHOLOGICAL DATA

BONDS

SCORE

Dr. Schuyler

12

Horace Sadiki (son studying at UVA)

12

Elijah (or Alyssa) Martinez (significant other; history professor at UNLV)

12

MOTIVATIONS AND MENTAL DISORDERS

Discovering secret history.

Expanding the possibilities of human survival.

Immortality through science.

Humane evolution.

Taking a place in the history of science.

INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ adapted Helplessness ☐ ☐ ☐ adapted

SKILLS

Accounting

30

First Aid

10

Ride

10

Alertness

20

Forensics

n/a

Science:

80

Anthropology

40

Heavy Machinery

10

Biochemistry

Archeology

50

Heavy Weapons

n/a

Search

20

Art:

n/a

History

50

SIGINT

n/a

n/a

HUMINT

10

Stealth

10

Artillery

n/a

Low

n/a

Surgery

n/a

Athletics

30

Medicine

n/a

Survival

10

Bureaucracy

40

Melee Weapons

30

Swim

20

Computer Science

30

Military Science:

n/a

Unarmed Combat

40

Craft:

n/a

Navigate

10

Unnatural

n/a

Occult

60

Languages & Other Skills:

Criminology

10

Persuade

20

Language (French)

40

Demolitions

n/a

Pharmacy

n/a

Language (German)

40

Disguise

10

Pilot:

n/a

Science (Biology)

80

Dodge

30

n/a

Science (Genetics)

80

Drive

20

Firearms

20

Psychotherapy

10

BACKGROUND

DR. CLAIRE SADIKI, PH.D.

PROJECT PLUTO BIOCHEMIST AND GENETICIST

You are a civilian biologist, biochemist, and geneticist working for the U.S. Navy. Officially, you work for the Naval Intelligence Support Center, part of the Office of Naval Intelligence in Suitland, Maryland. You have never been to Maryland. You work for the U.S. government's most secret and valuable program: Project PLUTO.

At PLUTO's Nevada labs, you have spent the last 12 years at the forefront of fields that will still look like science fiction in 50 years. Your specialty is the development of nanotechnology to repair organic systems and terraform inhospitable climates.

The study of extraterrestrial physiology has opened your eyes to the incredible possibilities of human evolution. Your first doctorate was in historical archeology at the College of William and Mary. You were lured away from digging when you started studying genetics in relation to archeology and history. Studying genetics at Harvard led you into biology and biochemistry. Those fields are your life's work, but history, its secrets and depths unplumbed, holds its fascination.

In northern Alabama alone, native myths described the massive Horned Serpent or Crawfish Snake, an underwater serpent with iridescent, crystalline scales, colorful antlers, a large crystal in its forehead said to fascinate prey, and breath that brought lethal disease. Another myth says that secrets of great power were given by two old men on behalf of The One Above, the sun-god Ibofànga. Another describes the mighty wind-god Esaugetuh Emissee, who lived on the hill Nunne Chaha when the rest of the world was underwater and fashioned the first man and woman out of wet clay.

What if some elements of those myths sprang from prehistoric encounters with entities such as the Greys? What secrets of genuine science might be hidden under folktales and mysticism that modern scientists scornfully dismiss?

NAME AND RANK		PROFESSION AND EMPLOYER	
Isidore Schuyler, Ph.D.		Project PLUTO microbiologist	
SEX	AGE	PHYSICAL DESCRIPTION	
☐ F ☒ M ☐	48	White academic, casually dressed	
PERSONAL DETAILS		GEAR AND NOTES	
		RESTRICTED TOP SECRET//ORCON//SPECIAL ACCESS DELTA GREEN	
REMARKS		SKILL OR STAT USED	
EQUIPMENT		WEAPONS	
		SKILL %	DAMAGE
		40	1D4-1
		Unarmed	n/a
ARMOR			
WOUNDS AND AILMENTS		Body armor reduces the damage of all attacks except Called Shots and successful Lethality rolls.	
INJURIES		Has First Aid been attempted since the last injury? ☐ If yes: only Medicine, Surgery, or long-term rest can help further	

STATISTICAL DATA				
STATISTICS	SCORE	x5	DERIVED ATTRIBUTES	MAX
Strength (STR)	10	50%	Hit Points (HP)	10
Constitution (CON)	9	45%	Willpower Points (WP)	10
Dexterity (DEX)	9	45%	Sanity Points (SAN)	99
Intelligence (INT)	18	90%	Breaking Point (BP)	
Power (POW)	10	50%		40
Charisma (CHA)	15	75%		
PSYCHOLOGICAL DATA				
BONDS				SCORE
Dr. Sadiqi				15
Madison (or Matthew) Schuyler (ex-spouse, a Boston physician)				15
Hannah Schuyler (teenage daughter in Boston)				15
MOTIVATIONS AND MENTAL DISORDERS				
Live long enough to see your discoveries go public.				
Proving yourself the smartest				
It's not my fault!				
Look out for your fellow researchers.				
Get rich.				
INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
Violence ☐ ☐ ☐ adapted Helplessness ☐ ☐ adapted				
SKILLS				
Accounting	10	First Aid	10	Ride
Alertness	20	Forensics	60	Science:
Anthropology	n/a	Heavy Machinery	10	Biology
Archeology	40	Heavy Weapons	n/a	Search
Art:		History	10	SIGINT
	n/a	HUMINT	40	Stealth
Artillery	n/a	Low	n/a	Surgery
Athletics	30	Medicine	70	Survival
Bureaucracy	30	Melee Weapons	30	Swim
Computer Science	30	Military Science:		Unarmed Combat
Craft:			n/a	Unnatural
	n/a	Navigate	10	Languages & Other Skills:
Criminology	10	Occult	10	Language (Dutch)
Demolitions	n/a	Persuade	20	Language (Latin)
Disguise	10	Pharmacy	60	Science (Microbiology)
Dodge	30	Pilot:		
Drive	20		n/a	
Firearms	20	Psychotherapy	10	

BACKGROUND

DR. ISIDORE SCHUYLER, PH.D.

PROJECT PLUTO MICROBIOLOGIST

You are a civilian microbiologist and virologist with doctorates from Harvard and Case Western Reserve, working for the U.S. Air Force. Officially, you study bioweapon threats for the National Air Intelligence Center (NAIC), a part of the Air Intelligence Agency, at Wright-Patterson Air Force Base in Ohio. But you rarely go to Ohio. You really work for the U.S. government's most secret and valuable program: Project PLUTO.

At PLUTO's Nevada labs, you have spent the last 11 years at the forefront of fields that will still look like science fiction in 50 years. You and your colleagues have developed new anti-viral drugs and vaccines for supposedly incurable cancers. Your discoveries take many years to make their way to the public, but they promise to save and prolong countless lives that would otherwise be cut short.

PLUTO is the most fascinating place in the world for a researcher, but it is risky. Security is lethally tight. Two colleagues over the years died in suspiciously similar car accidents. You plan to raise enough money to get out when the time comes.

You have a longstanding arrangement with an unknown party (through one of those colleagues who subsequently died in an "accident") to smuggle an extra-terrestrial entity out in a safe container in exchange for \$1 million if it's alive or \$500,000 if it's dead. This is your first opportunity. You sent word by secure email as soon as you learned the urgency of this operation.

You are to deliver the entity to predetermined coordinates in the woods two km southwest of Willis. The contact will be there at 11:11 p.m. each night until December 25. The call and response pass-phrases are (you) "This is the valley of the shadow" and (them) "The Lord is my shepherd."

NAME AND RANK

PROFESSION AND EMPLOYER

Master Sgt. Jacob Hardy, USAF

Pararescue team leader, Operation BLUE FLY

SEX

AGE

PHYSICAL DESCRIPTION

☐ F ☒ M ☐

33

Tall, athletic, white; short-cropped hair; green camo uniform

PERSONAL DETAILS

GEAR AND NOTES



ANVIS HUD NIGHT VISION DEVICE

In a BLUE FLY helicopter, pilot and copilot are equipped with the ANVIS HUD (from Aviator's Night Vision Imaging System with Heads up Display). Attached to the helmet, allows operating in reduced light, but sight-intensive skill tests such as Pilot and ranged attacks are at a -10% penalty.



REMARKS

INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ ☐ adapted Helplessness ☐ ☐ ☐ adapted

EQUIPMENT

WEAPONS

ARMOR

WEAPONS	SKILL %	DAMAGE	ARMOR PIERCING	RANGE
M16A2 rifle, single shots	60	1D12	3	
M16A2 rifle, three-round bursts	60	Lethality 10%	3	
M9 pistol	60	1D10	n/a	15 m
Air Force survival knife	50	1D6+1	3	n/a
Unarmed	60	1D4	n/a	n/a

Tactical body armor and helmet, Armor 6

Body armor reduces the damage of all attacks except Called Shots and successful Lethality rolls.

WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ If yes: only Medicine, Surgery, or long-term rest can help further

STATISTICAL DATA				
STATISTICS	SCORE	x5	DERIVED ATTRIBUTES	MAX
Strength (STR)	14		Hit Points (HP)	15
Constitution (CON)	15		Willpower Points (WP)	12
Dexterity (DEX)	11		Sanity Points (SAN)	99
Intelligence (INT)	10		Breaking Point (BP)	60
Power (POW)	12			48
Charisma (CHA)	10			
PSYCHOLOGICAL DATA				
BONDS				SCORE
Capt. Jonathan Lukman (BLUE FLY pilot and best friend)				10
MOTIVATIONS AND MENTAL DISORDERS				
Saving lives.				
Overcoming challenges.				
Studying history.				
The perfect basketball game.				
Never being poor again.				
INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
Violence ☐ ☐ ☐ ☐ adapted Helplessness ☐ ☐ ☐ adapted				
SKILLS				
Accounting	10	First Aid	70	Ride
Alertness	60	Forensics	n/a	Science:
Anthropology	n/a	Heavy Machinery	10	Biology
Archeology	n/a	Heavy Weapons	50	Search
Art:	n/a	History	40	SIGINT
		HUMINT	10	Stealth
Artillery	n/a	Law	n/a	Surgery
Athletics	60	Medicine	30	Survival
Bureaucracy	10	Melee Weapons	50	Swim
Computer Science	n/a	Military Science:	50	Unarmed Combat
Craft:	n/a	Land	50	Unnatural
		Navigate	60	Languages & Other Skills:
Criminology	10	Occult	10	
Demolitions	n/a	Persuade	20	
Disguise	10	Pharmacy	30	
Dodge	50	Pilot:	n/a	
Drive	20			
Firearms	60	Psychotherapy	10	

BACKGROUND

MASTER SGT. JACOB HARDY

PARARESCUE TEAM LEADER, OPERATION BLUE FLY

You joined the Air Force right out of high school. You enlisted because your family was too poor to send you to college, despite a few basketball scholarship offers. You picked the Air Force because you were 18 and you liked fighter jets. You trained to be a medic because you liked helping people.

Then you heard about pararescue. They said it was the hardest job to get in the entire military. Only 20% of the men who even got accepted made it all the way through training. That sounded like a challenge worth trying. Two grueling years of training later, you were a PJ, expert in combat diving, survival, every kind of parachuting, emergency medicine, and combat. (People call PJs "para jumpers," but that's backward. "PJ" came from pararescue duty codes: "P" for parachutist and "J" for diver.)

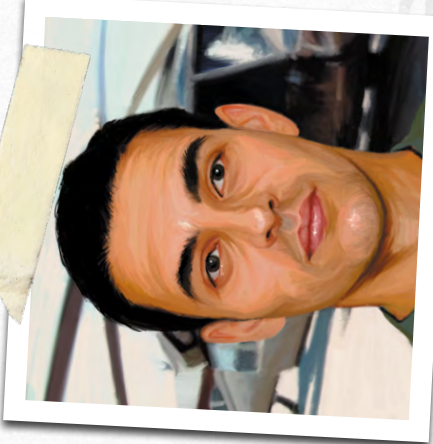
After ten years in the PJs, you had made team leader and were on top of things. Then you got an even more restricted assignment. You joined Operation BLUE FLY. You have spent the last few years doing combat rescue and satellite recovery, as usual. But every so often, a BLUE FLY mission comes along. And that means, no lie, aliens. Or anyway the weird technology and bodies they leave behind. You're still waiting to see one in the flesh.

Since BLUE FLY is Air Force pararescue, teams in the field are led by sergeants like you. Officers give the orders, but enlisted PJs carry them out without interference from inexperienced lieutenants. That's a privilege that stirs jealousy in every soldier and Marine you've ever met.

You and Jonathan Lukman were already friends when BLUE FLY recruited you both. In the five years since, you've become like brothers. He's an officer and you're enlisted, of course, but BLUE FLY is such a strange, tight-knit environment that your friendship doesn't draw attention. He's a pilot. Your jobs are so different that rank is never an issue.

In another five years, you'll have 20 in and be eligible for retirement. The pension won't be too bad. Enough that you'll do all right in a second career. And Col. Coffey's unofficial "shoot first" policy makes it a little more likely that you'll make it that far.

The other 10 members of your BLUE FLY team include Technical Sgt. Watson (your second-in-command) and staff sergeants Brewer, Canfield, Dierks, Ensley, Evelynd, Lane, Latham, Quintana, and Zooks.

NAME AND RANK		PROFESSION AND EMPLOYER						
Capt. Jonathan "Lucky" Lukman, USAF		Combat rescue pilot, Operation BLUE FLY						
SEX	AGE	PHYSICAL DESCRIPTION						
☐ F ☒ M	36	Lean Arab-American; regulation haircut, green pilot's jumpsuit.						
PERSONAL DETAILS		GEAR AND NOTES						
		ANVIS HUD NIGHT VISION DEVICE In a BLUE FLY helicopter, pilot and copilot are equipped with the ANVIS HUD (from Aviator's Night Vision Imaging System with Heads up Display). Attached to the helmet, it allows operating in reduced light, but sight-intensive skill tests such as Pilot and ranged attacks are at a -10% penalty. 						
REMARKS		SPECIAL TRAINING						
		Parachuting						
		Operation PURGATORYdevice						
		INT						
		Swim						
		SCUBA gear						
WEAPONS		SKILL %	DAMAGE	ARMOR PIERCING	RANGE			
M9 pistol		40	1D10	n/a	15 m			
Air Force survival knife		40	1D6	3	n/a			
Unarmed		50	1D4-1	n/a	n/a			
ARMOR								
Flight helmet, Armor 1								
Body armor reduces the damage of all attacks except Called Shots and successful Lethality rolls.								
WOUNDS AND AILMENTS								
Has First Aid been attempted since the last injury? ☐ If yes: only Medicine, Surgery, or long-term rest can help further								
EQUIPMENT								
Accounting		10	First Aid	40	Ride	10		
Alertness		70	Forensics	n/a	Science:	40		
Anthropology		n/a	Heavy Machinery	10	Meteorology			
Archeology		n/a	Heavy Weapons	50	Search	20		
Art:		n/a	History	20	SIGINT	n/a		
Artillery		n/a	HUMINT	10	Stealth	10		
Athletics		60	Law	n/a	Surgery	n/a		
Bureaucracy		30	Medicine	n/a	Survival	40		
Computer Science		n/a	Melee Weapons	40	Swim	40		
Craft:		40	Military Science:	50	Unarmed Combat	50		
Electrician		10	Air	Unnatural	Other Skills:	n/a		
Criminology		10	Occult	70	Languages & Other Skills:	50		
Demolitions		n/a	Persuade	20	Craft (Mechanic)	20		
Disguise		10	Pharmacy	n/a	Language (Arabic)	40		
Dodge		30	Pilot:	90	Pilot (Airplane)			
Drive		20	Helicopter					
Firearms		40	Psychotherapy	10				
STATISTICS		SCORE		x5		DERIVED ATTRIBUTES	MAX	CURRENT
Strength (STR)		11		55%		Hit Points (HP)	12	
Constitution (CON)		12		60%		Willpower Points (W/P)	12	
Dexterity (DEX)		14		70%		Sanity Points (SAN)	99	60
Intelligence (INT)		12		60%		Breaking Point (BP)		48
Power (POW)		12		60%				
Charisma (CHA)		11		55%				
BONDS		SCORE						
Master Sgt. Jacob Hardy (BLUE FLY team leader and best friend)		11						
MOTIVATIONS AND MENTAL DISORDERS								
Flying.								
Getting your people in and out safely.								
This month's girlfriend.								
Being the best of the best.								
The perfect basketball game.								
INCIDENTS OF SAN LOSS WITHOUT GOING INSANE								
Violence ☐ ☐ ☐ ☐ adapted Helplessness ☐ ☐ ☐ adapted								
SKILLS								
Accounting		10	First Aid	40	Ride	10		
Alertness		70	Forensics	n/a	Science:	40		
Anthropology		n/a	Heavy Machinery	10	Meteorology			
Archeology		n/a	Heavy Weapons	50	Search	20		
Art:		n/a	History	20	SIGINT	n/a		
Artillery		n/a	HUMINT	10	Stealth	10		
Athletics		60	Law	n/a	Surgery	n/a		
Bureaucracy		30	Medicine	n/a	Survival	40		
Computer Science		n/a	Melee Weapons	40	Swim	40		
Craft:		40	Military Science:	50	Unarmed Combat	50		
Electrician		10	Air	Unnatural	Other Skills:	n/a		
Criminology		10	Occult	70	Languages & Other Skills:	50		
Demolitions		n/a	Persuade	20	Craft (Mechanic)	20		
Disguise		10	Pharmacy	n/a	Language (Arabic)	40		
Dodge		30	Pilot:	90	Pilot (Airplane)			
Drive		20	Helicopter					
Firearms		40	Psychotherapy	10				

BACKGROUND

CAPT. JONATHAN "LUCKY" LUKMAN

COMBAT RESCUE PILOT, OPERATION BLUE FLY

Your grandfather came to the U.S. as a refugee during World War I, fleeing with his family to escape the Assyrian genocide. He worked for decades as a Chicago bellhop, saving every penny and making friends everywhere. Your father was born in Chicago and worked as a bank clerk, saving enough for you to go to college. You disappointed both of them by making it into the prestigious Air Force Academy and becoming a pilot instead of a lawyer.

Flying is everything. There's no greater joy. And when it gets challenging and dangerous, there's no greater rush. As a combat rescue pilot, you save lives for the country that saved your family. You're one of the best in the world. How your family ever thought you'd settle for being a lawyer is beyond you.

You got tapped for Operation BLUE FLY after ten years as a combat rescue pilot, recovering personnel behind enemy lines in Panama, the Gulf War, Somalia, and Bosnia, not to mention satellite recovery missions and standing ready for rescue with every Space Shuttle launch. Joining BLUE FLY has added about a dozen missions to investigate possible extraterrestrial incursions. Five of those turned out to be genuine. That meant dead PJs despite your best efforts, every time.

You and Jake Hardy were already friends when BLUE FLY recruited you both. In the five years since, you've become like brothers. He's enlisted and you're an officer, of course, but BLUE FLY is such a strange, tight-knit environment that your friendship doesn't draw attention. He's a PJ. Your jobs are so different that rank is never an issue.

You are senior pilot in an aircraft that also includes copilot 1st Lt. Logan "Jack" Daniels, crew chief Sgt. Kelly Kuhn, and gunner Sgt. Hayden Wells. Your team staffs one of two helicopters in Operation WEATHERWATCHER that can be equipped with an experimental, short-range, sonic weapons system code-named PURGATORY. As pilot you won't be expected to deploy that system, only to put the bird in position so your gunner or crew chief can use it.

You studied PURGATORY extensively with Dr. Merlo, one of its developers. She's reliable and trustworthy.

Secondary Characters

Six other BLUE FLY personnel are available as secondary characters. See **BLUE FLY PARARESCUEMEN** on page 87 for more details. Players can take these roles in scenes while the Researchers are busy in the lab, if they want.

1st Lt. Logan "Jack" Daniels | Elite copilot, age 31

STATISTICS				SPECIAL TRAINING	
STRENGTH (STR)	12	CHARISMA (CHA)	12	Parachuting (DEX), PURGATORY device (INT), SCUBA (Swim).	
CONSTITUTION (CON)	15	HIT POINTS (HP)	14		
DEXTERITY (DEX)	13	WILLPOWER POINTS (WP)	12		
INTELLIGENCE (INT)	12	SANITY POINTS (SAN)	60		
POWER (POW)	12	BREAKING POINT (BP)	48		
SKILLS				ATTACKS	
ALERTNESS	70	NAVIGATE	70	M9 pistol 50%, damage 1D10. Unarmed 50%, damage 1D4-1.	
BUREAUCRACY	30	PILOT (HELICOPTER)	80		
CRAFT (ELECTRICIAN)	40	SCIENCE (METEOROLOGY)	40		
CRAFT (MECHANIC)	50	SURVIVAL	40		
FIREARMS	40	SWIM	40		
HEAVY WEAPONS	60	UNARMED COMBAT	50	ARMOR	
MILITARY SCIENCE (AIR)	50				
				Flight helmet, Armor 1	

TS // SCI // NF // ORCON // BLUE FLY

THIS IS A WORK OF FICTION

Technical Sgt. Kelly Kuhn | Helicopter crew chief, age 32

STATISTICS				SPECIAL TRAINING	
STRENGTH (STR)	11	CHARISMA (CHA)	11	Parachuting (DEX), PURGATORY device (INT), SCUBA (Swim).	
CONSTITUTION (CON)	15	HIT POINTS (HP)	13		
DEXTERITY (DEX)	14	WILLPOWER POINTS (WP)	12		
INTELLIGENCE (INT)	13	SANITY POINTS (SAN)	60		
POWER (POW)	12	BREAKING POINT (BP)	48		
SKILLS				ATTACKS	
ALERTNESS	70	NAVIGATE	50	M9 pistol 50%, damage 1D10. M249 machine gun 60%, Lethality 20%, kill radius 3 m. PURGATORY device 85% (including the +20% bonus for an area attack), Lethality 30% (reduced to 20% at long range or 10% at extreme range), kill radius 10 m, base range 200 m. Unarmed 50%, damage 1D4-1.	
BUREAUCRACY	30	SCIENCE (METEOROLOGY)	40		
CRAFT (ELECTRICIAN)	50	SURVIVAL	40		
CRAFT (MECHANIC)	50	SWIM	40		
FIREARMS	40	UNARMED COMBAT	50		
HEAVY WEAPONS	50			ARMOR	
MILITARY SCIENCE (AIR)	50				
				Flight helmet, Armor 1	

TS // SCI // NF // ORCON // BLUE FLY

THIS IS A WORK OF FICTION

Staff Sgt. Hayden Wells | Helicopter gunner, age 29

STATISTICS			
STRENGTH (STR)	13	CHARISMA (CHA)	10
CONSTITUTION (CON)	15	HIT POINTS (HP)	14
DEXTERITY (DEX)	14	WILLPOWER POINTS (WP)	12
INTELLIGENCE (INT)	12	SANITY POINTS (SAN)	60
POWER (POW)	12	BREAKING POINT (BP)	48

SKILLS			
ALERTNESS	60	NAVIGATE	50
BUREAUCRACY	30	SCIENCE (METEOROLOGY)	40
CRAFT (ELECTRICIAN)	60	SURVIVAL	40
CRAFT (MECHANIC)	60	SWIM	40
FIREARMS	50	UNARMED COMBAT	50
HEAVY WEAPONS	60		
MILITARY SCIENCE (AIR)	50		

SPECIAL TRAINING
Parachuting (DEX), PURGATORY device (INT), SCUBA (Swim).

ATTACKS
M9 pistol 50%, damage 1D10.
M249 machine gun 60%, Lethality 20%, kill radius 3 m.
PURGATORY device 80% (including the +20% bonus for an area attack), Lethality 30% (reduced to 20% at long range or 10% at extreme range), kill radius 10 m, base range 200 m.
Unarmed 50%, damage 1D4-1.

ARMOR
Flight helmet, Armor 1

TS // SCI // NF // ORCON // BLUE FLY

Technical Sgt. Jorge Quintana | Senior alien-hunting pararescueman, age 34

STATISTICS			
STRENGTH (STR)	14	CHARISMA (CHA)	11
CONSTITUTION (CON)	15	HIT POINTS (HP)	15
DEXTERITY (DEX)	11	WILLPOWER POINTS (WP)	12
INTELLIGENCE (INT)	10	SANITY POINTS (SAN)	60
POWER (POW)	12	BREAKING POINT (BP)	48

SKILLS			
ALERTNESS	70	NAVIGATE	50
BUREAUCRACY	30	SCIENCE (METEOROLOGY)	40
CRAFT (ELECTRICIAN)	50	SURVIVAL	40
CRAFT (MECHANIC)	50	SWIM	40
FIREARMS	40	UNARMED COMBAT	50
HEAVY WEAPONS	50		
MILITARY SCIENCE (AIR)	50		

SPECIAL TRAINING
Parachuting (DEX), SCUBA (Swim).

ATTACKS
M16A2 rifle 60%, Lethality 10% with three-round burst.
M9 pistol 60%, damage 1D10.
Air Force survival knife 50%, damage 1D6+1, Armor Piercing 3.
Unarmed 60%, damage 1D4.

ARMOR
Tactical body armor and helmet, Armor 6.

TS // SCI // NF // ORCON // BLUE FLY

1st Lt. Galeno Faro Macapodi Ocampo, Ph.D. | Operation BLUE FLY field analyst, age 29

STATISTICS			
STRENGTH (STR)	10	CHARISMA (CHA)	12
CONSTITUTION (CON)	13	HIT POINTS (HP)	12
DEXTERITY (DEX)	10	WILLPOWER POINTS (WP)	10
INTELLIGENCE (INT)	17	SANITY POINTS (SAN)	50
POWER (POW)	10	BREAKING POINT (BP)	40

SKILLS			
ARCHAEOLOGY	40	HISTORY	50
BUREAUCRACY	40	OCCULT	50
COMPUTER SCIENCE	40	SCIENCE (BIOLOGY)	60
CRAFT (ELECTRICIAN)	40	SCIENCE (METALLURGY)	50
FIREARMS	30	SCIENCE (PHYSICS)	50
FOREIGN LANGUAGE (FILIPINO)	40	SEARCH	50
FORENSICS	40		

SPECIAL TRAINING
Parachuting (DEX), SCUBA (Swim).

ATTACKS
M9 pistol 30%, damage 1D10.
Air Force survival knife 30%, damage 1D6+1, Armor Piercing 3.
Unarmed 40%, damage 1D4-1.

ARMOR
Tactical body armor and helmet, Armor 6.

TS // SCI // NF // ORCON // BLUE FLY

Maj. Polly Jonson, M.D. | Operation BLUE FLY physician, age 37

STATISTICS			
STRENGTH (STR)	10	CHARISMA (CHA)	9
CONSTITUTION (CON)	15	HIT POINTS (HP)	13
DEXTERITY (DEX)	10	WILLPOWER POINTS (WP)	12
INTELLIGENCE (INT)	16	SANITY POINTS (SAN)	60
POWER (POW)	12	BREAKING POINT (BP)	48

SKILLS			
ATHLETICS	50	PHARMACY	50
BUREAUCRACY	50	PSYCHOTHERAPY	60
FIREARMS	40	SCIENCE (BIOLOGY)	60
FIRST AID	80	SEARCH	40
FORENSICS	60	SURGERY	70
MEDICINE	80		
PERSUADE	40		

SPECIAL TRAINING
Parachuting (DEX), SCUBA (Swim).

ATTACKS
M9 pistol 40%, damage 1D10.
Air Force survival knife 30%, damage 1D6+1, Armor Piercing 3.
Unarmed 40%, damage 1D4-1.

ARMOR
Tactical body armor and helmet, Armor 6.

DANIELS**ANVIS HUD NIGHT VISION DEVICE**

In a BLUE FLY helicopter, pilot and copilot are equipped with the ANVIS HUD (from Aviator's Night Vision Imaging System with Heads up Display).

Attached to the helmet, it allows operating in reduced light, but sight-intensive skill tests such as Pilot and ranged attacks are at a -10% penalty.

**KUHN****AN/PVS-7 NIGHT VISION DEVICE**

The AN/PVS-7 (from Army/Navy Portable Visual Search) is a set of night-vision goggles with a light-enhancement tube. It provides infrared light

enhancement and has auto-gating to block sudden light intensification. It allows operating in reduced light,

but sight-intensive skill tests such as Drive, Pilot, and ranged attacks are at a -10% penalty.

**WELLS****AN/PVS-7 NIGHT VISION DEVICE**

The AN/PVS-7 (from Army/Navy Portable Visual Search) is a set of night-vision goggles with a light-enhancement tube. It provides infrared light

enhancement and has auto-gating to block sudden light intensification. It allows operating in reduced light,

but sight-intensive skill tests such as Drive, Pilot, and ranged attacks are at a -10% penalty.

**QUINTANA****AN/PVS-7 NIGHT VISION DEVICE**

The AN/PVS-7 (from Army/Navy Portable Visual Search) is a set of night-vision goggles with a light-enhancement tube. It provides infrared light

enhancement and has auto-gating to block sudden light intensification. It allows operating in reduced light,

but sight-intensive skill tests such as Drive, Pilot, and ranged attacks are at a -10% penalty.



Other Personnel

20th Special Forces Group

Most of the perimeter soldiers are combat veterans with experience in the Middle East, Africa, and/or Yugoslavia. Confronted with the unnatural, they have enough training to put down a threat and keep silent about it until they get a proper briefing. Survivors could wind up in MAJESTIC or Delta Green.

One weapons sergeant on each team has a grenade launcher attached to his rifle and a supply of fragmentation, tear-gas, and smoke grenades.

20th Group Soldier

Special Forces operator, age 25–35

STR 14 **CON** 14 **DEX** 11 **INT** 10 **POW** 12 **CHA** 8

HP 14 **WP** 12 **SAN** 55 **BREAKING POINT** 48

DISORDER: Adapted to violence.

ARMOR: Tactical body armor and helmet, Armor 6.

SKILLS: Alertness 60%, Athletics 60%, Demolitions 40%, Firearms 60%, Heavy Weapons 50%, Melee Weapons 50%, Military Science (Land) 60%, Navigate 50%, Pilot (Small Boats) 40%, Stealth 50%, Survival 50%, Swim 50%, Unarmed Combat 60%.

SPECIAL TRAINING: Parachuting (DEX), SCUBA (Swim).

ATTACKS: M16A2 rifle 60%, Lethality 10% with three-round burst.

M203 grenade launcher (weapons sergeant only) 70% (including a +20% bonus for an area attack), Lethality 15%, kill radius 10 m.

M9 pistol 60%, damage 1D10.

Yarborough knife 50%, damage 1D6+1, Armor Piercing 3.

Unarmed 60%, damage 1D4.

HAZMAT: While on duty the soldiers wear hazmat suits. Their **DEX**×5% and **Alertness** checks are at –20% penalties.

AN/PVS-7 NIGHT VISION DEVICE: The AN/PVS-7 (from Army/Navy Portable Visual Search) is a set of night-vision goggles with a light-enhancement tube. It provides infrared light enhancement and has auto-gating to block sudden light intensification. It allows operating in reduced light, but sight-intensive skill tests such as **Drive**, **Pilot**, and ranged attacks are at a –10% penalty.

AFOSI Agents

Their aliases are Andrews, Bush, Carr, Flores, Hampton, Lawrence, Mack, Motley, Payne, and Williams. Their real names hardly matter. Harris's NRO Delta agents wear black suits and overcoats and carry AFOSI badges. They are clean-cut and clean-shaven, with hard eyes and cold senses of humor. They are savvy and suspicious, and ready to kill in an instant. They keep silenced submachine guns in their Humvees in case of serious trouble.

Special Agent of AFOSI

NRO Section Delta Assassin, age 35–45

STR 13 **CON** 13 **DEX** 12 **INT** 12 **POW** 11 **CHA** 8

HP 13 **WP** 11 **SAN** 40 **BREAKING POINT** 33

DISORDERS: Adapted to violence.

ARMOR: Reinforced Kevlar vest, Armor 4.

SKILLS: Alertness 60%, Athletics 50%, Criminology 40%, Demolitions 50%, Dodge 50%, Drive 50%, Firearms 70%, Heavy Weapons 50%, HUMINT 50%, Law 20%, Melee Weapons 50%, Military Science (Land) 50%, Navigate 50%, Persuade 50%, Search 50%, SIGINT 40%, Stealth 60%, Survival 50%, Swim 40%, Unarmed Combat 60%.

SPECIAL TRAINING: Lockpicking (DEX).

ATTACKS: SIG Sauer M11 pistol with optional suppressor 70%, damage 1D10.

MP5SD3 submachine gun with suppressor, collapsible stock and laser sight 70%, damage 1D10 in semi-automatic or Lethality 10% with a three-round burst.

Ka-Bar knife 50%, damage 1D6+1, Armor Piercing 3.

Kevlar garrote 60%; requires attacking from surprise; damage 1D6+1 per turn and target is pinned.

Unarmed 60%, damage 1D4.

LASER SIGHT: The agent's submachine gun is equipped with a targeting laser that adds +20% to hit if the agent has not been injured since his or her last action. It is good out to 200 meters.

AN/PVS-7 NIGHT VISION DEVICE: The AN/PVS-7 (from Army/Navy Portable Visual Search) is a set of night-vision goggles with a light-enhancement tube. It provides infrared light enhancement and has auto-gating to block sudden light intensification. It allows operating in reduced light, but sight-intensive skill tests such as **Drive**, **Pilot**, and ranged attacks are at a –10% penalty.

Phila Bimmel, Ph.D.

Bimmel has cultivated a demeanor of absolute, unshakeable confidence to confront the constant challenges of being an African-American woman in a field dominated by white men. She has extensive experience evaluating the bizarre effects of alien technology (called “foreign,” but she knows better). She is distressed to find nothing consistent here with “Grey” incidents. Her working hypothesis is that some sort of weather-control device is being tested, using (unknown) quantum binding processes to dampen molecular activity. She spends most of her time conducting tests and recalibrations in the field lab, looking for evidence. She takes particular interest in Crow Lake once the Researchers detect anomalous readings there.

Bimmel knows the Researchers well and is loyal to her people. Her word holds some weight with Farrell. Bimmel positively hates Harris’s agents. She knows more about NRO Delta than most. When they are not around she compares them to the Gestapo. She considers Harris and his men murderous psychopaths.

An assertive overachiever, Dr. Bimmel exercises religiously—mostly swimming with some weights and jogging—and occasionally dyes her hair to reduce the gray. She wears understated but carefully-curated business attire. She makes a point of friendliness to reduce resentment among her mostly white, male colleagues, and gives trivial but honest compliments freely. That sometimes takes out the sting when she firmly shuts down a conclusion or course of inquiry that she sees as clearly wrong-headed.

Dr. Bimmel

Lead researcher with NASA’s JPL and Project PLUTO, age 61

STR 11 CON 13 DEX 10 INT 17 POW 13 CHA 14
HP 12 WP 13 SAN 65 BREAKING POINT 52

SKILLS: Athletics 40%, Bureaucracy 65%, Computer Science 50%, Craft (Microelectronics) 60%, Persuade 70%, Science (Astronomy) 60%, Science (Chemistry) 60%, Science (Physics) 80%, Swim 50%.

ATTACKS: Unarmed 40%, damage 1D4–1.



BLUE FLY Pararescuemen

The BLUE FLY troops are classic American special operators but with even more extensive training. These men (all are men) are veterans, professional and wary. They have been trained to expect anything when dealing with alien technology. But when the unnatural is involved, training only goes so far. Faced with mounting encounters with the power of Itla-shua, they react unpredictably. Some revert instinctively and obsessively to training, focusing on concealment and security as they await normalization or a chance to bug out. Others grow more and more violently proactive in securing their environment. Confrontations with Harris’s NRO Delta killers are likely when things go bad.

Operation BLUE FLY “PJ”

Alien-hunting pararescueman, age 25–35

STR 14 CON 15 DEX 11 INT 10 POW 12 CHA 11
HP 15 WP 12 SAN 60 BREAKING POINT 48

ARMOR: Tactical body armor and helmet, Armor 6.

SKILLS: Alertness 60%, Athletics 60%, Firearms 60%, First Aid 60%, Heavy Weapons 50%, Melee Weapons 50%, Military Science (Land) 60%, Navigate 60%, Search 60%, Stealth 50%, Survival 60%, Swim 60%, Unarmed Combat 60%.

SPECIAL TRAINING: Parachuting (DEX), SCUBA (Swim).

ATTACKS: M16A2 rifle 60%, Lethality 10% with three-round burst.

M9 pistol 60%, damage 1D10.

Air Force survival knife 50%, damage 1D6+1, Armor Piercing 3.

Unarmed 60%, damage 1D4.

AN/PVS-7 NIGHT VISION DEVICE: The AN/PVS-7 (from Army/Navy Portable Visual Search) is a set of night-vision goggles with a light-enhancement tube. It provides infrared light enhancement and has auto-gating to block sudden light intensification. It allows operating in reduced light, but sight-intensive skill tests such as **Drive**, **Pilot**, and ranged attacks are at a -10% penalty.

Operation BLUE FLY Helicopter Crew

Elite pilot, crew chief, or gunner, age 25–35

STR 11 CON 15 DEX 14 INT 13 POW 12 CHA 11

HP 13 WP 12 SAN 60 BREAKING POINT 48

ARMOR: Flight helmet, Armor 1.

SKILLS: Alertness 70%, Bureaucracy 30%, Firearms 40%, Heavy Weapons 60%, Military Science (Air) 50%, Science (Meteorology) 40%, Survival 40%, Swim 40%, Unarmed Combat 50%.

SKILLS—PILOTS ONLY: Craft (Electrician) 40%, Craft (Mechanic) 50%, Navigate 70%, Pilot (Helicopter) 80%.

SKILLS—CREW CHIEFS AND GUNNERS ONLY: Craft (Electrician) 60%, Craft (Mechanic) 60%, First Aid 60%, Navigate 50%.

SPECIAL TRAINING: Parachuting (DEX), PURGATORY device (INT; only the PURGATORY helicopter crew chiefs and pilots), SCUBA (Swim).

ATTACKS: M9 pistol 40%, damage 1D10.

M249 machine gun 60%, Lethality 10%, kill radius 3 m.

PURGATORY device 85% (including +20% for an area attack), Lethality 30% (or 20% at long range or 10% at extreme range), kill radius 10 m, base range 200 m.

Unarmed 50%, damage 1D4–1.

AN/PVS-7 NIGHT VISION DEVICE: The AN/PVS-7 (from Army/Navy Portable Visual Search) is a set of night-vision goggles with a light-enhancement tube. It provides infrared light enhancement and has auto-gating to block sudden light intensification. It allows operating in reduced light, but sight-intensive skill tests such as **Drive**, **Pilot**, and ranged attacks are at a -10% penalty.

ANVIS HUD NIGHT VISION DEVICE—PILOTS ONLY: The ANVIS HUD (from Aviator's Night Vision Imaging System with Heads Up Display) attaches to the helmet of the pilot and co-pilot. It allows operating in reduced light, but sight-intensive skill tests such as **Pilot** and ranged attacks are at a -10% penalty.

Maj. James Farrell, USAF

Farrell is thrilled in a macho, self-serving way with finding the apparent remnants of alien forces. Convinced that alien technology is responsible for the disaster at Willis, he is driven to seize that technology for Project MOON DUST and for the advancement of his own career. He will not let anything interfere with those goals.

He denies that Itla-shua's howls are biological. He insists they are a transient, highly localized, psychoactive effect of an alien weapon. He and his men see the world through the lens of the information given by the Greys to MAJESTIC group. Myths about monstrous deities have no place in their investigation.

Farrell is a graying white man in an Air Force uniform, on the short side and getting old enough to lose some of the lean muscle of his youth. He can still keep up with the younger men of his unit, though, and none of them hesitate to follow his orders or example. His plain face is weathered from time spent in the air and in the field, with clear and stern blue eyes.



Maj. Farrell

BLUE FLY team leader, age 41

STR 12 CON 13 DEX 10 INT 14 POW 14 CHA 9

HP 13 WP 14 SAN 65 BREAKING POINT 56

MOTIVATIONS AND DISORDERS: Adapted to violence.

ARMOR: Tactical body armor and helmet, Armor 6.

SKILLS: Alertness 65%, Athletics 60%, Bureaucracy 30%, Demolitions 40%, Dodge 40%, Drive 32%, Firearms 50%, First Aid 50%, Heavy Weapons 50%, History 56%, Melee Weapons 50%, Military Science (Land) 60%, Navigate 60%, Search 63%, Stealth 53%, Survival 50%, Swim 50%, Unarmed Combat 65%.

SPECIAL TRAINING: Parachuting (DEX), SCUBA (Swim).

ATTACKS: M9 pistol 50%, damage 1D10.

Air Force survival knife 50%, damage 1D6, Armor Piercing 3.

Unarmed 65%, damage 1D4-1.

AN/PVS-7 NIGHT VISION DEVICE: The AN/PVS-7 (from Army/Navy Portable Visual Search) is a set of night-vision goggles with a light-enhancement tube. It provides infrared light enhancement and has auto-gating to block sudden light intensification. It allows operating in reduced light, but sight-intensive skill tests such as **Drive**, **Pilot**, and ranged attacks are at a -10% penalty.

Special Agent Elton Harris

Harris was a Marine officer and a Secret Service agent before joining NRO Delta. He is more likely than Farrell to take the unnatural seriously. He has no inkling of the truth, but he has seen more kinds of horror. Faced with the unnatural, he becomes dangerously paranoid. The more the threat grows, the more likely he is to call in PURGATORY.

Harris is a tall, hawklike African American wearing a black suit and overcoat. He carries the badge of an agent of the Air Force Office of Special Investigations.

For a long-term campaign, Harris could accuse Researchers who earn his suspicion of working with Delta Green, inadvertently leading them to that other dire conspiracy.



Agent Harris

NRO Section Delta Assassin, age 46

STR 13 CON 15 DEX 14 INT 13 POW 12 CHA 9

HP 14 WP 12 SAN 40 BREAKING POINT 34

MOTIVATIONS AND DISORDERS: Adapted to violence; paranoia.

ARMOR: Reinforced Kevlar vest, Armor 4.

SKILLS: Alertness 70%, Athletics 50%, Criminology 60%, Demolitions 50%, Dodge 55%, Drive 60%, Firearms 70%, Heavy Weapons 50%, HUMINT 50%, Law 30%, Melee Weapons 60%, Military Science (Land) 50%, Navigate 50%, Persuade 50%, Search 60%, SIGINT 40%, Stealth 60%, Survival 50%, Swim 40%, Unarmed Combat 60%.

SPECIAL TRAINING: Lockpicking (DEX).

ATTACKS: SIG Sauer M11 pistol with optional suppressor 70%, damage 1D10.

Ka-Bar knife 60%, damage 1D6+1, Armor Piercing 3.

Kevlar garrote 60%; requires attacking from surprise; damage 1D6+1 per turn and target is pinned.

Unarmed 60%, damage 1D4.

AN/PVS-7 NIGHT VISION DEVICE: The AN/PVS-7 (from Army/Navy Portable Visual Search) is a set of night-vision goggles with a light-enhancement tube. It provides infrared light enhancement and has auto-gating to block sudden light intensification. It allows operating in reduced light, but sight-intensive skill tests such as **Drive**, **Pilot**, and ranged attacks are at a -10% penalty.

Incursions

The Frozen Dead

The bodies of people slain by the powers of Itla-shua stir and rise when Itla-shua manifests over Crow Lake. Eating human flesh can turn them into wendigowak. Children risen have STR, CON, and HP of 7 and inflict 1D4 damage biting.

Cold Revenant

Nearly mindless with hunger

STR 10 **CON** 10 **DEX** 5 **INT** 2 **POW** 2

HP 10 **WP** 2

SKILLS: Alertness 20%, Athletics 30%, Unarmed Combat 30%.

ATTACKS: Bite 30%, damage 1D6 (see **FEEDING**).

CLUMSY: The revenant cannot defend itself. Even a successful attack roll by the revenant does not oppose any attacks against it.

COLD PROFILE: In the frigid conditions around Willis, the revenant does not appear on thermal imaging or infrared night-vision devices except as a vague, dim blur.

FEEDING: After succeeding with a bite attack, the revenant uses its action each turn to inflict 1D6 damage on the same target, without having to make another attack roll. If the bite pierced the victim's armor, the "feeding" damage ignores armor. The victim can attempt an opposed **STR** test as his or her action each turn to break free. If the revenant's bite reduces a victim to 0 HP, the revenant grows in power and becomes a wendigo.

ICY RESILIENCE: Ordinary attacks inflict half HP damage against the revenant. Hypergeometry inflicts full damage. Fire inflicts double damage.

UNDEAD: The power that animates the revenant sustains it against rigors that would harm or kill the living. Cold, suffocation and radiation seem to do no lasting harm unless the revenant's body is physically destroyed.

WADING: The revenant takes 1 damage at the end of each turn in which it does not inflict damage on a living victim with its bite attack or by feeding.

SAN LOSS: 0/1D6.

Wendigowak

These cannibal-ogres (named in Algonquin legend) manifest an infection among those who have partaken of the communion of Itla-Shua and eaten human flesh. The wendigo's strange-smelling hair bristles from frozen, blue-white corpse-flesh. Its eyes blaze red or purple, and a long tongue emerges from between its protruding, fanged teeth. Despite its deformed or animalistic feet, the wendigo travels in enormous leaps.

Wendigo beasts are animals changed by the manifestations of Itla-shua and driven to devour warm flesh and blood.

Wendigo or Wendigo Beast

A human or animal given the Wind-Walker's unnatural vitality and hunger: large deer, wolf, black bear

STR 24 **CON** 25 **DEX** 9 **INT** 8 **POW** 16

HP 25 **WP** 16

ARMOR: 4 points of thick and frozen hide (see **ICY VITALITY**).

SKILLS: Alertness 40%, Athletics 90%, Stealth 80% (90% in snow), Track Prey 99%.

ATTACKS: Claw 80%, damage 1D10 or pin.

Bite 80%, damage 1D8 (see **WENDIGO BITE**).

COLD PROFILE: In the frigid conditions around Willis, the wendigo does not appear on thermal imaging or infrared night-vision devices except as a vague, dim blur.

GIANT STEPS: As its action, the wendigo can bound up to 20 meters vertically or 40 horizontally in one turn.

HOWL: As its action, the wendigo can howl, spending 4 WP. Anyone present who fails a **SAN** test immediately suffers temporary insanity; those who succeed are stunned for one turn in shock and terror. A victim can be affected by wendigo howls only once a day.

ICY VITALITY: Ordinary attacks inflict half damage against a wendigo, before applying armor. A successful Lethality roll does not destroy it, but inflicts damage equal to the Lethality rating. Hypergeometry inflicts full damage. Fire ignores the wendigo's armor and inflicts double damage.

WENDIGO BITE: After combat, a bitten victim must make a **SAN** test (at a -20% penalty if bitten more than once, or -40% if the victim has ever eaten human flesh). On a failure, the victim gains +6 STR and +6 CON, adds 40% to his or her Unarmed Combat skill (up to 99%), and does 1D6 damage (and communicates wendigoism) with a bite. The victim has a new disorder: an addiction to eating human flesh. The victim's feet begin to deform and his or her eyes change color. Others notice this despite foot coverings with an **Alertness** test. At the end of the operation (or later, at the Handler's discretion), the victim transforms into a wendigo and flees for the Arctic north.

SAN LOSS: 0/1D8 (1/1D10 if the wendigo was known to the witness when human).

Wendigo or Wendigo Beast (Small)

A child or small animal given the Wind-Walker's unnatural vitality and hunger: small deer, bobcat, dog, coyote

STR 12 **CON** 17 **DEX** 9 **INT** 5 **POW** 12

HP 15 **WP** 12

ARMOR: 2 points of thick and frozen hide (see **ICY VITALITY**).

SKILLS: Alertness 40%, Athletics 90%, Stealth 80% (90% in snow), Track Prey 99%.

ATTACKS: Claw 80%, damage 1D6 or pin.

Bite 80%, damage 1D4 (see **WENDIGO BITE**).

COLD PROFILE: As described in **WENDIGO OR WENDIGO BEAST**.

GIANT STEPS: As its action, the wendigo can bound up to 10 meters vertically or 20 horizontally in one turn.

HOWL: As its action, the wendigo can howl, spending 4 WP. Anyone present who fails a **SAN** test is stunned for one turn in shock and terror. A victim can be affected by wendigo howls only once a day. The howl of a small wendigo or wendigo beast is not quite as debilitating as that of a large one.

ICY VITALITY: As described in **WENDIGO OR WENDIGO BEAST**.

WENDIGO BITE: As described in **WENDIGO OR WENDIGO BEAST**.

SAN LOSS: 0/1D6 (1/1D10 if the wendigo was known to the witness when human).

Illa-shua

Illa-shua is described in detail on page 240 of the *Handler's Guide*. These are some powers the Handler may bring to bear if it manifests fully in *Jack Frost*.

Effects and Abilities—Illa-shua

AURA OF POWER: Any human present when Illa-Shua appears is automatically at -40% on all rolls (except **SAN**). A character who fails the **SAN** roll for encountering Illa-Shua cannot act for 1D10 turns, instead goggling in abject terror at its horrific form.

DISCORPORATION: A successful attack with Lethality 60% or higher causes Illa-Shua to vanish with a thunderclap, causing deafness for 1D4 days in all nearby. Each nearby character who fails a **Luck** roll is permanently deafened, and loses 1/1D4 **SAN** due to helplessness.

DISMISSAL: Apart from the Crow Lake shrine, certain hypergeometric rituals can dismiss Illa-Shua. That requires successful activation roll and the permanent expenditure of 4 POW.

ENSHRINEMENT: Illa-Shua may select a target for enshrinement. This attack has a 60% chance of succeeding, and may be opposed by a **Dodge** roll. On a successful Dodge, the target suffers a Lethality attack of 10% as Illa-Shua's limb smashes to the ground on top of them, but fails to lift them. If the **Dodge** fails, the target is swept up, encased in ice, and dropped from a great height, suffering a Lethality attack of 75%. A target who perishes must make a POW test before dying. If it fails, the victim returns as Wendigo (see **WENDIGO**). A target who inexplicably survives such horrors loses 1D6/1D20 **SAN**.

FUNDAMENTAL CONTROL: Illa-Shua can change scale, mass, and molecular order at will, growing, shrinking, changing or transcending any physical limitation without a roll. It is equally at home on Earth's surface, at the bottom of the ocean, or in the cloud seas of Saturn. By some accounts, Illa-Shua's manifestations are for some reason restricted to the Arctic. Other accounts disagree. Most attacks against Illa-Shua have no effect (but see **DISCORPORATION**).

WENDIGO: Illa-Shua is proceeded and attended by dozens of undead slaves known as wendigowak. These once-human beings were infected with the essence of Illa-Shua. Animated corpses, frozen and evolved to hunt and persist in the cold, these beings have blue-white skin and burning eyes. (See **WENDIGOWAK** on page 90.)

SAN LOSS: 1D10/1D100.

PROJECT LIST

A large, faint watermark of the United States Air Force seal is centered on the page. The seal features an eagle with wings spread, perched on a shield with a cross and arrows, surrounded by stars and the text "UNITED STATES AIR FORCE".