

Jack Frost

A Delta Green Operation by Shane Ivey, © 2019

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<H1>Introduction

The road sign is painted in cursive letters on a white background: “Willis, Ala.,” it reads, “Pop. 119.” State Highway 19 runs past the sign through deep forest and high hills. A long, narrow bridge stretches across an expanse of swampy water. Always a land of endless natural waterways, the region was inundated with new lakes and streams after the Tennessee Valley Authority began damming up the rivers during the Great Depression. A sliver of December moon is hidden, high overhead, beyond thick clouds, and the swamp and the hills and the trees are barely visible in its ghostly light.

The hills flatten out, slowly, gradually, and the forest thins to either side. Then, ahead, comes a yellow glow blinking in the air. A street light signals caution. Other lamps shine beyond it, silvery-pink and constant, illuminating the shop fronts of a few two-story shops. Christmas lights blink cheerfully in red and green in several windows and the limbs of trees.

Silhouettes stand within a cafe near the road. “Hank’s House,” proclaims the shingle. A few locals had gathered for a nightcap. There is no movement to be seen in Hank’s House or in the streets, nowhere but for the swaying yellow light. But on the covered sidewalk leading to Hank’s, someone waits.

Closer.

It is a middle-aged man, heavy-jowled, wearing worn denim overalls and a thick fleece 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.

The other men and women can be seen more clearly in Hank’s House. They sit with drinks long gone cold they lie on the floor in strange positions, as if caught in the moment of a footstep and then fallen in that same pose to the ground. Outside, a dog lies on its side, legs stiff and straight. Feathery clumps lie where birds fell in mid-flight to the earth. All are dead with a cold that will not go away.

Looks like Jack Frost came down to town again.

<H2>Background

Willis is a small farming town in northern Alabama, some 120 km from Huntsville and its Space Center and the military and aerospace facilities of the Redstone Arsenal. The region is dominated by hilly green fields and tiny farms with livestock and long, low chicken barns. The forested hills are broken by countless rivers and lakes, many of them formed only 60 years ago when the TVA dammed the Tennessee River.

Before English settlers carved rough and solitary farms out of the region, it was 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. They have been gone for thousands of years. But in the woods near what would become Willis, one trace of them lingered across the centuries. It is a device hideously carved of strange metals, a shrine and a sort of throne dedicated to the Great Old One known as Ibla-shua, the Wendigo, the Wind Walker.

Mysterious forces or conjunctions of energy occasionally allow Ibla-shua to manifest briefly in the area, far from its Arctic prison. The people of K'n-Yan established the shrine to keep Ibla-shua quiescent. When a sacrificial victim is offered to it, the victim's life-force is drained to change the fluctuations of dark energies and compel the Wind Walker to depart.

Long after the K'n-Yani were gone, the ancestors of the Creek discovered the shrine. A shunned and bloody clan came to worship it. Their leaders received visions of the Great Old One Yig, the father of serpents, and of a midnight ritual to appease and ward off the Wind Walker. They called themselves the Night Clan. They offered sacrifices from among their chiefs and from captive enemies. They gained a grim reputation.

A little over 200 years ago, they overlooked the sacrifice. Ibla-shua manifested and made demonic Children of the Wendigo of living things nearby. Other clans blamed the Night Clan and exterminated them.

Some 60 years later, the U.S. government drove all the Creek away. White farmers took the land. The shrine was submerged by a man-made lake. A tiny town named Willis grew around a crossroads.

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

And so Ibla-shua has come again. At midnight on the winter solstice, 21 DEC 1998, 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 incursion. A task force assembled to isolate the area and investigate.

Two nights later, December 23rd, Ibla-shua will stir again, transforming all within its reach to a frigid parallel of life, unable to leave the frozen area of the Wind-Walker's effect.

The next night, the least of its progeny will awaken, small animals ravaging with the unnatural hunger of the Wendigo.

At the next midnight, December 25th, Ibla-shua will rise for the last time. The dead of the town will stir as Children of the Wendigo until the power of Ibla-shua departs.

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

<H2>Running “Jack Frost”

Unlike most Delta Green operations, “Jack Frost” begins on a particular date: 22 DEC 1998. It features elements of the MAJESTIC project, the U.S. government’s network of programs dedicated to extraterrestrial studies, as well as (behind the scenes) the original Agent Alphonse, Joseph Camp. With a little attention to detail, the scenario can be placed in a different year.

“Jack Frost” features otherworldly horrors and the dangerous interplay of key NPCs with rival agendas. The Agents are sent to infiltrate a MAJESTIC operation. Agents and players who have some experience in Delta Green operations are more likely to survive than newcomers.

If you have enough players, “Jack Frost” could be expanded to include a cell outside the strictures of the undercover operation. The outside cell could investigate the Wind Walker while the primary cell conducts its secretive work in Willis. This might be ideal if some Agents are not well suited to undercover work.

Another intriguing option is to play this operation without Delta Green at all. The Agents could be Operation BLUE FLY operatives or contractors. They have been assigned to investigate the phenomena under the assumption that some sort of alien technology is involved. That technology must be captured or destroyed at all costs. One researcher could have crackpot theories relating to old Indian gods and alien science, scoffed and humiliated by the team until some of those theories begin to make sense. In any event, the team should focus on science and technology, not the occult, making them less prepared for the awful power of Ibla-shua.

<H2>Day by Day

The Agents have a number of things to investigate immediately in the town and area. Each course of investigation uses up hours. And each night that falls brings new horrors. Further, the Agents are under constant observation by security operatives whose leaders grow more and more paranoid and irrational. Avoiding them requires time-consuming diversions. Keep track of the hours that vanish. Events that are outside the players’ control should progress relentlessly.

XXX HANDOUT XXX

You Are Cordially Invited to a Night at the Opera

TO: [REDACTED]
FROM: Alphonse
SUBJECT: Operation WEATHERWATCHER
DATE: 22 DECEMBER 1998, 0545 EST

Your cell has been activated for a mission of great sensitivity. A paranormal incident has resulted in many deaths, requiring, if possible, our investigation and intervention. In this case, however, another organization has initiated an investigation before us.

Willis, Alabama, is a rural town of 119 residents. Nine hours ago, an unexplained event swept across the town and county, apparently causing the death by freezing of every living creature in its area. Our group was not initially aware of this event. It was reported to us by a source within another covert organization, a unit of the Defense Department. That group has already begun an investigation under the auspices of the U.S. Air Force Office of Special Investigations and USAF rescue and recovery. Their operation is code-named WEATHERWATCHER.

Our source within this group has arranged access. False identities have been developed for each of you, giving you clearance for Operation WEATHERWATCHER. That gives you cover as consultants to aid the investigating task force.

Your assignment is to infiltrate the operation, conduct an investigation from within, and minimize any further harm which may be caused by the Willis incident. We are particularly concerned that elements of the investigating group will attempt to harness technologies or forces beyond their control.

Your cell will be incommunicado for the duration of this mission. You must assume that any attempts to contact us from within the investigating task force will be compromised. Circumstances may allow your team no outside assistance. It is imperative that you maintain secrecy as long as possible while undertaking your mission. Interaction between members of your cell should appear no different than your interaction with other members of the team. It is highly unlikely that you will have access to any resources beyond those provided by the task force.

Your cell leader will provide transit details for you to rendezvous with the team at Huntsville International Airport at 1700 CST. This will be our last communique until this assignment is completed.

Good luck.

XXX END HANDOUT XXX

XXX SIDEBAR XXX

<S1>The Friendly

Delta Green's source in "Jack Frost" is a recently-acquired Friendly, deep in the security section of the MAJESTIC program. At least that's what A-Cell tells the Agents. This asset installed false

security approval flags in the false dossiers of the Agents' cover identities. The Agents and their cell leader are not cleared by A-Cell to see the Friendly's bona fides.

The truth about the Friendly is left for you to determine based on your campaign background.

Possibilities include:

BOSTICK: The Friendly could be Charlie Bostick, chief of propaganda and information security for Project GARNET. This is part of his boss Gavin Ross' ongoing strategy to position Delta Green for later use against his project's rivals in the MAJESTIC group. Charlie Bostick and Gavin Ross are detailed in *Delta Green* and in the *Handler's Guide*.

INFORMER: The Friendly could be a communications security expert from the NSA, working in a triple blind. He or she works covertly for the National Reconnaissance Office and even more covertly for Section Delta, the security force used by Majestic, and now most secretly of all as an asset for Delta Green. Not long ago, the Friendly verified government complicity in horrors worse than even the Greys. He or she used NRO Delta's files to contact a suspected Delta Green agent, then erased that file. This is the Friendly's first substantial tip to Delta Green.

ANDREA: It might be not just an NSA informer but Delta Green's Agent Andrea, A-Cell's chief of communications security. A-Cell gave the Agents the "insider" story in case any of the team is captured and interrogated. Hopefully that will allow Andrea a few precious hours to clean up and cover her tracks while NRO Delta hunts for a nonexistent mole. Agent Andrea is detailed in the *Handler's Guide*.

XXX END SIDEBAR XXX

<H1>Part One: The Task Force

Flying in from around the country, the Agents touch down at Huntsville International Airport about 5:00 p.m. Central time, just after sundown. Each is intercepted by a hard-eyed, plainclothes agent in a black suit and overcoat, carrying the badge of the Air Force Office of Special Investigations. The escorts say they are not authorized to answer questions. They check and approve the Agents' falsified papers and escort them to a waiting room.

The Agents are joined in the waiting room by two physicians and two physicists, cordial but carefully silent about the assignment. This is not a secure location.

When all have arrived, the AFOSI escorts join them aboard a Black Hawk helicopter with seating for 11.

Once they take off, it's a flight of about 30 minutes over the woods, hills, and waterways of northern Alabama. Even in the coldest winter nights, the lakes here do not freeze over.

They pass over a small town, Russellville, and land in a field closer to their destination, the tiny crossroads community of Willis.

<H2>Meeting the Team

The Agents disembark into the icy air of a forest overtaken by a government camp. The airfield holds five more Black Hawk helicopters, superficially similar to the one that brought the Agents. Half a dozen trailers near the airfield serve as makeshift offices and housing. A rented tractor-trailer is parked near each. Humvees and SUVs drive by.

The guards tell the Agents that a perimeter has been set three kilometers in all directions around Willis. The perimeter is 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.

Within the three-kilometer perimeter, the task force has 80 members including the Agents. There are Air Force pilots and pararescuemen in jumpsuits (and hazmat suits when they investigate a possible technological find), rifle-toting security officers, and civilian scientists, doctors, and academics in plain clothes, all wearing thick coats against the cold.

The AFOSI guards escort the Agents and their quiet companions to the command trailer to meet the mission leaders. The trailer is occupied by six more AFOSI agents, five scientists of various stripes, two physicians, and a dozen pararescuemen wearing the patches of the 41st Rescue Squadron out of Moody Air Force Base in Georgia.

As the last Agent is seated, an AFOSI investigator stands. He is about 50 years old, short and wiry, with black hair, pale skin, cold eyes, a few gold teeth, and an Alabama drawl. He wears a black suit and an expensive winter overcoat.

“Welcome to Willis,” he says, with a touch of irony. “My name is Ramsey Lewis. I’m with the Air Force Office of Special Investigations, Detachment 702. I’m in charge. My folks from AFOSI are here to coordinate everyone, keep things moving, and keep things secure.”

Any Agent with **Military Science (Air)** at 50% or higher, or who makes a roll, recognizes that Detachment 702 is part of AFOSI’s Region 7. AFOSI investigates Air Force-related crime and security risks, and employs civilian as well as military personnel. Region 7 is responsible for counterintelligence and security around special access programs, the most highly restricted kinds of secret projects. Detachment 702 works out of Wright-Patterson Air Force Base. Wright-Patterson is also home to the Foreign Aerospace Science and Technology Center (FASTC), formerly the Foreign Technology Division and still often called FTD, which studies foreign aerospace technologies. The Agents can learn all that by asking around.

Next Lewis indicates a tall, hawklike AFOSI agent in a black suit and overcoat. “Special Agent Elton Harris here is in charge of operational security on my behalf.”

Lewis nods to a graying man in an Air Force uniform. “And Major James Farrell leads the field operation. You newcomers belong to him.” By that he means the Agents and the other specialists.

Lewis looks the team over. “Now, you all are here to investigate a recent...event...that transpired in Willis, Alabama, just a mile west of here. We don’t know exactly what happened. All we know is that a town of more than a hundred souls has been killed. Frozen to death, and hardly any of them out in the cold.

“Most likely, this is the result of experimental weaponry fallen into the wrong hands. The Russians have spent decades on fringe weapons science.”

An Agent with **Military Science (Air)** of at least 60% thinks that sounds ridiculous. If the Agent also has **HUMINT** of at least 30%, they can tell not even Lewis seems to believe it.

Lewis concludes: “In any event, you all know your specialties. You civilians, report to Major Farrell. Good luck to you.”

XXX SIDEBAR XXX

OPERATION WEATHERWATCHER ORGANIZATION

Command: Special Agent-in-Charge Lewis, AFOSI

Security: Special Agent Harris, AFOSI, with 14 investigators

Perimeter: Maj. Smidt, U.S. Army 20th Special Forces Group, with 83 special operators

Recovery: Maj. Farrell, U.S. Air Force, 41st Rescue Squadron, with 22 pararescuemen and 24 helicopter crew

Analysis: Dr. Bimmel, NASA, Jet Propulsion Laboratory, with 16 researchers (including the Agents)

XXX END SIDEBAR XXX

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<S1>Operational Oddities

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

To Agents with any **Military Science (Air)** skill at all, that is a very strange arrangement. AFOSI is supposed to investigate breaches of federal law inside the Air Force. That includes counterintelligence work and security at secret bases, and could extend to preventing security leaks here. But they should not be calling the shots. And calling in special forces teams to maintain a perimeter in the middle of nowhere sounds like a staggering waste of their training and capabilities.

XXX END SIDEBAR XXX

<H2>How It Began

Weather radar detected Itla-shua's first manifestation just after midnight, 21 DEC 1998, and called it an unusually dense storm front. MAJESTIC analysts saw more. Spectral imaging from satellite footage hinted at not merely snow and wind but a living presence that resonated in electromagnetic wavelengths consistent with certain extraterrestrial phenomena.

The alert went out quickly. National Guard soldiers from the 20th Special Forces Group, based in Birmingham, set up a perimeter around the town under the pretext of a training exercise. They were told nothing of the actual situation. Since their orders are to aid a secret Air Force operation, they assume it's a satellite recovery mission.

The Special Forces operators immediately detained five people: a trucker who came home late on Christmas Eve and found his pregnant wife dead and frozen, the wife's mother who raced over from the next county, an ambulance team who arrived 20 minutes later from nearby Russellville, and a county deputy who had only begun to see the full extent of the carnage.

Next to arrive was a large team from 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. The AFOSI investigators are actually part of the National Reconnaissance Office's Section Delta, a top-secret military counterintelligence unit that is part of Project GARNET, the disinformation arm of MAJESTIC.

Then came the operational teams. First were hazmat-suited pararescuemen from the 41st Rescue Squadron, in helicopters from Moody Air Force Base in Georgia. They, too, are from MAJESTIC: Operation BLUE FLY of Project MOON DUST. They were soon joined by civilian technical advisors from MOON DUST, including the Agents under false identities.

When the immediate operation to recover alien technology is over, the NRO Delta team plans to bring in FEMA. They'll tell families and curious reporters that Willis suffered an outbreak of an especially virulent strain of Legionnaire's disease, with pneumonia setting in and advancing lethally in only a day or two. They mean to 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.

<H2>Command and Control

Ramsey Lewis, in charge of the overall operation and the cover-up, is in fact Adolph Lepus, chief of NRO Section Delta. NRO Delta's purpose is to keep extraterrestrial life and technology secret at all costs. (If any Agents met Lepus previously, change his description to represent another of Lepus' deputies.)

Special Agent Harris is one of Lepus' deputies at NRO Delta. He is on the books as a supervisory special agent of the Air Force's Office of Special Investigations. The office is technically legitimate but is a convenient cover. His AFOSI assignment will evaporate into fiction again when his job is done. While Lepus handles the big picture, covering everything up and keeping the right people in the dark, Harris manages the NRO Delta agents and operational security.

Harris has dealt with alien technology before and has seen its effects. As events progress, Harris and his men show their SAN loss and growing fear through quick-burning paranoia. If a disaster befalls them, they see security threats everywhere. They start detaining team members, with plans to take them offsite for murder and quiet disposal under the guise of a training accident.

<H3>Security

All the AFOSI investigators are hardened killers from NRO Delta. They work in shifts and in pairs to keep track of everyone and everything inside the three-kilometer perimeter. At any given time, four are on duty at headquarters (overseeing communications or guarding detainees), another six are out in pairs watching the rest of the team, and four are resting.

Almost everyone is afraid of them, a fact which the AFOSI agents find endlessly amusing and gratifying. They never explicitly threaten to liquidate security risks, but the idea is always somehow in the forefront of the others' thoughts.

Every time an Agent turns around, an AFOSI investigator should be nearby, observing, and another is almost certainly within earshot. The Agents should not find it easy to distract the AFOSI investigators. Attempting to elude them immediately raises their suspicions.

Diverting them so the Agents can pursue a lead unobserved requires subtlety and subterfuge. If it's obvious that some members of the team are out of observation, that tips Harris off that something is not right. The Agents arouse the least suspicion with things they can pursue under observation but with misleading results. They also may gain an edge by keeping tabs on the AFOSI investigators and planning their own secret maneuvers in short windows of opportunity.

Keep the players sweating and scared. They should be afraid of being found out at any moment.

<H3>Communications

Lewis' AFOSI investigators track communications within the task force. No information pertaining to the operation is to leave the site except by Lewis' explicit orders. All land lines are either cut or tapped. The radio signals of cellular phones are detected and analyzed.

Any attempt to send out an encrypted message is met with immediate and probably disastrous interrogation, whether it can be decrypted or not.

The Agents could stage outgoing communications in such a way as to blame one of the other civilian experts or some as-yet undetected party. Maybe they could plant a phone trying to make an outgoing call in an unsuspecting scientist's bag. That could send the security team hunting and buy the Agents a little time.

The communications security station is a radio dish-equipped van at the central command post, under constant guard by two AFOSI investigators. If the Agents manage to distract the guards and sabotage the comms station, they can gain valuable moments to communicate undisturbed with the outside world.

XXX SIDEBAR XXX

<S1>Interrogation

Any Agent who shows signs of too much nervousness quickly becomes suspect. An Agent who attracts attention more than twice is interrogated thoroughly. If the NRO Delta team thinks a suspect is genuinely up to something, they use torture to coerce statements that corroborate their theory, getting the confession on video and using amnesiac drugs to block the suspect's memory of the torture. That leaves the subject disoriented for 2D4 hours, suffering a -20% penalty to all tests. The security team keeps such suspects bound and gagged in an unmarked van near the command post, with a pair of guards.

XXX END SIDEBAR XXX

<H3>Roadblocks

The perimeter guards are 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 is stationed just off the highway at the east side of the perimeter. The headquarters team includes Maj. Raymond Smidt, the company commander; Chief Warrant Officer Henry Brown, the company executive officer; and experienced noncommissioned officers. The headquarters team is indicated by the code "ODB2110."

Each ODA is charged with a sector of a three-kilometer perimeter around Willis. Most man roadblocks at public and utility roads. One watches the lake with three boats unofficially commandeered from local fishing sheds.

Each ODA is led by a captain, assisted by a master sergeant. It has 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. One weapons sergeant on each team has a grenade launcher attached to his rifle and a supply of fragmentation, tear-gas, and smoke grenades. Each team has three Humvees. An ODA can split into two six-man teams if necessary. Each ODA is indicated by the code ODA2111 through ODA2116.

All the operators are between 29 and 34 years old. On paper, they 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.

The operators are under orders to defer to the Air Force teams, which includes its civilian experts like the Agents, except where doing so would interfere with keeping the perimeter secure. The 20th Group operators have been told that this is a recovery operation for a fallen satellite or missile. They're worried only about possible radiation or chemical exposure for anyone going too far into the perimeter.

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.

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, so he wants to follow the letter of the orders without attracting attention.

<H2>Operations

The recovery operation is commanded by Maj. James Farrell. He and his men are on a temporary duty assignment to the 41st Rescue Squadron, which operates out of Moody Air Force Base, Georgia. The 41st flies combat rescue missions, supports NASA launches and recovery, and finds and contains crash debris, biological hazards, and technology that is critical to national security.

An Agent with any **Military Science (Air)** skill or with **Occult** at 40% or higher (or who makes a roll) has heard that the 41st also recovers foreign aerospace debris such as satellites, spy planes, and, if you listen to conspiracy theories, fallen UFOs.

Farrell's team has six Black Hawk helicopters. Two carry pararescue crews of 11 men each, one is equipped for medical rescue and emergency treatment, and one is equipped to take up to four tons of cargo. Each pararescue team includes staff sergeants, technical sergeants, and one master sergeant, commanded by a captain.

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. They are not deployed unless Farrell gets an order from his superiors. See **PURGATORY** on page XX for details.

Each helicopter has two pilots, two crew chiefs, and unusually sophisticated radio and radiation sensors to measure various energy levels in the ground and foliage. Except in the two guarded craft, the crew chiefs can each deploy and man a starboard-side M240 machine gun if necessary. The pararescue teams are led by master sergeants who answer to Maj. Farrell.

The recovery team conducts physical examinations of the territory in slow helicopter flyovers of the area. In addition to the helicopters, the pararescuemen have two boats equipped with heavy-hauling equipment and powerful sonar and several Humvees.

<H3>Recovery

Farrell's team of helicopter crew and pararescuemen are in fact part of a top-secret unit that operates out of Fort Belvoir, Virginia, and takes the cover of units like the 41st when they take to the field. They are part of Project MOON DUST's Operation BLUE FLY, dedicated to recovering extraterrestrial technology. Farrell has been told that alien technology is at work around Willis and it must be contained and recovered.

Farrell's knowledge of the MAJESTIC project is limited. He does not know the name MAJESTIC itself. He knows that BLUE FLY is an operation of the top-secret Project MOON DUST, which is dedicated to locating, recovering, and studying extraterrestrial technology. He knows that Adolph Lepus and his killers work for a counterintelligence program that protects MOON DUST's secrecy. To Farrell, MOON DUST is the pinnacle of secret programs. The true, sprawling extent of MAJESTIC's work and history would shock him.

Farrell is 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, and he will not let anything interfere with those goals.

Farrell dismisses occult or mythological explanations out of hand. An attempt to convince him of such theories is met with raised eyebrows and the risk of close interrogation by Special Agent Harris.

As the operation progresses and Farrell loses SAN, he sinks into irrational denial about the rising unnatural threat of I'tla-shua.

<H3>Analysis

On-site analysis is conducted by a team of specialists from a variety of fields, led by physicists and engineers from NASA's Jet Propulsion Laboratory. All are part of Project MOON DUST (including the Agents, according to their false identities).

Most are physicists or medical doctors. The physicists have bulky testing chambers, trucked into the command post. The medical team has a field station with full biological quarantine capability.

Other experts have been brought in who have no background in medicine or the sciences. They are on board as experts in anthropology, archeology, or "human terrain," the behavior of those exposed to alien technology. They are charged with investigating the course of the strange events in Willis, using local evidence and records to provide context or detail to the results obtained in Farrell's investigation.

The NPC analysts are extremely careful about informational security around strangers. The Agents can earn their trust by taking time to convince the analysts that they truly experts. That requires having at least 60% in an appropriate skill, such as **Medicine**, a **Science** skill, **Anthropology**, or **Archeology**. If the Agents earn the other analysts' trust, they can get more access to their work and can get help in confrontations with the AFOSI investigators.

XXX SIDEBAR XXX

<S1>Rivalry

Maj. Farrell maintains a simmering antipathy for the AFOSI leaders, Lewis and Harris. Farrell knows that Harris and Lewis are MAJESTIC security operatives, ready to kill or torture at a second's notice to protect the government's secrets.

Farrell knows that when BLUE FLY's commanders say NRO Delta calls the shots, that's just how it is. But he does not like it a bit. Lewis and Harris are nothing but assassins, and they both 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, dislike Harris' cold-eyed "AFOSI" investigators.

The Agents may feel trapped between the growing paranoia of Farrell and Harris and the Agents' own lack of support from Delta Green. Play up that paranoia for all it's worth. When things go wrong, the Agents' best defense may be to turn Harris and Farrell against each other. With some subtle goading, either could readily blame the other as a traitor and a plant responsible for the operation's problems.

XXX END SIDEBAR XXX

<H1>Part Two: The Investigation

The Agents are posing as part of Farrell's analysis team. They have false MOON DUST credentials.

Agents without medical or scientific skills are supposedly "human terrain" experts. They may soon deduce that they are not expected to actually discover anything useful. They are there to be fed a cover story that they can deliver credibly to the media and external investigators.

The Agents may gain access to other MOON DUST experts' work and files if they establish a rapport and don't arouse suspicions. They are essentially free to roam as long as they don't look where they are not wanted and they don't try to elude the AFOSI investigators.

The following standing orders given to the researchers, including the Agents:

- They report to Maj. Farrell.
- They are to discuss nothing about their work with each other or with the other specialists except under Farrell's explicit orders.
- Pertinent evidence is to be turned over to Farrell at once.

The Agents and other specialists are overseen by AFOSI investigators at all times. AFOSI guards drive the specialists around in Humvees and SUVs, arranging things so there are at least two AFOSI men with each group.

<H2>Meteorology

The following facts are immediately available from meteorological and biological analysis:

At approximately 12:05 a.m. on 21 DEC 1998, an area approximately 10 km (7 miles) in diameter experienced a sudden, unexplained drop in temperature from the typical low of 3 degrees Celsius to slightly below zero degrees Celsius. A snowstorm set in, blanketing the whole region in slush.

The town of Willis is near the center of this area. The exact epicenter of the effect cannot be discerned.

Alabama winters are typically icy and wet, with heavy winds and lightning and evening temperatures hovering around the teens. Snowstorms, when they occur, typically are not seen until late in winter or even early spring, usually around March.

The snowstorm subsided during the following day but returned the next night around midnight.

<H2>Autopsies

One or more team physicians autopsy the frozen victims. The Agents may be involved or allowed to witness the procedure if they have medical backgrounds or bluff their way in with a **Persuade** test.

Analysis of a body indicates death from freezing. The process was nearly instantaneous and occurred uniformly throughout the body. Such an event is impossible, of course, in the experience of normal medicine. Even at extreme temperatures, freezing progresses gradually from the extremities to the more insulated core.

Equally strange, the microbes which elicit decay do not assault the cells of the subject.

The bodies remain at a constant, unnatural cold, at 0.5 degrees Celsius, only slightly above freezing. Even exposed to direct heat, the body's cells do not increase appreciably in temperature. They simply do not thaw.

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.

During the examination, an examiner not in a hazmat suit is gripped by a powerful and immediate hunger for the cold and dead human flesh and must make a **Sanity** test. Success indicates the character retains self-control, losing 1 **SAN** from the unnatural. Failure indicates that the character attempts to gorge on the subject's flesh and organs, losing 1D6+1 **SAN**. If the character goes temporarily insane, they fight to devour human flesh until restrained. Then they

seem to realize what has happened, and they beg for witnesses to kill them until the insanity passes.

Two AFOSI guards attempt to take a feaster into custody. They recommend that all contact with the dead be through hazmat suits.

<H2>Detainees

Four of the five people held by the AFOSI investigators know nothing but what the Agents can already see in town. The trucker, Eddie Thorp, found his pregnant wife Amanda dead. Amanda Thorp's mother, Ellie Forster, sped over from another town hearing only that Amanda wasn't moving. So did two paramedics from Russellville. They saw others dead and called for help. Deputy Carl Dawson responded first. Willis is part of his usual beat. He was still taking it all in when the 20th Group soldiers arrived.

Deputy Dawson was at the Willis Town Hall when Howie Parker caused a disturbance on December 17. Parker showed up about 7:00 p.m. and appeared to be drunk. He yelled that the town was cursed and that everyone had to get up and run before it was too late. He said he had friends who had come to warn him. He would not say who those friends were. It looked like he was making it all up, so Dawson took Parker home and made sure he got inside. The inside of Parker's trailer was wallpapered by old newspapers, book pages, and drawings. Parker went to sleep on his sofa and the deputy departed.

<H2>Willis, Alabama

Willis is not incorporated as a city, but the First Baptist Church doubles as an unofficial town hall and library. Highway 24 runs through the middle of town. An old grocery store serves local farmers. Other businesses include the office of Joe Little, attorney and tax preparer; the home of Dr. Elizabeth Brown, a physician who works in nearby Russellville; Dr. Ed Loche, a dentist; a mechanic's shop and modest used car lot owned by Lester "Less with Les" Cabe; and 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.

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

<H3>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, and a videotape archive of interesting news reports.

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

XXX HANDOUT XXX

Disturbance at Town Hall

A Willis Town Hall meeting the night of December 17th was disrupted by carpenter Howie Parker. Parker seemed to be in a daze, shouting that everyone in town had to leave at once or else suffer an evil curse. He was laughed down by the citizens at the meeting and escorted out by a sheriff's deputy. Most concluded that Parker had been hitting the brew at Hank's House a little early that night.

(Willis Dispatch, "Disturbance Enlivens Town Hall Meeting," December 19th.)

XXX END HANDOUT XXX

XXX HANDOUT XXX

Channel 44 Evening News, "Jack Frost Strikes Again"

Recorded 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.]

ANCHOR: "Doctors and meteorologists alike have no explanation for 'Jack Frost.'"

WEATHERMAN: "That's true, Bill. The fact is, there's a lot we just don't understand. Maybe someday we'll be able to predict the snaps that folks call 'Jack Frost.' 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."

XXX END HANDOUT XXX

<H3>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:

- *In a January 1914 letter from May Eddings to her son Willis Eddings:* Ed Horton froze to death on a mild winter night while out hunting in 1911.
- *From the diary of Abe Gardner in December 1880:* A deadly chill took the region in 1877, when six people inside two farmsteads belonging to the Barney family died of cold.
- *From a November 1988 letter from Holly Corder to brother Timothy Corder:* Some say “Jack Frost” is an Indian curse for the massacres and expulsions of the Creek from Alabama.
- See the handout **THE SECRETS OF MOUNDVILLE**.

XXX HANDOUT XXX

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.

("The Secrets of Moundville," Brochure, Alabama Department of Tourism [1998].)

XXX END HANDOUT XXX

XXX HANDOUT XXX

<S1>The Creek in Alabama

*The following information is available to an Agent with a **History** skill of 30% or better, or who makes a roll with a +20% bonus.*

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, at first they traded actively 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 acquisition 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.

XXX END HANDOUT XXX

<H3>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 an Agent opens her laptop. It is not password-protected.

XXX HANDOUT XXX

Dr. Brown's E-mail

From: Elizabeth Brown, M.D. [docbrown@mindnet.com]
To: Carl [cdcarlton@uab.edu]
Subject: re: Howdy!
Sent: December 16, 1998

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. Cold snaps caught a few people off-guard who want to work past dark. You know, "Jack Frost" like they call it on the news. 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!

cdcarlton@uab.edu 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.

XXX END HANDOUT XXX

<H3>Howie Parker

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 is being detained at the task force headquarters. 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. See **DETAINEES** on page XX for details.

Parker lived in a single-wide trailer on a hilly forest road. The walls of his trailer are plastered with newspaper 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 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 lay in a pattern that points east to west.

Examining the texts for an hour or two finds two of interest: see the handouts **HIRAM BATES SUICIDE NOTE** on page XX, **HIRAM BATES SUICIDE REPORT** on page XX, and **TALES FROM INDIAN COUNTRY** on page XX.

XXX HANDOUT XXX

<S1>Hiram Bates Suicide Note

A page typed on a 1940s typewriter.

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 a way that 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.

XXX END HANDOUT

XXX HANDOUT XXX

<S1>Hiram Bates Suicide Report

Mound Builder Dies By Own Hand

Hiram Bates of Willis died by suicide on February 3rd, 1942. Bates, who had suffered for years from schizophrenia, 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.

(Franklin County Dispatch, 4 FEB 1942.)

XXX END HANDOUT XXX

XXX HANDOUT XXX

<S1>Tales from Indian Country

An English trader and trapper told of wintering for a month with a Creek family in 1775.

The family was part of the Night Clan. They wore amulets and sang prayers for a whole night while hundreds of serpents hissed outside. The trapper said that the family told him the serpents would stay awake even in the darkest, longest night of winter. They said the serpents guarded against ice spirits that came in the time of each granddaughter's granddaughter.

The family said the Creek came up out of the ground, long ago, and split into clans. The biggest clan was the Wind Clan, because the winter wind blew away the fog that kept the clans from seeing the land. The smallest was the Night Clan, which knew the way to keep the ice spirits at bay.

Sometimes their amulets and prayers were enough to keep the ice spirits at bay. But sometimes the cold and hunger got too much for everyone. But sometimes the clan chief had to sit in a secret chair, a golden chair hidden in a sacred place. They said sitting in the chief's chair was a

terrible responsibility because the spirits might take the chief away. The trapper was most interested in where a chair made of gold could be found, but the Indians would not tell him.

(Tales from Indian Country, a hardback book for juvenile readers, Young Apache Press, 1941.)

XXX END HANDOUT XXX

<H2>Crow Lake

Crow Lake sprawls across lowlands near Willis. It was formed by 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. Each is about four meters tall and 10 meters in diameter. They are covered in the same thick, rough grass as the ground. The mounds superficially resemble the much larger mounds found in some ancient Native American habitations, but they were in fact built in the 20th century by Hiram Bates, grandfather of Howie Parker. See **HOWIE PARKER** on page XX for details.

The MAJESTIC team takes no immediate interest in Crow Lake. They are not interested in archeology.

The five mounds lay in a pattern that points east to west. An Agent who has **Science (Astronomy)** at 50% or greater, or who makes a roll, and who does some quick math can hypothesize that the arrangement indicates the winter solstice sunrise and sunset.

An Agent with **Archeology** at 30% or greater, or who makes a roll at +20%, and who uses sonogram equipment on the mounds finds something unexpected. At the foundation of each is a round, uneven mass of denser material than the earth. Dug up, it proves to be a sort of concrete sculpture, roughly resembling the shape of the lake. Embedded in the concrete near what would be the northeast shore is a twisted clump of gold wire: Hiram Bates' deranged impression of the K'n-Yani shrine he never saw.

The Agents could examine the lake with a boat equipped with sonar. Half a dozen fishing boats in sheds around the lake have fish finders that would suffice. That occurs to an Agent with 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 requires the same skill and takes a few hours per attempt.

The lake is surprisingly deep, over 20 meters in some places, except for one obvious, anomolous, 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.

Buried in the mud of the hilltop is a large, twisted conglomeration of metal and crystal. This does not appear on fish-finder sonar but can be picked up with a metal detector, by focusing the sensors in a BLUE FLY helicopter, or with close inspection while swimming.

The Agents could dive to inspect the shrine if they acquire cold-temperature diving equipment from the BLUE FLY team's lockers. That requires them to make a convincing case. Whether it needs a **Charisma** or **Persuade** check is up to you. An Agent needs special training in SCUBA gear to use the equipment safely. Without SCUBA training, an Agent using the gear must make a **Swim** roll or suffer 2D4 damage from hypothermia.

The Agents also need to divert Harris' AFOSI investigators, unless they don't mind watchers. The AFOSI investigators don't interfere, though. They think the Agents' work at the lake is funny.

<H2>The Shrine

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, though there is no question that it was fashioned with some unknown meaning; ominously, its shape is most suggestive of an enormous dentist's chair, scaled for a patient six meters tall.

Gold and electrum are wrapped among another metal, unrecognizable to modern geologists. It has properties similar to radium, decaying as if it were a radioactive emitter with an extraordinarily long half-life, but without toxic effects. The metals are twisted and fashioned with great precision, delicate yet unpleasant, around contorted crystalline shapes of no known mineral. They react to light and energy similarly to structures of biological origin, such as fossilized amber, but they exhibit no properties to indicate excretion by any known organism.

An Agent 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. But others scoff at that speculation and say the similarities are coincidence.

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

<H3>Touching the Shrine

If a character touches the shrine with bare skin, its reaction depends on I'tla-shua's proximity. During daylight, the shrine does not respond but the character experiences an odd urge to sit in the shrine.

If the character touches the shrine at night, the shrine suddenly seems to come alive. Wiry metal filaments snake up and around cloth and plastic to seize and pierce the character's flesh. Unless the character makes a **Dodge** roll to recoil away in time, the filaments pierce clothing and armor and sink deep into the tissue of extremities and the torso, inflicting 1D6 damage and dragging the victim into a seated position atop the shrine. **SAN** loss from the unnatural is 1/1D8 for the victim and 1/1D4 for witnesses.

The shrine goes dormant again once the victim is seized, but the victim experiences vague memories of past victims. The victim dreams hints of the shrine's origin with the strange priests of K'n-yan and its use by the medicine people who sacrificed to it across the centuries.

The victim is stuck. If the shrine is moved away from the lake, the victim suffers excruciating pain, losing 1 HP per 100 meters. If anyone attempts to dismantle the shrine, they find its thinnest strands resistant even to powerful laser cutters.

If a character is seized by the shrine underwater, their companions may try to keep the victim alive with oxygen tanks or air hoses. If they slip and the victim drowns, however, they find that the shrine does not let go. The shrine channels energy into the victim's body, pumping oxygen into the bloodstream in constant, minute reactions, enough to keep the victim alive. The victim loses 1 WP and 1 HP per hour until Ibla-Shua rises at midnight. That costs 1/1D6 SAN from the unnatural for the victim and 1 SAN for each witness.

<H3>The Sacrifice

Ibla-shua can be banished by making a sacrifice at the shrine at Crow Lake.

A victim sitting in the shrine when Ibla-shua manifests is seized with strange, agonizing energies. They tear loose the victim's very life-force and identity to manipulate the energies and forces in which the Wind-Walker treads. The victim loses 2 POW and suffers a 10% Lethality attack.

Outside, the shimmering aurora mists above Ibla-shua change and are disrupted. Other colors and shifting angles, perspectives, and shapes manifest, indescribable and impossible, as if from a glimpse into dimensions beyond the three given to sight. The Wind-Walker raises its arms and flies away for a last time, howling its wrath and despair into the heart of world.

The experience costs the victim 1/1D10 SAN from the unnatural and 1/1D8 for witnesses.

<H1>Part Three: The Incursion

In each of the next three nights, Ibla-shua's manifestation is heralded by a sudden blizzard. Agents caught outside Willis when a blizzard hits experience freezing conditions for 1D20+50 minutes. See **COLD** on page 63 of the *Agent's Handbook* for the effects of exposure to freezing conditions.

<H2>Night One: A Ghostly Dream

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. For our purposes, "sensitive" individuals include those with high **POW**, though characters with average **POW** but high **Art**, **Occult**, or **Psychotherapy** skills, or any **Unnatural** skill, may also be affected.

An Agent subject to contact by the ancients experiences powerful, disturbing and draining dreams about the coming of Itla-shua.

Bloody snakes slither across a frozen forested swampland and 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 is seen rising above a swamp and the writhing bloody snakes, sucking the stars and shimmering mists into its bulk.

Vague figures lead the dreamer up a hill and restrain them in a place of pain. The dreamer does not resist. It is necessary. The others climb down again sing strange prayers. The night deepens and the stars gleam in the cold black sky overhead.

Experiencing the dream costs 1 **SAN** from the unnatural.

The dreamer awakens in the throes of adrenaline, overwhelmed by hunger for the flesh of the dead. The Agent must make a **POW×5%** roll. If it fails, the Agent rushes to the locker where the dead are stored. But describe the scene to the player only as the Agent coming to their senses when restrained or after feeding on the dead. **SAN** loss for being compelled to feed on the dead is 1/1D10 from helplessness.

<H2>Day Two: Dream Research

Agents can investigate the symbols in their ghostly dreams by contacting researchers in libraries outside Willis. Details this deep are not available on the Internet in 1998, but an Agent with the right contacts and skills can have excerpts sent by e-mail or fax.

Roleplay this research in some detail, especially playing up the Agents' risk of attracting interest by their NRO Delta watchers. Harris and Farrel both question occult lines of inquiry, but the Agents 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 OR HISTORY: Research into the images finds a few hints in Internet files and books on Native American traditions. See **WENDIGO LEGENDS** on page XX and **PRIMAL GODS OF THE AMERICAS** on page XX.

OCCULT—THE AURORA: Looking for strange conspiracy theories about the aurora borealis can uncover files of the U.S. Air Force's operation **BLUE BOOK**, recently declassified under to the Freedom of Information Act. See **BLUE BOOK CASE REPORT** on page XX.

OCCULT—THE OLD ONES: No works are found in “mundane” channels or even popular occultism which detail Yig or Ila-shua, or the means by which these gods can be placated. If an Agent learns of *Thaumaturgical Prodigies in the New English Canaan* and seeks a copy, an **Occult** roll learns that a researcher once saw a bound photocopy of it at the American Museum of Natural History. It wasn’t in the research library, though. For some reason it was in a deep storage room, where things get stored that aren’t well known enough to display but are too interesting to discard. Museum staff wryly call that basement the “Erratics and Unclassifiable Artifacts Department,” or the “D Stacks,” meaning things that don’t quite make the grade. A persistent Agent could get connected to Dr. Jensen Wu, director of antiquities collections, who runs the D Stacks. Wu denies knowing anything about the tome.

XXX HANDOUT XXX

Wendigo Legends

In some native American beliefs, the snake is a symbol of creation, regeneration and rebirth. In a few isolated groups, however, it has been emphasized also as a spirit of death and destruction, with death and life occupying equally-celebrated places in the beliefs of some tribes.

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 ashen-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.

XXX END HANDOUT XXX

XXX HANDOUT XXX

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 an "alien rainbow" 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 "alien rainbow" again.

XXX END HANDOUT XXX

XXX HANDOUT XXX

Primal Gods of the Americas

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.)

XXX END HANDOUT XXX

<H2>Night Two: Breath of the Wendigo

The bizarre snowstorm returns to Willis. See **PART THREE: THE INCURSION** on page XX for details.

As the storm subsides, the stars shine brilliantly in the indigo canopy overhead. Orion stalks at a strange angle among the constellations of winter.

Then comes the howling. 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. The air grows even colder.

Any investigators or NPCs who are near Crow Lake overnight see hypnotic, shimmering lights among the painfully frigid winds overhead. Within the drifting pastel lights black eyes stare, boundless, mournful, inhuman, hungry. Seeing this costs 1/1D10 **SAN** from the unnatural. If the Agents stay close to base, have a **BLUE FLY** unit suffer and report the experience.

Simultaneously, everyone caught outdoors within about four kilometers of the Crow Lake mounds is suddenly enmeshed in a thin, wispy layer of frost. (That includes the 20th Group perimeter guards.) Cold-weather clothing is no protection. Characters who are underground or indoors do not suffer this effect. Each affected character must make a **POW×5%** roll or suffer worse. 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 temporarily blind as their eyelids and the surfaces of their eyes freeze over. **SAN** loss is 0/1 from the unnatural if the **POW** roll succeeds, 0/1D4 if it fails, or 1/1D8 if it fumbles.

After this event, strangely, the cold seems to lessen a little for everyone in the 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). 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.

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 0/1 **SAN** from the unnatural. If none of the Agents leaves the area, they might hear about it on the radio when another member of the team tries to flee.

Survivors revert to normal after the fourth night.

<H2>Day Three: The Report

Dr. Phila Bimmel, the chief researcher, reaches unexpected conclusions about radiation and quantum energy levels in Crow Lake. See **BIMMEL'S REPORT** on page XX. An Agent can get permission to see Bimmel's report if the Agent has a relevant **Science** skill at 50% or greater or by bluffing with a **Persuade** test.

Sneaking onto Bimmel's computer without her knowledge is impossible under the circumstances. Bimmel and the other MOON DUST researchers use systems seen nowhere outside MAJESTIC research stations. Copying Bimmel's data to review later is even more fraught. The MOON DUST computers use unique hardware and software which are malignantly incompatible with other systems. They cause catastrophic failure and data erasure when exported.

XXX HANDOUT XXX

Bimmel's Report

Bulletin #9901A33, Project PLUTO, "Secondary Summary: Operation WEATHERWATCHER Anomaly"

Phila Bimmel, Ph.D.

In developing an analysis of the Anomaly, it is crucial to compare energy fluctuations in the region with those encountered in past anomalies and in past research by this and related Projects. Anomalous radiation levels in the area may not be direct consequences of the anomaly, but they may indicate activity associated with past anomalies. Radiation levels within the Anomaly are detected over an diameter of roughly 10 kilometers, centered more or less around Crow Lake. They tend to increase toward midnight and decrease toward noon. However, they do not precisely match effects studied before. The

initial conclusion is that neither gate technology nor a "cold gun" is in effect here. [Ref: "Gate Technology and the Tillinghast Effect, Bulletin #7300Z00, Project RAINBOW; "Hypothermic Weapons of the EBE: Auroral Research and Xenotype 23X0201," Bulletin #9821Z39, Project COLD COMFORT).]

XXX END HANDOUT XXX

<H3>Retrieving the Shrine

Farrell sends a team in a boat with sonar to follow up on Bimmel's readings of the lake. They find the submerged mount and the shrine atop it. Farrell's men suit up and dive for the shrine, but they are careful not to touch it. They photograph it, take sonar readings, and gauge radiation in every known spectrum.

Dr. Bimmel guardedly concludes that the artifact could have some relation to the anomaly, but she cannot be certain that it is its cause. The artifact shares some signature electromagnetic and radio emanations with the anomaly as a whole, but it may be that the artifact is somehow resonating to the energies generated by the anomaly. It will take many painstaking tests to reach any useful conclusions.

The BLUE FLY team attaches hooks and cables to lift the shrine off the hill by helicopter and deposit it on the shore. Bimmel and her team set up a tent around it to continue their study.

<H2>Night Three: Itla-Shua

The bizarre snowstorm returns to Willis. See **PART THREE: THE INCURSION** on page XX for details.

<H3>Itla-Shua Rises

The terrible howling washes over the region again. It reaches a terrible, deafening crescendo. Agents and other characters camped or working overnight at Crow Lake see a pastel aurora gather. A snowstorm gathers and something solid gathers within the storm.

After a minute or so, a massive, impossible figure sways in the snow-stained black air like a skyscraper over the Crow Lake Mounds. 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, pushed ahead of the massive splayed feet of the Wind-Walker and billowing.

The wind picks up. The giant turns skyward. It lifts its talons higher and higher. It bends inhuman legs and leaps into the sky. It runs on great webbed feet along the shimmering aurora, leaving tracks of flame that scatter into nothingness as the Wind-Walker vanishes.

Each witness loses 1D10/1D100 **SAN** from the unnatural. If any think to flee as soon as the howling begins to rise and the aurora begins to gather, they can get far enough away to avoid experiencing it directly. Those lose 1D6/1D20 **SAN** instead.

If no Agents are in sight, a BLUE FLY helicopter surveying the area gets a good look. The Agents 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 keeps his wits has no idea how he kept control or managed to land the helicopter safely.

Across the whole area, including the command camp, wind across the whole area rises upward as if from the earth into the sky, drawing leaves and dead brown pine straws and flakes of ice with it. With absolute abruptness, a character outside near the Agents—roll randomly or choose—lurches into the sky in an impossible gust of wind. The victim's screams fade and are gone. Seeing this costs 1/1D6 SAN from the unnatural.

<H3>Wendigo Beasts

Before sunrise, dead animals in the region stagger up to a semblance of life. Still half-frozen, wild-eyed and crusted with frozen saliva and blood, wild dogs, housepets, deer, and even a black bear stumble toward the nearest living things. Even herbivores seek warm blood. Many of them die before they consume living flesh. Those who consume living flesh gain some of the terrible vitality of Itla-shua. See **WENDIGO BEASTS** on page XX. Agents outside come under unexpected attack by a handful of the beasts. If the Agents are all safe, they see or hear other victims shockingly brought down.

<H2>Day Four: PURGATORY

After Itla-shua's rise, Harris and his NRO Delta killers are well on the path to irrationality. Harris tells Lewis to send a message to Project GARNET. "PURGATORY" is a codeword that, if confirmed by the MAJESTIC Steering Committee, will scramble the two off-limits helicopters at the airfield outside Willis to cleanse the area of every living thing.

Agents at the camp see a distraught Harris pursuing an irritated Lewis into the headquarters trailer. Lewis tells everyone else to get out. If the Agents quickly think of a way to eavesdrop on Harris and Lewis without getting caught, they can hear enough about PURGATORY to become afraid. See **THE PURGATORY DEBATE** on page XX.

XXX BEGIN DIALOG XXX

<S1>The PURGATORY Debate

HARRIS: "It's time to call in PURGATORY. You heard all that. This isn't a recovery mission anymore. It's time to clean house."

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

HARRIS: “Hell no. We pull out to the perimeter first. You, me, whoever’s worth saving. Then make the call. Whatever that thing is, it needs to die. It and everything it’s infected. Let’s get the hell out of here and call in PURGATORY.”

LEWIS: “We’ll see.”

XXX END DIALOG XXX

<H3>Investigating PURGATORY

If the Agents ask one of the BLUE FLY team about PURGATORY, they go carefully blank and escort the Agents to Maj. Farrell, at gunpoint if necessary. Farrell first denies the word PURGATORY means anything, then requires the Agents to say where they heard it and in what circumstances. A **HUMINT** roll can tell the code-word makes him afraid.

If the Agents say that Harris was asking Lewis to call it in, Farrell gets grim. How he responds depends on what has happened so far and what Farrell thinks of the Agents. If the Agents have impressed him as being reliable and trustworthy, he may say that PURGATORY is an order to 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.

An Agent 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 the Agents 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 Agents act confused, he does not explain and says never mind. He saw a PURGATORY prototype tested in Desert Storm and it worked just fine.

<H3>Stopping PURGATORY

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

They could try to talk Harris out of it. That is enormously dangerous. Harris’ first instinct on hearing that the Agents know about PURGATORY is to have them disarmed, detained, and interrogated. They have to swiftly talk him down. That requires either a **Persuade** test at –20% due to his paranoia, or a **Psychotherapy** test to defuse his paranoia.

The Agents 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 Lewis relieve Harris of his post. And it could lead to a bloodbath as Harris’ men start murdering the BLUE FLY soldiers as they hesitate. If Lewis or Harris hears that the Agents were involved, they say the Agents 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 Agents and warn the perimeter troops to shoot them on sight.

Finally, the Agents could try to convince Lewis to call off the action. That is not straightforward, either. An Agent who makes a Psychotherapy roll after talking to Lewis about such a high-stakes issue realizes that Lewis is sadistic and psychopathic. A part of him WANTS to see everyone on this task force killed, for the sheer joy of causing it and then getting away with it. The Agents can give him pause only by convincing him that they know how to stop the I'tla-shua manifestations...or if they offer intelligence about Delta Green.

<H2>Night Four: Wendigowak

The bizarre snowstorm returns to Willis. See **PART THREE: THE INCURSION** on page XX for details.

As the storm and sky-howling reaches a crescendo, I'tla-shua briefly manifests for a final time. See **ITLA-SHUA RISES** on page XX for details.

The humans who froze in the first pass of the Wind-Walker stir to unlife and raven for the warmth of living flesh and blood. Many of them die under the guns of BLUE FLY and NRO Delta. A few seize victims, feed, and change into *wendigowak* (the plural of wendigo), the Children of the I'tla-shua. Agents or NPCs abducted into the sky by I'tla-shua appear among them. The wendigowak dart into the woods in every direction, literally flying through the snowy skies over the heads of the stunned soldiers guarding the area.

Unless I'tla-shua is banished by the K'n-yani shrine or disincorporated by a PURGATORY gunship, 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.

During the rampage of the wendigowak, Harris or Lewis almost certainly calls in the final airstrike unless the Agents stop him: "PURGATORY PURGATORY PURGATORY! God help us all!"

XXX BEGIN SIDEBAR XXX

<S1>The PURGATORY Devices

The two 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 other crew chief operates it from a console inside.

The GABRIEL transmitters rupture soft tissue inside living things. This is a 30% Lethality attack with a 10-meter kill radius, but it harms only living creatures. It has a base range of 200 meters.

The attack invisible and is silent to human ears, but animals with more sensitive hearing flee the area in panic. The attack is reduced to 20% Lethality at long range and 10% Lethality at extreme range. It has no effect beyond that.

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 and see gray shapes out of the corners of their eyes, seeming to move closer. These effects stop when the transmitters stop, but any victim who fumbles the **CON** test loses 1D10 from a random stat due to permanent tissue, nerve, or brain damage.

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

Cover does not protect against the transmissions. 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.

XXX END SIDEBAR XXX

XXX SIDEBAR XXX

<S1>PURGATORY vs. Itla-shua?

Attacking Itla-shua with the PURGATORY gunships is easier said than done. Everyone aboard suffers a penalty of -40% to all rolls except Sanity tests from the Great Old One's aura of terrible power. Everyone aboard loses 1D10/1D100 **SAN** from encountering Itla-shua. Furthermore, the extradimensional energies of such an alien power garbles the gunship's sensors. That imposes a -20% penalty to each attack.

An attack of less than 60% Lethality does not harm Itla-shua. At the end of each round 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%. If it fails, the helicopter crashes, inflicting 2D10 damage to each character aboard.

If a gunship is inside a PURGATORY device's base range and gets a critical hit against Itla-shua, 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.

XXX END SIDEBAR XXX

<H1>Conclusions

These events should proceed relentlessly. The Agents may be hard-pressed to solve its mysteries. 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.

<H2>Survival

Once the frozen dead rise, it may take all their ingenuity simply 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.

Agents skilled in woodcraft have a chance to escape. That requires a **Stealth** roll to elude the hostile teams, a **Survival** roll to stay warm enough to keep going, and a **Navigation** roll to find a nearby town. Each failure results in an encounter with a BLUE FLY, NRO Delta, or 20th Group team, or taking 1D6 damage from the cold. You may want to let the players to plot their movements on the map, but use their **Navigation** rolls to determine how well the Agents follow that course through the frigid woods and streams.

<H2>Interrogation

If Itla-shua's manifestations reach the fourth night and wendigowak rise and rampage into the woods, Lewis puts the blame squarely on Farrell's analysts, including the Agents. Agents in MAJESTIC hands after Itla-shua's final departure are taken into custody by Lewis' people and debriefed brutally. Only those who somehow previously convinced Lewis of their innocence and reliability are spared.

NRO Delta interrogations of the Agents are brutal and violent. Each player must decide whether the Agent tries to withstand pain and confusion and "admit" to wrongs that the interrogators want to hear while leaving Delta Green out of it.

<H3>Giving Up Delta Green

An Agent who gives up Delta Green right away loses 1/1D6 **SAN** from helplessness. Lewis takes charge of the interrogation personally and sends other interrogators away. Lewis extracts every detail he can about the Agent's contacts, prior operations, methods of communication, and Green Box locations. Finally, Lewis sends the Agent off to MAJESTIC's mind-control laboratories in the OUTLOOK project to have all memories of the interrogation erased.

<H3>Holding Out

An Agent who holds out takes 1D4 damage and from the torture, loses 0/1D8 **SAN** from violence, and must make a **Persuade** test at a -20% penalty, opposed by a Persuade test by the interrogator at a +20% bonus (giving the interrogator a total chance of 70%).

If the Agent beats the interrogator's roll, the Agent spouts enough panicky nonsense to distract the interrogators without giving away Delta Green. The interrogators eventually send the Agent to an OUTLOOK facility to have memories of the interrogation erased. That does not, of course, erase the SAN loss.

If the Agent fails to beat the interrogator's roll, Delta Green comes out. Lewis takes over and extracts every detail he can. But Lewis expresses admiration for the Agent's guts. He tries to recruit the Agent. He says the Agent can live, continuing to work with Delta Green but occasionally feeding details to Lewis. Of course, if the Agent agrees to cooperate but then turns on Lewis later, the health and life of everyone the Agent loves will be forfeit. Or the Agent can die tonight. It'll be an honorable death. Choose now.

An Agent who tries to refuse and accept death must make a Sanity test. An agent who is adapted to helplessness or violence succeeds automatically. If the roll fails, the Agent surrenders despite all intentions and agrees to cooperate.

An Agent who refuses is shot in the head and taken to an incinerator for disposal.

An Agent who agrees to cooperate loses 1/1D6 SAN from helplessness. An Agent who cooperates begins occasionally communicating with Lewis, who gives his real name, Adolph Lepus.

You can develop the repercussions, and how the events of Operation WEATHERWATCHER affect the priorities of the MAJESTIC Steering Committee, in your campaign.

<H2>The Cover-Up

The exact shape of the cover-up and public repercussions depends on how the scenario goes. Once the incursion is over and BLUE FLY has departed with whatever "alien technology" they find, Lewis means to bring in FEMA and call the deaths a sudden outbreak of a particularly vicious strain of flu. He might call it "pig flu" and plant a few samples bioengineered by another MAJESTIC project. Project GARNET's disinformation team plants wild conspiracy theories to compete with and drown out stories that hint at the truth. Beyond that, adapt the details to the events of the scenario and your campaign.

<H2>Further Research

Surviving Agents may wish to learn more about the threat of the Wendigo. Unfortunately, Iltashua is poorly documented even for a Great Old One. If the Agents persuade A-Cell of the importance of further study, Agent Alphonse puts them in contact with Dr. Jensen Wu at the American Museum of Natural History. If the Agents distrust A-Cell, they could get help from the Fate, the criminal cult in New York.

With Alphonse's recommendation, Dr. Wu greets the Agents at the museum. See details about Dr. Wu in Delta Green: Countdown. Wu says a number of works reference a particular, very rare book as a lost source of rich details about the wendigo-related practices of Native Americans: the annotated *Thaumaturgical Prodigies in the New English Canaan*. He has a bound photocopy.

Given time, diligent Agents might talk Dr. Wu into granting them access. He lets them into his shabby, cluttered workspace in a museum sub-basement: the "Erratics and Unclassifiable Artifacts Department," or the "D Stacks," meaning things that don't make the grade. He may

even help them decipher and master the ritual to banish Ibla-shua the next time the Wendigo comes around.

The only other source for *Prodigies* is the man that Wu obtained it from. The original is held by Stephen Alzis, described in *Delta Green* and *Delta Green: Eyes Only*. Reaching out to the Fate and making contact with Alzis should be a fraught mission in its own right, exposing the Agents to peril and sacrifice.

<H2>Sanity

The Agents gain SAN if they neutralized the unnatural threat.

Dismissing Ibla-shua	+1D10 SAN
Destroying all known wendigowak	+1D8 SAN
Providing useful intelligence to Delta Green	+1 SAN

<H1>Characters

<H2>Task Force Manager Ramsey Lewis

Lewis is really Adolph Lepus, head of Project GARNET's NRO Section Delta. Sadistic, psychotic, and a hardcore badass, he is detailed in *Delta Green*. Born to poor Alabama farmers, Lepus knows what this country and its people are like. His easy drawl masks quick, decisive intelligence and a core of cruel ruthlessness. Lepus knows that there are unexplained powers totally unrelated to MAJESTIC's patrons, the Greys. And he knows all about Delta Green. His superiors have not yet decided to instigate direct confrontations with Delta Green, but Lepus looks for intelligence that he can use to turn a conflict with the rival conspiracy bloody. He figures if it comes to killing, a killer will move up. If he gets his hands on the Agents, he plans on a long and fruitful relationship.

<H3>Special Agent-in-Charge Lewis

aka NRO Delta chief Adolph Lepus, age 50

STR 12 CON 15 DEX 14 INT 15 POW 14 CHA 8

HP 14 WP 14 SAN 55 BREAKING POINT 42

DISORDERS: Adapted to violence; intermittent explosive disorder.

ARMOR: Tactical body armor and helmet, Armor 6.

SKILLS: Alertness 76%, Athletics 64%, Bureaucracy 30%, Demolitions 50%, Dodge 40%, Drive 42%, Firearms 94%, Heavy Weapons 50%, HUMINT 33%, Melee Weapons 60%, Military Science (Land) 40%, Navigate 54%, Pilot (Small Boats) 30%, Stealth 74%, Survival 52%, Swim 40%, Unarmed Combat 63%, Unnatural 3%.

SPECIAL TRAINING: Lockpicking (DEX), Parachuting (Dex).

ATTACKS: *SIG Sauer M11 pistol with optional silencer* 94%, damage 1D10.

MP5SD3 submachine gun with integral suppressor and collapsible stock 94%, damage 1D10 in semi-automatic or Lethality 10% with a three-round burst.

M16A2 rifle 94%, Lethality 10% with three-round burst.

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

Kevlar garotte 63%; requires attacking from surprise; damage 1D6 per turn and target is pinned.

Unarmed 63%, 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 single light-enhancement tube. It provides infrared light enhancement and has auto-gating to block sudden light intensification. It allows operating in reduced light, but most skill tests such as Driving, Pilot, and ranged attack rolls are at a –20% penalty.

<H2>Special Agent Elton Harris, AFOSI

Like many NRO Section Delta agents picked by Lepus, Harris is a former Marine who has gone through federal law enforcement training. For good or for ill, Harris is more likely than Maj. Farrell to take seriously the unnatural nature of the Wind-Walker's manifestations. He has no inkling of the truth, but he has seen some the more outré incidents of the Greys' activity. He quickly becomes obsessively paranoid about the "supernatural" and dangerous to everyone around him. The more he is convinced of some unstoppable alien power in the area, the more likely he is to irrationally demand that Lewis call in PURGATORY to eradicate all traces of it.

Harris is tall and lean with short, dark hair. He wears the traditional black suit and tie of NRO Delta. He usually wears a pistol at his belt and carries a silencer in a coat pocket. If expecting trouble he picks up an M16, or a silenced submachine gun if the trouble needs killing quietly.

<H3>Special Agent Harris

NRO Section Delta Assassin, age 40

STR 13 CON 13 DEX 12 INT 13 POW 11 CHA 10

HP 13 WP 11 SAN 40 BREAKING POINT 33

DISORDERS: Adapted to violence; paranoia.

ARMOR: Tactical body armor and helmet, Armor 6.

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

SPECIAL TRAINING: Lockpicking (DEX).

ATTACKS: *SIG Sauer M11 pistol with optional silencer* 60%, damage 1D10.

MP5SD3 submachine gun with integral suppressor, collapsible stock and laser sight 60%, damage 1D10 in semi-automatic or Lethality 10% with a three-round burst.

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

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

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

Unarmed 60%, damage 1D4–1.

LASER SIGHT: Harris' submachine gun is equipped with a targeting laser that adds +20% to hit if Harris has not been injured since his 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 single light-enhancement tube. It provides infrared light enhancement and has auto-gating to block sudden light intensification. It allows operating in reduced light, but most skill tests such as Driving, Pilot, and ranged attack rolls are at a –20% penalty.

<H2>AFOSI Investigators

Harris' NRO Delta agents wear black suits and overcoats and carry AFOSI badges. They are uniformly clean-cut and clean-shaven, with hard eyes and cold senses of humor. They are alert, savvy, and suspicious, and ready to kill in an instant. Each wears a pistol and has a silencer for it. They keep a silenced submachine guns and rifles in their Humvees in case of serious trouble. Use Harris' stats, skills, and equipment for them, but they each have 50 SAN and do not suffer from paranoia.

<H2>Maj. James Farrell, USAF

Farrell is thrilled in a macho, self-serving way with finding the apparent remnants of alien forces. He denies that I'tla-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 on the short side and just 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. He has greying crew-cut brown hair and a plain face, weathered from time spent in the air and in the field, with clear and stern blue eyes.

<H3>Maj. Farrell

BLUE FLY team leader, age 46

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

HP 13 WP 14 SAN 65 BREAKING POINT 56

DISORDERS: Adapted to violence.

ARMOR: Tactical body armor and helmet, Armor 6.

SKILLS: Alertness 65%, Athletics 60%, Bureaucracy 30%, Demolitions 40%, Dodge 40%, Driving 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.

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 single light-enhancement tube. It provides infrared light enhancement and has auto-gating to block sudden light intensification. It allows operating in reduced light, but most skill tests such as Driving, Pilot, and ranged attack rolls are at a –20% penalty.

<H2>Pararescuemen

The BLUE FLY troops are crew-cut and tough, classic American special operations. They wear grey camouflage-pattern fatigues and the maroon beret of USAF pararescue. These men (all are men) are special operations 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 I'tla-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' NRO Delta killers are likely if they are manipulated by the Agents.

<H3>Operation BLUE FLY "PJ"

Pararescue Jumper, 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%, Demolitions 40%, Driving 30%, Firearms 60%, First Aid 50%, Heavy Weapons 50%, Melee Weapons 50%, Military Science (Land) 60%, Navigate 50%, Search 50%, 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.

M9 pistol 60%, damage 1D10.

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 single light-enhancement tube. It provides infrared light enhancement and has auto-gating to block sudden light intensification. It allows operating in reduced light, but most skill tests such as Driving, Pilot, and ranged attack rolls are at a –20% penalty.

<H3>Operation BLUE FLY Helicopter Crew

Elite Pilot or Crew Chief, 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: Bureaucracy 30%, Firearms 50%, Heavy Weapons 50%, Military Science (Air) 50%, Science (Meteorology) 40%, Swim 40%, Survival 40%, Swim 50%, Unarmed Combat 50%

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

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

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

ATTACKS: *M9 pistol* 50%, damage 1D10.

M249 machine gun 50%, Lethality 20%, kill radius 3 m.

PURGATORY device 70% (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.

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 single light-enhancement tube. It provides infrared light enhancement and has auto-gating to block sudden light intensification. It allows operating in reduced light, but most skill tests such as Driving, Pilot, and ranged attack rolls are at a –20% 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 most skill tests such as Pilot and ranged attack rolls are at a –20% penalty.

<H2>20th Special Forces Group

The perimeter soldiers deployed from Birmingham are special operators, outfitted in fatigues and tactical armor. Most are combat veterans with experience in the Middle East, Africa, and/or Yugoslavia. They tell strangers who come to the perimeter that the area is closed for a military exercise. They have been told in turn that the Air Force is on a mission to recover a top-secret military satellite. Confronted with the unnatural, such as wendigowak or wendigo beasts, they have enough training and discretion to put down a treat and keep silent about it until they get a proper briefing. Afterward, those who saw the unnatural might wind up in MAJESTIC or in Delta Green.

<H3>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 (one on each A-Team) 50%, Lethality 15%, kill radius 10 m.

M9 pistol 60%, damage 1D10.

Yarborough 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 single light-enhancement tube. It provides infrared light enhancement and has auto-gating to block sudden light intensification. It allows operating in reduced light, but most skill tests such as Driving, Pilot, and ranged attack rolls are at a -20% penalty.

<H2>Phila Bimmel, Ph.D.

Bimmel is a distinguished physicist with experience evaluating the bizarre effects of alien (called “foreign,” but she knows better) technology. An African-American woman in a field dominated by white men, she has developed a confident and arrogant demeanor to compensate.

Bimmel becomes easily rattled as Farrell’s tests reveal none of the electromagnetic effects or radiation found in past “Grey” incidents. Bimmel has an extraordinarily resilient personality, however. 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 laborious tests and recalibrations in the field lab, looking for evidence. She takes particular interest in Crow Lake once she detects anomolous readings there.

Bimmel might prove a useful ally to the Agents if she becomes convinced that Grey technology has nothing to do with the events around Willis. Her word holds some weight with Farrell, and the Agents could use her for protection against Harris’ agents.

Each of Bimmel’s assistants has similar impressive credentials and stats, but with average STR, CON, DEX, and POW scores.

Dr. Bimmel was never in the best shape, and recent years have been hard on her. She smokes constantly, eats poorly, and sleeps infrequently. Her skin is somehow both wrinkled and haggard, despite the paunch that graces her midsection and seems to grow every year. Her short hair is gray and white, and her eyes are a watery dark brown. She wears a rumpled pantsuit.

<H3> Dr. Bimmel

Researcher with NASA's JPL and Project PLUTO, age 61

STR 8 CON 8 DEX 6 INT 17 POW 18 CHA 9

HP 8 WP 18 SAN 90 BREAKING POINT 72

SKILLS: Bureaucracy 55%, Computer Science 50%, Craft (Microelectronics) 60%, Persuade 45%, Science (Astronomy) 50%, Science (Chemistry) 60%, Science (Physics) 80%.

ATTACKS: *Unarmed* 40%, damage 1D4-2.

<H2>Wendigowak

These cannibal-ogres (named in Algonquin legend) manifest an infection among those who have partaken of the communion of I'tla-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 I'tla-shua and driven to devour warm flesh and blood.

<H3>Wendigo

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 grapple.

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

COLD PROFILE: 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 or “step” up to 20 meters vertically or 40 meters horizontally in one turn.

HOWL: As its action, the wendigo can howl, spending 4 WP. Any present who fails a SAN test immediately suffers temporary insanity; those who succeed are stunned for one turn in shock and terror. The howl affects a given Agent no more than once in a day.

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

WENDIGO BITE: After combat, a bitten Agent must make a SAN test (at a –20% penalty if bitten more than once, or –40% if the Agent has ever eaten human flesh). On a failure, the Agent 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 Agent has a new disorder: an addiction to eating human flesh. The Agent’s feet begin to deform and his or her eyes change color; this can be noticed with an Alertness test. At the end of the operation (or later at the Handler’s discretion), the Agent transforms into a wendigo and flees civilized lands for the north.

RITUALS: Call Forth Those From Outside (Itla-Shua).

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

<H3>Wendigo Beast

STR 28 CON 25 DEX 9 POW 10

HP 27 WP 10

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: *Bite* 80%, damage 1D10 (see WENDIGO BITE).

COLD PROFILE: The wendigo beast does not appear on thermal imaging or infrared night-vision devices except as a vague, dim blur.

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

WENDIGO BITE: After combat, a bitten Agent must make a SAN test (at a –20% penalty if bitten more than once, or –40% if the Agent has ever eaten human flesh). On a failure, the Agent 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 Agent has a new disorder: an

addiction to eating human flesh. The Agent's feet begin to deform and his or her eyes change color; this can be noticed with an Alertness test. At the end of the operation (or later at the Handler's discretion), the Agent transforms into a wendigo and flees civilized lands for the north.

SAN LOSS: 0/1D6.