

DELTA GREEN

OPERATION: Ultraviolet Smokescreen or Bear Necessities
By WaZach

Contest Info

Unlikely Allies, Starring Traditional Monsters (Ghosts), Philosophical Horror.

Briefing

Agents take a trip to Glacier National Park, west of Flathead River, where they are to meet a Friendly park ranger lodging in Ford Ranger Lodges. The urgency of the call states that they could not provide support and asked them to bring their own rations and camping gear.

Specify the number of DG agents joining the team. The P-Cell agent will be a surprise. See **NPCs**.

Glacier National Park

The mountainous region of Glacier National Park, Montana, is home to verdant forests that blanket slopes of water-carved land. Water flows into scenic lakes locked between valleys. The sights are a pleasure to the eyes, but to cellular service.

The sun shines directly above the agents' heads when they arrive at the camping grounds of Ford Cabin. Across the scratched cabin door are parked cars: a ranger vehicle, and a black van. Looking down south towards the open field is a colorful car with Scooby Doo-like decals.

The Ranger Vehicle

Agents see a ranger sleeping in the back of his official park ranger pickup truck - this is their contact. The poor lad jumps when he's woken up from his sleep, but gladly gets out when he realizes it's just people. He introduces himself as Dale Du Bois.

He "inherited" the responsibility of watching the green box. Dale never asked questions to things he didn't want to know, but he does have an old blurry photo of the contents in the green box. He says it's been around two days since he found the box in its disastrous state. He gave the photo to the other guy.

He points to the black van parked beside his vehicle, then states, "the other guy got here earlier - he's already headed to the site." This other guy is unaccounted for in the assigned team. Perhaps a lapse of judgment from Dale or the Program.

"Go west of the cabin, a sign will indicate a trail to Hornet Lookout. Follow the trail until you see a worn brown metal box. Turn left right after the box, into the thickets of the woods. The *crime scene* will make it obvious where the green box is located."

"You'll have to investigate it for yourselves, I didn't get any sleep last night. I'm getting the hell out of here when you come back." The naive Friendly was spooked by

something last night and would like to keep to himself. Agents can get him to open up about being haunted in the cabin. He heard:

- Static voices of a girl in the cabin.
- Heavy scratching on the door when nothing was there. The cabin door has recent scratches. He never noticed.

Dale will return to his duties once everything is settled; there's no convincing him to stay. Once he's gone, he can only be contacted when there is cellular signal outside of Glacier.

Ford Creek Patrol Cabin

The cabin door has recent scratches. Survival, Biology, or a related skill: the distance between the scratches indicate that it's an animal that did this. The size of the marks are close to that of a grizzly bear's, but it wasn't marking the door.

The rustic log cabin has a plaque stating: "since 1928". There's an outhouse at the back. The inside has basic amenities: a kitchen, a dining table, a bedroom. The house could probably fit eight if people slept on the floor.

Yogi

Asking Dale about the local wildlife, the scratches on the door, or mentioning a bear will remind him of a bear that has an odd habit of going out of its way for human food. The rangers have appropriately named it Yogi. Yogi is an estimated 15 year old black bear that is unnaturally the size of a grizzly - it must be all those twinkies. It's known to ransack places, and attack humans for their food, but never with intent to kill. Survivors have emerged alive with minor injuries.

It often attacked humans who were alone; it's assumed to be cautious when it comes to groups. A group once cited that a huge black bear was stalking them during their whole stay, but it never attacked, "it just followed." SAN 0/1 Helplessness: spooked by the story of a stalking bear.

Yogi lives west of the lodge in a cave towards the base of Nasukoin Mountain. On the trail to Hornet Lookout, a road sign pointing to the Nasukoin Mountain is the landmark. Turn towards the bald hill - the bear's territory is there. It's a seven hour hike.

The Black Van

No way to see inside. Breaking into it will give agents access to Porter's equipment, but he won't be happy about that. Inside has a sleeping bag and shelves of equipment.

Paranormal Patrol

The Scooby Doo rip off VolksWagen van has groovy colors that oddly match. A huge decal on the side says: "Paranormal Patrol". Light curtains are lazily drawn; allowing agents to see inside. It looks like a bedroom with various equipment. Occult: these are ghost hunting equipment.

Beware Bear

The brown metal container. Dale under-sold the state of this box because the door is well worn with deep scratches and dried muddy bear prints. The bear box is a public food container that only an animal with opposable thumbs can open. Bear-resistant food storage containers are regulated lockers used by the public for storing their food to prevent attracting bears as they do their activities. It seems to have done its purpose. Wrappers inside, M&M.

The scene portrayed on the box depicts an incessant bear attempting to open the cache of food. Agents can use an appropriate skill to determine that paw print is as big as a grizzly's, but the arrangement indicates that it's a black bear. This must be Yogi.

A slightly-less-worn sign on the side has instructions on why it should be used, a warning indicating a high percentage of bear attacks in this area, and a playful title: Bewear Bear.

The Green Box

Agents hear old rock music blasting from the site. An old man is kneeling and hunched over as he inspects the green box. The music he's blasting dilutes his senses, but he knows what he's doing. Better not spook him.

This is agent Porter of P-Cell. He will spit and curse at the mention of the Program. His mood quickly shifts and now awkwardly wants to make friends, so he'll show the photo to gain the agents' trust. Photo contains:

- Notes torn from a spiral notebook in a ziplock bag. The surface note says: "Do NOT move!" The rest of the pile is covered.
- Beside the note is a metal capsule, slightly bigger than an AA battery. Looks like a tiny cylindrical flask.

The site is littered with wrappers violently opened, plastic bottles squashed, ziploc torn, papers muddled and unreadable. The site has multiple similar bear prints, and a shoe sole prints with the Skechers S logo. Criminology: It has not rained - the mud prints

were localized within the immediate surrounding area because of the liquid from the squashed bottles.

The box looks durable, it even has metal plates fashioned on the inside. The outside is made of wood painted a color almost similar to the bear box, but the wood is rotting in small patchy patterns. The box has a lack of security and the lid was simply opened. Craft (Mechanics), or related skills: the box is lead lined and the wood is rotting from radiation. Being here is suddenly nauseating. Porter has appropriate equipment in his van for a price: being nice even when he's an ass.

The capsule is missing, it couldn't have rolled out. SAN 0/1 Unnatural: the bear ate it.

Porter's radio suddenly cuts to a drowning static. The **Primordial Bear** is at a distance, watching.

Guy the Ghost Hunter

"It's me, Guy the ghost hunter. I'm here to do one thing and one thing only: hunt ghosts." That sounded cooler in his head.

Within the vicinity of the green box is a Southern baby-faced man in his early 20s. He's packing up "ghost catching" equipment around the park. He has a Youtube channel with 983 subscribers, Paranormal Patrol, about paranormal activities around the USA. He is really adamant and excited about telling the agents about what he's recording now.

Search: he has muddy Skecher shoes. He assumed the wooden brown box was a bear box and left his rations in there. He did not touch the "liquor flask" (they believe him). He was planning on leaving a few days from now, but his rations were eaten.

Guy will tell the agent about the paranormal surrounding the area whether they asked or not:

- Accounts around 2001 describe glowing things of indescribable shapes, out-of-body experiences, and voices whispering from the woods. The common factor is that the claims all happened around the thickets of woods west of Ford Cabin. Search, Navigation, or related skill: the location he describes is close to the green box.
- There were also the people that emerged from the woods around the 1940s; notably, the anorexic feral girl taken away by the police. Old news called her the silver-haired stranger.

- There was also a recent disappearance of another blonde girl named Jona Hemmings. Her things were last seen in the cabin Dale slept in. Dale didn't mention this.

Porter goes out of his way to diss Guy's profession to make himself look macho around the agents. It's a sad sight.

Guy's fate is to fuse flesh with the **Primordial Bear** after it ambushes him as he packs equipment into the van.

The Disappearance of Jona Hemmings

Jona Hemmings is the silver-haired stranger. Her atrophied mind muscles did some flexing and welcomed the T-radiation without restrictions. It transported her to the 1940s.

Dale was the last person to see Jona. Confronting Dale about the disappearance of Jona Hemmings will make him squeal. He met her on his sporadic green box check up a few months ago while she was checked in the Ford Cabin for a month. They kinda had a thing, but then she started getting violent mood swings (an effect of T-radiation). Before the final days of her disappearance she often hung around the woods near the green box. She started getting thinner, almost anorexic, and her hair was going gray.

She disappeared around two months ago. He found only her items in the cabin then proceeded to lead a search party. No traces or footprints except in the house. A dead end.

The voice he heard when he slept in the cabin last night was hers. "She's haunting me. I couldn't find her and she's haunting me."

He has a photo of her from her abandoned wallet.

The Smoke Rolls In

Dale waits around his car as the sun sets on a smokey Nasukoin Mountain. Rangers have informed him through radio about a wildfire that broke out on the western mountain range. He informs the agent before he leaves.

Within three days, the frequency of helicopters flying overhead will increase, and smoke will continue to obscure natural light until it looks like the fog of war. Appropriately apply disadvantages to skills that use *far* sight: -10% on day one, -20% on day two, -30% on day three.

The wildfire is a timebomb element, a way to move agents along. On **FAILURE** to find the **Primordial Bear** and secure the artifact, the fires will engulf it, and spread Tillinghast irradiated particles through the air, causing mass disappearance, within the smoke's reach, of every living thing with a pineal gland.

Tillinghast Haunting

Like opening one's "third-eye" the haunting is caused by the pineal gland opening itself to otherworldly sensations. Organisms opening their minds are able to witness memories stitched into time. The cosmic horrors are something else entirely.

Agents may choose to fail their SAN check to **open their mind to T-radiation**. Secretly record agents' SAN lost this way. Willingly or unwillingly, when the SAN loss incurred this way adds up to 15, they are transported to 1940 by the end of the scenario unless they die first.

"It not only awakens ancient atrophied sense organs within the human brain which can see this other world; it also brings the atomic structures of both worlds into alignment, until physical interaction becomes possible."

A special device is needed to really pick up T-radiation. Using a geiger counter to detect it is luck -40%.

The Night Before the Trek

Agents can choose to camp in the cabin or set up outside. Different events will follow.

Inside

Porter plays Elvis loud enough to drown the outside noise. His impressions are somehow endearing. What happened to this man? After a few drinks of his packed whiskey, he will open up and begin dumping trauma. This is the life of an agent. Finding cheap pleasures and sharing valuable moments with strangers who will forget you. SAN 0/1 Helplessness - witnessing this display makes present agents doubt their motivations for joining the Program. Is it even worth it to risk becoming like this?

Static interrupts the tape. Porter starts panicking, asking everyone else if they can hear *that*. SAN 0/1 Unnatural: agents that fail their SAN roll **open their mind to T-radiation**, and are able to hear a woman's crazed laughter over the speaker's static (*try to play this on your speakers to scare your agents*).

Outside

Agents hear a bear's breathing right outside the tent, but there's nothing there. (*try to play this on your speakers to scare your agents*).

Muffled music can be heard from inside the cabin as agents sit in their tent. They hear screaming coming from a groovy van. By the van's open door are:

- Ghost hunting equipment dropped on the ground
- A wrapper for an oatmeal bar
- A recording camera
- Blood that leads no trails.
- A muddy Skecher shoe

The camera will show Guy vlogging before heavy breaths are heard charging at him. The force knocks the camera away and then he starts screaming. The floor camera catches Guy being dragged by nothing and then his body disappears while it's within the frame.

SAN 0/1d4 Unnatural: he was still in the frame when he disappeared. Agents that fail their SAN roll **open their mind to T-radiation** and are able to see what drags the boy in the footage. What attacked him was a black bear as big as a grizzly, whose stomach was oddly bald. When Guy was defending himself by kicking, his foot got caught in the bear's flesh, fused. The bear eats the bar on the kid's hand and runs away - dragging Guy whose foot still fused in its flesh.

Witching Hours

The **Primordial Bear** is always watching. Stalking at a safe distance, a distance enough for T-radiation to open the agents' minds to senses forgotten. No matter where the agents go, the **Primordial Bear** follows.

Agents can attempt to bait the bear, but they will see nothing unless they willingly open their mind and truly see.

Agents must travel towards Nasukoin Mountain. Maybe the bear will protect its territory. The time it takes to go from Ford Cabin to the Nasukoin cave base is around 7 hours. This trek is a sequence of encounters, roll a 1d4 or choose. Each encounter will add 2 hours to their trek. These events will hopefully help agents understand how to defeat the **Primordial Bear**.

Smoke fills the air and obscures the sun. Animals and insects alike hide, or run away from the coming fire. The forest is deafeningly silent. Agents can't shake the feeling that they're being watched.

1: The Ghost of Hemmings Past

Beyond the trees, a humanoid figure awaits. Her hair is disheveled and her body is thin. Only seen by those who will.

Agents **open their mind to T-radiation**. SAN 0/1d4 Unnatural. On failure: agents see, at the corner of their eye, an ethereal woman behind a tree. It's Jona Hemmings looking at something that hasn't happened yet in her time. Agents notice that she's looking at them directly, following their every move. If agents approach her, she creepily whispers, "I'm seeing you," before vanishing behind the tree.

2: Another Bear Box

Agents hear a warbled bear grunting ahead, but they can only hear it. There's another bear box by the trail.

Agents **open their mind to T-radiation**. SAN 0/1d4 Unnatural. On failure: agents clearly see a bear whose body has phased through the metal food-storage door. Its belly has shed its fur and there's a cylindrical shaped lump emerging from the flesh. It peeks out of the container like a ghost. A boy's flesh is welded to the bear's. His head and arms are one with the bear's nervous system as he picks up food for his new host. Their head turns to the direction of the agents. It runs.

Agents can choose to CHASE, but must deal with the smoke's disadvantage. Each round they chase, they have to **open their mind** for 0/1 SAN Unnatural - they lose the chase if they don't fail.

Inspecting the box shows wrappers and food storage fused to the metal walls.

3: Messages From the Future

Some agent's phone suddenly gets a call. They answer it and nothing but static plays like the radio in the cabin.

Agents **open their mind to T-radiation**. SAN 0/1 Unnatural. On failure: agents hear Porter's voice on the phone. "Maybe.. I can do.. some good after.. all," this plays on repeat before the call ends.

4: Do Not Move

The silence only enhances every sound, every step, every feeling. The mind wanders. Agents automatically **open their minds** for 1 SAN Unnatural. They start tasting the sounds they themselves create. The sun rays that pass through the gaps in the smoke look like wavelengths of colors unknown, Ultraviolet. Suddenly, it's as dark as the void. Neon-colored creatures illuminate the sky as they swim like shooting stars. One of them is getting closer.

This would be a good time to remember the photo. Agents roll SAN 0/1d4 Unnatural. On a success, they've been in the forest the whole time like nothing ever happened. On a failure, the jellyfish-like-monster with tentacles as long as the trees approach them from beyond. If they remember not to move, then no one has to die. If they forget, Porter sacrifices himself by running away as fast as possible. The creature chases him and he's never seen again.

Territorial Disputes

Continue the Pursuit

Huge claw marks on the trees, black fur caught on bark, you're in the right spot. The bear will fight now that you're in its territory. Night is approaching fast and the smoke is not helping. Agents can continue, and hunt the bear, but exhaustion rules apply.

On a successful Survival roll, agents can get the jump on Yogi (skip to encounter).

Long Rest

1. Porter alive

A campfire in bear-infested territory. Porter will stay by the campfire until dusk - he has one pill to keep himself going. Agents can join him for a sentimental talk. "Maybe I can do some good after all," he says. Porter will attempt a futile hunt alone when the agents go to sleep.

Around dusk, they will hear him screaming and struggling, long enough for agents to get there with their armor and weapons on.

2. Porter dead

Agents need to take guard rotations to prevent an ambush. Around dusk, a familiar stomping and beastly growling approaches. There's no time to put armor on.

Encounter

A sinister violet glow pervades the sky. The light casts maleficent shadows on the wildfire smoke. The fight takes place on a plane that isn't their own.

Scenario End

The cylindrical artifact has fused with the bear's belly. Cutting it out is easy enough. Present day agents take an exhausting trek back to Ford Cabin. They look up, ash falls on their face like snow. They're alive and there's work to be done.

Past day agents take a similar route back, but the bear boxes are gone, and the trail is still grassy. An old car with a rounded body is parked by Ford Cabin. Ford Cabin has a park ranger stationed inside who will mention that a silver-haired girl was also found wandering recently. The year is 1940. These agents were the other people that emerged from the forest.

The Primordial Bear

Yogi (Black Bear)

STR 26 CON 16 DEX 10 POW 10

HP 23 WP 10

ARMOR: 4 points of fur and thick hide.

SKILLS: Alertness 70%.

ATTACKS: Bite 30%, damage 2D8.

Claws 50%, damage 2D6 and hold (see HOLD).

HOLD: A claw attack that rolls an odd number for damage also pins the target.

Atomically Aligned Structure

The artifact infused with the bear allows it to walk through solid structures and ignore cover.

I'm seeing you

The bear is invisible to the mind's eye.

Agents within the radius of a few meters must make a SAN Unnatural roll 0/1d4. On a success, agents don't lose SAN, but they **can't** harm the bear or fight back. Agents can only harm the Primordial Bear if they **open their mind to Tillinghast radiation**. Failing or willingly failing allows them to see and harm the bear.

Infused Help

The bear can use the ghost hunter it melded itself to. The humanoid's hands can Pin 30%, an extra target within reach.

The artifact has made this thing a chimera of welded flesh. The hands of a human reach out from its side as its pained expression is mockingly plastered on the bear's chest.

NPCS

Ron Abbett (Porter)

STR 12 CON 12 DEX 10 INT 12 POW 10 CHA 8

HP 12, WP 10, SAN 28, Adapted to Helplessness

SKILLS: Accounting 60%, Athletics 50%, Bureaucracy 60%, Criminology 60%, Drive 60% Occult 50%, Persuade 60%, Firearms 50%, Navigate 30%, Survival 60%

ARMOR: 3 points of body armor

ATTACKS: Hunting Rifle, damage 1d12+2

EQUIPMENT: **Trusty Van**, roll luck -20% to see if Porter has the reasonable piece of equipment you need in his car.

A sad excuse of a human being. He's ruined most of his relationships and doesn't understand how a basic conversation works from time to time.

Porter is the Cowboy's Asset Recovery Specialist. He's seen almost everything when it comes to moving around artifacts from green boxes, but he's not often in the front line. His van has everything he needs. If it doesn't, all he needs to do is make a call.

Dale Du Boi

A 25 year old with a dopey face. He inherited the responsibility of sporadically watching a green box. His father, Agent [REDACTED], made sure he grew up right by not asking questions to things he didn't want to know. Delta Green pulled some strings so Dale could become a ranger in Glacier and continue watching the green box, but he thinks it was all on his own. Dale will only remain a Friendly, he's too much of a coward to join the field.

Guy Longhorn

This groovy ghost hunter self-inherited the spirit of disco and Scooby Doo. The fact that he has a Youtube following is not surprising considering his go-getter attitude. The Paranormal investigation is an odd choice though. He could be a tv host.

Equipment: Ghost hunting equipment that obviously doesn't work, a video camera.