

# GOOD VIBRATIONS

By Bird Bailey

A mundane scenario for up to 4 players, written for r/Night at the Opera's 2021 Mundane or New Scenario contest.

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## CREDITS & THANKS

Thank you to the players from the r/Night at the Opera discord server for helping me to playtest this.

In 2024, Sunrise River Media released the Black Flare podcast, an actual play. The first season features this scenario, and I cannot recommend it enough. Please listen to them [here on Spotify](#), or wherever podcasts are found.

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## SCENARIO SUMMARY

In Glacier Bay, Alaska, visitors to the National Park of the same name have been reporting to local hospitals with symptoms indicating some kind of neurological condition. Victims claim to have heard “the voice of the sea” and “music from the water.” Suspecting an Unnatural incursion of some kind, the Program sends the Agents to the Park to find and resolve the source of the problem.

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# THE TRUTH

The glaciers in the Bay are ancient, but not immovable; just as they once descended across the land and drove the Hoonah from their homes, the ice sheets now recede. Instead of an ancient or unknown horror emerging from the lost ages, a small cave has been exposed to the water and the wind. The cave has nothing special within it. In fact, that lack is what makes it so dangerous; thanks to the passage of time and the movement of water, the interior walls of the cave have been carved into a shape not unlike an amphitheater, with just the right acoustics required to massively amplify infrasound. Thanks to its placement at the waterline where the Fairweather Glacier meets a small inlet to the sea, various infrasounds from the ocean such as whalesong and distant storms have been projected into the cave and raised to a volume high enough to damage the human body.

This damage specifically causes hearing loss, brain damage akin to a concussion, trauma to the eardrums, hallucinations, and feelings of religious euphoria. [The full details are explained below.](#)

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## BRIEFING FROM THE HANDLER

The Handler for this operation is Agent BLACKBURN, a middle-aged white man who works for the Department of the Interior.

What BLACKBURN tells the Agents in the briefing is this: for the last several months, BLACKBURN has been monitoring an uptick in medevacs from Glacier Bay National Park. Tourists, researchers, Park staff, and Hoonah Indian Association staff alike have all been urgently rushed out of the Park or reported to hospitals after visiting the Park. The victims display a shared range of symptoms that seem to be neurological in effect and random in intensity, but so far no origins have been nailed down by the medical professionals on the case. What caught Delta Green's attention is the apparent lack of a transmission method, displays of religious ecstasy among the patients, and comments from the patients about "the voice of the sea" or "music from the deep."

Recently, two of the field researchers at the Voices of Glacier Bay project have failed to report to work (see [Lost Voices](#) below.) When a search was called, one of the researchers, **Harold Halprin**, was found dead, floating along the western shoreline of the Fairweather Glacier. The second researcher, **Niles Mason**, is still missing in action.

BLACKBURN is overworked, underpaid, and too busy to give the Agents many resources. He's put together a cover for the Agents as specialists attached to the DoI in order to look into the recent phenomenon, and has arranged for the Agents to go to Glacier Bay by plane from

Anchorage by private flight from a pilot who owes him a favor. That's about the extent of his goodwill and spare time. The bush pilot he knows will be leaving the airport less than an hour after the Agents get to Anchorage, and BLACKBURN has made contact with a Friendly at the Park who will be waiting for the Agents when they arrive on the airstrip in Gustavus just outside the Park.

BLACKBURN has not arranged for the Agents to go to Juneau to inspect the patients, but he has managed to scrounge up the medical reports on the victims who were treated in local hospitals either in Juneau, or the Indian Health Services hospital in Sitka (see [THE MYSTERY DISEASE](#) below for further details.) BLACKBURN is not trained in Medicine, and cannot offer deeper insight on this matter.

If the Agents ask for personal protective equipment such as a HAZMAT suit, BLACKBURN will be unable to provide this. He will however warn the Agents that HAZMAT is unlikely to protect them; the disease doesn't seem to be bloodborne, and standard COVID-19 precautions such as masks are not preventing the transmission. Further, there have been no infections outside of the Park, so he reasons that the problem must be tied to the location. On top of all of that, there's the practical concern that if the Agents try to do any hiking in a HAZMAT suit, they're going to almost immediately destroy it.

BLACKBURN does give the Agents a satellite phone with one pre-programmed number, which will be able to reach him. When the Agents are ready to leave Glacier Bay, they should call BLACKBURN at that number, and he'll arrange for the same pilot to come and pick them up. In terms of other concrete resources, if the Agents think to ask, BLACKBURN will introduce them to the staff at the Huna Tribal House and the Hoonah Indian Association. (See [A Long Awaited Dream](#) below.)

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## ACCESS TO GLACIER BAY

Glacier Bay National Park can only be reached by plane or by boat. Agent BLACKBURN has arranged for a bush pilot friend of his to take the Agents directly from Anchorage to the Park, a flight that will take several hours but will be entirely off the record. Once there, the Agents meet **Willa Addams**, a Park ranger Friendly of Hoonah descent who's worked with BLACKBURN before. Addams is an outgoing woman in her thirties with a no-nonsense attitude. She tells the Agents that normally she'd give them the whole song and dance tour of the Park, but given the circumstances, she doesn't have the time or the energy; ever since the two researchers from the Voices of Glacier Bay project went missing, **she hasn't slept much** thanks to consistent patrols and searches organized by the Park staff and members of the local community. Everything's been

“kind of fucked up here,” to quote Addams, and the staff have had to close the Park to visitors for the last few days now that “the mystery disease” has taken a life.

Addams drives the Agents to the main Park center in Bartlett Cove, and is reluctant to leave them alone as they do not know the area, and something dangerous is going on. She’ll take the Agents wherever they want to go unless they request something obviously dangerous or out of their league such as scaling one of glaciers. Addams informs the Agents that there are two main ranger stations in the Park; the main campground in Bartlett Cove, and another, smaller outpost in Dry Bay, at the northwest boundary of the Park on the shore of the Pacific Ocean. She can take the Agents to the Dry Bay ranger station by boat, in a small skiff used by the park service to get around.

**Passing by the mouth of the inlet leading to the Fairweather Glacier will expose the Agents and Addams to “the mystery disease.”** See [THE MYSTERY DISEASE](#) below for further details on exposure. As this is a location on the coast between the Dry Bay ranger station and Bartlett Cove, the only way to avoid that exposure is if the Agents travel over land instead. There is another airstrip at Dry Bay, but once the bush pilot leaves, there’s no planes at Bartlett Cove available to take the Agents to the Bay that way. Addams will strongly discourage overland travel; with a missing person, neither she nor the Agents can waste time sleeping let alone spending several days needlessly hiking over rough and unfamiliar terrain.

When the Agents pass over a large body of water either by boat or by plane, **roll Luck**. On a successful roll, **the Agents spot humpback whales, and hear their distant song.**

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## THE MYSTERY DISEASE

Calling the occurrences at Glacier Bay a disease is not strictly accurate, but that’s how the Park staff have been thinking of the issue. They refer to the ongoing phenomenon as “the mystery disease.” However, they aren’t entirely sure how this spreads; general disease precautions like social distancing and wearing face masks don’t seem to have prevented the spread.

This is because the issue at hand is better described as an injury rather than a disease. Exposure to the high volume infrasound being amplified by the Fairweather Amphitheater causes brain damage akin to a concussion. Victims can experience a range of symptoms including but not limited to: tinnitus, disorientation, loss of balance, pain in the inner ear, nausea, religious awe, a heightened panic response, burst eardrums, and loss of consciousness.

In game terms, “the mystery disease” is an injury that becomes more severe over time with continuous or repeated exposure. The following table below illustrates the progression of the “disease” as the victim continues to take physical damage from exposure to the amplified infrasound. Symptoms are not identical across victims, and not every victim will experience all of the potential symptoms. When moving from one stage on the table to another, the Handler should use their best judgment as to what symptoms apply. **Moving from one stage to a higher stage always causes the victim to take one point of damage.** Effects of the “disease” should be cumulative. **Mandatory effects** that will always apply will be **bolded** on the table.

The severity and nature of the symptoms depend on the length of exposure, and the volume of the infrasound being amplified. The volume is much “louder” during low tide as more of the cave is exposed to the open air and the amplified infrasound is less muffled by the water. At low tide, the amplified infrasound’s effects can be felt across the majority of the Park’s coastline, and penetrates much farther into the trees and hills of the area surrounding Fairweather Glacier than it would during high tide. A similar effect occurs when there is a storm occurring over the ocean and/or in the Park. If there is a storm at low tide, nowhere in the Park is safe.

Exposure occurs at the Handler’s discretion whenever the Agents are within the area of effect illustrated below in the [MAPS](#) section, but should not occur more frequently than once an hour unless the Agents are standing inside or close to the Amphitheater (see [FAIRWEATHER AMPHITHEATER](#) below.) When exposed to the amplified infrasound, **the Handler should secretly roll the affected Agent’s CONx5.** On a successful roll, the victim does not take any damage. On a failed roll, the victim takes **1 damage** and progresses to the next stage of the “disease” listed in the table below.

## Symptom & “Disease” Progression Table

| <u>Stage of the “Disease”</u> | <u>Potential Symptoms</u>                                                                                                |
|-------------------------------|--------------------------------------------------------------------------------------------------------------------------|
| Stage 1                       | <b>Sleep deterioration</b> , nausea, a sense of formless unease, mild headache, sensitivity to vibration.                |
| Stage 2                       | Tinnitus, “pressure” felt in the head or ears, sensitivity to light, fatigue, aversion to loud noises.                   |
| Stage 3                       | Loss of balance, confusion, depression, dizziness, difficulty seeing or hearing, decreased respiratory rate, chest pain. |
| Stage 4                       | <b>Difficulty concentrating on tasks — all of the Agent’s skills take a -20% modifier until they are healed.</b>         |
| Stage 5                       | <b>0/1d4 SAN loss</b> , delusions such as hearing voices, difficulty                                                     |

|         |                                                                                                                                                                                              |
|---------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|         | breathing, religious awe, memory loss, migraines, difficulty speaking.                                                                                                                       |
| Stage 6 | <b>Roll CONx5; on a success, the Agent is Stunned. If the Agent fails the test, they are knocked unconscious.</b>                                                                            |
| Stage 7 | <b>1/d6 SAN loss if conscious</b> , ruptured eardrums, bleeding from the nose as intracranial pressure increases from swelling, panic, euphoria, hearing loss, extreme sensitivity to light. |
| Stage 8 | <b>Lasting brain damage adjudicated by the Handler as a permanent or long-term injury.</b>                                                                                                   |

## Medical Files From BLACKBURN

The files that BLACKBURN gives to the Agents that detail the “disease” and its effects on its victims are bare medical records more than anything else. They seem to be a bunch of hastily taken pictures of charts and assorted doctor’s notes. The letterheads and insignias on the documents are from several different hospitals in the area including the Indian Health Services hospital in Sitka, and both the public and private hospitals in Juneau. Any Agent with **Law** or **Medicine** knows that just having these files is a violation of the Health Insurance Portability and Accountability Act, and that they probably shouldn’t get caught with them.

The files list information relevant to the patient’s condition as of the day before the Agents’ arrival in Anchorage: age, name, injuries, symptoms, and attempted treatments. Looking at the list, there is no discernable pattern in the victims; neither age, physical condition, sex, race, nor the presence or absence of other diseases appear to have any effect on the “disease.”

The youngest patient is a Caucasian 7 year old child who was released the day after he was brought to the hospital in Juneau after complaining of severe migraines. The oldest patient is a African-American woman in her 70s who had been on a whale watching tour when she passed out on the deck after losing her balance without an obvious cause.

The least severely affected patients that BLACKBURN still suspects were struck by the “disease” returned to their own homes after being treated for preventable injuries sustained while hiking, or after losing consciousness seemingly at random. BLACKBURN has not been able to monitor those patients closely, and will consider them to be low risk unless then Agents provide him with evidence to the contrary; as far as BLACKBURN knows, the Unnatural influence at play is confined to the Park.

The most severely affected patient that is still alive is a middle-aged Hoonah woman with brain damage that is apparently visible on CT scans, though BLACKBURN was unable to obtain copies of said scans.

The most severely affected person in general is **Harold Halprin**, now deceased. Halprin was one of the two missing staff members from the Voices of Glacier Bay project. BLACKBURN has obtained a preliminary autopsy report for the Agents. The report reveals that **Halprin was discovered dead on the shoreline of the inlet to the Fairweather Glacier**, that he died from drowning, and that he had sustained minor pre-mortem injuries to his right side. Most disturbing is the severe brain damage that Halprin sustained at some point. An Agent with **Forensics 40%** comes to the conclusion that Halprin was unconscious when he drowned, as the pre-mortem injuries are all along one side, suggesting that he fell and did not struggle to climb out of the water or that he otherwise thrashed around before drowning.

An Agent with **First Aid 40%** or **Medicine 20%** notices that the brain damage seems broadly consistent with head trauma of some kind. Yet neither Halprin nor the Hoonah woman have any signs of head injuries.

Studying the records for when various victims were medevaced away from the Bay, any Agents with **Military Science 50%** or **Survival 50%** will notice that there is a significant uptick in cases during low tide, and during storms. **The Park staff may also comment on the potential correlation between the “disease” and the recent storms**; trying to medevac someone from an area that can only be exited via plane or by boat in the middle of a thunderstorm is a difficult proposition, and the staff here have had to arrange for that more than once.

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## GLACIER BAY NATIONAL PARK

The Park is short staffed at present thanks to cuts in emergency funding, and the fact that a fair number of staff members have had to be removed from the Park and hospitalized due to the “disease.” What staff remains is currently in a tightly-controlled frenzy; rangers are organizing volunteers from Gustavus and the local Hoonah Tlingit community into search parties. These parties will be conducting sweeps of the Park starting from the base camp in Bartlett Cove and the Dry Bay ranger station at the most northwestern point in the Park, hoping to meet in the middle having found **Niles Mason**, the missing Voices of Glacier Bay staff member, before 72 hours pass.

The staff are tired and overworked, but refuse to stop and will admit to sleeping poorly if questioned. **Several of them are experiencing the effects of the “disease” without realizing that’s what’s happening**, chalking their symptoms up to stress and lack of sleep.

The Park does not have access to the internet at present. Normally they’d have a satellite connection and wi-fi, but the recent storms have put all that on the fritz, and fixing that’s not exactly anyone’s priority right now. If the Agents want to fix the internet connection themselves, that’s a **Computer Science test**, or a **SIGINT test**. After that, a **Luck roll** determines whether or not the connection remains stable in the bad weather.

## **Bartlett Cove**

Bartlett Cove is the main area of the Park that’s accessible to the general public. It’s where the rangers have their base camp, where the main campgrounds are located, where the Huna Tribal House is located, and where the Voices of Glacier Bay project is housed. The Visitor’s Center is currently closed, but the lodge that serves as the rangers’ base of operations where they sleep on long stays in the Park is available to be visited by the Agents. There, the Agents can find a few rangers trying to sleep off the effects of the early stages of the “disease.”

The staff at the Park are all tightly knit, and act more like a family as they rely on each other during extreme situations and are otherwise generally isolated from the rest of society. That tight group also somewhat intersects with the local Hoonah Tlingit community, who have fostered much better relations with the Park staff since the construction of the Huna Tribal House (see [A Long Awaited Dream](#) below.) Most of the people in the Park right now are either members of the local community here to volunteer in the search for Niles Mason, or they’re rangers both on and off shift who are pushing themselves to the limit for the same reason.

The Cove is massive, and beautiful. If the Agents are outside for a significant amount of time along the shore of the Cove, **roll Luck**. On a successful roll, **the Agents spot humpback whales, and hear their distant song**.

## **A Long Awaited Dream**

Glacier Bay has always been home to the Hoonah, a local Tlingit tribe, but between the descent of the ice sheets several hundred years ago, the incursion of the United States government, and the official designation of the land as a National Park, the Hoonah were pushed out of their homes. Building the Huna Tribal House was the culmination of “a long awaited dream” to return to the land and to live on it. As this was a joint project between the Park staff and the local community, building the Tribal House led to a new era of cooperation and goodwill between the staff and the locals.

Now, the Huna Tribal House is a community center jointly run by the local Hoonah Tlingit community and the staff of the National Park Service. During normal operations, the community center holds seminars on Hoonah culture, teaches the history and geography of the region, and showcases community events such as dances.

Currently, the only staff at the Tribal House are **Maude Byrd** and her grandson **Rex Byrd**. Maude is an upstanding member of the local Hoonah community in Gustavus, and she will only abandon the Tribal House if carried out against her will on a stretcher. Rex is a young punk who was originally sent to the Tribal House as punishment for assorted mischief he got up to back in Gustavus such as throwing rocks through store windows and underage drinking. His parents were hoping that spending some time sleeping rough at the campground, sweeping floors and moving furniture around at the Tribal House would straighten him out. Now that people are having to be medically evacuated from the Park on what seems like a regular basis, Rex refuses to abandon his grandmother and will not be separated from her.

Asking the two of them about myths and legends about the Bay will yield general information about the Hoonah culture, and a history lesson about the tribe's departure from and return to the Bay, but nothing specifically useful to the issue at hand.

**What the two do have to offer is a wealth of information about where and when various personnel first started to experience the symptoms of the "disease."**

Rex is incredibly worried about his grandmother, though he's trying not to outwardly show it lest he lose his imagined tough guy credentials. Because of this, he's been keeping an ear to the ground and taking note of who's gotten sick where, and when, attempting to determine some kind of pattern that would let him protect his grandmother from what might be an outbreak of a serious illness. If handled well, Rex will tell the Agents that **most of the people who've gotten "the worst sick" have been medevaced from the western shore of the Park where it faces the ocean, or near there.** Rex will also tell the Agents that that's not a concrete pattern; he's noticed others get sick despite staying in Bartlett Cove. He also knows that the "disease" isn't transmitted through contact, and nobody seems to be coughing. He hasn't noticed anybody bleeding on each other, so he can't say whether or not the "disease" is bloodborne.

Maude meanwhile has detailed information about some of the people who were evacuated from the Park, namely Hoonah visitors who stopped by the Tribal House, and Park staff. She doesn't have much information about tourists, however. If persuaded, Maude can provide the Agents with better details about the "disease" and its progression than they were able to get from BLACKBURN's hastily compiled and illegally gained medical files.

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# THE VOICES OF GLACIER BAY

The Voices of Glacier Bay Project is what happens when National Geographic and Cold War technology meet a bunch of audio nerds. Decades ago, the United States Navy positioned a series of hydrophones on the seabed along the western shore of the Park in order to detect secret Soviet nuclear tests. Nuclear explosions produce infrasound that can be detected across astounding distances, especially when detonated beneath the waves. As the Cold War thawed, a scientific research team saw the opportunity represented by the hydrophone array and expanded it, placing dozens of more hydrophones all over Bartlett Bay, and installing above-ground listening posts all over the Park. The intention of the project is to capture and catalog the natural sounds of the wildlife in the Park, as well as to monitor weather conditions out to sea; **storms in the Pacific produce microbaroms, atmospheric infrasonic waves that can be picked up by equipment on just about any side of the ocean.**

The project is housed in a small building in Bartlett Cove a decent way off from the Visitor's Center. The small building is absolutely crammed with stacks of external hard drives and complicated bits of recording equipment, as well as maps, graphs, and various charts of atmospheric and weather conditions. **Examining the charts will reveal that there have been a lot of storms in the area lately, and out at sea.**

## Lost Voices

Right now, there's only one person manning the helm at the Voices of Glacier Bay: **Emily Goldberg**. She's a tall, stocky woman who towers over most people and who seems absolutely destroyed by the loss of her colleagues. She lives here more than she does in Gustavus, and frequently sleeps on the couch in the break room/kitchen. Now, the couch is covered in discarded maps and surrounded by half-empty coffee cups. Emily hasn't slept in a long time, and the stress is starting to get to her in a big way. But she won't stop trying to find her missing friend, either.

Normally, Emily would be assisted by the fourth member of the team, Lola Hernandez. However, Lola is currently on maternity leave and has been for the last month or so. On the one hand, Emily's desperately thankful that Lola is safe in Juneau. On the other hand, she wishes she had someone to help her out. If the Agents offer to help her sort through the audio data she's sifting through in an attempt to locate Mason, she'll gladly walk them through the files.

## The Voice of the Sea

If asked, Emily will reveal a wealth of knowledge about the Voices project. She personally specializes in storm tracking, but Mason and Halprin (who she calls "Harry") were here for the love of nature, **constantly recording whale songs** and other wildlife sounds. When the two of them went missing, they were on their way to the above-ground listening posts and hydrophone

cable trunks around the western shore of the Park, in order to swap out the hard drives filled with the last three weeks of audio recordings. Except, they never came back.

The only audio that survived Halprin's drowning was the local storage in his personal recording device, what looks like a small boombox hooked up to a radar dish mounted around a microphone. The listening devices are very well protected, being both water and impact proof. Because of this, **the audio recording in Halprin's personal storage contains the sounds of his death.**

The tape starts with bird song, and the distant call of an elk. **Halprin and Mason talk about recent seabird migration patterns being disturbed by the storms off the coast**, and Halprin mentions that Lola's going to lose her shit when she hears the footage the two of them got from the post out by Fairweather. Shortly after that, **a strange, barely audible noise appears in the tape.** Mason asks Halprin if he "feels that" and Halprin replies in a slurred voice that he doesn't feel so hot. There's another few minutes of shuffling noises as the two move through what sounds like rocky terrain, before Mason shouts "Harry!" and a series of crunching noises and splashes are heard. The only things left on the tape after that are **some thick, quiet noises** and the sound of Halprin drowning. It costs **0/1 SAN from Helplessness** to listen to the whole tape.

If the Agents are listening to the recording on a computer, or wish to examine the actual sound files, they'd be able to see the incredibly low-frequency waves that Halprin's recorder picked up. Emily is aware of the infrasound, and will initially chalk it up to microbaroms or potentially whalesong, which are the two main culprits for infrasonic 'static' on a tape. Microbaroms, she explains, are the "voice of the sea." Listening to them is what lets her predict the weather and helps direct local ships out of harm's way. What hasn't occurred to Emily yet thanks to her grief, lack of sleep, and Stage 4 exposure to the "disease" is that **the infrasound in the recording shouldn't be present before Halprin falls into the inlet by the Fairweather Glacier; it's simply too "quiet" of a noise to be heard above the waterline.** With a little prodding or investigation, the Agents will be able to talk Emily into helping them use the hydrophone data from the last month or so to triangulate the source of the infrasound.

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## FAIRWEATHER AMPHITHEATER

The cave inside the Fairweather Glacier that's now been exposed to the wind is a stunning natural space, and a minor miracle of nature. Grooves run along the inside of the cave walls with just the right texture and dimensions to produce amplified infrasound that can affect the human ear from miles away. The noise would be deafening and obvious if it were being produced at any

audible frequency. Instead, the infrasound is only audible at its very loudest volumes, and then only as a hum that can be felt more than it can be heard.

The Amphitheater itself is gorgeous. Weak light shines through the blue ice overhead, and during low tide there are visible shelves worn into the sides of the cave that could be held onto. The freezing water practically glows in the ethereal light of the sun as filtered through the Glacier, and is surprisingly clear.

The sight is, unfortunately, marred by the corpse of **Niles Mason**, the missing researcher from the Voices of Glacier Bay project that was as-yet unaccounted for. Discovering the body costs **0/1 SAN from Helplessness**.

## **Finding the Cave**

Locating the source of the issue at hand is a matter of triangulating its position. The most reliable way to do that is to use the array of hydrophones in the Bay, the data from which can be accessed at the Park's research station. (See [VOICES OF GLACIER BAY](#) for more details on the hydrophone array.) The Agents could also use the portable recording and listening equipment from the Voices project to hunt for infrasound once they know what they're looking for, and follow the "noise" back to its source as the volume increases.

## **Entering the Cave**

Once the Agents have pinpointed the cave's location, getting into or near the cave is going to be a difficult proposition. They'll need to either wait for low tide when the "noise" becomes louder, or they'll need to SCUBA into the cave during high tide. Cold water SCUBA equipment can be found at the Voices of Glacier Bay project, as the staff use it to maintain and inspect the older or more delicate hydrophones that cannot be easily removed from the water. There are two suits that would fit someone of average height and build, one suit that would fit someone short and skinny, and one suit that would fit someone stocky and tall.

When the tide rolls out, the cave is technically accessible on foot, it's just that those feet will be waterlogged. When the tide is out, the Agents will need to wade through about 2.5 feet of freezing water in order to enter the cave. Doing so without protective equipment (such as fisherman's waders, which can be found at the Park station, the Huna Tribal House, or at the Voices of Glacier Bay research station) leaves the Agents in the cave with soaking wet clothes while a wind strong enough to be heard anywhere in the Park blows through the channels carved into the cave walls. **The Agent is exposed to freezing temperatures unprepared, and is subject to the cold rules on Page 63 of the Agent's Handbook.**

Worse, **standing in the Amphitheater puts the Agents right in the center of the noise**. For every ten minutes that the Agents spend inside the Amphitheater, **the Handler will roll the Agent's CONx5 and the Agent will progress along the stages of the "disease" as indicated by the table**. See the [Symptom & "Disease" Progression Table](#) above.

Getting out of the Amphitheater is as simple as walking or swimming back out. What makes this a difficult proposition is whether or not any Agents are left in good enough condition to do so as the "disease" progresses thanks to their exposure to the Amphitheater.

### **Removing the Threat**

Removing the threat will require blocking off or destroying the Amphitheater, or otherwise ruining the acoustics of the space. This can be accomplished by demolishing the cave entrance using **Demolitions**, provided the Agents are able to scrounge up suitable explosive material.

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## **WRAP UP & REWARDS**

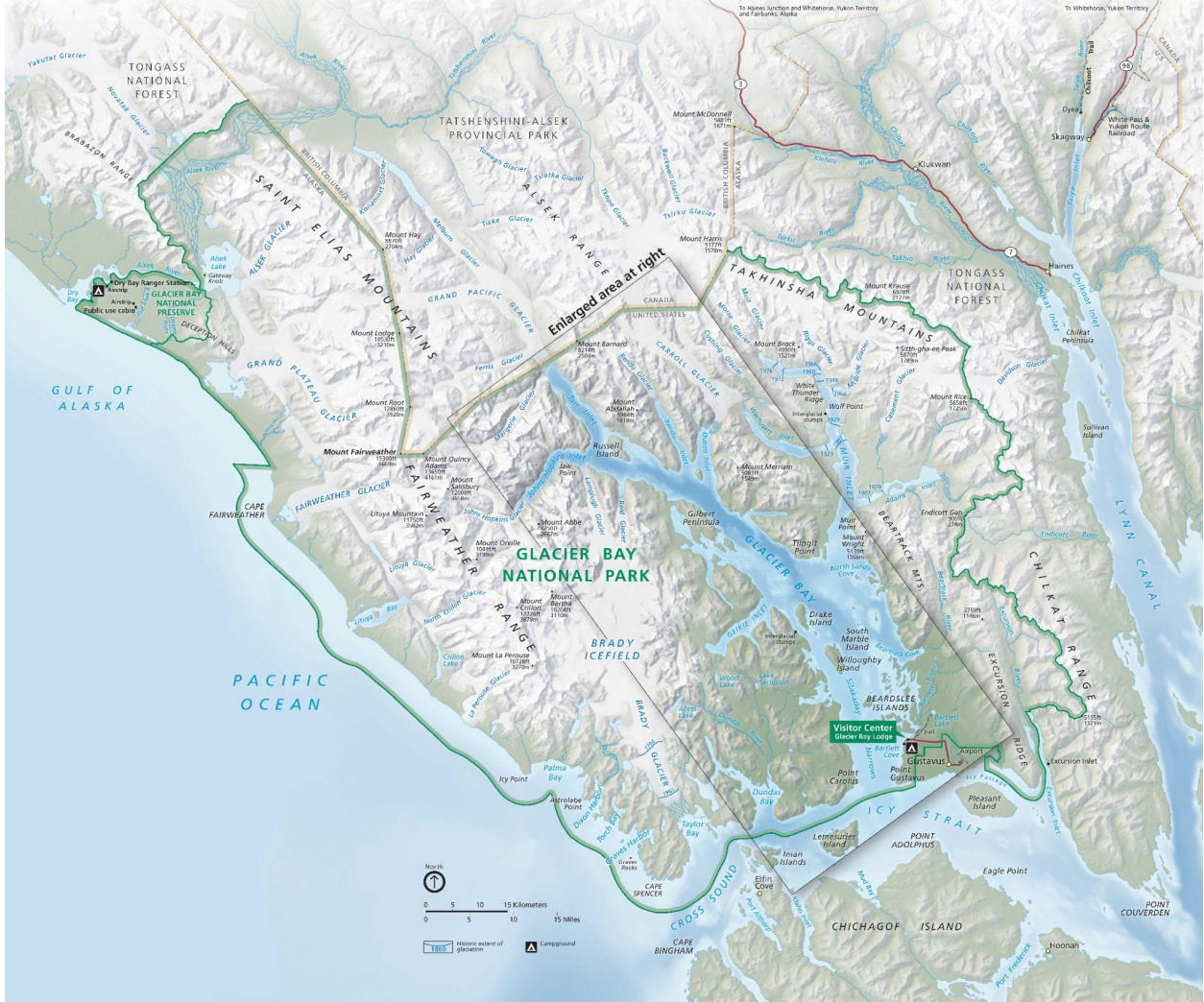
- For recovering the body of Niles Mason, recover 1 SAN.
- For destroying or otherwise neutralizing the Amphitheater, recover 1 SAN.

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## **MAPS**

Below are a few useful maps of Glacier Bay and its locales, as well as an illustration of the areas that the infrasound can affect under various conditions. It should be possible to zoom in on these maps, or to download them. In case the formatting is broken, the original maps can be accessed through a hyperlink as well.

## Hyperlink



## Hyperlink

