

Time out of Shadow

One Sentence Summary

The Agents are roped into a Yithian's plot to stop an elder god from devouring all of time, and given a bag planted with exactly what they need.

Gameplay Summary

The Agents are pulled in over their head when they are conscripted to investigate a device which [severs](#) objects from time. To make matters more complex, a [Yithian](#) who has been replaced by his evil duplicate is predict the future and try to stop his evil timeline from destroying [all of time](#). The [Motion](#) gives the Agents the [Macguffin](#) something which allows the Agents to compete with a time traveler.

Contest prompts:

Enemy of My Enemy.... [hounds of the angles], Alternate Timelines [the *severing*], A Friendly NPC who is Actually Helpful [the Motion], Lesser known Mythos threats [KALI]

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Dramatis Personae

Group	Goals	members
Servants of KALI	To end time within this multiverse, to stop the agents from destroying the Corpus Clock	Special Agent Arin Volta KALI
Trescothik Unlimited	Perform research, ensure the US government doesn’t look too close at their books, draw a regular paycheck	Sandie Trescothic [<i>CTO</i>], Christopher Marsh [<i>CEO</i>], Thom Martin [<i>COO</i>], Robert Mathis [<i>Last surviving security guard</i>], Alan Wren [<i>Last surviving accountant</i>] Illiana Kressig [<i>Secretary</i>] Amanda Times [<i>Head Chronophage researcher</i>], Merriwether Lindholm [<i>Harried Intern</i>]

		Various researchers, programmers
The Motion	Help the Agents whenever possible, stay safe until 2:36am when Volta will return to normal, make sure they reach the best future possible	[Formerly] Special Agent Arin Volta [corrupted] Michael Torence, Lee D'astero, Oliver Rauk, Penny Alan Various Pawns
Counter-Motion	Follow instructions from Volta. Their goal is to get paid, whether in bitcoin by Volta directly, or by the police department.	Various shady people operating on the darknet Police officers who "owe" Volta one
Hounds of Tindalos	Preserve time, Devour Amanda Times , Devour Arin Volta	nameless

Culprits

~~Arden Whithed~~

The person most culpable for the creation and deployment of the Corpus Clock. Unfortunately, he no longer exists. ~~Whithed~~ was a physicist who was fired from [CERN](#) [video] before being hired by March. ~~Whithed~~ hired a team of thieves to steal the [Corpus Clock](#), AKA Chronophage, and although this is initially a promising line of questioning, it leads nowhere because there is no employer. Even if the Agents are able to solve the case from across the ocean, the thieves can't remember *why* they stole the clock. After verified successful testing on lab rats, ~~Whithed~~ eventually decided to get revenge on the person who fired him from CERN, and when the Chronophage struck, ~~Whithed~~ no longer existed.

~~Ethan Hauk~~

~~Hauk~~ was torn apart by the Hounds of the Angles. Evidence of his involvement in Project Chronophage cannot be found, because ~~Whithed~~ removed his corpse from history.

~~Paul Watershed~~

After ~~Whithed~~'s disappearance, ~~Watershed~~ took over as the lead researcher into the corpus clock. With evidence of the Chronophage's effect working initially, he had a bright idea, to attempt the process over a distance. Unfortunately, after successfully attempting the procedure three times in a row, ~~Watershed~~ ceased to exist

~~Andrew Palas~~

~~Palas~~ was hesitant to test the Chronophage, but could not remember why. However, when a skyscraper which March had heavily invested in burned, the CTO Sandie Trescothik demanded an attempted activation. This was too much for him, and the public

disappearance of the ~~General Motors Skyscraper~~ set the ~~Seattle Delta Green team~~ on the company.

[Amanda Times](#)

Times was initially a research assistant, but now believes that she designed, conceived of, and tested the Corpus Clock by herself. She spends all her time in the PI Globe, too afraid to leave.

[Sandie Trescothik](#)

The CTO of Trescothik Unlimited knows that the Chronophage has been tested. She watched the ~~General Motors Skyscraper~~ disappear, and knows that the machine functions. She knows that Amanda Times is living in the PI Globe, that the hounds want to devour her only [and last] researcher on the subject of Severing Time, and makes sure she is comfortable up there.

Witnesses

Benjamin Shin, Ryan Ballard & Leia Vanderson

These three local employees of the Television station have been placed on paid leave, for unauthorized helicopter flight paths, swearing on live television, and overriding broadcast privileges, and spending their time in a bar in the Capitol District drinking their troubles away starting at 10am. Posing as reporters will get Agents nowhere, but saying they're investigating the terrorist attack will have them spilling everything they saw.

Illiana Kressig

Illiana is an early 30s secretary at Trescothik. She was shot in the gut by a heavy rifle. She is in surgery until 11am, but describe the terrorist attack precisely if a little blearily. She does not have clearance and doesn't know about the company's wider sinister connections. She is in the ICU at Virginia Mason Hospital.

Robert Mathis

A security guard, and as far as Trescothik management is aware, the *only* security guard. Instead of a button for "security," phones just say "Robert." He suffered from respiratory problems after a smoke grenade blew up in his face, and cannot speak over the phone for until 6pm. He is aware of the wider connection to March, and is hesitant to speak to Federal Investigators. He is in the ICU at Virginia Mason hospital.

Penelope Tosia

Penelope was working at the *Espresso Elegance*, right across the street from the PI Building. Most of her coworkers hid in the back when the shots fired broke the glass, but she froze behind the counter. She peered out right at 8am, and saw them vanish. She ran, and her boss is drawing up paperwork to fire her. The glass is still broken when the agents arrive, and nobody seems to draw any attention to it. There are two bullet holes in the brickwork. She goes to her apartment, shaken, but then proceeds with her day and tries to get a new job.

Background

In late 2017, a salvager working for Trescothik Unlimited, a Seattle based March subsidiary working for the United States government, uncovered a massive [Antikythera mechanism](#) of unknown providence, far distant from any known civilizations which would have produced it. Much

of the mechanism had rusted away, and the remaining stars displayed were unfamiliar, but in the center was an intricate and well preserved gear wheel made of iron which had not rusted despite millenia time beneath the sea. In the gear's center was a depiction of KALI, predating the earliest archaeological signs of [Shaktism](#) [>10,000 BCE]. Researchers discovered the strange effects on time the Artifact had. They could study it for what was objectively hours, and go to take a break and find that only minutes had passed. Watches stopped. Cell phones began overriding the wifi, giving nonsensical times like 3333333:33. **Hounds of the Angles** began picking off researchers, and a solution had to be found. While researching the strange hounds, their aversions to curves was discovered, and when the P-I building was put up for sale, Trescothik snapped it up, building a research lab with only curved surfaces within the globe.

~~Arden Whitted~~, a physicist who was fired from [CERN](#) [video] before being hired by March, uncovered that the *KALI Gear* would fit within the [Corpus Clock](#). The clock was acquired illegally shortly afterwards, and Project Chronophage began in July 2018. The scientists assigned to the project were ~~Paul Watershed~~, ~~Andrew Palas~~, and Amanda Times.

Project Chronophage is a March Technologies project which can produce alternate pasts, and has been in operation for the last year and a half. It has been used on projects of varying scale, from erasing a vital piece of evidence implicating a board member of March to deleting the burning of a skyscraper which March had invested in. Experiments have been done erasing people, direct viewers of the deleted event retain their memories and any object on their person remains, but all records are changed to delete the event, and the people directly involved from history. However, nobody knows that Project Chronophage has successfully been utilized, and each time it is activated it is believed to be the first time.

To activate the Corpus Clock, an adherent must sit beneath the device. They state the precise geographic location of the offering, and a mechanism within the PI Globe points to the precise location. On the hour, the Corpus Clock rings and whatever was offered to the clock is clumsily *Severed* from existence.

Every time the time eater activates, KALI steps closer. She devours the alternate histories which Project Chronophage makes our universe shed, leaving a breadcrumb trail leading to the Agent's timeline. The operators of Project Chronophage believe they can precisely target the areas, but as KALI grows hungrier the Chronophage gets less easy to aim.

KALI's approach has also activated a Sleeper Agent. KALI is responsible for the destruction of the planet Yith, and in an alternate timeline, consumed all of time beginning with the planet Yith. These alternate Yithians, who don't need a body to live, fell into orbit around the time eating goddess. When the *Sever Time* ritual was activated at 8am, one of these Dark Yithians awoke within the past of the Yithian controlling Special Agent Arin Volta. Volta knew that the Dark Yithian would awaken, and prepared as best he could, creating the *MacGuffin* and having an illegal surgery to plant a tracking beacon in his throat.

The *Sever Time* Ritual has been used about 14 times before the briefing. After hundreds witnessed the disappearance of the ~~General Motors Skyscraper~~, The ~~Seattle Delta Green~~ team has tracked the source of the problem to *Trescothik Industries* and, after reporting to their superiors, been told to leave it alone. Disobeying Orders, the DG team has decided to do a smash and grab, do their best to stop whatever is happening. At 7:30am, they smash an SUV into the lobby and begin fighting against the private security firm which Trescothik has hired. Twenty five minutes later,

when the fighting has calmed somewhat, ~~Dylan Prentice~~ makes the call. This is where the Agents come in.

Mechanics of Severed Time

A large portion of the investigation follows several different people and objects which are severed from time by the [Sever Time ritual](#). The ritual follows several rules.

- Objects severed from time are removed entirely. Anything which they did alone is also removed from time. For example, the identification cards will not have a name or a birthday, but the photograph will still have been taken, despite being of a blank wall. If the person who the ID belongs to lied about their name, height, hair color, etc, then the lies remain in place.
- An area can be affected. If only part of an object was within the area of effect, then the entire object remains.
- The severing can be viewed. The targeted objects turn to smoke and are sucked into the ground. Those who view the severing can remember seeing the severing occur. When someone doesn't remember something they can see clearly, roll SAN 0/1d4
- For someone who knows the severed target, being reminded of the subject is extremely stressful. Their mind jutters as it tries to go down familiar channels. The closer they were to the subject, the more stress they are under.
- In this document, things which have been *Severed* have the ~~striketrough~~ to indicate their status as nonexistent

Part One: Briefing and Travel

The Briefing

All the agents are within 3 hours of Seattle. Choose one Agent. At 7:55 AM, they receive a phone call on their Delta Green burner phone from a man named ~~Dylan~~ Prentice. Begin a timer for five minutes. In hushed tones, he asks for help because there's a terrorist attack in progress at his work. Men in ski masks with automatic rifles and RPGs crashed a SUV through the glass front of the building. He then says that a note was left and that he has to read it out. If the agents are outraged that he'd be calling, he switches to reading the note immediately. Otherwise, he describes finding a strange note at his front door.

OVERRIDE CONFIRMATION Alpha Alpha Seizure rooster termite sundown. Revenant 3928333 will make contact at fourteen hundred thirty six. Absolute Terminus 24 hours from revenant contact. Point of origin Trescothik campus. Protocol Amber Revenant. SSSF at 2746 NE 45th STREET 98105 UNIT 923 ACCESS 337712 Codebook [xxxxx] Prentice is Mr. Zero 119821333 Shoe size 11 residue 005231922 assets 2268434848

Prentice continues describing the scene for the five minutes before he is *severed* from time. Agents who turn on the television upon receiving the call can witness the attack on the Trescothik Unlimited building. The footage shows a pair of ambulances pulling away. The SWAT team is moving in, and it's a bloody, terrible mess. At 8AM precisely, the ~~Seattle Delta Green team, all the damage, the police cars~~ turn to smoke and are sucked into the ground, the glass reverts etc. The building looks pristine. Benjamin Shin, the helicopter reporter and Robert Ballard the pilot, begin audibly swearing for ten full seconds. Agents seeking out this footage fail to find the disappearance, and find a fluff interview with a firefighter who rescued a kitten from a tree, which suddenly at 8am cuts to the swearing in the helicopter.

Understanding the Code

The agent, who should be already connected with Delta Green, understands this almost perfectly clearly.

Confirmation code Alpha Alpha Seizure is a code of an emergency of the highest order. This should only be transmitted from the very top echelons, and requires agents to drop what they're doing and comply.

Rooster termite sundown means that the top levels of the organization are compromised. Agents may be suspicious of this, but stating that they are investigating Trescothik will result in the higher ups telling them on no uncertain terms to stop all investigations. These orders continue up until the final seconds before the end of the world.

Trescothik: see *Trescothik Unlimited*

Revenant: an asset who has been turned by the opposition. The number is Arin Volta's coded social security number.

Absolute Terminus This is not in any code book, but the first google search for “terminus” brings up *“a final point in space or time; an end or extremity.”*

Amber Contain safely

SSSF Semi-Secure Storage Facility is a storage unit which Delta Green Agents use to store equipment and contraband. Outlaws will know this as a Green box

Codebook [xxxxx] whatever the agent happens to be looking at at the moment is the codebook. If they’re reading a dossier, Prentice says “dossier, [name]” if they’re reading a billboard, he says “bud light billboard”

Mr. Zero there is no code term for “Mr. Zero.” At the end of the call, Prentice will cease to exist

Shoe Size 11 Dylan Prentice’s shoe size is 11. These shoes can be found at Acosta’s house.

Residue There is no relevant code term for residue, but the attached coded social security number refers to Mary Acosta

Assets these are phone numbers which contact the other Agents. These do not have to be the Agent’s phone numbers. If they’re walking down the street, perhaps a cell phone on the ground begins ringing, or a pay phone.

Research

With access to Special Agent Volta and Mary Acosta’s Social Security card, Agents with High Bureaucracy or Accounting may choose to look into their finances.

Volta’s last two transactions were pulling five thousand dollars from a Seattle Bank and buying a coffee. There is currently a hold on his account, placed there by Agent Volta himself. He bought a ticket to Tijuana for August 4th at 12am in 2018. Before 2018, there were many strange activities, suspicious flights all over the country at short notice paid with personal funds and so on. Volta mostly withdrew cash after 2018, but further investigation reveals that his flights around the country continued.

Mary Acosta’s account is much stranger. She opened the account six years ago, and has been drawing pay from multiple businesses around Seattle. She has also been drawing a hefty salary from Treskothic Unlimited as long as the account was open. She has been paying for two cars, two phones, and the apartment she rents is too expensive for her one job. The account had previously been a joint account with her husband ~~Dylan Prentice~~, and now only his money and wealth remain.

Treskothic Unlimited is a R&D corporation closely affiliated with the Navy. The company was founded in 2015 by Sandie Treskothic, who was rehired as the CTO in 2017. Agents who do research clumsily get a call from the higher ups, saying to stop researching Treskothic Unlimited. Agents with Accounting, Bureaucracy, or Computer Science above **50%** hide their footprints well enough that the higher ups don’t make the call. Agents can discover that Treskothic Unlimited focuses their work on the [Oceanic Pole of Inaccessibility](#), the point farthest from land. Dossiers on the higher ups can also be uncovered.

Phone Home

The Agents may believe that calling the higher ups is their best option. If they keep the specifics of the case out of the call, they may receive material aid. However, mentioning Trescothik makes the higher ups demand they stop investigating immediately, and they may put out a warrant for the Agent's arrest, believing that they've been compromised and designating them REVENANT.

Travelling

The Agents must travel to Seattle from wherever they began. However, beginning at 9am, Agent VOLTA will begin interfering with their movement using nefarious online methods and hired black hat hackers targeting specific people at specific time. Throw arbitrary problems in the way of the Agents, from a car crash to being pulled over by the police. Make them roll a LUCK check, and on a failure a problem delaying them 1d3 hours arises. Make these problems seem completely random and arbitrary. Investigation will allow Agents to trace the problems back to mysterious backchannels, an anonymous call, a botnet "blowing up" the driver of an SUV's phone at the exact wrong second, a wagon full of cell phones duping Google Maps into believing that a highway had slowed to a crawl. Don't make these problems insurmountable. If an Agent dies [in a car crash, for example], allow them to roll up an Agent who has already been roped into the investigation who will meet the team at an ideal moment.

Sidebar: Starting in Seattle

Agents may wish to begin in Seattle. Handlers are advised to be cautious, as it may throw off the timeline of the scenario. However, if *one* Agent wants to start in Seattle, narrate them sitting in the back of a van, looking at a bank of television screens filled with static. They were initially part of the operation to crack open Trescothik, but received a text from a member of the Motion at the right moment, and had their memories of the old team erased.

Viral Video

While travelling, Agents on the lookout for local news will see a viral video. Q13, a local Fox affiliate, was airing a segment about a fireman rescuing a kitten from a tree abruptly at 8am precisely changes to a video from a helicopter pilot. The helicopter sways, and the pilot swears loudly, saying "They were just there! Holy shit where did they go?" See [Witnesses](#)

Part 2: Investigation

Agents should arrive in Seattle between 9AM and 1PM, or later if the Counter-Motion is extremely successful. By this time they should have a few leads they may want to follow. [The Motion](#) will try to make contact with the Agents, and pass off the [Macguffin](#). Volta's Counter-Motion continues to mess with the agents on the back end.

Visiting Trescothik Unlimited

See [the appendix](#). Agents have freedom to investigate the area around the building. Barging in with guns and badges prompts confusion, as the employees attempt to call their security team, AKA [Robert](#), and remember that he is sick. After struggling, they'll call the police, who are understaffed after several squad cars got severed.

A few bullets from a high caliber rifle can be found embedded in the surrounding buildings, noticed with a 50% Forensics or search. The window of [Espresso Elegance](#) is still shattered, and people within continue going about their business as if nothing was amiss. The video evidence at both Espresso Elegance and Trescothik Unlimited shows a normal day two instances of 8:00:00. There is no video stutter or evidence of digital manipulation. Much of the Trescothik Building is covered with the [No-Time Cloud](#) by the time the agents arrive, and the [Hounds of the Angles](#) begin following the agents.

SSSF and the Missing Agents

The Semi-Secure Storage Facility is a storage unit in the university district. If Agents have access to Delta Green records, they can find many friendlies in Seattle but no active agents. All the agents went into the Trescothik building and vanished. Before they did so, they left their wallets and identification in the SSSF.

Weapons: Seven hunting rifles and ten heavy pistols are stored here. One set of riot gear is here. A twelve pack of balaclavas has been opened, and five are missing, as well as canisters of tear gas and smoke grenades. There is also a bundle of plastic explosives.

ID: These wallets can be found, and each one has a driver's license. There are several police and FBI badges as well, which cannot be traced to a real person. All of the photographs are of a blank and empty wall. The addresses, heights and weights are still on the drivers licenses. There is a pile of keys here, some of the fobs activating cars parked within five blocks of the SSSF. There are also many faked ID badges, as well as keycards to access high security areas of Trescothik.

Cleaning uniforms: There are two janitorial uniforms along with a key for a van, parked three blocks away with the name of the cleaning company on the side. Inside the van, there are cleaning supplies and a suite of surveillance equipment. This is how the previous ~~Delta Green team~~ got the information on the *Laptop*.

Laptop: The laptop is unlocked and has many files from a security breach of Trescothik. There is a scientific writeup of the *Clairvoyance* ritual, framed as an expansion of the Fourier transform.

Video The video shows a blank wall, but has been subtitled by Amanda Times. ~~Arden Whithead~~ produced this video as a proof of concept, and shows the only record of the Chronophage's activation. The subtitles explain that a rat which has been trained to run a maze has been dipped in heavily scented chemicals. The video then shows an empty maze. The subtitles then explain that the rat is washed and cleaned, showing a bowl of sudsy water. The camera then cuts to a wide shot of the Chronophage. The subtitles explain that he, Doctor [blank space where ~~Arden~~ would say his name] , sits beneath the Chronophage and has a precise measurement of where the mouse is. The video shows the Chronophage chiming. It then cuts to the maze, where a small white rat is. The subtitles explain that the rat has not been trained to run the maze, but can still smell the chemicals of the previous test subject. The subtitles suggest that an increase in funding for further tests is in order.

General Motors Skyscraper: On the back wall is a conspiracy web showing the disappearance of the ~~general motors skyscrapers~~. There are phone numbers for witnesses, pamphlets which show an empty parking lot which says things like "the Pinnacle of the Pacific northwest" or things of that nature. Witness testimony describing the devastating fire, the disappearance, the confusion of the absence and the general mechanics of Sever Time.

Mary Acosta & Mr Zero

Mary Acosta [formerly ~~Prentice~~] lives in Crown Heights, in an apartment big enough for two and too expensive for her meagre salary as a yoga instructor. Investigation of her finances finds that she has been drawing an expansive salary from Trescothik Unlimited for the past three years, deposited into what was formerly a joint account. ~~Dylan Prentice~~ was once a computer programmer there. She has been apparently paying for two different cars, and the house is full of men's clothes which she bought for ~~Dylan Prentice~~. A computer which Mary bought ~~Dylan~~ for Christmas is not password protected but full of classified documents from Trescothik Unlimited. There are no personal files on it, the wallpaper is the default, and all the files are things which people collaborated on

Her facebook page has a photo of a church where Mary is in a wedding dress, the right side of the church is full, and the left side is completely empty. There are similar photos which don't make sense [empty chair, Mary kissing the thin air, etc]. If confronted with these strange pictures, Mary goes into a rage and begins throwing things at whoever brought this to her attention. She is in severe grief and does not know why. She has a tan line where a wedding band should be. Taped to her door is a note with the identical code to the one which Dylan read during the briefing, and when she returns from work will call the agents. Video from the Amazon camera shows Michael taping the note to the door and sliding nothing through the mail slot. The note which ~~Dylan Prentice~~ read has been deleted from the timeline. Mary did not find a second note.

A member of the Motion has been shadowing Mary Acosta, if the agents attempt to tail her, the member of the motion will try to make contact.

PART 3: CONTACT

At precisely 2:36pm, secret Yithian Special Agent Volta AKA [REVENANT](#) makes contact with the Agents. He has immense powers to foresee time, and already has sensitive data of the Agents. If they're walking down the street, he's walking the other way. If they're driving, he's walking down the street and waves. If the Agents don't pull over, he calls them on their burner phone. If the agents are on a bus, he sits next to them. If they seal themselves in a Faraday cage, Volta was already in there. If the Agents are under the **No-Time Cloud** at 2:36 which only extends to the area surrounding the Trescothik Building, he will not meet personally but will instead call them.

Agents may want answers and try to pry them from Volta. He is relatively forthcoming, and pretends to be part of the "Other" Delta Green. He knows all the right code phrases, and will try to recruit the Agents. He pretends not to know about the Briefing the agents received, and claims to have been recruited in a similar way. If the Agents have decided to kill Volta, he will attempt to have some or all of the Agents arrested and meet with them in a jail cell. Volta has a plan to break into the Trescothik building, and claims that he needs the Agents to blaze a path through the Hounds. He will try to get the Macguffin away from the Agents, and try to hit them with a Yithian [Time Bomb](#). Volta will try to kill isolated Agents if he thinks he can get away with it.

If the Agents go along with Volta's plan, he times it so that they arrive at the Globe a few minutes before the hour, then instructs them to wait outside the PI Globe until the top of the hour, and then *Severs* them from time. Volta is a smooth talker and is able to breeze through security. He offers the Agents a lightning gun and instructs them to keep the Hounds away. The Hounds throw themselves against the Tindalos Ward, trying to shatter it.

Part 4: Things Fall Apart

After the meeting, Seattle and the world begin falling into chaos.

If the Agents distrust Volta, he strings them along as far as he can, but doesn't try to tangle directly. He might install a Yithian Time-Bomb beneath their car, to keep them out of the action until the **No-Time Cloud** expands to their location. They must deal with the fallout of Volta and the Kali-Gear.

The scenario doesn't hinge on showing all these aspects, but are instead there to prompt the agents to act decisively.

Infrastructure Collapse

The **No-Time Cloud** extends to a wide area around 4pm, causing traffic jams and crashes. At 5pm, the power in Seattle goes out. Text messages and internet connectivity becomes buggy and slow, sometimes receiving texts before they're sent..

Counter-Motion

Once the Agents begin acting against Volta, he begins sending more direct threats to them, from snipers to police interference. If the Agents aren't within the **No-Time Cloud**, the Agents cannot hide from Voltas information. By 7pm, all of Seattle is covered by the **No-Time Cloud**.

Traps

Once the **No-Time Cloud** expands sufficiently, Volta taunts the Agents, trying to get them to meet him at specific locations. The Motion can provide direct locations of the Yithian with the tracking device implanted in his throat, although beneath the **No-Time Cloud** the tracking data may be buggy. Volta is canny, even without access to his Yithian powers. He may set up a trap in a warehouse, or get them on the Seattle ferry and sink it.

Cthulhu Dreams

The stars become right in the Pacific above Ry'leth. Beginning at 3pm, monstrous, sanity damaging art [0/1] begins being posted widely and shared. At 11pm, Cthulhu wakes fully and viral video of the hideous god is shared widely [1d4/1d10], but the Agents will have other problems.

Claustrophobia

The world becomes *smaller*. Start playing with this around 5pm. As time is eaten away by Kali, history starts making less and less sense. Seemingly arbitrary things are different, for example, Bud Lite is spelled Bud Light. Bernstein is Bernstain. Confuse the players and gaslight them. At some point, near the end, they will not remember anything outside of Seattle.

Sunrise

At 2am, the sun rises, and Kali is tangled around it. She has always been there, and nobody can keep track of when the sun is supposed to rise. Chaos should reign at this point.

PART 4 WITHIN THE GLOBE

Eventually, the Agents should find their way to the PI Globe. If Volta is within, he is expecting them with a 15% lethality lightning gun trained on the airlock at all times. Volta teaches Amanda Times how to build a Tindalos Ward, and she quickly builds one for herself and leaves the Globe which has become her prison. However, if Times is the only one in the Globe, she is listly working on projects, calculating the same problems over and over again. Opening the airlock lets the Hounds of the Angles enter, tearing apart Times despite the abundance of curved surfaces. If Volta is within, the Hounds bay and howl but will not enter.

All that has to be done to stop the Chronophage is break it. A sledgehammer will do the trick, and doing so reduces the **No-Time Cloud** to the 30 feet which the KALI gear produces naturally. This also dismisses “ATLOV,” the alternative past of the Yithian possessing Arin Volta, and returns the possessing Yithian to it’s initial timeline no longer hoping to destroy all time. He can contact the Agents and offers to help, although this may be mistrusted.

If the Chronophage is destroyed, the original timeline does not reset. Even if the universe is nothing but a tiny globe, it remains stable. The only way to return to the initial timeline is by *Severing* the Chronophage itself, even if the functioning clock has been destroyed. *Severing* the Chronophage costs 12 WP, a cost which can be shared. The Ritual cannot be enacted if the KALI gear is not within a timepiece, and the Agents may have to build one themselves.

A Science (Physics), (philosophy), or (mathematics) 40% could suggest that *Severing* the Chronophage could undo the Severing which it has already caused.

ABSOLUTE TERMINUS

At 2am, the sun rises as the size of the Earth shrinks [See: **Timeline of No-Time**], and KALI becomes visible to what’s left of the world. Describe this as people screaming in terror and committing suicide or people just calmly staring at the sun until their eyes bleed. Agents remember that KALI has always been wrapped around the sun, though they’ve never seen her so mobile. At 2:35, the *Suitcase Nuke* Detonates. If the bomb is not right next to the PI Globe, the protections in place means that it’s not enough to stop the Chronophage’s work, and the world shrinks to the PI Globe and a sphere of grey around it. The Hounds of the Angles die off as KALI eats away at them. At 3am, the Chronophage chimes one last time, and then time ceases to exist. If the Agents can’t beat the ticking clock, this is the end of the campaign.

If the Chronophage itself is targeted by *Sever Time*, [a 12 wp cost] then nothing was ever severed from time. The Agents don’t move location, but the world moves around them. The **KALI Gear** also remains in place, unsevered, but it could be destroyed. PI Building is still the property of the Intelligencier, and Trescothik never bought it. Most of the researchers have been fired or implicated in illegal activities. The Seattle General Motors building was still burnt down, and Trescothik has been implicated in several illegal activities and hasn’t moved from Olympia.

Resolution

Agents regain Sanity points for surviving mythos threats, as usual. *Severing* the Chronophage grants the Agents +1d6% unnatural and regain 1d20 SAN.

If the Chronophage is destroyed, then the Agents remain in whatever timeline they ended in. If the world no longer has India, then that change is permanent. If Cthulhu has awakened, then he does not return to slumber, for the stars are right. If the world has shrank to just Seattle, then the world remains at that size.

At the Handlers discretion, Yithians may arrive to repair the timeline, but Handlers in a longer campaign may wish to leave the Agents to sit in the mess they've found themselves in for a while. The Yithians could slowly perform repairs on the damaged world, like putting a tablecloth back under delicate glassware. One day the Agents could discover, much to their surprise, that coffee once again exists. They might see a picture of a kangaroo and jump for joy that Australia has returned. If the Agents are the only survivors, they might come too after several years, having spent time in Pnakotus. Agents whose minds travel back to Pnakotos gain 10% Unnatural and lose 1d20 Sanity, and may learn additional rituals.

APPENDIX 1: REVENANT

BATTLING THE [QUANTUM OGRE](#)

The Yithian inhabiting Special Agent Volta is a supreme intelligence of an ancient time travelling race which has omniscience. Being able to accurately simulate an intelligence of this caliber is unrealistic for a Handler. Volta can prepare for many eventualities. However, you don't have to be a genius like he is. When Volta meets with the Agents, he has one contingency up his sleeve. For each contingency, Volta has perfectly prepared for an eventuality, from calling a cab before meeting the Agents to putting a Bomb inside their car. After he meets with the agents, for every hour he is off-screen, he is spending his time preparing. For every hour he is unmonitored by the Agents, the Volta can have one more "contingency" plan. These contingencies only operate outside of the No-Time cloud, and so he will try to use them quickly before the **No-Time Cloud** covers Seattle. [Lee D'angelo](#) has access to the tracking beacon, and the Macguffin can produce one as well. Killing D'angelo and taking possession of the Macguffin are goals which Volta wants to achieve.

Special Agent Arin Volta

STR 12 CON 12 DEX 14 INT 20 POW 20 CHA 8

HP 12 WP 20

SKILLS: Total Knowledge 75% (see TOTAL KNOWLEDGE). Under the **No-Time Cloud** Total Knowledge does not have any effect, and Volta uses these SKILLS instead

Athletics 60% Alertness 50% Bureaucracy 60% Criminology 50% Demolitions 50% Firearms 70% Forensics 50% HUMINT 60% Law 30% Persuade 50% Search 50% Unarmed Combat 70% Pharmacy 50%

ATTACKS: Heavy Pistol 75% or 70% 1d10 Electric Gun 75%, damage variable (see JURY-RIG).

EQUIPMENT

- Hawaiian shirt
- Stolen smartphone
- Cargo shorts
- Flip flops
- Mirrored sunglasses
- Stolen pistol
- 5 bitcoins
- 522 dollars cash
- [Tindalos ward](#)
- [Time bomb](#)
- Lightning gun
- *1 contingency*

JURY-RIG: Compared to the power of the Great Race, human science is pathetic. Agents of the Great Race can warp modern devices into far more effective technology. Sometimes, this can be

accomplished in mere minutes. Often, these tools are rigged to explode or self-destruct after a period of time. The most common are:

Electric Gun: A small crystal wire wrapped with copper wiring and a garage door opener, and can inflict damage of the user's choosing: a jolt of 1D6 or 2D6, or a bolt of lightning with Lethality 15%. It ignores body armor but can be blocked by cover.

Temporal Mine: This looks like an arduino circuitboard. Once activated, it causes everything within a small radius to be frozen in time, effectively isolating it from the Construct of spacetime.

TEMPORAL IMMORTALITY: To an extratemporal being, death is only an inconvenient "blank spot" in the otherwise limitless expanse of four-dimensional spacetime. Even if the human agent form of the Great Race appears to perish, that entity persists on, somewhere in time.

TOTAL KNOWLEDGE: As temporal explorers, the Great Race has access to endless epochs of knowledge from all times and cultures. Knowing a challenge is coming, they can learn all they must know before it begins. Only occasional, strange variances [like the **No-Time Cloud**] in causality limit them. They have the equivalent of 75% in every skill, alien or human

Volta began his work in the FBI as a relatively promising, but thick, field agent. He often played the role of the Strong-But-Silent type in operations. Not "dumb," but uncreative and by the book. However, Special Agent Arin Volta was compromised by the Yithians 5 years ago. The Yithians are minds which can possess bodies throughout time, hoping to create a future where they live as giant cockroaches among nuclear waste. Ever since then, Volta's career has skyrocketed. This jump in pay has allowed volta the ability to travel across the globe abruptly go off the radar. The only reason he hasn't been fired is that he's too damn good at his job, nabbing the criminals just in the nick of time. When Project Chronophage began in 2018, Volta became aware that his alternate past would soon catch up with him, and began preparing.

At Midnight, Volta got on a plane to Tijuanna, paid for a surgery implanting a tracking beacon into his throat, and paid a prostitute to keep him naked, in a cage, and handcuffed. If Volta dies far away from Seattle, the Yithian may struggle to find an appropriate body at the right place and right time. However, if Volta goes too far away from Seattle, his dark self will just make a machine to return to the past and assume a new, more convenient body. If the Agents kill Volta beneath the **No-Time Cloud**, he cannot return. Otherwise, he will find his way back to the hours before Absolute Terminus with three contingencies up his sleeve. Give the agents a five hour reprieve, but feel free to have the Yithian arrive right at the last second to try to stop the agents.

The dark yithian assumes control of Volta's body at 8am. Tijuanna is just far enough away that Volta believes he can make it in time for Absolute Terminus. He escaped, armed and dressed himself by 9am, getting on a return flight at 9:30. He arrives in Seattle with \$522, a stolen handgun, a *Tindalos Ward*, a *Yithian Time-Bomb*, a Hawaiian shirt, cargo shorts and sandals, mirrored glasses, a fresh bloody bandage on his throat where the tracker was implanted, a stolen cell phone, and a *Lightning gun*. He constructed the yithian technologies on the flight. All of Volta's resources have been hidden under the **No-Time Cloud** or sent away from the city. Anything he gets, he will have to buy, steal, barter, etc.

Volta knows that the Agents are in Delta Green, and tries his best to sound like a Delta Green Agent. Volta is exceptionally cunning, and has near-omniscience on top of that. He seems easy to read, but that is because he's in absolute control of the human "tells" and small ticks. Play him like a snake in the grass. He knows that the Agents have been set up to stop him, but knows so much about Delta Green that agents should question if he's the target. Have him explain that he was kidnapped [by March tech, by FATE, by someone the agents have fought previously] and they tried to prevent him from being there. *That's* why he's been marked as a Revenant, not because he's been compromised. The Agents are the ones who have been compromised.

Volta can't move the timetable forward. Absolute Terminus at 2:36am is not something he can wriggle around. He tells the Agents most of the truth, that Trescothik has something which can erase things from time, that Trescothik is too close to March which is too close to the Program, that's why they have to go it alone.

Volta spends as much time as he can outside of the *No-Time Cloud*. Once he enters, he loses access to the ability to see the future, the ability to survive the death of his body, as well as Absolute Knowledge. Beneath **No-Time**, He uses Arin Volta's skills.

VOLTA: "VOLTA" was the baseline Yithian who has been inhabiting the body of Special Agent Arin Volta since December 2015. Their goals are in line with that of the Great Race of Yith, namely, to preserve the timeline and ensure that the result is the rise of a species of giant cockroaches. They have been directing the Motion to tail seemingly random subjects, [future members of the Counter-Motion], make sure that they talk to certain people or prevent people from ever meeting, call their senators [or the senators of different states under assumed identities] to make sure that a bill passes or does not pass. Their "missions" have included visiting places all over the United States, returning with strange objects and mysterious texts. "VOLTA" is not their name, merely a shorthand for this document, and they have never and will never reveal their true name. They have done everything they can to prevent "ATLOV" from ending time and space, and also want to preserve their own life. If VOLTA survives the scenario, he will attempt to go off the radar and build the machine which will return him to Pnakotus.

ATLOV: "ATLOV" is the alternative past, present and future of VOLTA. They have spent an infinity of **No-Time** worshipping KALI, and view living in Space-Time with disgust. Their goal is to manipulate the agents into allowing access to the PI Globe. ATLOV cannot remove the tracker from his throat without spending four hours in the hospital and acquiring false identification, and will not attempt to do so. ATLOV can activate *Sever Time* without paying a will cost, but it still activates on the hour. They can also learn the *Clairvoyance* spell from the Blackboard. If ATLOV gains access to the PI globe, they will begin targeting things which hurt the Agent directly.

PHASE ONE Delay

-At 8:32 am, Volta escapes and acquires a cell phone. He then hacks open 5 bitcoins simply by knowing the precise string of numbers. He uses these to access illicit services on the darknet, including time on bot servers. With his absolute knowledge of time, he attempts to delay the Agents.

He gets on the plane at 9am and flies until 1pm. Example actions he can direct remotely through the Counter-Motion are

- Calling a bomb threat on a plane which the Agents are boarding [*1d3 hours*]
- rerouting a train [*1d100+30 minutes*]
- texting a driver of an SUV at the wrong moment [*crashes into an Agent, lethality 10%, delays 2d4x10 minutes*]
- Triggering an amber alert on an Agent for abducting [*1d3 hours if pulled over, +1d3 if any weapons on their person, until 8am the next day if illicit materials are found*]
- putting a hold on their cards [*bureaucracy/accounting to reactivate, at least 1 hour*]

PHASE TWO Deceive

-At 2:36, Volta makes contact with the agents. The actions he takes here are concerned with ingratiating himself with the Agents, and sets up scenarios to make it appear like he's been set up. He also contacts the local police and sets the agents up as persons of interests, highlighting their strange activities. He will not attempt to talk with the FBI. He will attempt to persuade the agents that he needs access to the PI building. If the Agents drive him there, he will sweet talk his way to the roof and have access to the Chronophage. If this happens, move to phase 5. After he makes contact with the Agents at 2:36 and they don't drive him to the PI building, he moves on to phase 3.

PHASE THREE Disable

Volta tries to target the Agent's capabilities. His priorities

1. Hit the agents with a *Yithian time bomb*
2. Get the Macguffin
3. Get the tracker away from the Agents or the Motion
4. Target the SSSF [green box]
5. Kill all members of the Motion
6. Disable Agent's vehicle/money/cell phone

PHASE FOUR Destroy

After the Agents know the truth about Volta,. Volta will attempt to set a trap. He might call the SWAT team on the agents locations, set up a sniper nest, etc. Volta can hit targets if he aims even at extreme range with his pistol, and will try to channel targets down alleyways, and will attempt to upgrade to a rifle if possible. He will often set this trap in the No-Time zone, because otherwise the Motion will warn of his location. If he can't get the tracker out of their hands, he will use this as bait and wait in a sniper position. Under the No-Time zone, Volta has 70% firearms. He will use the aim action to target those in body armor, negating the DR. This has the potential to be the Climax of the scenario.

PHASE FIVE: Delete

Once Volta has gained access to the PI Globe, he will begin deleting things from the agents. If Volta targets the cell phone which the Agents were called on, for example, the Agents can no longer remember why they're in Seattle, unless an Agent sees their phone disappear.

A short list of targets

- Agent's bonds [deleting a parent does not remove the agent from time, merely all memory of their parents. They still take sanity loss for losing a bond]*
- the storage unit building the seattle green box is in*
- members of the motion not under the no-time zone*

-the car rental service the agents rented their car from

Anything which can hurt the agents are good targets. Conceptual targets can't be deleted [cell phones, cars, guns, etc] but building, streets, etc can all be targeted. If the gun was acquired within Seattle, then Volta can target that place and the gun will disappear on the hour. Targets have to be immobile, or their precise location known at the stroke of the clock. Without Temporal Omniscience and with the imprecision of the *Clairvoyance* ritual, Volta can't target people or objects in motion. Volta can only *Sever* one target per hour, and cannot target the Macguffin.

APPENDIX 2: Timeline of No-Time

The No-Time Cloud

Invisible to modern science, the proximity of KALI's universe of **No-Time** begins leaking into our Multiverse. At 8am the Corpus Clock has been emitting a field of **No-Time** beginning with a 50 foot radius, At the lowest level, traffic lights cease working and there are crashes all over the Capitol district, text messages take longer to be received, GPS maps are glitchy and phones display nonsense times before rebooting, analog watches stop, restarting when leaving **No-Time**. As things progress, a bullet might hang in midair on a failed check, a civilian might be frozen in time or zip around the city at superspeeds. The Corpus Clock and any Yithian built clock continues counting accurately, even in a zone of **No-Time**. The effect eventually reaches over the Capital district, and is centered on the PI building and extending over the bay. Hounds cannot track their target within the No-Time Cloud, and yithian abilities beyond jury rigging do not take effect. Within the **No-Time Cloud**, *Yithian Time-Bombs* detonate but have no effect.

August 4th 2020 midnight: Volta's flight to Tijuanna takes off. **No-Time Field** at 30 feet surrounding the chronophage

5am Volta gets a tracker installed in his throat

7am Volta locked in a cage

7:30am Seattle Delta Green team attacks Trescothik Unlimited campus at the PI building

7:55am ~~Prentice~~'s call to one of the agents

8am Chronophage chimes, erasing the terrorist attack. **No-Time Cloud** extends to 40 ft. each hour the distance expanded will expand. This expansion happens on the hour, not gradually.

9am **No-Time Cloud** extends to 50ft

10am **No-Time Cloud** extends to 90ft

11am **No-Time Cloud** extends to 170ft [reaching the ground floor]

12pm **No-Time Cloud** extends to 330ft

1pm **No-Time Cloud** extends to 650ft, Arin Volta lands in Seattle

2pm **No-Time Cloud** extends to 1290ft [quarter mile]

2:36pm Arin Volta Makes contact with the Agents.

3pm **No-Time Cloud** extends to 2570ft The stars begin going out in the pacific. Dreamers, poets, scientists and artists all begin having dreams of Cthulhu awakening.

4pm **No-Time Cloud** extends to 5130ft [approximately one mile]

5pm **No-Time Cloud** extends to 10,250ft, Denny Power Station under the effect loses the ability to safely generate and distribute power, citywide power outage. The image of Cthulhu rising and devouring the world goes viral from multiple sources on social media.

6pm **No-Time Cloud** extends to 4 miles

7pm **No-Time Cloud** extends to 8 miles

8pm **No-Time Cloud** extends to 16 miles Sundown. Only a few stars remain in the sky above Seattle. The stars are remembered, because their lights can be seen going out. Parts of the globe are *Severed*,

beginning with Pakistan and India. Unless the agents are watching the PI globe on the hour, they don't notice this inconsistency.

9pm **No-Time Cloud** extends to 30 miles..

10pm **No-Time Cloud** extends to 60 miles Only the American continents remain, surrounded by a vast, world ocean remains.

11pm **No-Time Cloud** extends to 120 miles Cthulhu wakes. There is nothing the agents can do.

12am **No-Time Cloud** extends to 240 miles Only North America remains

1am **No-Time Cloud** extends to 500 miles Only the west coast remains

2am **No-Time Cloud** extends to 1,000 miles Only Seattle Remains. No mountains, just a vast sea on all sides. The sun rises unexpectedly, it's light is wan and strange. KALI can be seen embracing the sun, her many arms cradling it. Wikipedia searches do not find anything regarding the strange entity, but looking up at the sun will find KALI depicted there, described as proof of a divine creator. She can be observed to move, shifting her arms and legs, and her gaze is locked on the PI building.

2:34 **the BOMB begins beeping** within the Macguffin, labeled with a Zero, is a suitcase nuke. Agent Volta put it there, and it is set to go off one second before Absolute Terminus. If the suitcase nuke detonates, the Chronophage is deactivated and the concept of time is rescued. However, it will take ten thousand subjective years for the Yithians to repair time, and during the next Campaign, there is no Seattle, there never was a Seattle.

2:36 **Absolute Terminus**: a bit of a misnomer. Only the PI globe exists, and there is an opportunity for one more severance. If the agents aren't near the PI globe, they no longer exist.

3am The end of all time.

APPENDIX 3: Organizations

THE HOUNDS

Hound of the Angles

STR 25 CON 25 DEX 20 INT 15 POW 20

HP 25 WP 10 ARMOR: See INCONSTANT FORM.

SKILLS: Alertness 90%, Angular Apport 75%, Stealth 50%, Track (via extradimensional means) 95%, Unnatural 50%. ATTACKS: Shard Sweep 65%, damage 2D6 (see SHARD SWEEP). Shard Swarm 70%, Lethality 10% (see SHARD SWARM).

ANGULAR APPORT: On a successful Angular Apport skill roll, a Hound of the Angles can leap into or emerge from any sharp, physical angle—a corner of a room, the lip of a table, or even the hinge on a pair of glasses—effectively teleporting between those two points instantly no matter the distance. In this manner it pursues its prey, so outrunning one is unlikely, no matter the method or speed of escape.

CURVED SPACE: Exposure to large areas composed of curves, spheres, or circular surfaces causes the hound's "swarm" of shards to lose coherency. The hound is well aware of this weakness, and does its best to avoid and flee such areas. Each turn of exposure to such a space causes the hound 1D6 damage. If reduced to 0 HP from exposure to curves, the hound disintegrates and seems to fold out of three-dimensional space (likely returning it to its place of origin)

INCONSTANT FORM: The hound can fold, change, stretch, extend and warp its form in amazing ways, altering its size as needed from moment to moment. It can effectively attack anyone within 10 meters by directing its form to a new location. Because it has no "body" and is instead composed of a thousand swirling, reflective shards of spacetime, the hound is immune to all attacks except hypergeometry.

SHARD SWEEP: The hound unleashes two "limbs" composed of shards, peppering a target with 2D6 damage. It ignores body armor but can be blocked by cover. SHARD SWARM: The hound engulfs the victim in a swirling mass of shards, rendering the target down to a bloody mess with a Lethality attack of 10%. It ignores body armor but can be blocked by cover.

SAN LOSS: 1D6/1D20

The Hounds of the Angles are the white bloodcells of spacetime. They haunt the PI building, hungry for Amanda Times. The Agent's future intersection with Volta is inevitable, and so when the Agents visit the PI building the Hounds begin following them. Once they encounter Volta, several peel off from the building and follow the Agents. They do not make themselves fully visible until they attack, but careful observers will see slight movement in glass, like something is warping the space. During playtests, this occurred while the Agents observed the PI building. When the Hounds pounce, they do so suddenly. They will not attack the Agents, unless the Agents seriously decide to use *Sever Time* for their own benefit. The Hounds cannot enter the PI globe without assistance, and

once they do will devour Amanda Times. Because of Volta's *Tindalos Ward*, the hounds cannot approach closer than 20 feet. If the Hounds attempt to attack Volta while he's within the ward, a failed attack disappates the Hound.

Perceiving the Hounds

Merely observing locations where the hounds lurk is not enough to "see" them, because they are not actually "there" until they leap out. Rather, the ripples in glass, the shimmers in shadows are places where they might emerge. *Failing* a Search or Alertness test, or some other observational skill of some kind will begin to detect the motion, triggering a SAN test at 1/1d4. Once their movement has been detected, Science [Physics], Science [Mathematics] 20%+ Science [Biology] 50%+ or Unnatural 10% is enough to determine that whatever is causing the slight ripples is alive and thinking. With a Computer Science 40%+ or a successful check a model of the movement can be constructed, revealing that the ripples in glass have four to twelve legs and a canine gait. Once the hounds have been observed, they can be seen following the Agents and Volta wherever they meet. Because the Hounds follow the Agents, they may feel that the hounds are "everywhere."

Trescothik Unlimited

[sidebar: alt history. The [Post-Intelligencer](#) in real life remains housed in the P-I building, 101 Elliott Ave W, Seattle, WA 98119 however, for the purposes of this game, Trescothik has taken over the building. The building is part of the Seattle skyline, and can be located because of the big globe on top of it]

When the Seattle newspaper The Post-Intelligencer went online only in 2018, Trescothik Unlimited took the opportunity to expand. The original campus was at a shipyard in Olympia, but with the opportunity to expand came the ability Their business revolves around providing very delicate and precise instruments for salvagers, from submersible drones to access to a satellite network. A covert part of the contracting allows Trescothik to have salvagers first rights on anything salvaged, and the crews who take the bargain are given coordinates near the [Oceanic Pole of Inaccessibility](#). Agents who discover this might believe that Trescothik is in the Spaceship Salvage business. Agents who succeed at their **Unnatural** roll will know that this is where [R'lyeh](#) is said to lie.

FIRST FLOOR

Normally, Trescothik Unlimited is a high security area. However, the entire first floor has been *Severed*, and Agents can literally waltz in the front door.

- A single intern [Merriwether Lindholm] mans the front desk. She was pulled in after [Illiana](#) was "sick." Drawing attention to the fact that Illiana was shot will distress her immensely.
- There is a security checkpoint, a metal detector, body scanner, and x-ray machine. No one is staffing them. [Robert Mathis](#) is also presumed "sick"
- There is a break room behind the desk with coffee and vending machines
- The guardroom has closed circuit cameras, but nobody is watching them. The guardroom also has twenty empty lockers, as well as one locker which is stocked

reading “Robert Mathis.” There are many weapons, riot armor, tasers and pepper spray here.

- There is an accounting department. Twenty nine of the thirty computers look disused and dusty. *Alan Wren* was late to work today, and now the entire building believes that he is the only member of the accounting team. Searching through the files shows that Alan Wren is the only person signing all documents in the accounting department, and co-signing on all the requisitions, shipping, etc. A vague sketch of the overall March Technologies Org Chart can be uncovered with this data.

There is no evidence of a violent firefight.

SECOND FLOOR

The second floor, in contrast to the first, is busy with computer coders and oceanographers alike. The eastern half of the floor looks something like a cliché silicon valley startup, a foosball table, craft beer and so on. The other half is more like a naval intelligence base, and most of the employees are former members of Naval Intelligence. Agents without visitor badges will be questioned angrily by middle management. Seeing visitors will have workers hiding their screens and closing doors.

THIRD FLOOR

The third floor is filled with Above Top Secret materials. Agents with clearance for secret naval projects will have clearance to view this material, but unannounced visits will prompt calls up the chain. There are no conspicuous time machines here. The primary projects are testing softbody autonomous naval drones [SCWIDS (*Softbody Camouflage Waterbourne Independent Drone Systems*)] in a large aquarium and fine tuning a camera which can project sonar from an overhead vehicle into the water [MOBIUS STARE]. Since taking over the PI building, Trescothik Unlimited has built a large service elevator and a dockyard behind the building. SKWIDS, sized smaller than a finger and up to larger than a sports car, are unloaded for testing at around 11am, placed onto a medium sized boat in the Puget Sound, and deployed. SKWIDS from the previous day are picked up at around 11:30. The third floor also has the servers and the camera backups. MOBIUS STARE isn't ready for field testing. The CTO Sandie Trescothik can often be found on the third floor, micromanaging testing or building a new SKWID system.

FOURTH FLOOR

The fourth floor is filled with executive suites. Behind a barricade of secretaries, functionaries, and executives lurk some of the most powerful oligarchs in the country.

MARSH

On the Western side of the fourth floor is CEO, *Christopher Marsh*, his massive office overlooking the Puget Sound. He is relatively competent, but only has limited knowledge of Trescothik Unlimited's projects and activities. As the son of one of the refugees of Innsmouth, his installation at a high rank within a March subsidiary has allowed ships with the mark of March may travel the seas without fear of attack by Deep Ones.

Christopher Marsh

STR 17 CON 15 DEX 12 INT 13 POW 12

HP 16WP 12 ARMOR: 1 point of thick scales or flabby hide

SKILLS: Accounting 30% Alertness 30%, Athletics 40%, Bureaucracy 40% HUMINT 40% Persuade 50%, Law 30% Swim 75%, Unnatural 10%.

ATTACKS: Knife-like talons 55%, damage 1D8, Armor Piercing 3. Grapple 55%, pins the target. Revolver 20% 1d8

ALMOST HUMAN: Only a full medical examination or their use of inhuman abilities may reveal his true nature.

PARTIALLY AMPHIBIOUS: Christopher Marsh is only partially adapted to existence in the ocean.

INHUMAN MOVEMENT: Christopher Marsh can leap, climb, and lope in a wholly inhuman manner. With an Athletics test, he can cover heights and obstacles that would stop a normal human. The Lesser Deep One can move up to 25 kph on land, and 30 kph in the water.

RITUALS: Christopher Marsh can call his deep one brethren

SAN LOSS: 0/1D4.

DUNCAN

~~Ian Duncan~~, CFO, was on the first floor in accounting, and now no one sits in the office on the North side. The secretaries, VP of finance [*Gregory Wick*] and the functionaries which served ~~Duncan~~ don't think it odd that there is a VP of finance but not a CFO, although they attempt to conceal ~~Duncan's~~ absence.

MARTIN

Thom Martin, COO, on the west side, is responsible for Trescothik Unlimited's supply chain. He interfaces with the legitimate businesses, as well as organizing the salvager's search of the Oceanic Pole of Inaccessibility. He is the one who put ~~Whitted~~ in contact with the thieves who stole the Corpus Clock, and he has a 500lb shipment in his personal records for an "artifact" around the time of the disappearance. He is a Cthulhu worshiper, and after 3pm, he can be found performing rites of calling on the Puget Sound, much to the dismay of Sandie Trescothik and Christopher March.

TRESCOTHIK

Sandie Trescothik's office is on the south side of the fourth floor. She founded Trescothik Unlimited after being a valued March Technologies researcher, and after a short stint as CEO in 2014, resigned and was rehired as CTO. She has her fingerprints over every piece of code and project which Trescothik Unlimited has produced, including project Chronophage. She has access to the *Clairvoyance* Fourier transform, and has learned the *Sever Time* ritual, though she has not attempted it. If *evidence* is provided to her and her alone, she will attempt to fire Amanda Times. If Times gets warning of this, she will resist by attempting to *Sever* Trescothik herself. If Times succeeds, the company itself no longer exists, removing the name Trescothik from the side of the building and causing employees to

slowly drift off, confused as to why they are working for free on seemingly random projects. If Times is successfully removed from the PI globe, she is immediately torn to pieces by the Hounds of the Angles, but this does not stop ABSOLUTE TERMINUS. The *video* found in the SSSF, as well as the *Clairvoyance* and *Sever Time* rituals can be found on her personal computer, which she carries on her person at all times.

SANDIE TRESOTHIK

STR 9 CON 11 DEX 10 INT 15 POW 12 CHA 11

HP 10 WILL 12 SAN 19

SKILLS Accounting 50% Bureaucracy 40% Computer Science 40% Craft (Mechanical Engineering) 50% Craft (Robotics) 50% Heavy Machinery 40% Science (oceanography) 40% Science (Engineering) 40% Science (Mathematics) 40% SIGINT 40% Occult 20% Unnatural 30%

Rituals: *Sever Time*, *Clairvoyance*

ROOF [the globe]

The roof of the Tresothik Unlimited building has the PI globe, the reason which Tresothik bought the building in the first place. The globe provides a perfect defense from the Hounds of the Angles. If the Agents have successfully perceived the Hounds, then the roof of the building is visibly thick with their presence. The PI Globe has a backup generator and a small access ladder beneath it. Entering the globe requires a keycard. Because the nighttime maintenance staff cleans out the Globe as well, interviewing maintenance staff will reveal the secret of the PI Globe. There is an airlock, salvaged from a nuclear submarine, as well as backup air, food, and water as well as radiation shielding. Everything needed to survive an apocalypse for a few days. Unless the *suitcase nuke* is detonated within a few meters of the PI globe, the Chronophage will survive.

TIMES

Inside the globe is Amanda Times. She started out as a research assistant on a relatively out there and theoretical project, but slowly was “promoted” until according to everyone around her, she came up with the idea of the chronophage. She sits and waits. She can feel the end coming. She tries not to look at the Chronophage, but it’s ticking is incessant. She knows she cannot leave. If the airlock is opened without properly sealing it, the hounds of the angles will get in and devour her. If she’s threatened, she will resort to the only thing she can do and attempt to utilize the Chronophage to defend herself, a possibly fruitless process. If Times is *Severed*, Sandie Tresothik will take over. Inside the globe are complex computer systems, an extremely accurate globe, the *Chalkboard*, the Chronophage, and a computer system to move a magnetic arm to point to the target.

Amanda Times

STR 9 CON 10 DEX 9 INT 16 POW 12 CHA 9

HP 10 WILL 12 SAN 8

SKILLS Computer Science 60% Craft (Electrician) 30% Craft (Mechanic) 30% Craft (Microelectronics) 30% Craft (Clockmaking) 40% Heavy Machinery 50% Science (Physics) 40% Science (Mathematics) 60% SIGINT 40%

Rituals: Sever Time, Clairvoyance

THE MOTION

The Motion working for Arin Volta has been briefed that he will no longer be trustworthy from the hours of 8am to 2:36am the next day. They are a small group of disparate individuals who carry out small tasks around Seattle in exchange for winning lottery numbers, wonderful advice and so on. He has told them that they will be safe in the capitol district, but wants them to make contact with the Agents. A few example members of the Motion will be listed, and some options for contact. This list is not comprehensive. Their major purpose in the scenario is to give the agents the Macguffin and move the Agents along if they get stuck. They know that Volta is “working towards a better future,” but they don’t know that future involves giant cockroaches. Each one considers Volta a close personal friend.

Michael Torence

A 22 year old pre law graduate, Michael has been tasked with following Mary Acosta. He has a list of her locations for the 24 hours around the Absolute Terminus. His fingerprints are on the note at the door. He has been in contact with diplomats from Italy, both over the phone and in person. After the Agents meet with Mary Acosta, Michael Torence meets with them, and may give them the bag if Volta isn’t nearby.

Lee D’astero

A 41 year old midwife. She has been given evidence that Volta knows the future, he’s given her a list of names. If any of the parents name their child that, she is to ensure that the child doesn’t make it home. She will call the Agents at predetermined times, reading off a “script” and answering their questions. She has the Tracker, and serves as overwatch for the rest of the Motion, and after the 14:36 meeting will call them every hour to give them a heads up regarding Volta’s location if they don’t have him in their sights or are beneath the **No-Time Cloud**.

Oliver Rauk

A 54 year old cab driver, may meet the Agents at the airport/train station, or whenever they need a ride. If the Agents are in real trouble, Rauk will pull over and yell “*get in!*” before driving off to a secure location. He may be driving around the city with the Macguffin, meeting up with another member of the Motion to hand it off right before the agents meet them.

Penny Alan

A 17 year old trans girl, she has been given a list of specific things to graffiti and the locations and times to do so. If the agents need a mysterious clue about where to go or what to do, have graffiti show up suddenly. Complex graffiti takes her about ten minutes, anything simpler takes less time. She may even have a stencil with specific instructions. She is the most vulnerable to Volta and the Counter-Motion.

COUNTER-MOTION

Volta hastily puts together a group of people collected from the darkweb and through his FBI contacts. Agents will find themselves tailed and stalked as soon as they enter the **No-Time Cloud** in Seattle. However, none of these people know who hired them, and unless they're police officers intent on arresting the Agents, will stop at the slightest pressure. However, Volta has a deep Bitcoin wallet, and another stalker is always waiting in the wings.

Volta has put several bounties on one of the Agents. Some are for computer hacks, and others are for physical violence. Federal investigators take down the bounties by 1pm, but by that time the people who need to know have disseminated the information.

In general, hackers have 40% computers, 30% accounting, 30% bureaucracy and 30% law. They can attempt to SWAT the agents with a Law test, can attempt to dig into their personal background and hack them there. Use the Agent's past against them. These hackers are persistent and some work together to get the bounty. Having personal details leaked to the public causes SAN 1/1d4 helplessness, leaking details about Delta Green is 1d6/1d10.

Police officers can be found in the handlers guide. They attempt to impede the Agents, because all they have to do is hold them without charge for 24 hours.

Assassins have DEX 11, 11 hp, 40% firearms, 30% stealth, and carry a firearm of some kind, from a scoped hunting rifle to an AR-15. Have assassins be a rare encounter to spice up a scene, and always after Part 3.

APPENDIX 4: ARTIFACTS AND RITUALS

Tomes:

The Blackboard

Mathematical Symbology [requires science mathematics or physics 50%] Study Time: 5 weeks, +5% science (mathematics), +5% science (physics) +1d4+1% unnatural san loss 1d6

This is the scientific attempt to understand the physics of the *KALI* gear and its implications. The blackboard contains the ritual for *Clairvoyance*, *Sever Time*, and *Consciousness Expansion*. The hypergeometry is almost entirely symbolic, and the rituals are tangled together. Rituals can be untangled with a Science (*mathematics*) 70%, or a successful check.

Yithian Circuit Board

Requires Craft [Electronics] or Computer Science 40% Study time: a few minutes Unnatural +1%, san loss 1d10

A non-lingual representation of an arduino circuit. Any photograph of Volta's arduino boards becomes one of these tomes. This allows the crafting of *Time-Bombs* and *Tindalos Wards*. If Volta offers to teach an agent how to make a yithian circuit board, it is usually a *Time-Bomb* set to detonate when the circuit is activated. The mechanics are relatively simple, and that is what is so earth shattering about them. Volta can produce a diagram of these upon request, but will always make a time bomb to deceive the Agents.

Artifacts

Tindalos Ward:

A circular circuit with electricity running through it, a tindalos ward may be constructed by anyone with access to an arduino board or similar circuitry. Any human who attempts this must spend 1d10 WP. The Tindalos Ward prevents a hound of the angles from approaching closer than 20 feet in any direction. The battery lasts for 1d6 hours. By shedding blood [at least 2hp] on the circuitboard and burning 1 POW permanently, the Ward can be made permanent. When a Yithian constructs a ward, it is always permanent. Hounds must make a Strength contest against the ward. If the Hound fails the test, it is dispelled. If the ward is not permanent, the ward has a strength equal to the power of the constructor. If the ward is permanent, it has an effective STR 30. If a hound breaks through, the ward is permanently broken.

Time-Bomb

Yithian time-bombs freeze living things in place within 10 feet for 1d6 rounds, 1d6 minutes, or 1d6 hours. The subject is immune to damage and cannot be moved for the duration. A dodge check can negate this effect. Agent Volta is not immune to these time bombs, but is careful to be out of the range of their effect before they go off. Time-Bombs have no effect under the **No-Time Cloud**.

KALI Gear

One of the ways that the stars might be made right, this 4' diameter iron circle with a depiction of KALI in the middle has been installed into the stolen Chronophage and Corpus Clock. KALI may be called to devour time, which will raise Ry'leth and allow Cthulhu to rule alongside KALI within Perfect **No-Time**. Cthulhu does not wish to be subservient to Azathoth or the other Great Old Ones, and would willingly exist in a universe of infinite **No-Time**. The KALI Gear has no controllable effect outside of a timekeeping device, and will alter the future to make one ready. When inactive, the KALI Gear emits **No-Time** in a 30 foot radius. Rust will not destroy it, and neither will mortal weapons. KALI will happily eat the KALI gear, but a new one will be forged in time.

MacGuffin

The MacGuffin is an army duffle bag with the name MacGuffin stitched on the side. Research indicates that a MacGuffin was a Private in the initial invasion of Afghanistan who went missing and was presumed dead. Prepared by Agent Volta before the Dark Yithian assumed control of his timeline, the Macguffin is the perfect tool for fighting an evil time traveller. If an Agent or member of the Motion reaches in, it produces just what they need at that moment up to 7 times. Each item has a number printed on it. It is up to the Handler whether what the Agent *asks for* is what they receive, but it is suggested that this is used as an entirely positive plot device. Do not take the opportunity to play "monkey's paw wishes." If Agents instead decide to take the opportunity to get everything they ever wanted, the bag only functions in this way for 3 attempts. Every time something which is required is drawn from the bag, SAN 0/1d8 helplessness is required. If the object is intensely personal or horrific [a birthday card from the agent's mother when they were 6, agent volta's severed hand], the test is 1d4/1d12. Agents may presume that the bag is "magical" or a "bag of holding." This is not the case. Agent Volta merely prepared the bag precisely. If the agents dump the bag out, these are suggestions for the 7 items within. Remove items as necessary, based on how many items have been removed from within.

-a handwritten warning, telling them not to remove more items than necessary. This is written on the back of a printout of a news article regarding the theft of the Corpus Clock. Before the bag is dumped out, give them this as one last chance.

*-Yithian pocket watch [does not get influenced by the **No-Time Cloud**]*

-yithian time-bomb

-yithian lightning gun [stops working after absolute terminus]

-short range tracking beacon [set to a device implanted within Volta's throat]

-climbing / rappelling gear for 3 people

*-Sever Time ritual, printed out from Trescothik private servers with the words TARGET:
CHRONOPHAGE handwritten on it*

-1 million dollars, shrink wrapped

-3 cinderblocks (for weight, not marked with numbers)

Additionally, there is a *suitcase nuke* [set to detonate 1 minute before Absolute Terminus], marked with 0. If the Agents pull everything out of the bag,

Agent Volta will NEVER attempt to pull objects from the bag. He knows that his past self would know if he gained access to The Macguffin, and would place some sort of trap within. If forced to put his hand inside the bag, he is stabbed with a hypodermic needle which puts him to sleep for the next 20 hours. If he gains access to the bag, he will bring it beneath the cloud of No-Time and put a *Yithian Time-Bomb* within it, and any further pulls require a Luck check.

New Hypergeometric Ritual:

SEVER TIME

Simple Ritual: study time, minutes. Activation time, at the chiming of the Corpus Clock on the hour, WP and SAN cost based on the mass of the object, at least 1 SAN and 6 WP

This ritual severs an object or person from existence. By targeting a specific location [In the PI Globe they use a massive, precise magnetic rod controlled by computer feeds, pointing at a location on the inside] the operator can delete an object from existence by sitting beneath the Corpus Clock. Those who witness the disappearance directly [directly while out of range of the effect on a live feed, or over a phone call] can remember the object's existence, but can find no evidence of it, as the subjects turn to smoke and vanish into the ground. Unfortunately, these rules apply to the operator of the ritual and unless the object is close to the corpus clock the operator does not retain a memory of the object, or even the memory of operating the ritual. Activating the ritual costs an amount of willpower equal to the mass of the object. Refer to the ritual details on page 168 of the handlers guide. A piece of paper or a book is a minor scale, another human is significant, a small car is Major. Mass beyond that is beyond the human scale. If the operator has zero willpower or sanity at the end of the ritual, they are also subject to the Sever Time effect. The sanity cost is determined by how close the target was to the operator, or to targets who know the subject. Someone they don't know well or misplaced keys only costs 0/1 SAN point, a colleague or a treasured object, 1/1d6, a friend or their place of residence, 1d4/1d10, family 1d6/1d20 etc

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APPENDIX 5: NEW GREAT OLD ONE

KALI is a Great Old One similar to the Hindu Goddess. She has hundreds of humanoid arms, a beautiful and terrible body like that of a human female, and a face with ten dark eyes and sharp tiger teeth. She eats time and births the universe. She exists entirely within the **No-Time** universe, a place without any order, mass, or indeed, time. The **No-Time** universe follows behind our multiverse, and KALI is what eats the scraps. She destroyed the Yithian homeworld and set them to be travellers. KALI cannot be summoned traditionally, but feeding her with the *Sever Time* ritual brings her closer.

AURA OF POWER: Any human present when KALI manifests is automatically at –20% on all rolls (except SAN). A character who fails the SAN roll for encountering KALI cannot act for 1D6 turns, instead goggling in abject terror at its monstrous form.

DISCORPORATION: KALI cannot be made to manifest until she has devoured a large amount of the timeline of the world she is visiting. Then, and only then, will she appear, and it will be as if she was always there. A successful attack with lethality 60% or higher will force her to disincorporate and lick her wounds, though it will not reverse the damage to time.

DISMISSAL: Certain hypergeometric principles are known to cause KALI to retreat to the **No-Time** universe, utilizing ancient forces to restrain and re-trap its power. That requires access to or knowledge of a ritual that dismisses KALI, a successful activation roll, and the permanent expenditure of 5 POW.

SEVERING TOUCH: Those who draw the ire of KALI may be Severed from time. KALI makes a 80% Lethality attack on one target. If that target is a vehicle, all those inside are targeted. Those who survive this attack no longer have a history. They are walking ghosts who have no right existing. Surviving the SEVERING TOUCH costs 1d6/1d20 sanity.

RESONATING HUNGER: For the twelve hours before KALI manifests, the world begins losing things. Landmasses never existed. The stars go out. Attempting to notice this is a san test 0/1d10. On a pass, *there were always only ten stars, what is Brittain? There's only one ocean, you know that.* On a failure, the absence is noticed and reality is doubted.

FUNDAMENTAL CONTROL: KALI can change scale, mass, and molecular order at will, growing, shrinking, changing or transcending any physical limitation without a roll. It is equally at home on the Earth's surface, at the bottom of the ocean, or in the cloud seas of Saturn. Most attacks against KALI have no effect (but see DISCORPORATION).

SAN LOSS: 1d10/1d100