

Operation SEAL SONG

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Emmy Paw, "Unrecognizable woman sitting on hill and looking at majestic mountains", Pexels

A hypergeometric animal encounter deep in the ancient pines of Olympic National Forest enters the Agents into a cycle of abuse, violence, and the exploitation of a long dead god.

Introduction & Executive Summary

Operation SEAL SONG is a scenario about cycles of abuse intended to be played and run by new players. The player's characters – referred to as the Agents – will be part of the Program, the government-sponsored and heavily bureaucratic Delta Green, and will be assigned to investigate reports of unusual wildlife in Olympic National Forest. The game master – referred to as the Handler – will give them clues as they unravel the truth about a cycle of violence, abuse, and cult activity.

Stephanie, a girl abused by her father, ran into the woods on a family vacation to escape him. In the woods she encountered an ancient cult, dedicating to a cycle of sacrifice to maintain access to their transformation powers. After a witness to Stephanie's transformation is spared, they make a report that Delta Green encounters and sends Agents to investigate. This thread causes the hidden cult to unravel as the Agents fight cultists and possessed animals, uncovering the truth that the cult uses their abilities to find and kill evil abusers. The Agents are then left to decide what to do about the Wind Women.

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Sensitive Topics

This scenario is centered around abuse. Domestic violence, physical abuse, and sexual abuse are portrayed “offscreen” - in the backgrounds and motivations of characters. Even if the Agents do not witness them on screen, make sure your table is okay with playing a game with these topics!

Themes

☒ **Original Monster** - The Wind Women are monsters original to this scenario, but draw inspiration from Selkies, the Deer Woman, and Sirens. ☒ **Hook Does Not Involve a Murder or a Dead Body** - the scenario’s hook is a hypergeometric animal encounter, the Agents later discover the animal’s corpse.

☒ **Beginner Scenario** - the scenario is written with new Handlers in mind, adding additional information and explaining Delta Green concepts.

Sidebars

This scenario is intended to be run by new Handlers, so extra information and tips are included in sidebars throughout the document. However, it assumes you are familiar with the base mechanics of Delta Green found in the Player’s Handbook.

History and Lore

The corpse of an ancient and powerful entity lies waiting in the woods of Olympic National Park. Over eons, it decomposed until only bones remained. It sits waiting in a clearing in the woods, large ribs emerging through the soil and a skull so intertwined with moss and foliage it is mistaken as a cave in a field of boulders. But it never died. The entity, referred to as the Great Transformer, sustains off Willpower. Every few years an animal died near the entity and it regenerated slowly, but never fully. It would always decay, losing its restored flesh to the weather and wildlife. For ages, the entity lived and died in silence and repeated that cycle as the forest changed around it. Sometimes the forest burnt down, sometimes it grew more vibrant, and sometimes terrible floods reshaped the land, but the Great Transformer never regenerated fully.

Hundreds of years later the Great Transformer encountered its first human during the time the Olympic Peninsula was frequented by French fur trappers. A Frenchman kidnapped a Quinault girl from her home and dragged her into the woods, intending to rape her. By chance, the two of them ended up in the clearing where the Great Transformer laid waiting. When the Frenchman began to disrobe, the girl freed herself and grabbed his hunting knife to defend herself. She slashed at him, and he grabbed her, and the two of them fell down. She began to stab him viciously, but he fought back with another knife he had stashed in his boot. They cut each other until the girl landed the final blow, slashing his throat. The Frenchman's blood seeped into the soil, where it reached the bones of the Great Transformer and was greedily consumed. But the girl was gravely injured in the fight and was bleeding out. She watched in her haze as the boulders around her began leaking blood and slowly regrew pink flesh. Something deep inside

her instinctively knew it was her only way to keep living, so she weakly pulled herself towards one of the boulders and bit into the flesh, devouring the Great Transformer.

The Quinault girl became the first Wind Woman, a woman who gained the transformative power of the Great Transformer through devouring its flesh. She took the title of Mother and made it her purpose to use this transformative power to find and kill abusers, restoring the flesh of the Great Transformer and devouring it to maintain her abilities. Over time, she found that the Wind Women were blessed with the power to crawl inside of any creature large enough to fit them and control it, watching through its eyes and conducting its limbs and spirit. Mother learned the song of seals to lull and lure animals. She would lure them close enough, and then would slice open their stomachs with a knife fashioned from a shard of the Great Transformer's bones and crawl into them.

Over the years, Mother did not die. She continued the cycle, and recruited other abused women into her cult and formed a coven dedicated to keeping the cycle alive. They kidnapped, tortured, and killed abusive men whose crimes they witnessed through the eyes of animals. A doe in the woods witnessing a man pressuring his girlfriend for sex, refusing no as an answer. A seal on the shore witnessing a man hit his wife. All followed, watched, and when appropriate, lulled and captured. Over years, these men were brought before the Great Transformer and by the hand of Mother, their blood would be spilled. The Wind Woman restored their waning power by consuming the resulting flesh.

The most recent recruit, a girl named Stephanie, escaped her physically abusive father while on a family vacation in the National Forest. She ran into the woods and encountered Mother, who gave her the flesh of the Great Transformer and promised to help her kill her father, Roger. Stephanie gained the power of the Wind Women and started training to kill. Her father is intent on finding her and is staying at a motel close to the north part of the Olympic National Forest.

In the modern days, these disappearances have been noticed more and more often. Many of the abused women are grateful and do not report their abusers missing, but some do and the abuser's families look for them. These reports pass in front of the desk of the Seattle police force and the Olympic National Park. However, an incident with a novice Wind Woman in disguise, Stephanie, will prompt the Program to investigate and expose the truth of the coven.

Respecting Cultural Beliefs

Before this entity perished, its transformative power was observed by the native people of the Olympic Peninsula. The entity worked its way into their legends, adding its power to the existing legends of transformer gods. The observation of the Great Transformer is not necessarily the origin of these legends, but their stories certainly became intertwined over the ages.

The Program

The Agents all work for the government at some level, whether it is local, state, or for a three letter agency. Outside of their regular duty, they have been recruited by a secret organization called the "Group". In reality, they work for the Program, the Delta Green seeded within the bureaucracy of the U.S. government. The Program is on a need to know basis and all the Agents need to know is that they are reassigned a confidential case two to four times a year where they investigate and eliminate strange activity. When the Agents imagine the truth of the Program, they should picture an omnipresent entity with infinite resources and reach. Security through obscurity means the Agents have never heard the words "Program" or "Delta Green" and receive all information from the Group only when they need to know.

Introduce the Agents

Introduce the Agents by going around the table and playing a short vignette lasting a few minutes each. The Handler should roleplay an important, but normal figure in the Agent's life: a boss, a spouse, a child, etc. This could be a conversation, an exacerbated phone call, or a meeting in their superior's office. The vignette should serve as the last sense of normal for the Agent before heading into the operation, and gives the Player a chance to roleplay their personality. Some examples for this vignette are:

- ☒ The Agent's Bond asks them whether they'll be available for an event/date/plan on the day of the operation, let the Agent explain why they can't make it.
- ☒ The Agent is reassigned by their supervisor to the operation, who asks an unofficial but probing question about why the FBI could possibly need them for the second time this year.
- ☒ The Agent receives a call from someone they forgot to say goodbye to before leaving, who asks them why they have to leave all of the time.

For this case, the Agents know they have been assigned to Operation SEAL SONG and report to Case Officer APOLLO. They should decide on a code name to be referred to as for this case, typically an unrelated first name. They will be expected to be present at the following address, travel costs covered as a work expense:

Olympic National Park Visitor Center
3002 Mt Angeles Rd, Port Angeles, WA 98362
15 May 2017, 09:00

The Briefing

Down the hill from the Olympic National Park Visitor Center is the city of Port Angeles. Port Angeles is a sprawling grid of modern houses, shopping centers, and post-modern designs; all accented by tall pine trees. Boats come and go from the busy ports. The Agents will likely arrive

here by car, by flying to the Seattle-Tacoma International Airport, about two and a half hours away, or by boat.

The Agents arrive at the Olympic National Park Visitor Center on 15 May 2017. It is a Wednesday morning, overcast, cool and wet. A slight mist hangs in the air. The visitor center is a one story tan building with a brown roof. It is along the main road into the park, and many tourists are passing through with raincoats and hiking backpacks. In front of the visitor's center is a small lawn, but behind it is a forest of looming pine trees and Pacific rainforest casting a long shadow over the grass. The Agents enter with a crowd of tourists and are greeted by their Case Manager, APOLLO, inside the lobby.

APOLLO is a heavy, older man wearing business casual and carrying a leather briefcase. He has a confident stride and speaks concisely. He leads the Agents through a door labeled "Authorized Entry Only" and through a hall of offices. He reaches a door to a meeting room, and pushes it open. The Agents enter a meeting room with green, pine-patterned wallpaper and a large wooden conference table. A projector screen is on the opposite wall, and a large window casts light in the otherwise dark room. There is an office chair set up for each Agent.

The Encounter

APOLLO begins speaking to the Agents, saying the following:

- ⊠ The Agents have been summoned by the Group to investigate a potentially unnatural incident.
- ⊠ Over the last three months, the Olympic National Forest and Park have received an increase in reports concerning unusual animal behavior in large animals.
- ⊠ The most recent sighting, two days ago, involved a male black tailed deer that performed unusual behavior: standing on its hind legs, looking the witness in the eyes, and injuring itself through wild thrashing. The witness reports losing consciousness, issues with clarity of thought, and experiencing minor amnesia.
- ⊠ The National Park administration is concerned that it may be Chronic Wasting Disease (CWD), so they have closed off roads leading to the area and called in U.S. Fish and Wildlife Services (USFWS) to investigate.
- ⊠ A Group contact within USFWS recognized the situation as containing common symptoms of hypergeometry: haze, loss of consciousness, and amnesia; on top of a strange encounter and alerted the Group.
- ⊠ The Agents are responsible for posing as USFWS scientists and conducting the initial survey of the animal to determine if the encounter was unnatural.

APOLLO instructs the Agents to introduce themselves, reminding them that code names will be strictly used for this operation. This is a chance for the players to introduce their characters, and the Handler should have each player give a physical description of their Agent and introduce them by their code name.

The Briefcase

After introductions are complete, APOLLO lifts the leather briefcase from the floor and sets it on the table. He opens the briefcase and distributes the following items to the Agents:

- ☒ A valid USFWS identification card for the Department of the Interior with their image on it. Their code name is listed as the Agent's first or last name, whichever is more appropriate, on the card.
- ☒ Keys for a USFWS mobile lab van parked in the lot outside.
- ☒ A burner phone loaded with the numbers of the Agents and the Case Officer.
- ☒ The Shephard Report, see Handouts.
- ☒ The Lab Manifest, see Handouts.

APOLLO concludes the briefing by fielding any questions about the Agent's assignment:

- ☒ He will not answer any questions about the Group, they do not need to know.
- ☒ If the Agents need additional resources, he is available and can provide them with sufficient foreknowledge.
- ☒ If the Agents need to reach him, they can do so through the burner phone.
- ☒ If the Agents ask about “symptoms of hypergeometry”, they do not need to know.

If there are no more questions, APOLLO dismisses the Agents and tells them they have a two and a half hour drive along the coast heading south to get to their destination. They're expected to arrive today, the National Forest team has already been casing the area in preparation.

Assistance from the Case Officer

The Agents can requisition resources from their Case Manager for this operation. If a request is plausible enough the Case Manager would agree, they will supply the Agents. However, these supplies will not arrive immediately. They take time to deliver based on the complexity, and depending on the request the Agents may need to pay with their own cash or ask a Bond for assistance. See the Player's Guide for rules on special requisitions.

Non-Tangible Costs

Handlers are encouraged to add additional costs other than time and money that might throw a wrench into the Agent's gears, such as a Program Audit to ensure the Agents made good use of anything they requisition with taxpayer money.

The Buck Corpse

As the Agents approach the July Creek Picnic Area (described in the Shephard Report), they see the valley before them: Lake Quinault in the center, glistening in the sunlight, the small town of Norwood up the hill, and Quinault reservation land behind them. A river winds down to Lake Quinault, but ridges of pine and forest rise on both sides. A shadow is cast across the valley.

They approach the Picnic Area and see an Olympic National Forest ranger redirecting traffic. Traffic barriers have been placed to prevent access to the area, and cars are being turned around. If the Agents approach in the USFWS van, one of the rangers allows them through. When they get out, they will be asked for identification by Ranger Ford, a tall and skinny man with a well-groomed mustache. After some small talk, he will offer to take the Agents to see the animal if they do not ask. Ranger Ford walks with the Agents up the July Creek to the site where the animal was located, about a mile through the woods and up the ridge.

The corpse of a male deer lays in the middle of a clearing in the pines and dense underbrush. This buck has been covered by a heavy, white tarp. It has massive antlers and has been dead for a few days. The air smells of death as the Agents approach. After uncovering the tarp, the Agents see that the buck has been shot in the shoulder and has its stomach split open. Observing the buck is a SAN 0/1 roll for a feeling of dread and uneasiness, despite it appearing as a normal animal. Let the Agents determine how they are going to investigate the corpse, and distribute clues according to successful roles and creative ideas. Upon closer observation, the Agents can find the following clues:

Alertness/Observation

- ☒ The buck has forward facing eyes, indicating it is a predator rather than a prey animal. The realization that this is impossible is a **SAN 0/1** roll.
- ☒ The buck's ankles and legs are twisted and snapped, rendering them impossible to walk on.
- ☒ Laying in the buck's pile of organs are small, plastic beads. These are soaked in blood and have a hole in the center.

Forensics/Biology

- ☒ The buck's stomach was cleanly sliced open, indicating the use of a knife.
- ☒ The buck was shot in the right shoulder.
- ☒ The buck has a pattern of repeating symbols on the inside layer of skin which appear to be crude glyphs of one creature turning to another, all chasing each other across the skinscape. This clearly unnatural pattern is a **SAN 0/1** roll. See **Researching Local Mythology** for more details.
- ☒ Long, brown straight hairs can be found within the corpse of the buck. DNA testing this hair is inconclusive, but it belongs to Stephanie.

Searching the Area

If the Agents search the area around the buck's corpse, they will find footprints in the soil leading away from the buck and towards the main road. Performing Forensics on the footprints will determine the following details, distributed by the Handler. Give the Agents clues according to how successful the roll was:

Sanity Rolls

When this scenario uses the terminology: SAN X/Y, it represents the Agent rolling a Sanity check. On a success, they take X amount of Sanity loss. On a failure, they take Y amount of Sanity loss.

The footprints are **human**, and the person who left them was **female**. The person was approximately **five foot three inches**, weighed **ninety pounds**, and was approximately **fifteen to twenty years old**. The Agents can tell this from the **shape** and **depth** of the footprints.

Without Forensics or with a failed roll, the Agents can glean the following information:

The footprints are **human**, and the person who left them was walking towards **Norwood**. The Agents can tell this from the **spacing** and **shape** of the footprints.

If the Agents search the area around the deer corpse, they will find a bead bracelet that has been broken. A piece of string, soaked with blood, lies on the forest floor with the beads "T", "E", "P", and a faded unrecognizable letter. The faded letter is "H". This was the bracelet Stephanie used to fidget with when nervous, accidentally destroyed when transforming.

If the Agents follow the footprints from the scene, they will find them leading to Travis Shephards' RV.

Norwood, WA

Norwood, WA, is a small town populated by the ranchers and hunters local to the area. The only traffic through the town are Olympic National Park and Forest tourists. The town is mostly rural suburban, full of houses and ranches. The only notable exceptions are an RV campground, Joyful Wilds, a seedy motel, the Lazy Pines Motel, and a Subway.

Throughout the town missing telephone poles are covered in missing posters, see the **Stephanie Missing Poster** handout. As the Agents pass through the town, have them roll **Alertness**. If they succeed, or have an **Alertness** greater than **50**, they notice a local tearing down the missing posters as they walk around. If asked why, the local tells them:

"You really think Roger didn't kill her himself? Out of thin air my ass. He sent his wife home and now I'm sure all those hookers are just there to talk. Cheating asshole."

Travis Shephard

Travis Shepard lives in an RV campground, Joyful Wilds, in the nearby town of Norwood. He is local to the area and hunts in the Olympic National Forest regularly. If the Agents arrive to investigate, they will find a trailer and a pickup truck clearly belonging to a hunter. It is full of scattered equipment, dirty dishes, and muddy clothes. From the smell of his area, it is clear he is a heavy smoker. He invites the Agents to sit with him on plastic lawn chairs outside the trailer arranged around a cinder block fire pit. A faint drizzle is in the air.

When interviewing him, he can recount the details of the call. It is clear that he is hiding something or not telling every detail when interviewing him in person. His body language is shift, and he appears uncomfortable when talking about what happened after he woke up. He speaks nervously, filling the dead air with filler words and glances towards the woods.

If Travis is pressured or convinced to speak the truth, he explains that he saw more than he told the person on the tip line. Travis explains that he was worried they would think he was crazy. When he woke up, he saw a girl on the edge of the clearing, walking away from the deer and facing away from him. She was a young woman, probably a teenager. She had long, straight, brown hair and was skinny. She was covered in bruises. She was naked and covered head to toe in a thin layer of blood. Some of the deer's organs were stuck to her. She was holding a bright white jagged knife that looked like it was made of bone. She turned back to look at him, and with a face of indecision, decided to leave him and continue into the woods. He was left with the sinking feeling that he should have died, and that a moment of indecision from the girl spared his life.

In reality, Travis encountered Stephanie, a Wind Woman, emerging from the buck as it expired. She was traveling across the river from the Great Corpse to gain more information on approaching her target, her father Roger Harding.

After reliving the experience, Travis finds himself crying without realizing it. He excuses himself to call his mother. He will call her and let her know that he loves and misses her and wanted to let her know because it had been a while.

Trail Cameras

Travis has three trail cameras he set up near usual hunting spots in the National Forest. He has not checked them recently, and has not seen any of the footage below. Roleplay the appropriate consequences if he sees them. If the Agents look at previous footage from his trail cameras, they will find the following recordings:

☒ **(SOUTH) 14 May 01:34:** Observing a clearing in the woods, the camera catches footage of a doe sleeping alone for the night. A woman walks up, caught by the night vision. She has long, ragged, curly blond hair. She is short and covered with mud. She is holding a white knife, and in the moonlight, puts a hand under the doe's head to raise it up and look it in the eyes. She then takes the knife and slices the neck of the deer open. The head drops to the ground. She takes the bleeding neck, steps one foot into it, and then impossibly, another, and lowers herself down into the deer. She fully submerges into the corpse, as one does with a pool of water. And then from the neck, her arm reaches out and grabs the head of the doe. She places the head back where it belongs, and the doe stands up. She blinks lazily, then begins walking north into the woods. **SAN 1D6/1D8.**

⌘ **(NORTHEAST) 9 May 04:11**: Observing a spot to the northeast of the first camera, a mountain lion walks towards the southwest. It staggers along, unsure on its feet. The trail camera hardly picks it up, but it sounds like it is humming.

⌘ **(NORTHWEST) 6 May 07:07**: Observing a spot to the west of the second camera, the woods appear lighter as the sun rises higher. The sound of animals stops suddenly, and a bird and chipmunk flee from the scene. After a moment of stillness, a melodic song begins. It oscillates between high and low notes, and reminds the listener of the sound of wind blowing through the woods. Everyone who hears it suffers the effects of the **Seal Song** ritual. They will roll **Power**, and on a failure, lose consciousness. They then wake up after the recording is over with no memories prior to opening the footage for this trail camera. On a success, they do not lose consciousness but feel extremely drowsy and fatigued. During the time of sleep, those affected by the **Seal Song** ritual are lulled into a state of suggestibility and do not remember anything that occurred. Eventually the song ends and the woods return to normal.

These cameras can be used to triangulate a location for the Great Corpse. By overlaying the locations of the three cameras, the Agents can find a high-traffic location near the Great Corpse to investigate, leading them either to the **Ambush** or the **Great Corpse**.

Stalking and Abduction

By the time the Agents arrive, Stephanie has returned to the Great Corpse and informed Mother about the encounter with Travis. Deciding that Travis cannot be left alive, she sends one of the Wind Women, Susanna, to watch Travis and abduct him after no more useful information comes from watching.

Travis has witnessed a doe watching him through his window since the night of his incident. It leaves at daybreak, but each night a set of unblinking eyes watch him struggle to sleep. The night after the Agents have spoken to Travis, Susanna moves to abduct him.

Susanna approaches his trailer in the body of a doe. The doe staggers towards the RV, as if it was a newborn learning to walk. She staggers towards the window, and once she is next to it, the doe raises her head upwards. The doe's jaw begins opening and does not stop. It pops and clicks and bone breaks as the jaw dislodges entirely. Slowly, a woman's hand emerges and knocks three times at his window. Unless the Agents or someone else is there to intervene, Travis's mental state causes him to make the irrational decision of leaving his RV. There he meets Susanna, wearing the corpse of the doe around her shoulders like a heavy mantle. She takes his hand and walks with him towards the **Great Corpse**. Witnessing this event is a **SAN 1D4/1D6** loss.

Travis is Innocent

From the Wind Women's perspective, Travis is technically innocent but cannot live because of what he witnessed. They do not need his blood for the ritual and can use him as a toy to trick or manipulate the Agents. This is one way the cycle of abuse is perpetuated.

Researching Local Mythology

Researching the local mythology of the Quinault people, or other tribes historically native to the Olympic Peninsula, reveals a common link between them. The Peninsula tribes commonly share myths of a Transformer god: one who takes what was and changes it to what will be. One in particular, Misp', brought balance to the world by changing the people, animals, and land of the Peninsula into its current form. These myths of Transformer gods were partially inspired or mixed by the Great Transformer, an entity that lived on what is now the Olympic Peninsula eons ago.

The Woods are Watching

As the Agents navigate the scenario, they will be exposed to the woods and will often be in it or on the edge of it. Use this to keep tension high. When it feels narratively appropriate, or when you want to add tension and some spookiness, have the Agents roll **Alertness**. On a success, they see a large prey animal watching them from the treeline. If they move towards it, the animal will disappear. Realizing they are being watched for the first time is a **SAN 0/1** loss.

Who is the Deer Girl?

In pursuit of the unnatural, the Agents will seek out the girl from the deer corpse. Whether it's from the hair and beads, her footprints, or Travis's story. The Agents will likely seek her out from a combination of these clues. This is the correct path to go down, and the Handler should subtly encourage it without letting that on. If the Agents are not understanding it and feel like they have exhausted their options, use the Case Officer or Travis to guide them towards one of the following options for finding Stephanie:

- ☒ Searching missing person cases for the National Forest and National Park produces the list in the next section, which includes Stephanie. These can be provided by the Case Officer or found online with some digital sleuthing.
- ☒ Searching local events/newspapers reveals the disappearance of Stephanie Harding, which many local outlets are reporting on and fits the description the Agents have so far.
- ☒ Searching police or law enforcement records reveals Stephanie as a missing person from the Olympic region fitting the details the Agents have found so far.

Apply a **Search** or **Computer Science** roll when appropriate but do not make the Agents struggle to find details on Stephanie, since she is vital to the rest of the scenario.

Missing Persons Cases

During the investigation process, the Agents will likely look into the missing person reports of the Olympic National Forest and Park. They will find a collection of individuals, some guilty, some innocent, and others Wind Women. The list includes the names, ages, and descriptions of the missing people, as well as additional information learned from further relevant research:

Missing Abusers

☒ Robert Steward – 54, Male

Reported missing 4 March 2017 after failing to return from a hiking trip.

Further research: Robert was tried for domestic abuse 3 years ago but the court did not find substantial evidence to conclude he was guilty. His wife filed for divorce 4 months later and moved to her brother's house in California.

☒ Samuel "Sammy" Yule – 67, Male

Reported missing 10 March 2017, last seen in the Norwood area by a local.

Further research: Samuel was a pedophile and convicted sexual criminal. If his devices were confiscated, messages can be found attempting to meet a young girl in Norwood.

☒ Mitchell "Mitch" McGowan – 23, Male

Reported missing 4 April 2017 during a camping trip with friends

Further research: Mitchell has never been convicted, but family members and his girlfriend will testify that he is physically abusive. His father has political power, so a conviction would never land.

☒ Jose Martinez - 44, Male

Reported missing 17 March 2017 during a visit to Olympic National Park.

Further research: Jose's wife also went missing at the National Park months prior. He was going to visit the place she disappeared and went missing there too.

Unrelated Missing Persons

☒ Sridhar Venkataraman – 52, Male

Reported missing 1 June after hiking alone in a bad thunderstorm and he did not return to meet his pickup.

Oblivious Agents

If the Agents choose not to research the missing persons after discovering Stephanie, let them pass it up. They can always come back later and make that connection. Investigation is often back and forth to old and new clues to paint the whole picture.

Died from the elements.

☒ Cassie Dunmire – 56, Female

Reported missing 5 May after an argument with her boyfriend on the trail.

Currently lost in the woods.

Wind Women

☒ Stephanie Harding - 17, Female

Reported missing on 20 April 2017 after disappearing into thin air near north Lake Quinault. A search party has been organized to document the area and find her.

Further Research: Stephanie is 17 years old, five foot three, and weighs approximately 95 pounds. She has straight, brown hair and was last seen wearing jeans and a graphic tee picturing a smiley face. She has blue eyes and goes by Steph. She's wearing a bead bracelet.

☒ Susanna Miller

Reported missing on 1 January 2017 after disappearing in the woods.

☒ Michelle Martinez

Reported missing on 5 February 2017 after following a woman into the woods for help.

Stephanie Harding

Stephanie is terrified of her father. For her whole life, she has never been good enough. And she knows that if she is not good enough, she will be beaten. Her mother is passive and refuses to help, but says things like "Your father loves you, he just shows it a little differently". She is terrified that her father might kill her one day, and he would never let her leave. On one occasion, she mentioned moving out and her father beat her badly that night. As she is approaching adulthood, she is becoming more and more convinced that between her and her father, only one of them will make it out alive. She refuses to spend her life passive like her mother.

As part of the induction ritual into the Wind Women, she has left her old life behind. She burnt her possessions and now lives free as a Wind Woman. She has taken the time to grow used to her abilities, and now she hunts her father.

Digesting the Info

The best way to digest the missing person information is to check the handout. It is better displayed there. The Agents will find this to be easier than having all of these details read to them.

Roger Harding

Roger Harding is an abusive father and husband, beating his wife Grace and daughter Stephanie. He is desperate to find his daughter because he knows why she ran away: to find help. He wants to be the first to find her to make sure she doesn't talk.

Roger abuses his family because he was abused as a child. He was beaten regularly and told that it was "tough love" and that it would "make a man out of him". From his perspective, beating is an acceptable punishment for his wife and daughter – physical consequences for their wrongdoings. Tough love to set them straight.

His family is from Seattle, and he brought them to Olympic National Park for a vacation. Sensing his wife and daughter growing more distant, he fears they might tell the authorities about his tough love. He knows the authorities wouldn't understand the real way to set someone straight. He brought them to the Park to get back on their good sides, but Stephanie saw this as her chance to escape.

Roger has been convicted for domestic abuse in a previous marriage, before he met his current wife. Roger's father has been serving prison time for domestic abuse for the last five years.

Family Vacation

After arriving in Norwood, the Harding's settled into their motel room. That evening, Roger took his wife and daughter to the shore of the lake for fishing. As he was setting up the rod, Stephanie ran into the woods and kept running. Too swift for her parents, she lost them and went deeper until she encountered Mother. Mother brought her back to the Great Transformer and promised that she would train her to kill her father and be free from his terror.

Roger and Grace contacted the National Forest and police, who filed Stephanie as a missing person. For two weeks after the incident was filed, the police led civilian search parties for Stephanie, but only found a trail of footprints that disappeared into the woods. After two weeks of no results, even when Roger would go searching solo, he sent his wife Grace home to be with her parents. Outwardly, he sent her home so she could grieve, but inwardly, he was tired of hearing her cry and desired the company of other women.

While Roger searched for Stephanie during the day, he gave in to his desires at night. He hires prostitutes and drinks until he passes out. Every day he emails his wife and tells her that he misses her, but the emails are clinical and obviously something is wrong between them. He's starting to miss more and more days emailing his wife, and searching for Stephanie. Even worse, the people of Norwood have started noticing. While the press is positive for Roger, the people who used to watch his dedication now watch him cheat on his wife and trash the motel he is staying in. Some of them have had enough.

The story between Stephanie and her father is critical to the scenario. If the Agents aren't picking up on it, don't be afraid to improvise a way to bring it to the forefront. A hamfisted clue to bring the story back is better than a half hour of investigating useless paths with no information.

News & Public Opinion

The news and public opinion of Roger Harding tell different stories. Any internet search will bring up the handout **Search for Stephanie**, a news article painting a positive image.

The Lazy Pines Motel

The Lazy Pine Motel is a two story motel in Norwood, WA. Behind it is a tall pine forest, and in front a small, decaying parking lot. It is dingy and cheap, rated 2/5 stars on Yelp. Screws have come loose in the balcony railings, and a strange mold grows in the corners of the concrete ceilings. The pool is perpetually closed, and from the look of the pool interior, it's best that it stays that way. There is one cleaner and one worker on duty at a time. Roger Harding has been staying in the motel since the search effort began on 20 April due to the cheap rent and low profile. He has rented Room 13, and his tan 2013 Ford Explorer sits outside.

The worker at the hotel is a sixteen year old boy named **Tim Myers**. Tim has been bribed by Roger to not tell the papers about the prostitutes he's been bringing back. Tim has access to the Motel security cameras, and can easily be bribed for information on Roger. He's a teenager looking to make money with no loyalty.

As the Agents approach, they notice two cameras facing them: one facing the parking lot, and one towards the rooms mounted on the underside of the roof. A third camera faces the woods from the motel.

Speaking with Roger

Roger will refuse to speak with anyone unless they claim to have information about his daughter or dirt to hold over his head. If the Agents try to speak with him, he will repeat the following details like a broken record:

☒ Stephanie disappeared during a fishing trip while preparing the rods with worms.

- ⌘ The rumor that he has hired prostitutes is unfounded and lacks evidence.
- ⌘ He looks for Stephanie daily and has not found any information.
- ⌘ He has never abused Stephanie, any rumors of that are wrong.

Roger is gruff during his speech, and never minces words. At the slightest accusation he may have beat Stephanie or worse, he will blow up at the Agents and force them out of his motel room. At some point during the conversation, he will say how kids these days just need some tough love, perhaps in reference to Tim, his own daughter, or Travis, if he is brought up.

Roger's Motel Room

Roger's Motel Room is messy and full of junk. He has a bathroom, a bed, a desk, and a kitchenette. The room reeks of booze and cigarette smoke. Empty takeout and pizza boxes litter the counters of the kitchenette. The desk has a laptop, and some maps on it. The bed is unmade, and the bathroom filthy. If the Agents get an opportunity to search the apartment for evidence, they can find the following:

Harding's Laptop

- ⌘ Emails sent to his wife, Grace. He says he misses her and has sent her the latest article about Stephanie. His tone is clinical.
- ⌘ An anonymizing web browser.
 - ⌘ He has several sites bookmarked where he was privately messaged by prostitutes and arranged for them to meet him at the motel.
 - ⌘ He has very well hidden (**Computer Science**) messages where he is beginning to discuss arranging for his daughter to meet up with men once she is old enough.

Lingerie

- ⌘ A piece of lingerie is tucked within the unmade sheets of the bed. It was a gift for one of the prostitutes, who left it for him.

Trash

- ⌘ Pizza boxes, empty 2 liter soda bottles, and Chinese takeout containers leave the smell of grease in his room.
- ⌘ Porn magazines.

Emphasis on Evil

Maps

☒ On the motel's desk Roger has set up maps of the area, where he circled areas Stephanie may be. He has left notes on the margins:

- ☒ "Might be exposed to elements."
- ☒ "Nothing in Crevice."
- ☒ "Footprints stopped here."
- ☒ "Body should be nearby."

Emphasize Roger being an evil person while they search the motel or speak to him. It helps reinforce the scenario's core themes and ensures the Agents do not miss it. Just don't overdo it.

A close look at the maps on Roger's desk reveal a pattern in the pieces of evidence he found. He has additional notes for things like "footprints", "branches snapped", "cloth scraps". The locations of evidence form a map of dots that show movement towards a location far north of the road Stephanie went missing at. Roger does not know it yet, but he has been tracking the location of the **Great Corpse**.

2013 Ford Explorer

- ☒ Half a tank of gas.
- ☒ Smells heavily of cigarette smoke.
- ☒ A family photo of Roger, Grace, and Stephanie at a Chuck E' Cheeses. Stephanie looks to be 12.
- ☒ A napkin with a woman's lipstick kiss pressed on. It has a message from a woman named Jade and a phone number.
 - ☒ If Jade is called, she can confirm the infidelity of Roger. This can be used by the Agents as dirt on him publicly or privately.

The Abduction of Roger Harding

To give the Agents a chance to speak with Roger, Stephanie abducts him the night after the Agents speak with him. She walks up to the motel she has been watching without possessing an animal, and calls her father's name from the back around 01:00. He sees her out of his back window on the edge of the treeline, and bolts out his door to meet her. He walks with tense fists clenched, ready to punish her for running away. They meet each other around the side of the building, both speaking to the other:

- ☒ **Roger:** "What are you doing out here, put some damn clothes on."
- ☒ **Stephanie:** "I know what you've done, dad."

Roger grabs her arm hard, but she begins to sing the **Seal Song** and within a few moments, he is under her trance. He releases his grip, and slides his hand down to tenderly hold Stephanie's. The two of them walk into the woods together.

If the Agents are not there to witness this in person, the cameras of the Lazy Pines Motel capture it. The door to room 13 is left unlocked and slightly ajar. With very little convincing, Tim can assist the Agents for a price in viewing the cameras.

(Optional) The Car Crash

If the Agents need extra motivation, or the Handler wants to bring the horror elements to the forefront, the following scene can play out any time the Agents are driving:

As the Agents are driving, they notice a flash in front of them. Have them all roll **Alertness** to see if they have enough time to react to an elk jumping from the woods in front of their car. If they see it in time, have the Agent driving the vehicle roll **Drive**. If they fail the **Drive** roll, or fail to notice the elk with **Alertness**, the car crashes into the elk, dealing **1D6** damage to all of the inhabitants. The car is totaled and the elk is dead, launched across the road creating red and pink remnants as it was scraped like chalk against pavement.

The elk is being possessed by a **Wind Woman, Susanna**, who was sent to kill any nosy investigators. If the Agents approach the elk, it gets up and attacks them, flesh completely scraped off on one side. Susanna takes **1D4** damage from the accident, cushioned by the interior of the elk. The **Possessed Elk** takes **1D12** damage. See the stat block for **Possessed Elk** in **Stats** below.

Susanna will attempt to kill as many Agents as possible, but will only fight to the death if cornered. If she is not cornered, she will attempt to flee into the woods and abandon the fight.

Tracking the Wind Women

The Agents will attempt to track the Wind Women and exterminate them. There are three ways this scenario plans for the Agents to track them:

- ☒ The trail cameras that belong to Travis Shephard.
- ☒ The maps tracking Stephanie's movement in Roger's motel room.
- ☒ Following the tracks of retreating Wind Women through the woods, requiring a successful **Navigate** or **Survival** roll.

However, the Handler should not shy away from the Agent's creative solutions. If the Agents have a different plan that may have interesting consequences, let it occur. It is also important to let the Agents outsmart the Wind Women if they can. Regardless of how they track the Wind Women, they have been watching them and expect them to try and find them. With that in mind, they have prepared a trap with bait.

Heavy Firepower

The combat in this scenario can be very lethal. If they ask for weapons from the Case Officer, I'd recommend giving them big guns and potentially explosives.

The Bait & Ambush

As the Agents track the Wind Women to the Great Corpse, they are met with an ambush on the way. If Travis was abducted, they will find him here. If not him, then Tim. If not him, choose another male character the Agents were observed interacting with.

The light filters through the trees into a clearing, casting the shadows of heavy pine needles on the ground. The clearing is silent, and no animal life is present. In the center of the grove is Travis, tied to a tree and gagged. The ropes and gag are made of red sinew and appear handwoven. He cries for help repeatedly, desperate for anyone to free him. His voice is hoarse and his eyes appear sunken, he hasn't slept since being abducted and hardly slept before that. From the outside, Travis appears normal but completely worn out. If the Agents approach and inspect Travis, they find the following:

☒ A massive cut running from his chest to his abdomen. As the Agent checks on the cut, it begins to rip open and a hateful eyes peers at them from within his chest-

The Agent inspecting Travis has an **Alertness-20%** or **Dexterity-40%** roll to see if they react in time as Wanda Collins bursts from the chest of Travis Shephard. If the Agent fails the reaction roll, they are sprayed with bone shard and warm flesh for 1D2 damage and attacked by Wanda Collins using the bone knife. See the stats for **Wanda Collins** below.

While one Agent deals with Wanda jumping from inside Travis's corpse, the others deal with another threat above. While distracted by the initial threat, a possessed Buck being held in the tree branches above drops on top of them, dealing **1D6** damage for any Agent not able to jump out of the way with a **Dodge** roll. From there, use the **Possessed Buck** stats from below. Inside the Buck is **Michelle Martinez**.

After the dust settles, the silence lifts and noise returns to the woods. Birds and chipmunks return to the scene. The Agents can follow clear footprints and indicators from the ambush to the **Great Corpse**.

Wind Women

The Wind Women, servants of Mother, freed from abusive shackles, now take vengeance on abusers. They sacrifice these abusers to the Great Corpse of the Great Transformer, which maintains their access to its power. When blood spills upon the bones of the Great Transformer, they begin growing red flesh to cover the exposed bone. This flesh is feasted on by the Wind Women, who digest the essence of the Great Transformer and gain access to its abilities. Using their Willpower, they can enter any creature large enough to contain them through an open wound and control its body and spirit. They use this in conjunction with a ritual, the **Seal Song**, to lull prey animals and climb inside of them. Although they once had a noble cause of hunting

abusers only, they will kill anyone who sees them and anyone they dislike. They were once abused during their lives, and now take whichever life they desire in the same way they once had a man use them for their own desires.

There are seven Wind Women, in the following hierarchy:

- ☒ Mother
- ☒ Mary
- ☒ Lucy
- ☒ Wanda Collins
- ☒ Susanna Miller
- ☒ Michelle Martinez
- ☒ Stephanie Harding

Mother was the first Wind Woman, a Quinault girl who killed her would-be rapist and had to consume the Great Transformer to survive, starting the cycle. She recruited daughters and lost daughters over the ages, and she has not died since the first contact with the Frenchman she had decades ago.

Mary and Lucy are sisters who do all of their kills together. They control mountain lions and work together to do so. They found themselves in the woods after a jealous neighbor killed their father when Mary refused his hand in marriage back during the settlement of the Olympic Peninsula by eastern settlers.

Wanda Collins went missing fifty years ago and has not aged a day. She fled into the woods after she was sexually assaulted while on drugs at a hippie binge in the 70s. Since then she has perfected her knife skills and got revenge on her assaulter.

Susanna Miller, Michelle Martinez, and Stephanie Harding all fled terrible home lives and found their way to the woods where they became disciples of Mother. Stephanie is the youngest and is undergoing her ceremony to become a full Wind Woman.

To become a full fledged Wind Woman, the Wind Girl must find her abuser, bring him back to the Great Corpse, and sacrifice him to the heart by spilling his blood upon it. The Wind Woman must abandon all material things and only carry with them a knife made with the Transformer's bone shards. Since it has been disconnected from the Great Corpse, it has lost its flesh producing ability.

Great Corpse

As the Agents approach the Great Corpse, they see a boulder field in front of them. Tall, moss covered boulders rise above in a circle, overgrown with Pacific rainforest plants and ancient pine

trees. The center of the circle is lower in elevation, and has white ribs emerging from it, up against the rocks. In the center of the Corpse is an exposed, fleshy heart, held to the ribs by sinew and tendrils. It eagerly drinks blood, using it to regenerate. However, any regeneration beyond the heart is cut off and consumed by the Wind Women. Tied above the heart are the abusers, strung up with sinew and forced to bleed into the heart. It is clear the abusers are not dead, but are being constantly bled. At the far end of the Corpse is a large skull with three eye holes and dislodged jaw. A collection of large animals camps within the skull. At the base, Mary and Lucy lovingly stroke a mountain lion. At the top, in the central eye hole, Mother sits over the sacrifices and sings the **Seal Song** over the whole camp. The Agents will be subject to the effects of it if they do not have any counter measures in place. When Mother needs to, she will retreat into the cave and emerge possessing the bear.

Allow the Agents **Stealth** rolls to learn these details before they engage. However, if they reveal their presence, they will be attacked by any Wind Women left alive in the Corpse. With each Agent or Wind Woman that is killed near the Great Corpse, their blood seeps into the earth and more and more flesh grows back. This conflict is the most blood that has ever been fed at once to the Transformer, and it may grow even more flesh back. With full blood shed, the Agents notice the sunlight is being blocked out as the rib cage grows sinew and flesh above them. It is left up to the Handler to determine how far the Corpse grows with each blood sacrifice.

Mother, Lucy, Mary, and Wanda will fight to the death. Susanna, Michelle, and Stephanie will initially fight but flee if they appear to be losing the battle. If given one last chance, Stephanie will free her father and try to help him escape. Despite her new life as a Wind Woman, she wants to end the cycle of abuse and forgive her father. It is up to the Agents how this plays out.

Resolving the Corpse

Let the Agents be creative with how they resolve the issue of the Corpse. If the Program is made aware of it, they will likely gather samples to analyze before destroying it.

Stats

Possessed Elk

The Possessed Elk has half of its body reduced to skin and bone from the pavement, yet it still charges the Agents with undying fury.

HP: 18

DEX: 14

STR: 20

Trample - 60% 1D6

Lift on Antlers - 70% 1D4 / 1D8

POSSESSED CORPSE: This creature and the Wind Woman possessing it have separate health pools. Damage to the abdomen of the creature deals damage to both, otherwise the damage only applies to this creature. If the creature dies while the Wind Woman is still possessing it, she can cut her way out and continue fighting.

LIFT ON ANTLERS: This creature enters an opposed STR test with its target. On a success, it impales them with its antlers for 1D4 damage. On the next turn for its action it can slam them down for an additional 1D8 damage.

Susanna Miller

HP: 11

DEX: 12

Ritual Knife - 50% 1D10-1

Run Away - 60%

Ancient Transformation - 25%

Possessed Buck

Look up, Agents. Arms hold the Possessed Buck in a position to drop on you and pull you into its sharp exposed ribs.

HP: 25

DEX: 5

Stomp - 20% 1D4

Get in Here - 60% 1D10-1

POSSESSED CORPSE: This creature and the Wind Woman possessing it have separate health pools. Damage to the abdomen of the creature deals damage to both, otherwise the damage only applies to this creature. If the creature dies while the Wind Woman is still possessing it, she can cut her way out and continue fighting.

GET IN HERE: The Wind Woman possessing this creature uses her arms to pull her target into the hot inside of the buck, where she uses Ritual Knife on them. The target must make a successful STR or DEX roll their next turn to escape, taking 1D4 damage from the exposed ribs.

Michelle Martinez

HP: 14

DEX: 13

Ritual Knife - 50% 1D10-1

Ancient Transformation - 35%

Wanda Collins

HP: 16

DEX: 12

Ritual Knife - 75% 1D10-1

Ancient Transformation - 85%

Possessed Mountain Lion

From the shadows the mountain lion tears through your flesh with ease. It moves faster than your eyes can track.

HP: 16

DEX: 20 / 10

Primal Fangs - 50% 2D4

Slashing Claws - 30% 1D6

POSSESSED CORPSE: This creature and the Wind Woman possessing it have separate health pools. Damage to the abdomen of the creature deals damage to both, otherwise the damage only applies to this creature. If the creature dies while the Wind Woman is still possessing it, she can cut her way out and continue fighting.

AGILE: This creature moves twice in the DEX order, once at 20 and once at 10.

Mary and Lucy

HP: 11

DEX: 10

Ritual Knife - 25% 1D10-1

Ancient Transformation - 75%

Possessed Bear

An ancient and terrible animal, kept alive through the sinew of a long-dead god and infused with unnatural vigor.

HP: 20

DEX: 15

Ancient Teeth - 65% Lethality 10%

Maul - 50% 1D12

POSSESSED CORPSE: This creature and the Wind Woman possessing it have separate health pools. Damage to the abdomen of the creature deals damage to both, otherwise the damage

only applies to this creature. If the creature dies while the Wind Woman is still possessing it, she can cut her way out and continue fighting.

ANCIENT VIGOR: This creature is infused with the power of the Great Transformer, stitched with its sinew. It regenerates 1D6 HP on its turn.

Mother

HP: 14

DEX: 13

Ritual Knife - 90% 1D10-1

Ancient Transformation - 100%

Stephanie Harding

HP: 9

DEX: 13

Ritual Knife - 15% 1D10-1

Ancient Transformation - 25%

Rituals

Seal Song

5 WP - Minutes - 0/1 SAN

The user begins a song from the first forest, older than any trees or lakes. This melody causes every sentient creature capable of hearing it to go into a trance where they are highly suggestible if they fail a **Power** roll.

Ancient Transformation

10 WP - Minutes - 1D4/1D6 SAN

The user finds a suitable creature large enough to fit themselves inside of and enters through any open wound, submerging themselves in them like a pool of water. Once inside, they can control the body of the creature and keep it alive. When they exit the creature, it takes **90% Lethality** damage.

Handouts

The handouts for this scenario are hosted in Google Drive: [📁 Operation SEAL SONG Handouts](#). They were created using [Cthulhu Architect](#), [This Person Does Not Exist](#), and the [National Indigenous Women's Resource Center](#)'s Missing Person Poster Template - an important tool to generate awareness for missing indigenous women.

Credits

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