

Operation ELECTRIC WINDFALL
or, What's the Frequency, Kenneth?
A Delta Green scenario by Lithobraker

Agent Kenneth has gone missing. He's failed to check in with his handler and isn't responding to communications from her. Even worse, personnel files from his workplace at the NSA have been sent to an unknown third party on an illegal connection and the FBI is trying to track him down. With plenty of Delta Green-related files on his computer and in his head, the Agents need to move in quickly and secure both the files and Kenneth.

BRIEFING

This operation takes place in Baltimore.

The agents are in the local area (within a 3 hour drive) when they receive a call from their case officer ordering them to meet her under an overpass 30 minutes outside the city. The weather is terrible, with a snowstorm blanketing the city and making driving difficult. All **Drive** tests are at a **-20%** for the duration of this operation. A large red shipping container with a green triangle graffitied on is sitting under the overpass, with a white car parked next to it. A couple security cameras are set up outside.

The case officer is waiting inside the shipping container, shivering and watching the security cameras. When the agents arrive, they'll let them inside and hand the agents a manilla folder with a personnel file on Agent Kenneth.

"This is Agent Kenneth, NSA analyst. One of ours for the past five years. Put in charge of monitoring occult chatter and other program keywords for our early-warning network. Disappeared on a mission three weeks ago in Southern Russia with two other agents. Got an alert several hours ago that he's wanted by the FBI for questioning. NSA personnel files were transmitted out of Fort Meade (NSA headquarters) under his account. We don't know how, given that he was missing when the files were sent, but he's facing some pretty serious charges if he gets caught. Normally I'd trust him not to talk, but there's likely some pretty damning evidence on his computer and the FBI probably have him under surveillance by now. We need him brought in before they do."

WHAT'S GOING ON?

Atlach-Nacha dwells beyond the wall of sleep, weaving her web across worlds to find ways into the waking world. Her spawn, the Grey Weavers, travel across dimensions to find paths to connect her webs to the waking world, and vessels through which they can influence it. They act as “surveyors”, searching for places where they can expand the Spinner’s web. After a failed mission that trapped Agent Kenneth’s team on the Plateau of Leng, one of them is growing in his brain, instructing him to add to her web.

To expand her web, the Spinner in Darkness must have information. Anchor points must be located, architects must be recruited, and connections must be strung.

Sometimes the connections are already made.

The panopticon has been compromised. Agent Kenneth has already stolen a lot of personnel files from the NSA to locate more potential candidates for the Weavers to infest. He’s currently on the run from the FBI, who assume he’s the next Snowden or Manning. They’ve already frozen his bank accounts, put him on a watchlist, and put out an APB on his car.

Kenneth doesn’t care. Once he finishes giving the information he has to the Spinner, his purpose will have been served.

Scenario Timeline

Start of scenario- Start a real life timer here, stopping for breaks

2:00:00- the FBI locates Kenneth’s car

3:00:00- the FBI finds the cabin in Virginia

3:15:00- Agent Kenneth begins his broadcast

3:55:00- Agent Kenneth finishes his broadcast

4:00:00-the FBI break down the door of Kenneth’s cabin

POTENTIAL LEADS

Delta Green has the address of the Green Box Kenneth used, a license plate number on his car, a profile on his wife, credit card records, and his home address.

The Green Box

This is the shipping container the agents received their briefing in. The contents include-

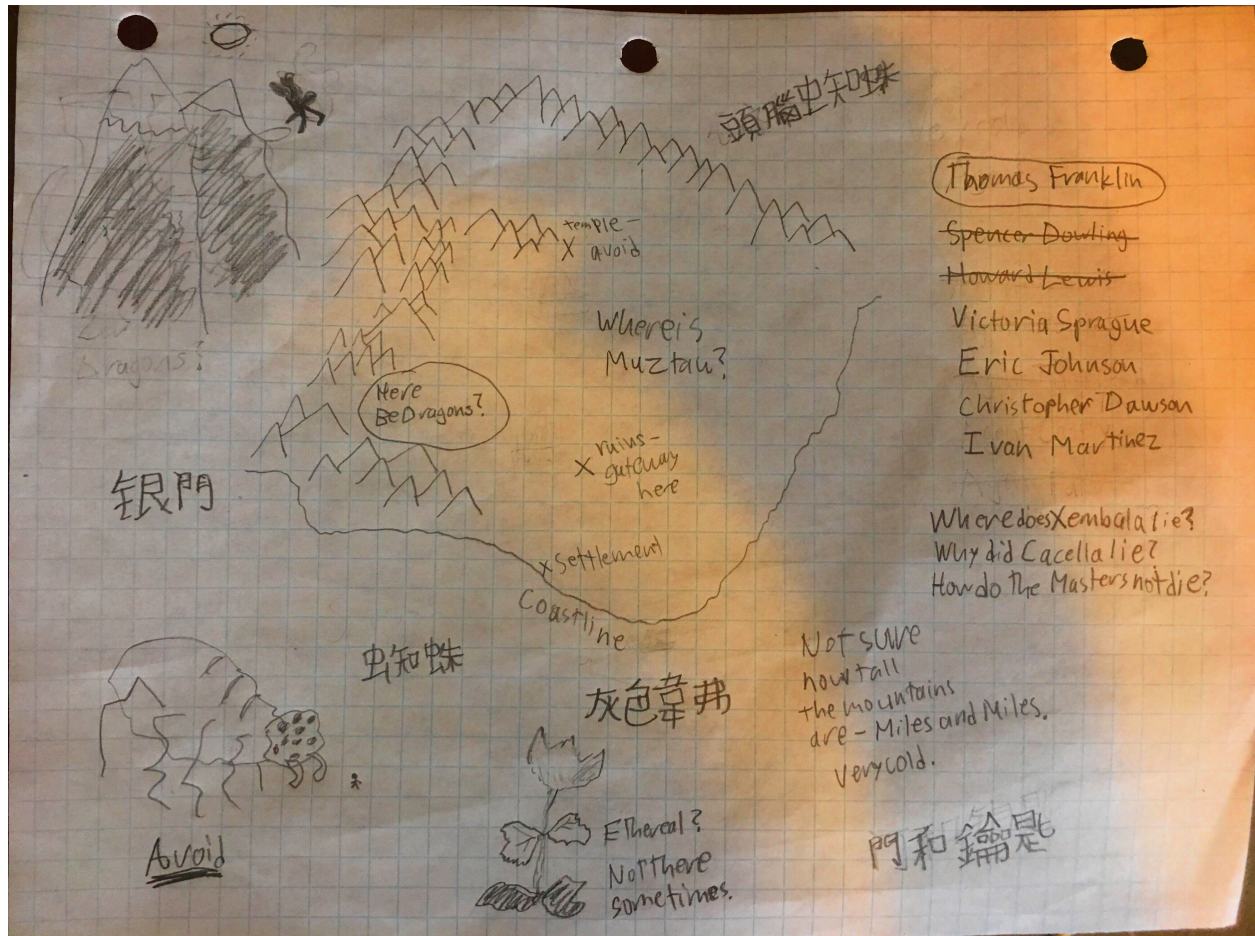
- A laptop, hooked up to the two security cameras set up outside. According to the feeds, Agent Kenneth was last here a few days ago, taking a kevlar vest, a pistol, and another black box with him.
- 3 Baltimore Police Department kevlar vests (3 armor) are hung on the wall. One of these vests has been hit with several bullets and is useless.
- A small mattress lies on the floor with some thick blankets on it.
- Hung on a gun rack above the vests is a Winchester 1200 16 gauge shotgun (shotgun, 6 round capacity) loaded with slugs.
- Piled on the floor are
 - A stack of airport novels (cheap thrillers that you'd buy for a plane ride). Most are mundane, but the stack includes...
 - **Conflict on the Emerald Sea**
In English. Study time: Days. Artillery +1%, Criminology +2%, Firearms +2%, Forensics +3%, Heavy Weapons +1%, Military Science (Sea) +3%, Occult +3%, SIGINT +1%, Survival +1%, Unnatural +3%, SAN loss 1D4+1
When the Imperial Fourth Fleet is threatened in the Sargasso Sea, one young American naval officer must rise to the occasion and prevent a devious plot to sabotage the flagship. The rest of the blurb trails off in faint, sketchy, illegible handwriting. The book itself seems to be an extremely well researched alternate history novel. The book's author is listed as Tom Clancy, but this book appears nowhere in any library catalog, normal ones anyway. SIGINT or Science (Mathematics) paired with Computer Science reveals that the ISBN code can be translated to the HTML color code for a sickly yellow hue.
 - Two single-use first aid kits
 - two Raven Arms MP-25 "Saturday Night special" pistols (light pistol, 7 round capacity) chambered in .22.
- A freezer filled with microwaveable meals, and a small microwave plugged in on top it
- A coffee can containing nine more 16 gauge slugs and 20 more .22 bullets. There is a 20% chance that the can contains 1d6 rounds for any other weapon the agents may have.
- A black box, about the size of a shoebox, with no obvious means of disassembly. It is cold to the touch. Cracking open the box renders it useless, and reveals it is filled with a mix of mundane electronic parts and silver, organic-looking strands. **Biology** is unable to identify it, but **Chemistry** or **Physics** allows the agents to identify it as a superconductor, a material with almost no electrical resistance. Most superconductors only work at very low temperatures, and while this one is cold to the touch it is much warmer than other superconductors. This discovery would be priceless if a way to reproduce it could be found.
- A notebook containing a hand-drawn map of the Himalayas with notes, but it looks strange...

Only the notebook is related to Agent Kenneth. The black box will come up later.

Agent Kenneth's Notebook

In English. Study time: Days *SIGINT* +2%, *Unnatural* +1%, *SAN* loss 1

This notebook looks weatherbeaten and poorly maintained. The first pages have some hand-drawn maps of the Himalayas, but any agent will quickly realize that they quickly stop making sense on the Chinese border. The Chinese mountains are in the wrong places, snaking across the landscape in strange ranges that seem almost like they form a pattern, and India is missing, replaced by an ocean. A **Navigate** check allows the agents to find the point on the route where things go awry- Belukha Mountain (or Muztau in the local Altai language).



Player are welcome to google Muztau, Xembala, or Cacella.

Muztau can refer to either Sauyr Zhotasy in Kazakhstan, or Belukha Mountain in the Altai Republic in Russia. High **Occult** or **History** lets the Agents remember that the first is near the Dzungarian Gate, referenced in Herodotus as the home of griffins and a passage to Hyperborea.

The same skills will let the Agents know that Belukha Mountain was believed to be a gateway to [Shambhala](#), a legendary Buddhist kingdom. Xembala is a different spelling of Shambhala, and Cacella refers to [Estêvão Cacella](#), the first European to hear of Shambhala.

Occult suggests these “Masters” are the [Masters of the Ancient Wisdom](#), a group of enlightened beings associated with the Theosophists like Blavatsky and Olcott. However, with the addition of **Unnatural** this reference becomes far more sinister, as the Agents remember rumors of immortal sorcerers of great power that dwell within the mountains of China.

The Chinese is written in traditional characters, and can be translated with a 40% in Mandarin.

Translations for the Chinese (left to right)

Silver Gate

Crawler

Grey Weaver

Brain Crawler

Gate and Key

The people on the list include Agent Kenneth (Thomas Franklin), Agent Bennett (Dowling), and Agent Grayson (Lewis).

Victoria Sprague is a contractor for the NSA, working on networking and cybersecurity.

Eric Johnson is an Air Force captain that works with signal intelligence in the Pentagon.

Christopher Dawson is an FBI computer technician, and is assigned to Agent Kenneth’s case. He’s written up more fully later.

Ivan Martinez is a penetration tester for a tech company based in Frederick, Maryland. He’s worked for the NSA in the past.

The rest of the book contains descriptions of Agent Kenneth’s journey onto the plateau, the disappearance of the rest of his team, and his eventual escape through a tunnel deep beneath the earth. The purpose of the mission seems to be the apprehension of a Russian mobster who escaped police custody through unnatural means. The other two agents are Agent Bennett and Agent Grayson. Kenneth was brought to track the ankle bracelet on the Russian, while the other two were meant to capture him.

HUMINT can detect that he’s being very non-descriptive in his writing, not mentioning how the other two agents died or disappeared. Make a secret **Psychotherapy** roll (or **HUMINT** at -20%) if a player has the skill or wants to use it. A fumble suggests he’s suffering from extreme delusions, likely due to schizophrenia or possibly psychedelic drugs. Failure suggests that he’s repressing what happened on the mission, while a success reveals something more concerning- he either doesn’t know what happened or is deliberately obfuscating what did happen in his account. A critical success suggests that something is preventing him from writing it- it keeps cutting off and changing topics right before mentioning what happened to the other agents.

Asking DG for records on Bennett and Grayson confirms them to be members who both disappeared on the same mission. Bennett was Spencer Dowling, an EPA agent from Alaska, and Grayson was Sgt.

Howard Lewis, a U.S. Army Ranger. Agents with **Survival** may think it strange that the untrained computer analyst returned from the mission while the two agents with survival training did not.

Searching for the Car

There's an APB out on Kenneth's car, but it won't be found by the FBI for some time (see the **scenario timeline**). Agent Kenneth traded it to Lenny Mills, a community college student in the Cherry Hill neighborhood, for an old beater car. Kenneth's car is currently sitting in Mills' driveway.

The agents can locate it sooner through a number of methods. **Bureaucracy** by characters with the appropriate credentials or **Computer Science** to hack into the databases allows the characters to gain access to traffic camera footage along the Baltimore-Washington Parkway. For every in-game hour an agent spends watching surveillance footage, they can make an **Alertness** check to find the car. An **INTx5** or **Navigate** check lets them have the idea of checking the highway exits near Fort Meade and Kenneth's home.

Alternatively, the agents can use **Computer Science** to hack into Agent Kenneth's "find my phone" account and locate his phone, which is still in his car. (They have no way of knowing this, but it's still a logical way to try and track him)

Trying to just look for the car is incredibly inefficient. Enlisting local law enforcement will be helpful and find the car half an hour before the FBI are scheduled to (see **Scenario Timeline**), but when they find the car they'll report it to the FBI anyway. A successful **Persuade** check may delay the report.

The Car

Kenneth's car contains little of interest- his burner phone, a large number of fast-food wrappers (these hint at his increased appetite but don't offer much information by themselves), and a forgotten road map of West Virginia with the cabin marked but not labelled.

Lenny Mills

The young college kid who traded an old beater for a nearly new car, he thought he made the deal of a lifetime. At least until the investigators showed up. He doesn't know much, but can confirm the Agent Kenneth showed up and had several heavy boxes that he had Mills help him move into the car.

Kenneth's Wife

Caroline Franklin is Agent Kenneth's wife, and works as a nurse in Baltimore. She has no knowledge of the unnatural or Delta Green. She can be found at **The House**.

The Credit Card Records

Agent Kenneth has been buying a lot of computer components. Agents with **Computer Science** can tell this is for building several servers. He's also recently made a copay for an appointment with Doctor Alice Carlson.

The House

Caroline Franklin is still at home, confused. Her husband came home a few days ago after being gone for weeks, but barely seemed to notice her. During that time he complained of headaches, paranoia, mood swings, and increased appetite. He saw a doctor, but didn't tell her anything about the results. The Agents can follow up further with **Agent Kenneth's Doctor**.

Caroline doesn't have much information, but she does know that Agent Kenneth's uncle owns a cabin in the mountains. She thinks he might have gone there.

The FBI has already visited and interviewed Caroline, and currently has a surveillance team of four agents on site. An **Alertness** test at -20% will let the agents spot one of the vehicles, with the penalty removed if the agents are specifically looking for anyone watching the house. Anyone who goes into the house without somehow dealing with the bugs will be tailed by Manning and Lin.

The hard drive of Kenneth's computer has been removed, and the rest of it has been thrown in the (full) bathtub. The FBI has already recovered it.

The Surveillance team

The surveillance team consists of two teams, one in the surveillance van

- John Keller, an Afghanistan vet and former military policeman
- Chris Dawson, a greenhorn computer technician.

and in an unmarked car

- Lindsey Manning, a forensic accountant and field agent
- Matthew Lin, a former homicide detective who joined up with the FBI

John Keller

STR:14 CON:14 DEX:10 INT:11 POW:13 CHA:10

HP:14/14 WP:13/13 SAN:65

Alertness 70%, Bureaucracy 40%, Criminology 50%, Dodge 50%, Drive 50%, Firearms 70%, First Aid 30%, Forensics 30%, Heavy Weapons 70%, HUMINT 60%, Law 30%, Melee Weapons 50%, Persuade 50%, Search 50%, Stealth 30%, Unarmed Combat 80%

Keller was a military policeman in Afghanistan, which helped him get a job with the FBI when he came back. He's a big burly Caucasian man who still cuts his hair to military regulations out of habit.

If there's a threat to Caroline or another FBI agent, Keller will step into action and take charge. His main concern will be with preventing the Agents from escaping, using lethal force if necessary. He's not stupid, but he is trigger happy, especially when it comes to criminals.

As an ally, Keller will be overeager to capture Agent Kenneth and will have to be talked down from following the most direct route.

Chris Dawson

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

HP:9/9 WP:12/12 SAN:60

Alertness 40%, Accounting 50%, Bureaucracy 50%, Computer Science 60%, Craft (Electrician) 30%, Craft (Mechanic) 30%, Craft (Microelectronics) 40%, Criminology 30%, Drive 40%, Firearms 40%, HUMINT 40%, Law 60%, Melee Weapons 50%, Science (Mathematics) 40%, Science (Physics) 40% SIGINT 40%, Unarmed Combat 60%

Specializing in cybercrime during his time on the Indianapolis police force, Dawson is new to the FBI and a bit out of his depth when it comes to field work. He's a young Caucasian male with brown hair and a patchy mustache.

Dawson is brave but not foolish and will call for backup if Keller gets into trouble.

As an ally, Dawson will be helpful as he can to the agents, but will staunchly refuse to believe in the supernatural.

Lindsey Manning

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

HP:12/12 WP:11/11 SAN:55

Accounting 80%, Alertness 50%, Bureaucracy 60%, Computer Science 20%, Criminology 70%, Drive 50%, Firearms 50%, Forensics 30%, HUMINT 80%, Law 50%, Persuade 70%, Search 70%, Unarmed Combat 60%

Manning is experienced with law enforcement but less so with field work. She is capable as any agent in a fight but prefers to avoid them when possible. Her blond hair is cut short enough to prevent people from grabbing it in a fight.

Manning is the most likely to try and negotiate with or stall the Agents until backup arrives. She'll know if she's outclassed and act accordingly.

As an ally, Manning will insist on reporting everything to her superiors and acting in accordance with legal procedures.

Matthew Lin

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

HP:12/12 WP:13/13 SAN:65

Accounting 30%, Alertness 50%, Bureaucracy 60%, Computer Science 20%, Criminology 70%, Drive 50%, Firearms 50%, Forensics 50%, HUMINT 60%, Law 50%, Mandarin 50%, Persuade 50%, Pharmacy 20%, Search 70%, Unarmed Combat 60%

Lin was brought in on the case for his language skills, as Caroline Franklin had heard Thomas talking in Chinese in his sleep. He's a tall Taiwanese-American man with short black hair.

If the agents get away and arouse the suspicions of the FBI, Lin will be in charge of hunting them down. He's a competent and ruthless detective.

As an ally, Lin will pursue any leads he can find and will rarely let them go. This may continue after the mission, and will not exclude the Agents.

Agent Kenneth's Doctor

The Agents may wish to follow up here to get a better idea of what they're facing. Doctor Alice Carlson is Thomas Franklin's personal care physician, and has been trying to deal with his symptoms since he came for an early appointment a few days ago. Getting the medical files requires a warrant, though Carlson may give them to the agents if they can convince her time is of the essence. Alternatively, a combination of **Disguise** and **Bureaucracy** or **Computer Science** may allow the agents to access the files by posing as a nurse or IT professional.

Franklin was suffering from malnutrition and severe headaches. X-rays of his head revealed minor deformation and swelling at the base of his skull. A sample of the fluid building up in his brain indicates it is similar to amniotic fluid, a liquid found in the womb during pregnancies.

Studying the medical records with **Medicine** suggests that there is something growing in his head, a parasite that resembles a small spider or crab. Seeing this prompts a **0/1d6 SAN** test.

AGENT KENNETH'S LOCATION

Agent Kenneth has gone off to a cabin in the Appalachian Mountains, owned by his uncle. He's currently sending the data off to the Dreamlands through a homemade transmitter that he constructed over the past week with various computer parts. The transmission takes quite a while to finish due the problems with broadcasting with interdimensional technobabble. It also requires a lot of power. If tipped off about the power draw, local PD would likely assist in a drug raid.

The drive up is treacherous, though winding West Virginia roads and unseasonably bad snowfall. Trying to take a helicopter is suicidal and likely useless, as there's nowhere to land anyway.

Agent Kenneth's uncle, Richard Franklin, owns the cabin, but hasn't visited it in fifteen years. He's a construction worker who retired after injuring his leg and is currently living off a small pension in rural Pennsylvania.

The cabin itself is off the grid, relying on several newly placed generators for power. **Craft: Electrician** or **Heavy Machinery** lets the agent know that even one of these generators is far more powerful than the cabin actually requires. An **Alertness** check or actively looking at the roof allows the agents to see an unusual object is poking out of the roof.

The cabin has an open floor plan, with a small kitchen and a more open area on the other side with a table that's been pushed to the side. A fireplace is filled with coals, and a ladder leads up to the loft, which has two beds.

Some modifications have been made.

Agent Kenneth's modifications

For starters, the entire cabin is covered in strands of a silvery substance that runs all across the cabin, branching around like computer cables, making strange patterns. An agent who fails a sanity check may see their name or the name of a loved one spelled out in the strands, or possibly a re-enactment of a dream they had. Whatever they see, it's good for a **1/1d4 SAN check**.

The table has been pushed to the side and made the centerpiece of a home-made computer- the floor is covered with servers precariously stacked up to the ceiling and loose computer parts that crunch under the feet of the agents.

The kitchen's wall has been broken open, and the pipes have been torn out and made to run all around the cabin's interior. Agents with **Computer Science** are reminded of a crude water cooling system- empty bottles of antifreeze and the sound of water suggest it is still running.

A single monitor is set up on the table, displaying data that can be interpreted with **Physics** or **SIGINT**- it's some sort of encrypted radio broadcast, though there's no transmission equipment visible in or around the cabin. The transmission is being sent through a small black box on the table, which observant agents will recognize as identical to the one from the Green Box. The description is repeated here.

- A black box, about the size of a shoebox, with no obvious means of disassembly. It is cold to the touch. Cracking open the box renders it useless, and reveals it is filled with a mix of mundane electronic parts and silver, organic-looking strands. **Biology** is unable to identify it, but **Chemistry** or **Physics** allows the agents to identify it as a superconductor, a material with almost no electrical resistance. Most superconductors only work at very low temperatures, and while this one is cold to the touch it is much warmer than other superconductors. This discovery would be priceless if a way to reproduce it could be found.

This box is covered in the silvery goo, more than anything else in the cabin. It has a thumb drive inserted into a badly cut out hole, attached with duct tape. This thumb drive contains the data stolen from the NSA.

Agent Kenneth is sitting at the desk.

Agent Kenneth

Agent Kenneth is terrified. He's aware that something has been growing in his brain, and that he needs to send information on certain computer experts into the Dreamlands, and has a slight understanding of who Atlach-Nacha is and what she wants. The thing in his head has called him an "Architect" and a "Weaver of Dreams".

Physically, he's a mess. He's been eating for two for days and is still malnourished, and the back of his head is swelling up even worse than before. A spidery, crab-like creature floats in a sac of amniotic-like fluid in the back of his head, which can be seen when a flashlight is shined through it. He's been suffering from headaches and auditory hallucinations for days, and is badly traumatized by his experiences on the Plateau of Leng.

When the Agents arrive, Agent Kenneth will try to waste their time as much as possible, yelling at them about the process being corrupted by their presence and pretending to try and shut down the broadcast. He'll insist on them leaving, babbling about how inter-dimensional stability is threatened. **HUMINT** can tell that he's scared and desperate, reminding the agent of someone in a hostage situation if they have 50% or higher. He'll insist that everyone except computer experts need to leave, then try to shock them with a taser and hold them at gunpoint when they're not paying attention.

If restrained, or if **Psychotherapy** is used successfully, Agent Kenneth will try to explain what happened and what is actually going on, but as he does, the thing in his head will try to attack and cut apart his brain, likely killing or putting him into a coma.

Stopping the broadcast is as easy as removing the black box, smashing the equipment, or removing the thumb drive.

Agent KENNETH- Thomas Franklin, broadcasting live

STR:10 CON:10 DEX:13 INT:16 POW:9 CHA:10

Alertness 40%, Bureaucracy 40%, Computer Science 80%, Craft: Mechanic 50%, Craft: Electrician 70%, Craft: Microelectronics 70%, Firearms 40%, Melee Weapons 40%, Persuade 40%, SIGINT 80%

Ending the Scenario

Depending on how the Agents have handled things and when they arrived, they may have time to stop the broadcast from even beginning. If they arrive in the middle of the broadcast, the people on the list may be at risk for infection. If the broadcast is completed, all of them are. Delta Green will want them brought in anyway, which may lead to new operations.

The Agents may be shortly ahead of the FBI, in which case removing evidence is extremely important. Burning down the cabin will likely leave evidence behind, and Agents Lin and Manning will certainly follow up on the cabin and Kenneth's financials, which may lead to further trouble down the line.

FBI SWAT will be breaking down the door and taking Kenneth into custody shortly after the broadcast finishes. Getting into a shootout with an FBI SWAT team is a terrible idea, but if the Agents insist on it stats are provided.

Driving in West Virginia during winter is dangerous. If the agents get into a car chase, escaping will require at least one **Drive** test (remember the -20% penalty mentioned before) to avoid slipping off the road. A critical failure totals the vehicle as it slides off the road and down a steep slope.

If Kenneth is taken into custody, he will try to sell out the program. This could be the start of the exposure of Delta Green, or could just mean the agents have to answer some very uncomfortable questions. It's up to the Handler how they want to handle this.

FBI SWAT- for suicidal players

STR: 14 CON: 14 DEX: 12 INT: 11 POW: 12 CHA: 10

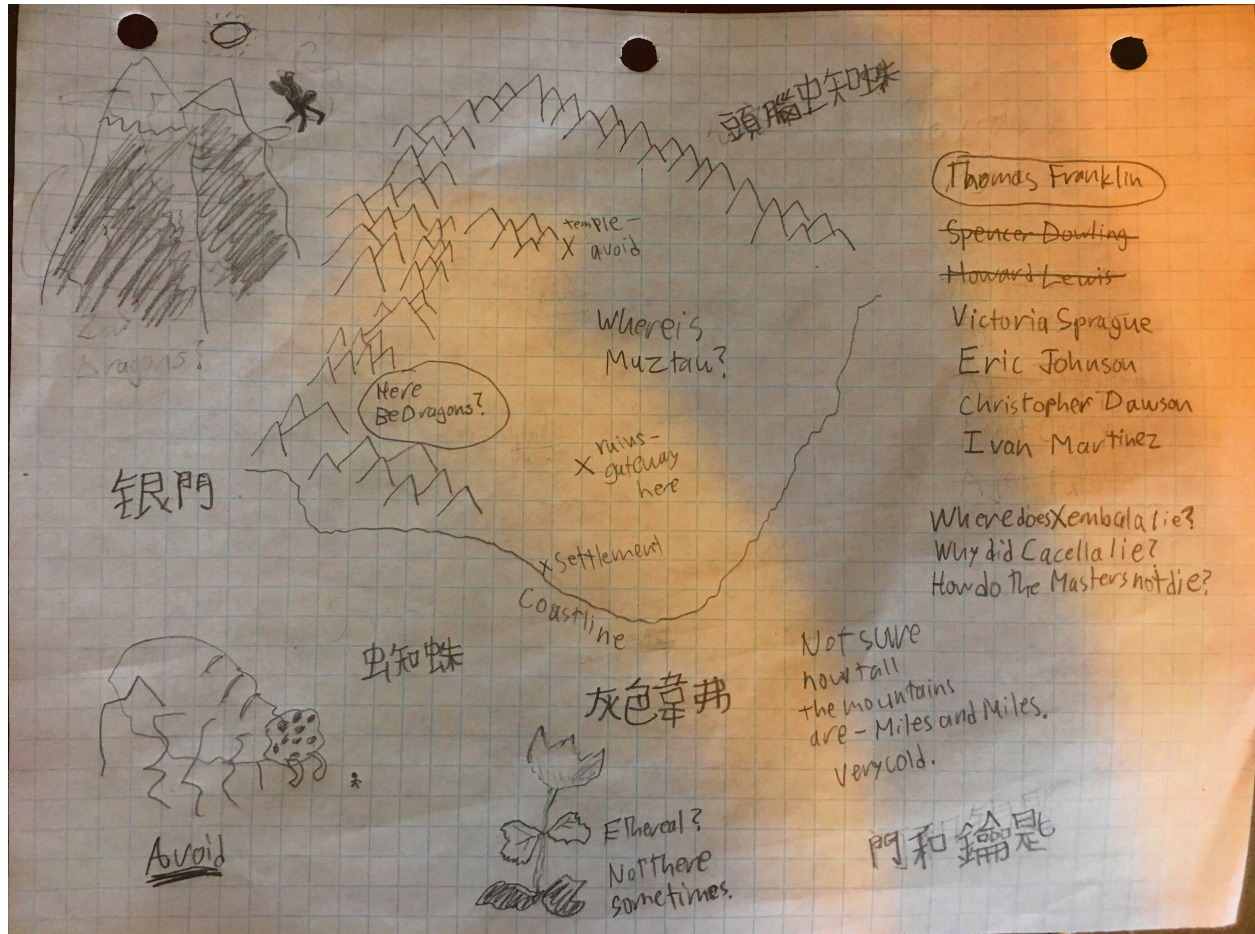
Alertness 60%, Athletics 60%, Firearms 70%, HUMINT 40%, Melee Weapons 70%, Military Science (Land) 50%, Unarmed Combat 70%

CREDITS

Thanks to magnificentophat for reviewing this and offering feedback, as well as all the people who playtested it.

HANDOUTS

A page of Agent Kenneth's notebook



Players are welcome to google Muztau, Xembala, or Cacella. They can get those results both in and out of character.

Translations for the Chinese (left to right)

Silver Gate

Spider

Grey Weaver

Brain Spider

Gate and Key

Notes and things I need to fix

- no stats for the spider
- the explanations for the other named NPCs would be great, otherwise they are too much of a red herring
- perhaps make the NPCs either outlaws or friendlies
- more spiders
- case officer NPC would be great for the FBI team, though one of the existing feds work fine as is
- add something about the spider liquifying his brain

Spider

STR 17 CON 15 DEX 18 INT 10 POW 12

HP 16 WP 12

ARMOR: 6 points of hard chitin

SKILLS: Alertness 40%, Athletics 80%, Dodge 50%, Stealth 60%

ATTACKS: Claw Swipe (60%, 1D6, 3 AP)

Snatch Up (60%, pins the target)

Bite (40%, 1D10 or VENOM, 5 AP)

Web (50%, see WEB)

VENOM: Most bites are dry bites, unless the spider fears for its life. On an odd attack roll, it injects a paralytic venom that temporarily reduces DEX by 1d6 if the 1D10 would've pierced the target's Armor. If this brings DEX to 0, the target is paralyzed.

WEB: The spider can fire a web that covers a 3 m radius. The web has 5 HP and imposes a -20% penalty to all actions. It can be dodged with a successful opposed dodge roll.

SAN Loss: 1/1D6