

Operation BLACK WINTER

(Intrusive Dreams, A Terrorist Attack, Unorthodox Green Boxes, The Weather)

Recommended 3-4 Agents over two sessions of gameplay

Blurb: A catastrophic dam failure has caused the town of Bear Point, Alaska to be under 4' of water. A Friendly in the area has called for backup.

For millennia, humanity has been at the top of the food chain. From the moment of the first domesticated animal, man has established dominion. This sense of security has driven all human innovation and conflict ever since; sedentary peoples fight for their dominion, drive off invaders, and take pride in their homeland. But humanity has operated under the delusion that there is none higher on the pecking order. Deep beneath the surface, inhuman intelligences thrive, evolve, and cultivate humanity like cattle.

Monster and NPC stat blocks are at the end, as well as special mechanics for this scenario. These are also highlighted in **RED** throughout the document.

SITUATION

Enemy Forces

A team of four Mutated Deep Ones (one Greater, three Lesser) has launched an assault and invasion of the town of Bear Point, Alaska. Khorrus is a Greater Deep One, capable of infecting humans with genetic material to create Hybrids, which he has already done and will continue to attempt to do. The town was flooded after an act of subconscious terrorism carried out by members of the Brotherhood of the Ocean in the form of a bomb placed inside of turbine parts delivered to the Kenai Lake Dam two days prior. The Mutated Deep Ones are knocking out humans before sending them off to sea in buoyant pods. There, they are infected with Itotla's nightmares before having their dreams and bodies consumed to draw Itotla from his underwater slumber.

The Mutated Deep Ones are additionally looking for adept humans to join their ranks. Their testing consists of the use of the Infallible Suggestion ritual. They will note which humans pass and fail. Those that pass will be selected for Deep One forced asexual reproduction. Those that don't will be treated as fodder for Itotla.

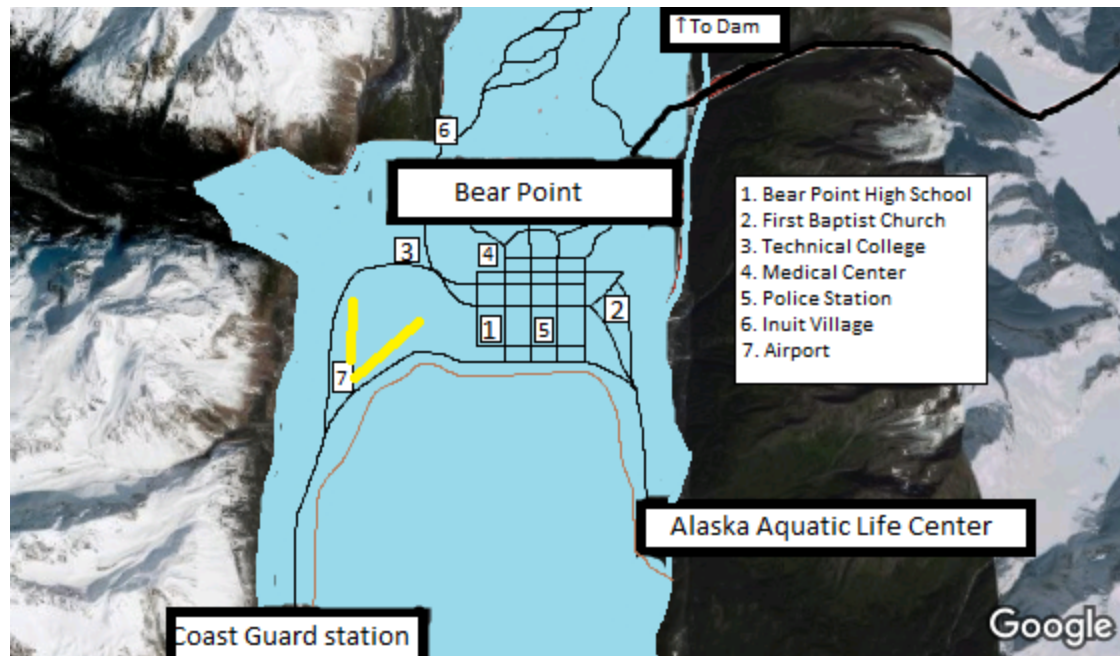
Friendly Forces

- Andre Pakrati, Alaska State Police Lieutenant, acting Handler
- Chet Hernandez, Petty Officer First Class in the US Coast Guard

Neutral Forces

- Director of Public Safety Ethan White
- Sergeant Katelyn Chesterfield, Bear Point's primary investigator
- Louise Boyer, FEMA Incident Commander
- Johnathan Tiernas, local news reporter

Operational Environment:



The town of Bear Point is propped up by two industries: Tourism and Fishing. With the addition of their new airport about 10 years prior, the town has enjoyed a significant boost from tourists seeking to conquer nearby Kenai Range. A brochure at the airport details all of the tourist highlights in the area, including a few set pieces in town:

- Inuit Village: currently closed due to the catastrophe. A real sized replica village with igloos on display here, along with a museum on the inside that shows Inuit summer homes made from caribou hide. The museum includes a display of mannequins using a few authentic tools and weapons, such as kayaks, harpoons, spears and nets. Also home to a museum of natural history, which includes a display of taxidermied animals native to the area, including the largest king crab in the world (weighed 16kg and was 2 meters from tip to tip).
- Alaska Aquatic Life Center: an aquarium and science center. A few of the staff have remained behind to take care of the animals and fish, which includes some sea otters, octopi, seals, and puffins. The auditorium is currently full of refugees.
- Several various tour guides, offering excursions to Kenai Fjord National Park, deep sea fishing, general outdoor experiences.
- Bear Point Harbor: home to the Coast Guard stations and a number of docks. Many boats were overturned and affected by the debris of the floodwater. The Coast Guard is operating at a limited capacity, and the station is not open to civilians.

In addition to these attractions, the area is also host to a number of sporting goods stores (the majority of which haven't been raided yet since it's so difficult to move around the town). Clothing, gear, and ammunition may be available. Call for a Luck Roll to see if the display was above or below water. An additional Luck Roll may be necessary to see if the armed shop owner is protecting his store from looters.

There are a select few locations with power, powered by generators:

1. Bear Point High School, downtown (emergency shelter, primary FEMA headquarters)
The school is built into the hill. There are some classrooms above and below the water level, but the gym is at the highest point, and also where the refugees are.
2. First Baptist Church of Bear Point, east of downtown (emergency shelter)
The church is L-shaped, with steps that lead to the sanctuary on the small side of the L. There are classrooms, a kitchen, and a gathering hall on the larger part.
3. Bear Point Technical College, west of downtown (emergency shelter)
There are three buildings: the library (where the shelter is), the admin building, and the academics and technology building.
4. Bear Point Medical Center, north of downtown
This three story building is connected via a catwalk to the parking garage. Medical personnel are busy treating injuries sustained from the flash flooding and various cases of hypothermia.
5. Bear Point Police Department, downtown
A ladder leads to the second floor, where the jail and administrative section is. Downstairs in the water-logged area is the armory and locker rooms, the lower doors are locked.
6. Coast Guard Station, west on the bay
There is a large cutter tied at the dock, along with a small motor pool (underwater) and a collection of smaller boats. They have also been receiving shipments of supplies and rations, being the primary logistics center for the relief efforts.
7. Alaska Aquatic Life Center, east on the bay (emergency shelter)
The power is on here to take care of the animals. Its location further down the coast on the east end of town means that there are less people here, mostly the caretakers.

The Weather

The town rests 4 feet below sea level, with a seawall having held the water at bay for over a hundred years. Different portions of the floodwater will freeze at different times. The town has suffered from two different sources of flooding: the busted dam and the ruined seawall (which allows sea water to continue to flood into the town).

As Agents are arriving, weather services are predicting a cold front bringing in a winter storm overnight. This will ground flights and slow down maritime traffic. The major highway out of town is underwater, and the evacuation process has suffered. Citizens must wait for transport by the Coast Guard or else attempt to get out of the area themselves.

The temperature is below freezing almost always. On the 31st, the flooded town will now have patches of ice in areas where the water wasn't flowing quickly enough.

Being exposed to the flood water can cause Agents to feel the effects of hypothermia extremely quickly.

Hypothermia: Agents will be able to swim for CON x 1 minutes in the freezing water before their muscles lock up and they begin to drown. The cold will also incur a -20% to their physical tests until they have escaped the water and their wet, cold clothes and recovered via a heat source. Additionally, a SAN test 0/1 due to helplessness.

Navigating the Town

The streets are filled with 4' of water and ice. The water is generally not stationary, as it gently retreats out to the sea. Without a boat, it will be nearly impossible to navigate. It may be possible to get a boat from the Coast Guard (see SERVICE AND SUPPORT). Downtown, more enterprising citizens have created walkways across alleyways, over vehicles, and debris. A network of connected paths make navigating the downtown area easier than the surrounding city streets.

If an Agent doesn't have Pilot (Small Boat) allow Drive or Heavy Machinery at -20%, if checks are needed.

TIMELINE PRIOR TO ARRIVAL

March 26, 2017 at 0430 hours: Kenai Lake Dam personnel receive an order of machine and electrical parts. The box is placed into storage near the center of the reservoir wall. Unbeknownst to receiving personnel, a series of bombs is hidden among the contents.

March 26th, 2017 at 0917 hours: The bombs held in storage at the center of the reservoir wall detonate, creating a hole in the center of the dam. The water rushes through, causing the hole to gape and enlarge. Personnel are evacuated, and word is sent to Bear Point that they are about to be flooded. Minutes later, the water begins to rush into the town. Several vehicles are swept over, power lines are toppled, buildings fall down. The force also eliminates the seawall, further flooding the town. In all, 12 people die from the flood.

March 26th, 2017 at a 1030 hours: Alaskan governor declares a state of emergency for the town, enabling FEMA to provide aid. A preliminary investigator for FEMA arrives in town from Juneau by noon. Members of the Coast Guard begin helping with the relief efforts by bringing in emergency supplies and offering ferry rides to the emergency shelters.

March 26th, 2017 at 1813 hours: FEMA consultant Louise Boyer, while traveling by boat from the dam to the town, notes a number of people swimming in the water that should be too cold to swim in. She mentions this to her Coast Guard escort, Chief Petty Officer Chet Hernandez, who is a Friendly in the area (and also happens to be familiar with Deep Ones).

March 26th, 2017 overnight, various times: Three citizens of Bear Point go missing. Citizens who were exposed to the water have dreams about drowning and a dark, black ocean. Rumors abound the next day about what happened to the missing persons; theories range from a serial killer to the harmless thought that they have just decided to make their own way out of the area. Head Deputy Katelyn Chesterfield leads the investigation.

March 27th, 2017: Members of the Army Corps of Engineers arrive and begin the overland trek to the dam, as their equipment is too heavy to move by boat through the valley. The Coast Guard augments the FEMA relief effort by providing logistical and transportation support, moving Red Cross and FEMA personnel to set up supply stations, emergency shelters.

March 27th, 2017: Overnight, several members of the town are attacked, but not outright killed. They are incoherent, and the descriptions of their attackers are nonsensical. More people, a little under half the town, experience the dreams. Deputy Chesterfield is stumped by these claims as well. Upon learning

of these dreams, attacks, and disappearances, Hernandez reaches out to The Program, requesting assistance.

March 28th, 2017: By 0800 hours, The Program has been made aware of the unusual activity in the area. A team is chosen and meet at the Juneau airport, where they are briefed by their Handler, Alaska State Police Lieutenant Andre Pakrati.

Disposition of the Townsfolk

The people of Bear Point are proud of their status as tough Alaskans. Many do not wish to take any help from the federal government, and instead opt to survive the catastrophe on their own, or else leave town. Alaska is an open carry state, and firearms are an integral part of Alaskan life, for hunting, survival, and self-defense. After the missing persons, the people of Bear Point will be on edge. Some may roam the streets armed as a vigilante force if more people go missing. A shopkeeper may be protecting their goods from looters.

Alaska, like many other states in America, is suffering from an obesity and weight crisis. The obesity rate is on par with many other states, as it has nearly doubled in the last 15 years (from 15.1 percent to 29.8%). While once proud, tough people living on the edge of the frontier, many Alaskans have benefitted from modern infrastructure, technology, and logistics. Alcoholism is also especially present. However, the people of Bear Point are obese at a much higher rate than the Alaskan average. This may be noticeable by more astute Agents. The reason for this is due to a short term con being carried out by Greater Deep Ones, in which their goal is to create more mass for Itotla to consume. They are influencing the hungers of their targets using rituals to cause them to eat more. This is an uncontrollable urge, or so they feel. This will manifest in the people taking rations from FEMA. They all ask for more food if Agents are delivering rations. Some of them may be aware of their weight.

"I just can't help myself. It seems like a good idea to just keep eating, and eating. It's been like this for years."

MISSION

Briefing

At the Juneau airport, Agents meet with Alaska State Police Lieutenant Andre Pakrati, their handler. Pakrati informs them that a Friendly in the area, whose identity has not been disclosed to him, has contacted The Program and indicated that he needed assistance in the area of the flooded town. Agents are told to make contact with the Friendly, survey for Unnatural activity and to follow Standing Orders. Pakrati assures the Agents that as more assets become available, he will provide them. For now, he gives the Agents

- A handwritten copy of the Standing Orders, which they are instructed to burn after reading.
"Commit that to memory. When in doubt, abide by that."
- FEMA credentials, with their own photos and fake names.
"These are your tickets to the opera. They ought to pass a cursory check. Programmed to work with any type of scanning device that agency has in place, and after that, it's unlikely that you'll

be questioned. You may be expected to do some FEMA related work, but that's a great way to get a better picture."

- A simple radio beacon device. This runs on replaceable batteries, and will light up when a certain radio frequency is detected. It is also capable of transmitting a signal static noise out.
"Use this thing every eight hours, so that I can know that the operation is still continuing. I'll be monitoring the frequency at all times. If things go belly up, just spam that button as fast as you can, so that I can know to plan a follow up. But you won't be needing that, right? Oh, and if this things starts lighting up, I'm making a pass for you. Go long, follow it so the beeps get more frequent, understand?"
- A windproof, waterproof Alaskan tourism logo Zippo lighter.
"For good luck. Just bring it back to me when it's all over, and the drinks are on me."
- A Biomarker A-Mk 2 matter testing kits. (pg 274, *Handler's Guide, with modification*). Unlike the original Biomarker A testing kits, these test organic matter, in addition to blood.
Requires Medicine or Science: Biology to use. These will detect the presence of Deep One DNA.
"I'm gonna be honest with you, I have no idea what this does, but they overnighed this to me to give to you. A note said "Urgent, if a positive test, notify immediately. I think it's important. So if it's positive, give me three bursts on the transponder."
- Tickets and boarding information for a flight to Bear Point. There is not return information.
"We've got you seats on a little Cessna seaplane. Not a whole lot of room, and I don't envy you for the experience."

The Agents are to make contact with the Friendly with the sign and countersign Salt and Iron.

SIGN AND COUNTERSIGN: A brief introduction

Signs and Countersigns are methods used to probe whether a person is friendly to you and your colleagues by testing whether or not they know applicable code words. One method of using a sign and countersign is with single words that are worked into sentences that aren't pre-established. For example, let's use blue as the sign and moon as the countersign. The sign I might give you could be "I'm sure feeling blue today" or even "don't hold your breath, you might turn blue." As long as it has the sign "blue" somewhere in the sentence, that's your key to give me the countersign within a phrase that has "moon" in it. This can be a challenge on the fly for the person giving the countersign. Your reply has to have the word moon in it, but also has to fit the context of the initial sign phrase. "I only hold my breath during a full moon."

*"We think we may have someone monitoring our communications, from outside of the program. You are to communicate only in person, our SIGINT might be compromised. For that reason, the Friendly's identity hasn't been revealed, even to me. We'll be going old school with some of the tradecraft. The sign and countersign will be salt and iron. But don't worry, the Director of Operations has assured me that **The Director** has taken a special interest in this operation, and that support will be made available to you as soon as arrangements can be made."*

STANDING ORDERS

First Priority: Stop the Incursion. Gather intelligence on site to ascertain the nature of the incursion and the best means of stopping it.

Second Priority: Obscure the Incursion. Minimize awareness. Prevent anyone else from being exposed to the threat or learning about the threat. Develop a plan to explain it away in a mundane manner.

Third Priority: Obscure your own involvement. Leave no evidence behind. Do not reveal our existence, under any circumstance.

Fourth Priority: Secure Advanced Technology. If it's weird and doesn't violate the other priorities, bring it in

Fifth Priority: Save Lives. As many as possible.

EXECUTION

What's Really Happening

This is a team of four Mutated Deep Ones who have made it to the shore to take delight in violence and depravity while awakening their god, a Progenitor Deep One Itotla. Itotla has been slumbering for millennia, but has contacted its children and sent them on this crusade.

The Mutated Deep Ones are performing sacrifices to feed Itotla. They are rendering victims unconscious and sending them off to sea for Itotla to infect with terrifying dreams of blackness and a void before consuming them for their vitality. Additionally, their leader, Khorrus, who is a Greater Deep One, also infected three people with their reproductive barbs. Khorrus will do this periodically, but only on targets it views as worthy of joining the Deep One race (this might include a particularly fit or intelligent Agent). After 10 people have been murdered and set out to sea for Itotla to consume, he will awaken and attack Bear Point.

Given the area, the higher ups at The Program suspect Deep Ones, but aren't positive and want to confirm.

EVENTS

These are encounters and objectives presented in the order they are most likely to occur in.

FEMA Mission

Upon arrival, players are greeted by a Coast Guard Petty Officer 3 Chandler Hoosier, who is to bring them to FEMA Incident Commander Louise Boyer. Boyer believes they are on hand as consultants for various arms of the agency, and will be able to help her get more resources as needed, once they've seen the situation firsthand. As such, she starts delegating tasks to them.

The FEMA Incident Commander has a lot on her hands. The town has established 4 different emergency shelters in an effort to aid over 4000 people in Bear Point. The Bear Point Coast Guard station has been offering a ferry service to move people out of their homes and to the shelters, but has had a difficult time maneuvering through the town due to the number of obstacles initially created by the flood in the form of fallen power lines, overturned and upswept vehicles, and other various debris and detritus.

Additionally, many of the townsfolk are refusing the help, being stubborn and not wishing to rely on the federal government for anything.

A small number of members of the Army Corps of Engineers has been brought in to evaluate and implement a fix for the dam, but they are having a difficult time in creating a solution as they don't have the necessary equipment yet, and the delivery has been delayed due to the winter storm rolling in. The Engineers also have plans to rebuild the seawall, but are having to choose which task to accomplish first.

Boyer is not aware that the Agents are here to investigate unnatural things, clearly. She expects them to help out with the FEMA mission. If players go along with this, she can be a powerful ally, capable of granting them requisitions for various equipment and personnel needs. The Agents are guaranteed a cot at any of the emergency shelter.

Find the Friendly

PO1 Hernandez is expecting backup from The Program, but he's not sure who he can trust, as he has also been briefed on the possibility of a mole. For now, he will continue on his duties with the recovery, while looking out for Program agents. If he doesn't make contact, he will drive on and conduct an investigation and action plan as best as he can. He may eventually attempt to use the sign and countersign if he feels like these may be the Agents, but knows that using it too much may draw suspicion.

Gaining Leads

While interacting with the townsfolk, be it a rescue operation, handing out supplies, or just conversing with refugees in the emergency shelters, Agents may be able to learn about different strange happenings around the town, including several missing persons, and attacks on some citizens by strange wildlife. They may come into contact with Head Deputy Katelyn Chesterfield, who is investigating both the attacks and the missing persons. She is reluctant to share details of the investigation, but may open up if players reveal that they are law enforcement and can provide assistance. With enough convincing (IE that this is a kidnapping, and the FBI is renowned for solving kidnappings, etc) she may even allow

Local Reporter Johnathan Tiermas is more inquisitive about the nature of the dam failure. He has tried to get information from US Army Captain Redford, with the engineers at the dam, but has been stonewalled repeatedly. This may pique interest from the Agents, and have them go up to the dam to investigate.

"Good Ideas"

At night, if the players are traveling and not hunkered down in the relative safety of a shelter, the Mutated Deep Ones will test their willpower with Infallible Suggestion rituals.

Roll these tests in secret. Pull the players into another room, or pass them a note. "You wonder what would happen if you [insert action]. Have your character do this. If the others ask why, it is because it "Felt like a good idea at the time."

Some "Good Ideas" include shutting the motor of the boat off, tossing gear or equipment overboard, or pushing someone off of the boat.

These come in the form of intrusive thoughts, like the feeling a person gets “What would happen if I dropped my cell phone in the lake?”, except that here the player goes through on failures of their opposed POW tests.

What is really happening is the Mutated Deep Ones are taking note of who resists these thoughts, and how often. Keep a tally of Agents that pass and fail the opposed POW tests. The more successful Agents should be targeted as Mutated Deep One reproductive targets.

The Bombing of the Kunai Lake Dam

If the players make the trek up to the dam, either overland or up the stream with a motorized boat (a couple of hours journey both ways), they can find a skeleton crew of Army Engineers working to assess the most efficient way to seal the dam. They are currently set up in a tent to the west of the valley, overlooking the dam. Some dam personnel were killed in the blast, but the chief engineer, Rodney Barton, is there to provide what support he can.

The Army engineers are awaiting more equipment to arrive after the winter storm has subsided. They have checked out some of the remaining portions of the dam, which seem to be holding up, but is deemed too dangerous to be on or near. They’ve retrieved a few items, including shipping manifests, blueprints, and some heavy equipment (a front end loader, a forklift).

At this time, they aren’t sure whether the dam’s catastrophic failure is a result of an intentional attack, or whether the dam suffered a breakdown. Captain Lance Redford isn’t prepared to call this a terror attack as of yet, for a variety of reasons. For one, he knows an investigation will hamper the efforts of his engineers to stifle the flow of water into the valley. He will attempt to steer anyone investigating away from this angle.

The engineers have original blueprints, and an appropriate skill check, (Demolitions, Forensics, Science: Engineering) can help piece together the origin of the explosion. This way, they will learn that the blast originated just left of center of the reservoir, likely in the storage area. They can also search through receiving records to find a shipment of turbine parts having arrived two days before the blast. This was the first shipment received in months. It was ordered from General Electric, and was transported by ground UPS and overseas by Pacific Shipping. If dam personnel are asked about this as a part of an official investigation, it was a routine order of stock parts that are regularly replaced on the turbine.

This investigation is a red herring. Should players try to leave the area to follow the trail of the Brotherhood of the Ocean, bring their attention back to Bear Point via another missing person, attack, or sighting of something strange. This investigation would be great for a follow up or a Stay on the Case Home Vignette. If they do so, they may learn the following, after a lengthy investigation across international boundaries and waters.

These bombs were put in place by Uljas Pekkala, a Finnish sailor, while they were in the cargo area of his ship, the FS Finnmaid. Pekkala is a member of the Brotherhood of the Ocean, though like all members of the Brotherhood, he doesn’t know it. Also unaware is the person who assembled the bomb and brought

it to Pekkala, Johnny Saluda, an American sailor who is also a member of the Brotherhood of the Ocean. If an Agent were to sketch out the paths of the ships as they crossed the Alaskan Bay, they would note that both of these parties crossed at a recent point in time, at nearly the same area. This is a setup for a possible Mutated Deep One nest location (and the subject of the next scenario).

The Attacks

Two were female roommates, another was a man. All were in their mid to late 20s and worked as tour guides for the Kunai Lake Expedition Company, owned by Brad Kershaw. They have been chosen as those who would carry the Mutated Deep One reproduction infection as they are thought to be the most fit to become Deep Ones themselves. A strange mark on their abdomen, about three inches in diameter, marks where the Deep One reproductive barb stuck them. Testing any of these subject's blood with Biomarker A will give a positive result for Deep One genetic material. Being subjected to the reproductive barb is a 1/1d4 SAN loss to violence, in addition to any combat related trauma, while witnessing it is a 0/1 SAN loss.

- Jenna McDowd and Carrie Sandoval were staying in the top floor of their two story townhouse, and using their mountaineering equipment inside to stay warm. Jenna journeyed downstairs to retrieve a bottle of wine from the kitchen when she was attacked while using an inflatable air mattress as an impromptu boat to move from the stairs to the kitchen, to stay out of the water. She wasn't able to give a good description of her attacker, except for a strange scent, like some kind of seafood.

Carrie came downstairs with a shotgun after hearing the clatter, and was attacked from underneath the stairs. She swears that a crab claw reached through the gap of the stairs, she shot and hit it, but the claw pulled her leg causing her to fall backward and hit her head against the wall before passing out. Both girls woke up in dry clothes on the second floor. The bottle of wine even made it up with them, still intact.

The space in the floor where the shotgun struck can be investigated with a proper skill check. It will result in the discovery of .32 caliber shot in the carpet and wood, along with organic matter.

- James Turk lives on a house on one of a few hills above the water. He was chopping firewood when he heard a rustling in the brush. Something attacked him from behind a tree, and he swung his axe at it. He was knocked unconscious, but woke up inside his house with the fire still going. The axe is still near a small copse of trees, the edge of it is stained with a meaty white substance. If this substance is tested with the Biomarker A kits provided by Pakrati on March 30th, it will test positive for Deep One genetic material. If Chet Hernandez is present, he will provide a telling of his encounters with Deep Ones far out in the Alaskan Bay (see the NPCs section).

The Missing Persons

Overnight from March 26th-27th, three people went missing.

- A welding student went missing from the technical college shelter. A group of students were drinking when one of them dared another to swim to the welding shop and back. The student's friends described hearing a thrashing and splashing, but can't offer much else.
- A recently divorced man's cousin says that he wasn't at his house when they came by to pick him up on the way to the church shelter. His house shows signs that a struggle occurred.

- A school teacher says that everyone on the staff is there, except for the health class teacher.

Every additional night, the Deep Ones will attempt to take 1d3 people. They are attempting to do this quietly, so as not to cause too much of a stir with the human population. They are taking people that have fallen prey to their feeding program. Their pattern involves taking individuals alone, near the water, and at night. They are very much caught up in their work, and may miss out on people observing their actions. If they know they are made, they will attempt to flee.

Rumors abound from townsfolk when asked about these attacks and missing persons. Head Deputy Katelyn Chesterfield, the county sheriff's office primary investigator, suspects foul play. She believes there is a sicko out there taking advantage of the catastrophe to carry out unspeakable acts. She's half correct. In reality, these people were assaulted by Mutated Deep Ones and sent out to sea, semi-conscious, that Itotla may drain their vitality after infecting them with terrifying dreams. When creating additional missing persons scenes, consider dropping more hints about the Unnatural side of the abductors. A piece of a molted shell, a door handle crunched in an attempt to open it with a claw, crab meat on a piece of a smashed window.

If Agents are hunting the Deep Ones at night, they may come across the bodies as they are being swept out to sea. If they are struggling, a Coast Guard watchman may call it in on radio, prompting them to come help investigate. The victims are wrapped in a congealed, sticky solution of buoyant matter unknown to them (0/1 SAN loss to Unnatural) like a pod. The victims are floating out to sea, and the pods seem to be guiding themselves out. If awakened, they will struggle against their cocoon and fall into the freezing water, and will be ranting about their dreams while thrashing trying to escape the cold water. Coupled with Itotla's infective power, any Agent that touches a victim trying to rescue them in the freezing Alaskan Bay water will experience an infective nightmare when they fall asleep.

Abductees not intercepted by Agents are eventually pulled under by Mutated Deep Ones, where they are consumed by Itotla.

The Dream (1/1d3 SAN loss)

They will be dreaming of a black ocean, much like the one they conducted the rescue in. They dream of drowning, in personally effective ways. Tailor it to the person dreaming. It may be an instance from their past, such as a child's near-death experience in a swimming pool, or one of the Agents tied to a board and suffering waterboarding. It may be a dream where they are unable to rescue the attack victims, and are brought down with them. No matter the dream, after they lose consciousness in the dream world and are succumbed to a watery black void, they see a bright, circular light far, far off in the distance. The saltwater burns their eyes as they squint to see. The dreamer swims to the light, but is greeted instead by a razor-toothed maw, preparing to eat them.

Failing the SAN test means the agents realize that something terrifying is under the water, and that it is coming.

POSSIBLE RESOLUTIONS

Ultimately, this operation will end with an inevitable encounter with a Mutated Deep One. To leave the area and leave the threat unattended is to fail. Hunting the Mutated Deep Ones is the most likely resolution, but if this fails, Itotla will be awakened and come to feed on the town.

Hunting the Deep Ones

If players choose to hunt the Mutated Deep Ones, who seem to be engaging in nighttime raids, they will have a hell of a fight on their hands. There are a number of interesting places for a memorable encounter with a Deep One to go down at:

- Inuit village: players may take up some of the harpoons or nets to try to trap the monstrosities with.
- In a Zodiac or Airboat, swimming Deep Ones could reach out and snatch personnel off of the boats while attempting to drown them.
- Downtown, over the impromptu network of walkways of planks of wood, vehicles, and buildings.
- Near the vicinity of one of the emergency shelters, nearby curious citizens are more likely to meddle or investigate the gunfire.

Shooting into water: 2 feet of water creates 5 points of armor. However, an appropriate melee attack, such as a spear, trident, harpoon gun, etc or a non-bullet projectile (such as a harpoon gun) is not affected by the water, whereas swinging a clublike object may be slowed by the water and rendered completely ineffective.

If a Deep One has grappled a person and brought them underwater, those still on the surface firing guns may strike the human on a failed Firearm roll. Could call for an Alertness or an INTx5 check to determine when to fire or not. The decision for this to happen or not rests on the shoulders of the Handler.

The Awakening of Itotla

When a victim is carried out to sea, Itotla consumes half of their HP and WP. When he has absorbed 55 HP and 30 WP, he will awaken and come to feed on the town, which he views as a bunch of fattened cattle (a short term con carried out by a number of Greater Deep Ones is the fattening of humanity by influencing them on a subconscious level to consume more). He will use multiple hypergeometric rituals at his disposal to eliminate those that would resist his feeding frenzy. See Monster stat block for further.

Alerting the Program

Agents that use the transponder to signal the presence of Deep Ones trigger a different kind of victory, in the form of CORAL NOMAD PJs descending on the town to assist with the hunt. The Director, in his hatred for these monsters, is willing to take the risk if it means socking it to some Aquatic Humanoids. The conditions (no power, limited communications and travel) set the stage for a quiet yet violent response.

SERVICE AND SUPPORT

If the Agents haven't solved the infestation by March 30th, Pankrati will send in a CONEX full of supplies with a false back. The CONEX contains

- An unrestricted Brügger and Thomet MP9 submachine gun with jackass rig shoulder holster for easier concealed carry under a jacket. The barrel is threaded to fit a suppressor, which is also included. Selector switch indicates it is capable of fully automatic fire. There are three magazines (20 rounds capacity), 100 rounds of 9mm ammo and the serial number has been removed.
- A Keltec KSG shotgun, with a box of 25 slugs and a box of 25 buckshot shells.
Slugs will bypass water armor rules.
- A Greener Mk. II Light Harpoon Gun with five harpoons. The harpoon is affixed to a heavy duty reel. *Without special training, this uses Firearms or Heavy Weapons at a -20% penalty. A harpoon gun will allow Agents to attempt to reel in Mutated Deep Ones with an opposed STR test. How this goes is up to the Handler.*
- A Miktor Multiple Grenade Launcher, a six shot grenade launcher revolver with six HE grenades and six tear gas grenades.
- Another Biomarker A-Mk 2 matter testing kits. *(pg 274, Handler's Guide, with modification).*
Requires Medicine or Science: Biology to use. These will detect the presence of Deep One DNA.

-Agents may be able to use Bureaucracy, Military Science (Water), or Persuade to convince the Coast Guard to loan them a Zodiac assault craft or a [Special Purpose Craft- Airboat](#) for the purposes of navigating the flooded streets. This boat can traverse the water and chunks of frozen ice on the surface. It comes equipped with one spot search light on a swivel attached to the top portion of the cabin area, which can be controlled by one player. *If players don't have Pilot: Small Boat, allow Drive checks at a 20% penalty, if rolls are needed.*

-Should an Agent die or disappear, allow the player to continue play as an appropriate NPC. If all of the Agents fail, roll up some CORAL NOMAD PJs to take down Itotla.

COMMAND AND SIGNAL

Agents will identify the Friendly with the sign and countersign Salt and Iron.

Under no circumstances should the Agents contact their Handler, except to communicate that they are still operating in the area at 0600 hours every morning by radio transponder.

UNNATURAL ELEMENTS

Khorrus, Servant of Itotla, Mutated Deep One (Greater)

Khorrus' appearance is humanoid, with a squat torso with two crablike extra legs to the sides and a fish tail with a barb that hangs underneath it all. The face has slight eyestalks, and an elongated, extremely toothy mouth with two small pincers to the side that aid in feeding. The ends of his arms are also pincers, with the left larger and swollen. It moves over land as a crab would, scuttling at a speed one wouldn't think possible. It is also capable of traversing vertical walls and jumping impossibly high. Khorrus is responsible for the suggestions of the acts carried out by the unwitting sailor members of the Brotherhood of the Ocean via a hypergeometric ritual. He traveled around the Alaskan Bay to intercept ships to make this happen. He may use this on Agents or Coasties if they have had a traumatic event at sea (a distinct possibility).

STR 26 CON 26 DEX 11 INT 16 POW 14

HP 26 WP 14.

ARMOR: 3 points of chitin armor (see RESILIENT).

SKILLS: Alertness 30%, Athletics 70%, Swim 99%, Unnatural 80%.

ATTACKS:

Pincers or Sharp Feet 55%, damage 2D6, Armor Piercing 5.

Lunge and bite 35%, Lethality 10%, Armor Piercing 5.

Grasp 55%, damage as for grappling.

AMPHIBIOUS: The Greater Deep One is adapted to existence on land or in the ocean, at any depth. After a day on the surface, it loses 1 HP per day until it returns to the sea. (Immersing itself in salt water instantly restores all HP lost in this manner.)

GENETIC HYPERGEOMETRY: The Greater Deep One can access deep genetic memories of hypergeometric techniques, allowing it to operate nearly any ritual.

INHUMAN MOVEMENT: The Greater Deep One can move up to 30 kph on land, or 60 kph in the water.

INJECTOR: If the target is helpless, the Greater Deep One can strike with a barbed stinger that injects the target with the Deep One reproductive element (described on page 195). This attack costs the target 1/1D8 SAN due to helplessness, and may, eventually, transform the target into a Lesser Deep One.

RESILIENT: A successful Lethality roll does not destroy a Mutated Greater Deep One, but inflicts HP damage equal to the Lethality rating.

UNNATURAL BIOLOGY: The Greater Deep One's physiology would baffle any biologist. Making a called shot for "vitals" or another apparently vulnerable area inflicts normal damage, with no special game effect, **with the exception of the called shot rule highlighted in red below.**

Suggested Rituals: Infallible Suggestion, Swarm, Breath of the Deep

SAN LOSS: 1/1D8.

Mutated Deep One (Lesser)

Unlike traditional Deep Ones, these mutated versions share many genetic qualities with crabs. They tend to look squatted as they walk, despite long appendages. Their arms and legs are skinny and chitinous, which makes them more susceptible to melee attacks; **a called shot to the appendages (six total limbs, which break after a called shot and slow the creature down) bypasses Armor.** Talons at the bottom of their feet make it possible to cling to or traverse vertical or upside down walls. If they are confronted, they will likely try to flee to the sea.

STR 17 CON 15 DEX 12 INT 13 POW 12 HP 16 WP 12

ARMOR: 3 point of chitinous armor.

SKILLS: Alertness 30%, Athletics 40%, Persuade 30%, Swim 75%, Unnatural 10%.

ATTACKS:

Pincers 55%, damage 1D8, Armor Piercing 3.

Grapple 55%, pins the target.

ALMOST HUMAN: Some Lesser Deep Ones appear as deformed, inbred humans, especially to those unaware of the Deep One threat. Only a full medical examination or their use of inhuman abilities may reveal their true nature.

PARTIALLY AMPHIBIOUS: If the transformation from human is not complete, the Lesser Deep One is only partially adapted to existence in the ocean. A hybrid

mostly transformed can submerge for hours or days at a time. Some hybrids remain in that state perpetually. Those who fully transform are as at home in the depths of the sea as on dry land.

INHUMAN MOVEMENT: The Lesser Mutated Deep One leap, climb, and lope in a wholly inhuman manner. With an Athletics test, it 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.

RESILIENT: A successful Lethality roll does not destroy a Mutated Deep One, but inflicts HP damage equal to the Lethality rating.

RITUALS: Some learned Lesser Deep Ones have access to hypergeometric rituals—usually those dealing with Deep Ones, Cthulhu, or the ocean.

Suggested Rituals: Swarm, Infallible Suggestion

SAN LOSS: 0/1D4.



Itotla, Black Void of the Sea (Progenitor Deep One)

No longer any resemblance to a humanoid figure as a Greater or Less Deep One may have, Itotla has the face and shell of a crab, with claws and pincers, over an octopus lower half with numerous uncountable tentacles. He stands over 13 feet tall, though he doesn't stand up on his tentacles, but rather shuffles around on land. A light, reminiscent of an anglerfish rests over his toothy maw (not pictured in the sketch). This is not Itotla's final form

Itotla infects the dreams of those in contact with the sea. His affliction as an imperfect Progenitor Deep One is that he has given in to the more baser instinct, and desires only to eat. He draws vitality and strength from his human cattle suffering, but also needs to physically consume their flesh. He is not picky, and will even consume Deep Ones that are too close to him. As he consumes more dreams and flesh, he grows stronger. He has the ability to summon Mutated Deep One minions from the depths.

STR 54 DEX 20 CON 51 INT 21 POW 32 HP 55

Claw or Pincer: 80% damage 5D8

Tentacle Grasp: 70% grapple

Skills:

Armor: 6 points skin and chitin armor

HUGE: No Lethality roll is required against a huge target; it simply takes HP damage equal to the Lethality rating, whether the roll succeeds or fails.

FULLY AMPHIBIOUS: Itotla is capable of surviving on land and in water, but prefers the cold ocean depths.

INHUMAN MOVEMENT: The Progenitor Deep One can move up to 20 kph on land, or 80 kph in the water.

GENETIC HYPERGEOMETRY: The Progenitor Deep One can access deep genetic memories of both its own and its descendants' hypergeometric techniques, allowing it to operate any ritual.

Suggested Rituals: Breath of the Deep (see New Ritual section), The Call of Itotla (as the Call of Dagon), Swarm, Storm and Stillness, Mass Infallible Suggestion

SAN LOSS: 1d3/1d12

NEW RITUAL

Breath of the Deep

Small ritual. Study time: weeks. Activation: one turn 9 WP, 1d4 SAN, 1 SAN loss for failed attempt.

The operator swirls their hand in an elaborate hypergeometric patterns, creating water in the lungs of their target. This causes the victim to drown, even as they stand on dry land. Caster must be able to see target, and the victim gets an opposed POW test, after this, use suffocation rules until the victim wins an opposed POW test. SAN loss for victim or a witness is 0/1, in addition to SAN loss for drowning.

STAT BLOCKS

Andre Pakrati, Alaska State Police Lieutenant, acting Handler. Age 41.

Pakrati is of Inuit descent. He has black hair, narrow features, and alert eyes. His personality is can-do, make-the-most-out-of-it, and he will do his best to give the players resources, when he can. His past experiences with Delta Green involved setting a house on fire with the family still inside in order to remove the extraterrestrial entity that was using the family as puppets. Pakrati then had to cover up his tracks as his subordinate investigated it.

STR 10 CON 12 DEX 11 INT 15 POW 10 CHA 14 SAN 42 HP 11 WP 10

Skills: Accounting 30%, Alertness 60%, Bureaucracy 60%, Craft Electronics 20%, Criminology 60%, Drive 50%, Firearms 50%, First Aid 30%, HUMINT 70%, Law 50%, Melee Weapons 50%, Navigate 40%, Persuade 60%, Search 40%, Unarmed Combat 60%, Forensics 70%

Attacks: Glock 22 pistol 50% 1d10, AR-15 with holographic sight 70% 1d12, Hunting Knife 50% 1d6 (3AP)

Disorders: Pakrati suffers from totemic compulsion. He has three lighters on his person at all times (this is also why he gave the Agents a lighter).

Chet Hernandez, Petty Officer First Class in the US Coast Guard. Age 36.

A big, barrel chested Hispanic male, Chet has had experience with Deep Ones in the past, far out at sea, but will have difficulty connecting these Mutated Deep Ones with those. If asked about his experiences, he will tell about his first experience with the Deep Ones, though he doesn't call them

that. It was a search and rescue mission for a fishing vessel. The ship was submerged, but there were no traces of survivors. Through binoculars, he witnessed what he thought was a crowd of heads bobbing in the water. As the cutter moved closer, the heads sank below like turtles.

His second run in was with a member of his crew that had attempted to kill himself by jumping overboard during a storm (the crewman was actually under the thrall of a hungry Deep One). He jumped overboard to save him, and ended up tussling with what he calls a fish-man for the young crew man's life. Ultimately, he failed and nearly didn't make it out of there himself.

STR 13 CON 13 DEX 12 INT 12 POW 11 CHA 11 SAN 53 HP 11 WP: 11

Bonds: 3, score equal to CHA

Skills: Alertness 80%, Bureaucracy 30%, Craft (Electrician) 40%, Craft (Mechanic) 60%, First Aid 30%, Foreign Language (Spanish) 20%, Navigate 90%, Pilot Small Boat 80%, Science (Meteorology) 40%, Swim 60%, Survival 30%, Pilot (Ship) 50%, Military Science (Water) 50%

Attacks: Must check weapons out from armory: Beretta M9 30%, M4 with ACOG 50%

Disorders: Chet suffers from Insomnia, and can often be seen outside at night, smoking alone.

Louise Boyer, FEMA Incident Commander, age 52.

Boyer is close to retirement, and wants to leave on a high note. She expects much from her subordinates, and doesn't accept excuses.

STR 11 CON 12 DEX 12 INT 13 POW 13 CHA 11 HP 12 SAN 60 WP: 13

Bonds: 4

Skills: Accounting 80%, Anthropology 50%, Bureaucracy 80%, Computer Science 70%, Criminology 50%, Foreign Language (French) 60%, History 50%, HUMINT 30%, Law 60%, Persuade 70%

Attacks: None

Ethan White, Public Safety Chief age 47

White is in his late 40s, and is balding. He began his career as a firefighter, then an arson investigator, before finally being appointed as public safety chief. His department was wholly unprepared for this, and he has been attempting to coordinate rescue efforts between his police officers, firefighters, and FEMA. His police lieutenant died in the flooding, and White has been drinking heavily.

STR 13 CON 12 DEX 12 INT 13 POW 11 CHA 11 HP 12 SAN 54

Bonds: 3

Skills: Alertness 40%, Accounting 60%, Bureaucracy 60%, Criminology 50%, Demolitions 20%, Drive 40%, First Aid 30%, Forensics 20%, Heavy Machinery 30%, History 40%, Law 60%, Navigate 40%, Persuade 50%, Search 40%

Attacks: None

Sergeant Katelyn Chesterfield, Detective age 32

Chesterfield is the primary investigator for the Bear Point Police Department. She has been filling in, taking on much of Chief White's duties. She takes much on her own, and hates asking others for help.

She has a masters in criminology from the University of Alaska.

STR 11 CON 12 DEX 12 INT 13 POW 13 CHA 11 HP 12 SAN 60 WP 13

Bonds: 3

Skills: Alertness 60%, Anthropology 20%, Bureaucracy 60%, Criminology 60%, Drive 50%, Firearms 40%, First Aid 30%, Forensics 70%, HUMINT 70%, Law 50%, Melee Weapons 50%, Navigate 40%, Persuade 60%, Search 60%, Unarmed Combat 60%

Attacks: Sig P226 40%, Remington 870 shotgun 40%

Captain Lance Redford, US Army Engineering team Commander age 29

Redford is a lean, baby-faced white male, with a military crew cut. He is focused on his work, but aggravated that he hasn't received more support to carry out his unit's mission of plugging up the dam.

STR 13 CON 12 DEX 12 INT 13 POW 11 CHA 11 HP 12 SAN 60 WP 13

Bonds: 4

Skills: Alertness 50%, Athletics 50%, Bureaucracy 30%, Craft (Structure) 40%, Demolitions 40%, Drive 40%, Firearms 40%, First Aid 40%, Heavy Machinery 50%, Military Science (Land) 40%, Navigate 40%, Persuade 30%, Unarmed Combat 50%,

Johnathan Tiernas, local news reporter age 25

Tiernas is a hispanic male, short in stature but tall in intellect. Tiernas is the owner and lead reporter for the Bear Point Journal. He is, as most journalists, always on the hunt for a story. He is almost always toting around a camera. If he suspects the Agents are up to something fishy, he will do his best to follow them.

STR 9 CON 12 DEX 10 INT 17 POW 14 CHA 10 HP 10 SAN 66 WP 14

Bonds: 4

Skills: Anthropology 40%, Art (Journalism) 60%, Art (Poetry) 40%, Bureaucracy 50%, Foreign Language (Russian) 40%, Foreign Language (Spanish) 40%, Law 40%, History 40%, HUMINT 40%, Persuade 50%

Attacks: Kimber 1911 20%

SPECIAL MECHANICS

Drowning

Drowning follows the same rules as suffocation.

Hypothermia

-Agents will be able to swim for CON x 1 minutes in the freezing water before their muscles lock up and they begin to drown. The cold will also incur a -20% to their physical tests until they have escaped the water and their wet, cold clothes and recovered via a heat source. Additionally, a SAN test 0/1 due to helplessness.

Navigation

-If an Agent wishes to use a Zodiac or Airboat but doesn't have Pilot (Small Boat) allow Drive or Heavy Machinery at -20%, if checks are needed.

Shooting into Water

-2 feet of water creates 5 points of armor. However, an appropriate melee attack, such as a spear, trident, harpoon gun, etc or a non-bullet projectile (such as a harpoon gun) is not affected by the water, whereas swinging a clublike object may be slowed by the water and rendered completely ineffective.

-If a Deep One has grappled a person and brought them underwater, those still on the surface firing guns may strike the human on a failed Firearm roll. Could call for an Alertness or an INTx5 check to determine when to fire or not. The decision for this to happen or not rests on the shoulders of the Handler.

-Shotgun slugs move slowly enough to bypass the armor created by water (even though they don't have AP otherwise).

Special Weapons

-Harpoon Guns: Without special training, this uses Firearms or Heavy Weapons at a -20% penalty. A harpoon gun will allow Agents to attempt to reel in Mutated Deep Ones with an opposed STR test. How this goes is up to the Handler.

-Inuit Replica Weapons: A melee weapon uses Melee. A net uses Athletics.

Notes on Creating Fear

- "The oldest and strongest emotion of mankind is fear, and the oldest and strongest kind of fear is fear of the unknown"
Agents should never be certain of the threat that they are facing. Familiarity removes fear. Never call the monsters by their true names. A player won't be afraid of a Mutated Deep One, but a "strange monster with crab pincers" or "from underneath the water, a figure lashes out! Was that..a person with a crab head?" adds to the mystery.
- Stress how understaffed and overwhelmed potential allies are, and then have them attempt to use the agents as additional personnel. They're here to help after all, right? When the agents are in the thick of a rescue, spring a Good Idea test or other Mutated Deep One encounter.
- The night is dark and full of terror. The power is out, and Agents may get spooked by shadows or silhouettes in the water as their light draws over it. Was that just passing debris and detritus, or the back of a Deep One swimming?
- Play up the possible mole within The Program. Agents aren't allowed to communicate with their Handler at all. Who can they trust? Who is the Friendly?
- Unexplainable events, such as the hypergeometric ritual casting of Swarm causing a school of fish to swim underneath the downtown catwalk, or crabs to scale the side of a building, can create unease for the Agents.
- If the Agents use the radio beacon and are trying to find their care package, maybe a FEMA worker is fiddling around the different CONEXs looking for something mundane. He's looking for a specific supply, but the Agents may assume that he's a potential Unfriendly, due to Pakrati's insistence that there's a mole

TIDYING UP

When the gunsmoke settles and the harpoons have been removed, what is there to clean up in the town? Consider the following:

- Corpses: Deep Ones, any fallen combatants
- Witnesses: who saw what? What lies can the Agents tell them? What coercion can be done to ensure cooperation?
- The Infected: What of those that were stuck with the Deep One reproductive barb? Will Agents do the difficult task of putting them down? Will they suggest that the Program monitor them?
- Stay on the Case: Will Agents attempt to track down the Brotherhood of the Ocean terrorists? Will they attempt to locate the Mutated Deep Ones nest?