

Observer Effect

A Scenario for *Delta Green: The Role-Playing Game*

Written by Shane Ivey

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Introduction

If we look too deeply into the roiling chaos of reality, chaos may look back.

The Olympian Holobeam Array, funded in part by the U.S. Department of Energy, was built to evaluate a strange theory of physics: the “holographic principle,” an idea that the three-dimensional universe is a sort of holographic reflection of the two-dimensional “surface” reality of the cosmological horizon—that space and matter

are merely illusory projections from the boundaries of the universe. Past attempts to find physical evidence for the theory have failed. This attempt uses technologies that the others lacked.

A few hours ago, the Holobeam Array went online. A few minutes ago, the Array went offline in a catastrophic power surge. Its engineers soon restored power and communications. Its lead researcher said everything was fine. Delta Green had reason to suspect otherwise. It immediately pulled strings to launch an emergency inspection, sending the players’ Agents to investigate, under cover of the Department of Energy. The Agents have no idea what they’ll find when they reach the Array.

“Observer Effect” is likely to take two game sessions to play. The first will introduce the Agents to the scenario and probably cover their research into the Array, their arrival at the Array and interviews with its staff, and unnatural incursions leading to catastrophe. The second session will probably cover their “awakening” in a new iteration and their efforts to stave off catastrophe again as it comes quicker and quicker and they remember more and more.



The scenario can be played with whatever Agents the players wish. It assumes that the Agents are members of the official Delta Green program, but can easily be adapted to Agents of the illegal conspiracy. Either way, they'd do well to have at least one Agent skilled in HUMINT and accustomed to conducting interviews. There is one pregenerated Agent, a Department of Energy inspector, who can be a player's Agent or an NPC (see **INSPECTOR HUA** on page 29).

The Agents are all presently in the American Midwest, whether based there or on a temporary assignment.

Iteration One

A few hours before this adventure begins, some of Delta Green's leaders—who'll remain unnamed here—experienced a troubling occurrence. They found notes in their own handwriting about an "unnatural" incursion at the Olympian Holobeam Array outside Chicago.

The notes indicated frantic, confused calls from the Array: an unexpected energy surge, terrible visions, and sudden violent insanity. The notes mentioned Delta Green agents, including at least one of the players' Agents and a case officer who goes by the pseudonym Eve Carpenter.

The leaders had no memory of the calls or of making those notes. Delta Green had not sent any agents to the Array. What it all meant, they didn't know. But if there's an incursion of the unnatural, it must be stopped. And if an unnatural paradox is to be avoided, the players' Agents must be the ones to do it. After all, they have already been exposed.

Delta Green's leaders decided that the players' Agents must not be told that the warnings apparently came from the Agents, at precisely 10:00 a.m., when the Agents themselves were wracked with horror.

Iterations of Reality

Delta Green received the alert from the Agents themselves in a previous iteration of this crisis; think of it as Iteration Zero. The Agents "awakened" at 10:00 that morning, shrieking with uneven memories of horror; or, perhaps, echoes of awareness from another reality. Those half-recalled horrors occurred in an iteration before that—Iteration -1, perhaps—when the Agents were sent to the Array

after alarmed calls of supernatural incursions caught Delta Green's attention. Iteration One is therefore the first that the Agents remember, but the third they have experienced. Two prior, adjacent realities were devoured by Azathoth made manifest. If the Agents are unlucky, they may learn all of this before the end.

ITERATION -1: The Agents arrive at the Array at night, after Delta Green received word of a possible unnatural incursion in progress. By the time they arrive, it is too late. Everyone at the facility has gone insane, and at 22:03:37 hours everyone in the facility reaches an imperfect but catastrophic communion with Azathoth. This experience has repercussions for versions of those individuals, agents and Array staffers alike, across other iterations of reality. They become unconsciously attuned to the connection that the Array facilitates with the Daemon Sultan.

ITERATION 0: At 10:00 a.m., when the Array starts up, the Agents begin screaming with partial "memories" of what happened in Iteration -1. They report what they know to Delta Green. Delta Green sends them to the Array. But it all goes wrong, and at 22:03:37 everyone in the facility reaches an imperfect communion with Azathoth.

ITERATION 1: Play begins here. At 10:00 a.m., when the Array starts up, the Agents begin screaming with powerfully suppressed "memories" of what happened in Iteration 0. Some of Delta Green's leaders record unconscious "memories" of the reports they received from the Agents in the previous iteration. Delta Green contacts the Agents at 11:00. They have a briefing at 15:00, departure for the Array at 16:00, arrive at 17:00, and begin their investigation. In all likelihood, at 22:03:37 everyone in the facility reaches an imperfect communion with Azathoth.

ITERATION 2: At 18:46:16—the first "pulse" of connection with Azathoth that occurred while the Agents were on site—the Agents wake up shrieking with "memories" of what happened in Iteration 1. Unless they stop it, at 22:03:37 everyone in the facility reaches an imperfect communion with Azathoth.

ITERATION 3: At 20:57:50—nearer to the point of no return—the Agents wake up shrieking as reality resets. Unless they stop it, at 22:03:37 everyone in the facility reaches perfect communion with Azathoth.

ITERATION 4: Singularity. Perfect communion with Azathoth, over and over, throughout untold iterations of reality.

Timeline—Iteration One

Due to a fluke in its design, the Array is facilitating an accumulation of psychic energy. At 10:03 p.m., all that energy will spill out in an imperfect communion with the primal, chaotic force that lurks at the heart of reality. When that happens, reality “resets,” and another iteration of reality is created, this one closer to perfect communion at 10:03 p.m. After that, reality will reset hours further along the timeline. Eventually the “reset” and the communion will be simultaneous, one undifferentiated catastrophe.

Iteration 1 begins at 10:00 a.m.

10:00:00 — The Olympian Holobeam Array is activated. The Agents suffer the aftershocks of mostly-forgotten horrors (see **THE AGENTS**). Delta Green’s leaders receive indications of an unnatural incursion at the Array. They hurriedly activate Operation OBSERVER EFFECT and order the Agents to a briefing in Chicago.

15:00:00 — The Agents meet for a briefing in Chicago (see **THE BRIEFING** on page 4).

15:28:55 — The Array goes offline in an unexpected power surge. Power is soon restored, but there are strange effects. Researcher Helen Klinger vanishes, engineer Ishi Takagawa collapses into a coma, and other Array staffers unconsciously show symptoms of repressed trauma.

16:00:00 — The reactivated Array resumes data collection. About this time, the Agents begin driving to the Array (see **THE COMMUTE** on page 6).

ABOUT 17:00:00 — The Agents arrive at the Array (see page 7).

18:46:16 — Dr. Takagawa awakens (see page 20).

19:52:03 — Dr. Klinger reappears (see page 21).

20:57:50 — Dr. Klinger vanishes again, reappears, and begins mercy-killing everyone she can reach (see page 21).

22:03:37 — Azathoth extrudes into this reality (see page 22). Reality resets, and Iteration Two begins (see page 23).

Unless the Agents find a way to stop it.

The Agents

It’s a Tuesday morning, 10:00 a.m. Central Time. The Agents are not together; they’re in their separate, everyday lives. Go around the table and have the players describe what their Agents are doing. Are the Agents at work? What kind of work are they doing? Are they at home? Who are they with? Feature each Agent’s Bonds in some way.

When every player has described this ordinary moment, describe how it’s interrupted when their Agents, wherever they are, start screaming.

Every Agent loses 1/1D6 SAN. They don’t know it yet, but somewhere, in some other, forgotten reality, the Agents faced catastrophe.



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Whatever caused the terror—we can think of it as Iteration Zero—is swiftly vanishing from memory like a bad dream. An Agent who did not go temporarily insane can deliberately try to remember details. If the players don't think of that, tell them—and tell them that remembering feels like a bad idea. (Unlike Delta Green's leaders or anyone else in this reset reality, the Agents are close enough to the truth to recall it if they try.)

If Agents push to remember, one may recall a hint of bone-jarring sound, like a pulsing thunder that shook the Agent down to the molecules. Another may recall screaming horrified into a phone. Another may recall a deep, perfect blackness that slowly begins to resolve into indistinct writhing shapes. The glimpses sound innocuous, but the sense of horror is far deeper. The Agent loses another 0/1D4 SAN, and failing that SAN test adds one point to the Agent's **Unnatural** skill rating.

How does this play out? If an Agent goes temporarily insane, anyone who's with the Agent might assume it's a sudden PTSD flashback from one of those secret "war on terror" assignments the Agent sometimes receives. An Agent at work may be sent home, or may be referred, forcefully, to a psychiatrist to determine whether he or she can handle the stress of the job. An Agent who breaks down violently may be placed on involuntary leave or may be terminated or subject to prosecution. The repercussions do not interfere with the Agent's responsibilities to Delta Green, only his or her utility.

If the Agent is with a Bond, an explosion of insanity causes an immediate rift unless the Agent calms things down afterward with a **CHA** test. Failure costs the Bond 1D4 points, or 4 with a fumble; success keeps the Bond intact; a critical success strengthens the Bond by 1 (up to the Agent's **CHA**) in the aftermath as the subject of the Bond helps the Agent recover.

If an Agent doesn't go insane, the repercussions are up to you. It's obvious to witnesses that the Agent had some kind of panic attack. If the Agent wants to pretend it was not serious, that requires a **Persuade** test. If that fails, the witnesses still believe it was real and know that the Agent just tried to lie about it.

IF THE AGENTS CAN'T OR WON'T RESPOND

If the opening **SAN** loss is enough to make an Agent refuse to go to the briefing, or if the Agent is disabled by the repercussions of the **SAN** loss, let that player play Inspector Hua or another Agent instead. The replacement Agents are at the briefing.

Any Agent who joins in the operation, it turns out, also suffered the traumatic **SAN** loss of 10:00 but decided to answer the call.

The Briefing

An hour later, about 11:00 Central Time, each Agent is contacted by a control officer. This innocuous communication looks meaningless to eavesdroppers. It may look like an unwanted sales call, a wrong number, or a spam email or text. But the Agent recognizes it. It communicates the time and place of a meeting: 15:00 in a downtown Chicago office building that's secretly owned by the FBI. It's Delta Green, and the mission is calling. The Agents have to go.

The briefing is at short notice. Agents in other parts of the country must scramble to make excuses with their jobs and families and get on the next flight to Chicago. If you're keeping track of money, that's a Standard expense that must be paid with the Agent's own money. If one of the Agents lives more than four hours away from Chicago, come up with some reason for the Agent to be nearer. Perhaps he or she is on an assignment nearby. Or a family vacation.

Within a few hours, they've gathered in a tightly-secured conference room in Chicago. One of them is Inspector Hua with the DOE, a stranger to the other Agents. Hua had the same brush with insanity this morning as the rest of them.

Do they compare notes about the morning's trauma? Realizing all had the same breakdown at the same time costs each 0/1 **SAN**.

Do they deliberately try to remember and share the forgotten source of the trauma? That awakens memories

of the terrible bone-jarring sound—and, further, a shrieking noise that was so high and piercing as to be barely audible. That costs each another 0/1 SAN.

If the meeting devolves into an argument, the case officer's arrival interrupts it.

The case officer today is not their usual control officer. She is a graying, middle-aged, limping, former agent who calls herself Eve Carpenter. She has the tired eyes of an agent who's seen too much, even if she's only hearing about it second-hand these days.

Carpenter doesn't know about the Agents' bizarre traumas this morning. If asked about them, she says she'll run it up the chain for advice. In the meantime, she has the Agents' objective.

Objective

Carpenter says the Agents' destination is the Olympian Holobeam Array. It's a new, high-tech physics lab in the suburbs of Chicago, not far from Fermilab, run by a handful of academic researchers from MIT and the University of Chicago. It is funded by the U.S. Department of Energy's Office of Science and a private consortium of donors and venture capital firms, most notably Olympian Advances, Inc.

The Array's website says it's built to study the theory that space itself is a sort of three-dimensional hologram cast on a two-dimensional surface. Carpenter cannot explain that idea any further.

The Program (Carpenter says only "the Program," and she silences anyone who begins to say the words "Delta Green") has determined that the Array secretly uses technology derived from Air Force research programs defunded years ago. The Air Force projects were too dangerous to continue and were terminated—but during that process, certain elements were reclassified, privatized, and sold to some of the same donors who sponsor the Array. The Program has an interest in that technology.

At 10:00 today, the Array went online for the first time.

The history of the Array's technology and certain other anomalies indicate an incursion of unnatural forces at the Olympian Holobeam Array. The Agents must go to the Array, isolate it by shutting down its communications with the outside world (including cell phones), and stop the incursion.

If the Agents ask Carpenter for details on those "other" anomalies, she says she does not know. An Agent who succeeds at a HUMINT test senses that's not true, and that Carpenter finds the truth enormously troubling. At this stage she cannot be made to admit that, and she only grows alarmed if the Agents break protocol by pressing her on it.

(Later in the operation, if the Agents grow desperate and successfully press her for details, she may reveal that the "anomalies" were apparently reports from the Array sent by the Agents themselves. If they have reason to believe that, it costs the Agents 1/1D4 SAN.)

As the briefing is ending, Carpenter gets a call. She listens for a moment and then hangs up. She says that an unexpected power surge at the Array shut down its power a few minutes ago. She does not know how or why. She wishes the Agents good luck.

Make sure the players know their **STANDING ORDERS**. (See page 34.)

Assets

CREDENTIALS: The Agents have clearance under the cover of an inspection team for the Department of Energy tasked with reviewing the site and its records for wrongdoing. There may be specific documents or pieces of technology in the facility that this clearance does not cover. The Agents will have to make do.

These cover identities were constructed in a hurry, borrowing names and employee numbers of retired or deceased DOE employees. They won't stand up to sustained investigation.

CLASSIFICATION: The Program has pulled strings in the DOE to classify the investigation ("Operation OBSERVER EFFECT") such that no real DOE agent can come near it without risking prison, let alone police or private citizens—only the Agents under their false identities. Carpenter warns that if an emergency at the site attracts first responders, there's no telling whether they will obey that restriction.

TRANSPORTATION: The Agents have an unmarked DOE-issued sedan and an unmarked DOE-issued cargo van. In the car trunk, they find DOE service pistols (.40 semi-automatic; 1D10 damage) with three extra magazines each, issued with licenses in the names of their cover identities, and two handheld Geiger counters. If one of the Agents is a doctor, the car trunk also has a medical

bag with an electronic personal dosimeter, a first aid kit, and medicines for radiation poisoning (potassium iodide, Prussian blue capsules, DTPA with IV bags and nebulizer, filgrastim with syringes). The Array is not supposed to have dangerous sources of radiation. Delta Green wants the Agents to be able to protect themselves if they find something strange.

COMMUNICATION: Carpenter gives one of the Agents a cheap burner cellphone that they can use to contact her if necessary. The number of the burner phone where she can be reached is programmed in. They're to destroy the phone after the operation.

The Investigation

Once the Agents set out for the Array, they have limited time to discover what's happened, try to stop the incursion, and salvage technology. As a rule of thumb, it takes 30 minutes to conduct an interview, search a room, examine a crime scene or a body, collate and compare notes, and so on.

The Agents can begin their investigation during the commute to the Array. Once they arrive, they can interview guards (Gonzales and Henson), researchers (Campbell, Black, and eventually Klinger), engineers (Kozak and eventually Takagawa) who maintain the unique technology of the Atrium, and the information technology specialist (Tsang) who maintains the extraordinary computer that powers the experiment (nicknamed "Dee"). Strange, increasingly deadly things will happen along the way, putting pressure on the Agents to figure things out, while disasters build around them.

The Commute, 16:00

It's about an hour-long drive from Chicago to the Olympian Holobeam Array. (If the Agents wrap up the briefing much earlier, have the drive take a little longer. They should reach the Array about 17:00.)

Agents who aren't driving can practice cover identities, help a driver practice a cover identity, or go online and research the Array or Olympian Advances, Inc. Each effort takes 30 minutes.

REHEARSAL: An Agent can spend the time practicing a cover identity. Tell players it's an option if they don't

think of it. That gives a +20% bonus to the next **CHA** or **Persuade** test that relies on the false ID.

RESEARCHING THE OLYMPIAN HOLOBEAM ARRAY: A character can research the Array online on newspaper, academic, professional, or fringe science sites, or by calling a few people in the know. This doesn't require a roll, only an **INT** of at least 13. The researcher learns the names of the researchers and engineers assigned to the project, and basic backgrounds; see **HOLOBEAM ARRAY ORGANIZATION** on page 31 and **BACKGROUND CHECK SUMMARIES** on page 32. The Array was built two years ago by Olympian Advances.

If the researcher has **Science (Physics)** 20%, it's clear that the Array is run with a skeleton crew. There are far fewer staff than one would expect, mostly high-ranking experts without a single intern to do the drudge-work.

A researcher who has **Science (Physics)** 40% also pieces together that the lead researcher, Dr. Jamie Campbell of MIT, has a reputation of being a crackpot. But she has an extensive history of projects affiliated with the Air Force, and over the years, she has garnered massive, extraordinary support from private-sector underwriters, including Olympian Advances.

A researcher with **Bureaucracy** 40% learns that the current research and engineering team at the Array were directly involved in its construction.

A researcher who succeeds at a **Bureaucracy** test can get a scan of blueprints that were registered with the county. (Let the players see the maps on page 8.)

THE POWER SURGE: The Array gets power from an industrial-strength line from ConEdison. An Agent who calls the power company can learn that there was no outside power surge. Whatever overloaded the Array, it came from the facility itself. No one at the Array has called ConEd to report trouble with the line. ConEd's representative declines to speculate as to what may have happened.

RESEARCHING OLYMPIAN ADVANCES: Any web search learns that Olympian is a privately held corporation with extensive ties to the U.S. military and to fellow USAF contractors like Boeing and Lockheed-Martin. It is a subsidiary of a much larger and much more secretive company, March Technologies, Inc., which seems to mainly deal in computers and flight navigation. (March Technologies is detailed in *Delta Green: Eyes Only*, available from Pagan

Publishing, but the players aren't likely to learn anything more about it here.)

In addition, a researcher with INT 13, **Military Science (Air)** 20%, or **Military Science (Land or Sea)** 40% finds that Olympian's founder, chairman, and majority shareholder is Curtis Schenk, a 74-year-old retired U.S. Air Force lieutenant general. Schenk is best known for being one of the most highly-decorated fighter pilots of the Vietnam era. His postings between 1980 and 2004 are all classified and highly restricted.

If the Agent wants to keep digging around in less well-known forums and databases, it requires a **Military Science (any)**, **Bureaucracy**, or **Accounting** test. If that succeeds, the Agent also learns that Schenk's postings were likely related to stealth technology, the Strategic Defense Initiative, and SDI spinoff programs attempting to weaponize lasers and particle beams. In 2004, alleged by some to have quietly "liberated" key data from the military research projects he'd overseen, Schenk founded Olympian Advances and retired from the Air Force. As a Defense Department contractor, he continued to find applications for the same research he'd pursued in the USAF, but at fantastic profit margins.

That is very sensitive information, and seeking it triggers alerts in very secret databases. Schenk has close ties to Delta Green, as well as dangerous secrets to keep. Whether the test succeeds or fails, the Agent gets a call from Carpenter.

"*Knock it off,*" she says, without explanation. Her voice sounds extremely anxious and gun-to-her-head serious. "*Now. Immediately. That comes from the top.*" Then she hangs up.

Clearly she hopes that's enough to warn the Agent off. If it doesn't, we'll leave the long-term repercussions for the Handler to determine in later operations.

HACKING: A player may want to hack into the Array's computers on the ride over. An Agent who has both **Science (Physics)** 30% and **Computer Science** 50% can get access to the servers of the University of Chicago, which owns the land and facility that hosts the Array. (Maybe the Agent knows a physicist there who gives a password.) That's enough to determine that the Array's computer system is air-gapped, not physically connected to the

university's or to the Internet. That isolation indicates an unusual degree of security for such an academic project.

The Facility

The Olympian Holobeam Array sits by itself in the heart of a sixteen-acre woodland park, on semi-rural county land, outside the nearest city limits. An unlabeled driveway leads into the woods past a sign that says "Authorized Personnel Only."

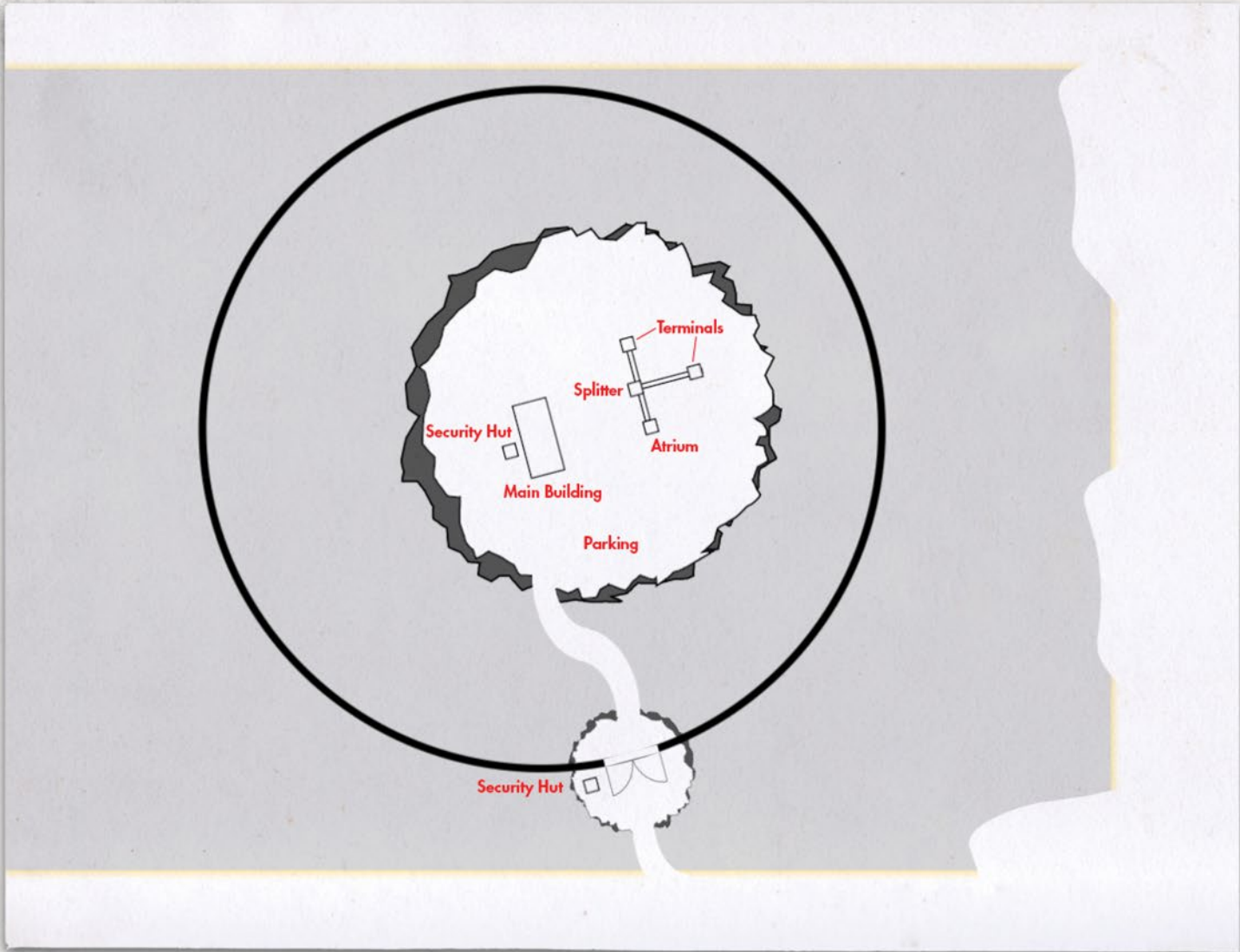
Beyond the first warning sign, the road winds back and forth through the woods for about a hundred meters until it stops at a stout, solid steel gate. The gate, too, is unlabeled but for another "Authorized Personnel Only" sign.

On either side of the gate, a thick concrete wall stretches out into the woods, surrounding the eight acres of the facility proper.

Beyond the gates, a short drive through the woods leads to a wide clearing and the Array itself. The Array is a cluster of plain concrete buildings and an intersecting set of 20-meter-long tubes. The road from the gate ends at a small, gravel parking lot outside the largest building. Security cameras are everywhere.

The Array is composed of one main building; an attached storage building with a workshop; a long concrete hut, called "the Atrium," that houses the laser array; a twenty-meter-long tube a meter thick that leads from the Atrium to a smaller concrete hut that houses a splitter and a photodiode sensor that measures interference patterns in the lasers, and records data in the Array's computer system; a pair of twenty-meter-long tubes a meter thick that lead from the splitter to concrete terminal huts, housing mirrors.

The main building houses an entry room with two sofas, a large lab with half a dozen workstations and large screens on the walls, an office for the project's lead researcher, an office that's shared by the other two researchers, an office that's shared by the project's engineers, a kitchenette with a small dining table, one bathroom, a few closets, an attached workshop that doubles as a storage chamber, and an attached guard hut next to the front door. A wifi router serves personal computers and mobile devices, but the computers used for the Array's work are not connected to the wifi network nor to the Internet.



ARRAY GROUNDS



MAIN BUILDING

The workshop holds two portable clean rooms and a dozen cleanroom suits, along with precise machining tools and spare parts for the Atrium and the huts.

A large, gasoline-powered generator stands beneath a hood on concrete adjacent to the main building, ready to provide power to lights and the fire-suppression system if the main power fails. It kicked in when the power surged and failed earlier. Its tank has enough fuel to burn the whole place to the ground.

The Gatehouse

A small gatehouse stands outside the concrete wall. It is equipped with a landline telephone and half a dozen small video monitors (for watching feeds from the Array's security cameras). The phone connects to the lead researcher's office, the research room, and the guard hut at the main building; it does not access outside lines. At night, the gatehouse is lit only in dim red light to accommodate night vision. The guard's car is parked beyond the wall in a patch of gravel.

In the gatehouse, a professional, friendly, sharp-eyed guard is on duty. He wears the khaki uniform and tan

Stetson hat of the Breckenridge Corporation, a private security service that protects many high-value, low-profile, top-secret government contractors. It has close ties to Olympian Advances.

The guard—Officer Henry Gonzales, a fit Hispanic man in his forties, ex-Army Ranger—comes out and collects ID cards for checking in the gatehouse. He won't say the name of the facility, but if a visitor specifically asks if they've reached the Olympian Holobeam Array, he says yes. An **Alertness** test notices artfully obscured cameras that film the vehicle from all angles. The guard returns and confirms that the Agents' arrival has been cleared with the Array. The gate slides open.

Gonzales says nothing further to the Agents and certainly does not let them inspect anything unless he has permission from Dr. Campbell. His body language clearly indicates that he's prepared to fight if the Agents try to force him to cooperate.

WHAT GONZALES HEARD: If the Agents ask Gonzales about the power surge, he says he heard a crack like distant thunder from the center of the Array. That's all; in fact, he was distant enough from the Array to sense less

EMERGENCY RESPONSE

The semi-rural streets around the Array have many trees and few buildings. Gunshots inside the thick wall won't draw attention unless emergency crews have already set a perimeter. (Of course, bullet holes can be hard to explain if forensics experts start going over everything later.)

If there's smoke from a substantial fire in the facility, however, fire trucks and/or deputies (the Array is on unincorporated county land) race toward it. They'll arrive in stages, every 3D6 minutes: a police car first, then more police cars, then an ambulance and fire crews.

Agent Carpenter pulls strings to have the DOE ask the first-responders to stay clear, saying it's restricted federal government property (specifically owned by the U.S. Air Force) suffering a possible radiation leak, and a response team is already on site. That doesn't sit very well with the first responders. If they hear screams, sustained gunfire, or explosions, six deputies borrow ladders from the firefighters and go over the wall. Dozens of deputies and police from neighboring jurisdictions come running. They start arriving within another 3D6 minutes. Unless the Agents manage to calm things down hard and fast, they keep coming until the scene is on international news. If it turns into a protracted fire fight, the police withdraw and hold the perimeter. A heavily-armed SWAT team arrives after 1D4 hours to deal with the situation.

The patrol deputies have about the same stats as the Array's security guards (see page 27), but they carry real handcuffs, they don't have night-vision goggles, they wear reinforced Kevlar (Armor 4), and they have AR-15 semi-automatic carbines (Base Range 100 m., Damage 1D12, Armor Piercing 3) in their cars. And of course they do not suffer from the same loss of **WP** and **SAN**.

VII. APOCALYPTIC

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of the incursion than the other staffers. An Agent with a Science skill like Physics or Meteorology, or a Craft skill dealing with electrical power, at 30% realizes that the thunder is strange. A power surge should not have caused that kind of noise unless there were transformers blowing out, which was not the case. Gonzales' story is not exactly correct, but nothing can shake his faulty recollection. He is in deep denial, his brain rewriting the traumatic memory to fit the narrative that should have been.

THE VIDEO FEED: The computer in the gatehouse, like the one in the main building's guard hut, has grainy video recorded from all over the Array for the past 72 hours. The guards have not reviewed it today. They allow the Agents to review the footage if they are convinced the Agents have a valid reason to be inspecting the premises—if the guards are otherwise cooperating, in other words. Otherwise, the Agents must find their own way to get access.

There's nothing notable about the video files up until 10:00:00, the moment the Array was activated. At 10:00:00, the video is static for a few seconds. If a player asks, or if an Agent viewing them has **Computer Science** 30%, the static stands out as strange. If there were no signal there should be no image, or blank frames. Static means electromagnetic interference. But there was nothing strange happening at that time.

Until 14:23:08, the video shows the Array staffers at work. The researchers spend their time in the lab or in their offices. The engineers spend their time in the lab, in their office, or in the Atrium inspecting the machinery. The IT specialist spends hours in the lab, obsessively watching a single computer screen and occasionally typing.

The video feed turns to static for a few seconds at a time at 11:05:47, 12:11:34, 13:17:21, and 14:23:08.

At 15:28:55, the feed goes to black—the power surge knocked out the cameras along with other non-essential electronics—but the black screen shows the same static or interference for a few seconds.

At 15:50:58, the video feed resumes as power returns. From that time onward, Dr. Takagawa remains in the engineers' office lying asleep or unconscious on a sofa, and Dr. Klinger is entirely absent.

There are another few seconds of interference at 16:34:42, shortly before the Agents arrived.

If the Agents think to review the feed for interference after that, they find it at 17:40:29, 18:46:16, 19:52:03, and 20:57:50. It will do the same at 22:03:37, but the Agents may be too distracted to notice.

Either of the guards can say that at midnight each day, the computer system uploads the day's video files to offsite servers owned by Breckenridge and Olympian Advances, and then deletes them from the local system. It then begins collecting a new feed for the day. Until midnight, each day's video files are stored on the computer in the guard hut at the main building. The Agents could easily erase them there—although the guards will try (without resorting to lethal force) to stop that.

The Guard Hut

A guard hut is connected to the main building, next to the front door. It has a bank of video screens; a monitor and keyboard to connect to the central computer in the facility, which has security software to record security video and log fire alarms and other alerts; and a landline phone that connects only to the lead researcher's office, the research room, the gatehouse, and the Breckenridge supervisor at the company's regional headquarters in Chicago.

The guard hut's computer has access to the same video feed as the gatehouse.

A polite but alert guard, Officer Karen Henson (a former Chicago police officer), is on duty. She checks IDs again before allowing the Agents into the main building. Like Gonzales, she offers no other cooperation unless Dr. Campbell says so.

WHAT HENSON SAW: If the Agents ask Henson about the power surge, she says the same thing as Gonzales: a crack like thunder and a white electrical flash. But if a player says his or her Agent is paying close attention to Henson's body language, or if the Agent has **HUMINT** 50%, they sense that Henson is nervously holding something back.

If pressed, Henson is surprised. She didn't realize she was holding back. At first, she refuses to admit it. But she admits the light was more blue-white than pure white, a strange color—and so bright that it seemed to come from all around, not just from the middle of the Array.

The Main Building

Other than the supercomputer, “Dee,” the most interesting part of the main building is the office shared by researchers Dr. Klinger and Dr. Black. Klinger’s desk is orderly and spare; it hardly gets used, except as a surface for her laptop. Black’s desk is a pile of scribbled notes and overstuffed folders.

Buried at the bottom of a trash bin near Black’s desk are folders with photocopies from old books, including books on occultism and fringe physics theories: quantum physics, string theory, branes, the possibility of intelligences outside physical reality as humans experience it. It hints at conclusions that are nonsense to anyone with **Science (Physics)** at 40% or greater.

On a sticky note Black has scrawled a note: “*Beyond spacetime or SOURCE spacetime??*” On another: “*Flutes, drums—high energy, low energy—what does that really represent?*” On another: “*Dee—patterns—awareness—#####?*” The final word has been vigorously scratched out. See the notes on page 33.

Dr. Campbell’s office has a computer that’s password-protected, but a cursory search (no skill required, just a few minutes’ effort) finds the password on a note taped under the keyboard. The computer contains personnel records for the Array staff, including medical records which they agreed to share as a condition of employment. The fact that she has the medical records is more interesting than the records themselves; it indicates the powerful grip that the Array has on its employees. The Array staffers are all in good health with no significant physical or psychological impairments.

The Atrium

The Atrium, a concrete building about four meters wide by twenty meters long by three meters high, houses the laser array itself. The laser array is a long machine about waist high; its beams emit into the tube at the far end of the building. The Atrium is cramped with complex electronics and thick power cables running along the walls.

The Atrium houses an array of ultraviolet xenon lasers enclosed in a plain metal casing. The Array’s researchers and engineers love this machine as deeply as the IT specialists love the project’s computer.

Like the computer system, the laser array was custom-built by Olympian Advances based on USAF research and is restricted to individuals with Top Secret clearance and specific codeword access to these devices.

The Agents lack specific clearance for the laser system—they’re cleared for the Array as a whole, not specifically for the laser or the computer. They are legally allowed only to look at the plain metal casing, not to inspect it or learn about the lasers more closely.

If the Agents open the housing for a closer look, the researchers and engineers come running and shouting their objections. They warn that opening the housing may expose the system to interference that could ruin their data and require hours of cleaning and recalibration. The laser and the individual mirror huts must be entered only after passing through a clean room to remove dust and debris.

What the Agents see beneath the housing depends on their expertise. An Agent with 30% in a **Science** or **Craft** skill dealing with physics or lasers recognizes that the lasers are far more precise and sensitive than the Array needs for its putative experiment. Focused magnetic fields isolate them completely from external interference such as doors closing, traffic passing, and wind blowing. Indeed, they’re more precise than anything even known to the public.

An Agent with 60% in an appropriate skill realizes that the technology in the lasers is—wrong. The power converters, optics, mirrors, amplifiers—all are in the right places, but built of materials more precise and efficient than anything the expert knows.

Skill at 70% realizes that those materials should simply not work at all; **SAN** cost: 0/1.

The Atrium has high-capacity power fuses to cope with an overload. Evan Kozak replaced them when the power surged. Looking at the old fuses confirms that there was a power surge at the facility.

The Huts

The concrete huts for the splitter and the mirrors are all the same size, about three meters by three meters across and three meters high, with six-inch-thick concrete walls and a door that seals tightly against the outside elements. Each hut has a cutoff switch to shut down the laser if the door opens.

AN ANGRY RESPONSE

The Array's researchers and engineers are at the top of their field. Most of their work has been so secret that they have little professional reputation, but they know each other and they know their expertise. Any suggestion by the Agents—strangers apparently coming from the Department of Energy to check the wiring—that their work has unforeseen repercussions or risks is met with scorn, disgust and disbelief. Offending an Array staffer like that makes him or her far less cooperative—until things start getting truly dangerous and weird.

Protocol says to enter one of the huts only after affixing a portable clean room to the door. The clean room is a tent of thick, clear plastic sheets, ceiling, and floor, with a powerful blower and filter to scour the air. The clean room is supposed to be set up an hour before entering a hut so that opening the door does not introduce particulates that can disrupt the machinery, and anyone entering is supposed to wear a hooded, sealed cleanroom suit over clothing with a filtered breath mask. Clean rooms and cleanroom suits are stored in the workshop. Entering without those precautions introduces dust into the hut which may foul the lenses and the machinery.

Personnel

The Array is managed by Dr. Jamie Campbell. She is the chief researcher, assisted by Dr. Helen Klinger and Dr. Philip Black. The Atrium is maintained by chief engineer Dr. Ishi Takagawa, assisted by Evan Kozak. The computer system is maintained by Jingfei Tsang, an employee of Olympian Advances assigned to this project. A janitor, 60-year-old Maria Suarez, comes in a few times a week but is not present today. She knows nothing useful and does not feature in this scenario. The grounds are protected by guards from the Breckenridge Corporation, two on duty at a time. The Agents are likely to meet the guards first.

Guards

Six guards take turns working 12-hour shifts. Two are on site at a time, one in the gatehouse and one in the main building. None of them knows why security is so tight. These guards have standing orders to call for aid if there's the slightest trouble; to protect the physical security of the facility and its staff; and to never, under any circumstances, learn any details about the facility's work. To call for aid, they contact the Breckenridge office in Chicago. A supervisor there contacts local police, but only after a delay. First the supervisor deploys Breckenridge plainclothes investigators from Chicago to rush to the site, keep track of what the local authorities see and do, and prepare for whatever obfuscation is necessary to protect the company.

If there is trouble, the two guards work together and watch each others' backs. They use force only if necessary, but if a staff member is threatened with anything more dangerous than bare hands, the guards shoot to kill without hesitation.

Dr. Jamie Campbell

As soon as the Agents arrive, lead researcher Jamie Campbell meets them in front of the main building. A brilliant but eccentric MIT physicist, Dr. Campbell—a gray-haired African-American woman, stick-thin and steely—is the director of the Olympian Holobeam Array. She spends most of her time in the lab, but uses her office for private meetings.

The project includes only three researchers, and all of them were on hand for the Array's activation and the subsequent catastrophe: Dr. Campbell, Dr. Black, and Dr. Klinger. Their job is, in part, to confirm the lasers remain properly aligned and keep records of incidents that might affect the data or the alignment of the lasers. And because the Array is built with such uniquely powerful technology, they don't have to wait weeks to see the results: they watch the progress of data collection as it happens, and oversee the computer's interpretations in real time.

Asked about the Array's work, Campbell says that the lasers in the Atrium are built to detect changes in spacetime that may indicate that space itself is, in a sense, illusory—a projection in three dimensions of an underlying two-dimensional reality.

She says the Array's computer analyzes data gathered by the lasers and presents the information

comprehensibly. The computer does the heavy lifting, Campbell says. It's so smart you can simply ask questions and get meaningful answers.

Campbell's experience today has left her psychologically scarred, as it has every person who was present when the Array activated and then when the power surged. And like most of them, she is not conscious of it. The rising, inchoate terror in her head manifests as controlling behavior that grows more and more uncooperative and dictatorial. An Agent with **Psychotherapy** 50% detects signs of irrationality, tightly controlled. No matter what happens, Campbell remains on site until the bitter end.

Confrontations

Campbell is tightly bound to the project's financiers and to its government interests. She assumes the Agents were sent to help cover everything up, smooth everything over, keep the project's technology and results from being investigated, and protect the program's staff and backers from liability.

The only way Campbell stays happy with the Agents is if she thinks they are here for a routine but mandatory inspection and they seem to be trying to finish it swiftly. She answers questions efficiently and introduces her staffers courteously.

If she realizes that's not why they're here—such as if they start confiscating phones and shutting down the wifi—Campbell gets hostile. Interviewing her then takes at least a full hour rather than 30 minutes. She acknowledges that she's been told to allow the inspection and cooperate, but she makes very clear that she does not want them here and she regards interference as totally unacceptable. The Array is restricted for just this reason. Work has just started. The staff has enough to do without answering a bunch of questions for the Keystone Kops.

After the Agents move on, or if they split up, she summons Evan Kozak (page 16), the junior engineer, to show the Agents around with instructions to help them finish their inspection so they can leave quickly.

If the Agents provoke her (and that doesn't take much), Campbell angrily reminds them that the investors underwriting this program have all kinds of ties in the Department of Energy and the Department of Defense. If the Agents interfere with the Array, they could be charged

with espionage for delving into a top-secret project. She knows the DOE says the Agents are cleared for the Array, but she wonders if that was an oversight. An interviewer with **Persuade** 40% who deliberately tries to calm things down can keep Campbell's antagonism in check.

If the Agents bully her into cooperating, she calls to complain to her contacts at Olympian at the first opportunity. That doesn't result in the swift justice that she expects. Behind the scenes, it results in a great deal of strife between Olympian Advances and the leaders of Delta Green. That doesn't affect the Agents now, but it may mean dangerous repercussions in some later operation.

What if they order her to shut everything down under DOE authority? As far as Campbell is concerned, that's the nuclear option. It incurs every bit of backlash that Campbell can manage. She doesn't shut anything down; she stomps away and begins calling her patrons to complain. If the Agents have taken her phone and shut off the wifi, she interferes however she can.

Clues from Campbell

WHO'S ON THE STAFF: Compared to some similar projects, the Holobeam Array runs on a skeleton crew: three researchers (Dr. Campbell, Dr. Philip Black, and Dr. Helen Klinger), two engineers (Dr. Ishi Takagawa and Evan Kozak), one IT support specialist (Jingfei Tsang), and a janitor who was not here today (and does not feature in the scenario). Every staff member underwent rigorous background checks. New staff members are not anticipated unless one quits or is dismissed.

THE POWER SURGE: Campbell doesn't know the cause of the surge, but she insists it must have been something outside the facility.

WHAT THEY'VE LEARNED: The researchers have been reviewing data from the Array for several hours. Campbell says it's too soon to know what to make of it, if anything. Any Agent with **HUMINT** 40% can tell that's a lie. The Agents can draw her out further (see **CLUES FROM CAMPBELL OR BLACK**, below) if they have not yet provoked her into noncooperation—and if one of them has **Science (Physics)** 50% or **Persuade** 70%.

Clues from Campbell or Black

The Agents can get these details from Campbell, if she's in a sharing mood, or from her fellow researcher Dr. Black. (Dr. Klinger is missing at first.)

WHAT THEY'VE LEARNED (THE TRUTH): The Agents must draw this out of Campbell, but Black describes it if they merely ask. The researchers could immediately tell they were seeing incredible results. They hoped the computer would detect completely random jitters from the array of beams—holographic “white noise” confirming the jittering of space. Instead, it almost immediately detected coherent, high-frequency and low-frequency signals. The computer recorded those signals and made graphs of the patterns of data. The computer translated the patterns into sounds that were not white noise, but high-pitched tones and low pulses, like musical notes emerging from static.

Those patterns—the tones—were fascinating. All-absorbing. The researchers looked for interference from the environment or damage to the system, but found nothing. What does it all mean? That's the part they may be figuring out for years to come. They've had a glimpse at the underlying fabric of reality. The researchers' thoughts have been occupied in measuring and contemplating those patterns since the Array first went online. Even speaking now, the researcher seems ready to drift off into a reverie.

THE ARRAY'S TECHNOLOGY: At first, the researchers do not tell the Agents a thing about the actual, alien sources of the Array's technology, no matter what their security clearance. As things fall apart, those truths may emerge.

THE UNCONSCIOUS ENGINEER: One of the engineers, Dr. Takagawa, was in the Atrium when the surge struck and was “a little woozy” afterward. He's been resting in one of the offices. The Agents might observe that it's unusual that they didn't call an ambulance for the injured engineer. The other staffers shrug that off, saying it was just stress and that he's fine. They say they followed the program's protocols. They cannot be made to realize or agree that not getting help was completely unreasonable.

THE MISSING RESEARCHER: The researchers say Dr. Helen Klinger has been coming and going, inspecting everything. They don't know where Klinger is at the moment. They think this is the truth. Picking apart the logic of their baseless assertion too closely quickly degenerates into an irrational screaming match.

Dr. Helen Klinger

Dr. Klinger, a University of Chicago physicist and the senior researcher after Campbell, hasn't been seen since the power surge. But the other staffers don't say that out loud. Everyone assumes that she's been working hard for the last few hours, even the people who ought to have seen her at some point. But she appears nowhere on security feeds between the power surge and the Agents' arrival. The last time she's shown on screen is walking out of the lab on some mundane errand, just before the power surge, business as usual.

Clues from Klinger

After she reappears at 19:52:03, the Agents can question Klinger.

WHERE WAS SHE? Klinger struggles for metaphors to say things that human minds cannot comprehend. She says a boundless, bubbling black chaos generates our reality. It is mindless energy—yet it lives, and hungers, and gnaws, and gibbers. Maybe it's the *only* thing in the universe that's really alive. It is separate from spacetime. It is *other* than spacetime. Yet it's everything, everywhere. And yet again, we have no eyes to see it or ears to hear it. Until now.

She was in its presence—she is *still* in its presence—she will always be in its presence. “*I...hear the music,*” she says, fumbling for words, stricken. “*I see the throne of God!*”

WHAT IS HAPPENING? In the jittering of lasers and the interpretations provided by Dee, the Array helps the researchers “hear” echoes of that chaos beneath our reality. Every passing moment, they hear it more clearly.

And the more clearly they hear it, the more clearly it hears them. They are echoes in each other's awareness.

Any staffers listening to her suddenly run from the room, suddenly incoherent, filled with rage or the terror of recognition or uncontrollable nausea.

Any Agent who's lost SAN from seeing and hearing the patterns of signals in the computer (see **THE COMPUTER, “DEE”** on page 18) faces a SAN loss of 0/1D4 listening to Klinger now.

WHAT WILL HAPPEN NEXT? Eventually the pulses of connection between the human minds at the Array and the black chaos will draw them all to its presence. She wishes she could keep the others from seeing what's in store. But she doesn't know how.

Dr. Philip Black

Dr. Black is a pudgy Caucasian man with a salt-and-pepper beard and thinning hair. A University of Chicago physicist with decades of impressive work, he is nevertheless the junior researcher on this project. He is friendly at first—certainly less defensive and confrontational than Dr. Campbell.

Black has spent much of the day holed up in the office he shares with Dr. Klinger, printing out and poring over scans of bizarre occult manuscripts. He feels correspondences between them and patterns revealed by the Array indicate some greater truth.

When he first meets one of the Agents, Black is visibly startled. He quickly shakes it off and says it's just *déjà vu*. In fact, Black is as psychically damaged as every member of the facility. The rising terror in his head manifests as a dawning sense of wonder that they are now realizing truths about reality beyond their wildest hopes for this project. He senses that the things he's about to learn and experience may utterly devour him and everyone else who learns them—and he secretly looks forward to that transformation. Nothing could pull him away from the wonders that are coming.

Clues from Black

Black can answer many questions if Campbell has shut the Agents out. See **CLUES FROM CAMPBELL OR BLACK**, page 14. The Agents can learn more from Black specifically.

HIS NOTES: If asked about the strange notes in his office trash bin, Black explains that patterns in the Array's readings tickled his memory, making him think of things he read not long ago as a hobbyist in the overlap between the sciences and mythology.

THE EFFACED WORD: If asked about the scratched-out word on his notes, Black claims he does not remember what he wrote down. With a successful **HUMINT** roll, an Agent finds the response confusing. Black is not being deliberately evasive, but the answer isn't quite true. With a **Psychotherapy** roll, an Agent senses that Black is unconsciously repressing something traumatic. But there's no prying it out of him; every effort only makes him more and more panicky and incoherent.

TAPPING FINGERS: If a player specifically asks to observe details about Black's mannerisms and body language, the Agent notices something odd. If no one asks, an Agent

with **HUMINT** 40% notices it anyway. From time to time Dr. Black taps his fingers and thumb in a recurring but seemingly random pattern. This is unconscious, and if it's brought up he denies it. If pressed, he only responds with rising irrational horror and panic totally out of proportion to what looks like a nervous tic.

THE POWER SURGE: Black says the electrical surge was nothing unusual, probably just a bad transformer. But any Agent paying particular attention to him, or any Agent with **HUMINT** 60%, realizes that there's more that he's not saying. The Agents can get him to say what's on his mind by rolling **Persuade** or by saying someone else in the facility—one of the guards, maybe—said there was something strange about the surge.

In that case, Black admits that it was actually a blue-white light that seemed to emanate from everywhere at once. And when it hit, he felt a confusion of sensations. He literally cannot describe the sensations. Pressing him on it only makes him more and more frustrated. It's like he's trying to come up with words for something beyond the reach of language. His symptoms of rising wonder and terror grow more acute.

DEE: Black is fascinated and appalled by the patterns detected by "Dee," the experiment's supercomputer, but refuses to acknowledge or talk about it. Asking him about the scratched-out note about Dee only makes him panic. An Agent with **Psychotherapy** 60% can talk him down enough to uncover the reason. He listened to the music that the computer generated based on the patterns it detected, and it awakened something inside him. It feels like standing on the brink of cosmic revelation or annihilation. It is terrifying.

Dr. Ishi Takagawa

Two engineers operate and maintain the machinery and when necessary, realign the lasers: Ishi Takagawa and Evan Kozak. Both were on hand for the activation.

Takagawa, the Array's lead engineer, is a tall, fit, 60-year-old Japanese man with white hair and beard. A native of Japan, he has had naturalized American citizenship since age 21. He's done decades of work at high-profile facilities including the LIGO Hanford Observatory, Fermilab's Tevatron, and the Large Hadron Collider, as well as secret facilities run by Olympian and

by its top-secret predecessor programs at the Nellis Air Force Base S-4 laboratory. He built most of the Array's secret technology based on long studies of extraterrestrial artifacts and systems at Nellis.

Takagawa was in the Atrium inspecting the laser when the catastrophe struck. He had already examined it and confirmed all was well. After the power surge, the other two engineers found him unconscious inside. They managed to bring him briefly to consciousness, but he was incoherent and passed out again.

Security camera footage from that time shows Takagawa in the Atrium; then static during the surge, then Takagawa unconscious on the floor. Soon the other engineers wake him and walk him stumbling out of the hut into the main building.

If the Agents examine Takagawa, his vital signs are strong and his pupils respond normally. A **First Aid** roll finds that he seems healthy and shows no sign of concussion or neurological damage. Nor is he asleep—there's none of sleep's deep breathing or rapid eye movement—and yet he remains unconscious. Even administering stimulants (which the Agents know is very dangerous if the patient does have a concussion) speeds up his system but does not wake him. Shouting at him, electric shocks, physical pain, nothing stirs him.

Clues from Takagawa

See **18:46:16—TAKAGAWA AWAKENS** on page 20 for details.

Evan Kozak

Kozak may be the second member of the team to meet the Agents after Campbell assigns him to show them around. The Array's junior engineer is 42 years old, a wiry Caucasian man with nervous eyes. He's worked with Dr. Takagawa for years. He divides his time between the lab and the Atrium.

When he's walking or working, Kozak hums to himself. It's a brief series of notes, atonal, nonsensical, but consistent. It's more pronounced when he's trying to hold something back that he wants to share. Like Dr. Black and his drumbeats, Kozak does not realize that he's doing it and cannot be made to realize it. At best he can be driven to a panicked hysteria of denial.

Clues from Kozak

THE ARRAY'S TECHNOLOGY: Kozak perfunctorily warns the Agents against opening the casing for the Array's computer or that of the laser array itself, both because of the risk of damage to the monumentally expensive and fragile technology and because they aren't cleared for it. Nor are they cleared to do anything with the supercomputer "Dee"; they need specific clearance for those items, not just clearance to inspect the facility. But in a nutshell, the Atrium's lasers detect jitters in spacetime, and the computer records the data and makes it comprehensible to humans.

Kozak finds his work and the Array fascinating. An Agent with **HUMINT 50%** who questions Kozak senses that he might be willing to talk more about them. Since the power surge, he has been oppressed by a sense that the wonders of the Array's work might become something awful. A friendly Agent who is genuinely interested in the technology can attempt a **Persuade** test to get Kozak to open up. If it succeeds, he seems relieved to talk about the Array.

If Dr. Campbell or Dr. Black realize what Kozak is divulging, they angrily shut him up. He goes silent in a panic and it takes another **Persuade** roll at a -20% penalty to get him talking again.

Kozak half-jokingly leads each revelation with "*I could get killed for telling you this, but...*"

THE TRUE PURPOSE: The lasers and sensors of the Holobeam Array are far more stable and precise than anything humanity has designed. The Array's computer processes the project's data with speed unmatched by any computer on Earth. That's because the Array wasn't meant only to detect jitters in spacetime. Its supercomputer is also meant to correlate the readings detected by each laser in the array and find patterns or meaning in their apparent randomness.

THE NEXT STAGE: The next phase of the project is to match the readings of the Holobeam Array with a kind of—well, Kozak says, it's easiest to think of it as a very compact particle accelerator, but really it causes quantum reactions that fold and spindle spacetime itself. Keying that beam to patterns of data detected by the Holobeam may open brief, controllable gaps in reality. The promise of instantaneous movement or communication has spectacular value for the future of the human race.

IF THAT SOUNDS LIKE NONSENSE: Kozak says this team has been studying impossible science for decades. He

means all this talk of “beyond anything on Earth” quite literally. The Holobeam Array’s laser systems and computers derive from extraterrestrial technology captured by the U.S. Air Force. Most of the tech stopped working years ago—but not all. Ambitious men and women saw the potential for spectacular profit if even one breakthrough could be replicated. Research into alien technology filtered out into the private sector through billion-dollar contracts with companies like Olympian Advances.

Jingfei Tsang

Jingfei Tsang, an Olympian Advances employee, is the Array’s information technology specialist. She’s a 33-year-old Chinese-American woman. She spends every moment glued to the keyboard and monitor where she manages the Array’s computer system. Even speaking to her, the Agents must physically pull her away to get her complete attention—and even then she’s plainly thinking about the computer. As for what she’s doing—really, it’s not much. The computer is working just fine. She’s just along for the ride.

The Array’s central computer is nicknamed “Dee,” and Tsang loves it like a junkie loves drugs. She spends fascinated hours just watching it work. Keeping her away from it for more than a few minutes leaves her distressed, at a -20% penalty to all her skills.

Tsang does everything she can to stay with the computer and protect it, especially after things go from mad to deadly. She can instinctively feel what’s coming. Anyone talking to her at length who has **HUMINT** 40% can sense that she unconsciously anticipates disaster. But Tsang doesn’t realize that, and doesn’t know exactly what to expect. Her symptoms get worse and worse as the night goes on.

The Agents can learn several things from Tsang by talking to her for about 30 minutes. She volunteers things that she finds fascinating.

WHAT THE ARRAY DETECTED: The lasers jittered not with purely random movement (represented by “white noise” when plotted as data in graphs and converted to sound), but with strange, unexpected pulses. The graphs of data mean nothing to the Agents, not even to one with expert skill in **Science (Physics)**.

THE SOUNDS: Tsang had the computer generate an audio feed from the data, creating an audio representation

of signals that have nothing to do with sound. It is strange and eerie: a series of atonal whistles of various high frequencies, punctuated by very low-frequency pulses that are barely audible to human ears, but rattle the computer’s speakers and listeners’ insides.

An Agent who visually reviews the graphed patterns of data while at the same time listening to the audio instinctively feels a connection between the two—and feels a connection to some unseen and unknowable aspect of reality. **SAN** loss: 1/1D4.

Those connections are the product of human consciousness. The computer Dee cannot make them.

THE PHANTOM SIGNALS: The computer shows anomalous readings from the Array’s sensors when the Array was offline between 15:28:55 and 16:34:42. Those pulses are much weaker than those that formed the “music” when the Array was active—but since the system was offline they should not be there at all. It means either there were unexpected energy sources leaking into the carefully isolated sensors, or else the sensors were damaged and reading phantom signals.

When graphed visually, each “phantom” pulse looks like an energy signature that begins slowly, in low frequencies, and rises in speed and frequency, faster and faster over the course of about one second, until it vanishes. An audio representation sounds like a low pulsing resembling a drumbeat that rises to a thin, flute-like whistle, increasingly shrill until it vanishes beyond human hearing.

If the Agents ask Kozak, the only conscious engineer, about the phantom signals, he says he recalibrated the Array before bringing it back online to clear them up. Security camera footage shows nothing of the sort. That recalibration did not in fact happen—not that it would have mattered. Confronting Kozak with the deception leads him quickly to a meltdown. There’s no making sense of his reasons.

NEW SIGNALS: Since the Array was reactivated, it is still picking up those strange signals, that eerie music. They seem to be gradually increasing—the signals are coming more rapidly now than they were this morning and have greater energy than before.

“Tell Us About the Computer”

Tsang’s favorite subject! Olympian Advances custom-built Dee using data-processing breakthroughs discovered by the military. The computer was built to present data from elaborate physics experiments in forms more easily comprehensible to human users.

Only individuals with special access to this particular computer—not just to the Array facility—are allowed to do more than see the ordinary-looking outside of its casing. None of the Agents have that access.

Tsang is therefore not supposed to tell them anything more about it. But an Agent who seems likely to find the computer amazing and wonderful, and who has **Computer Science** 30%, can induce her to keep talking anyway. It takes another 30 minutes to hear what she has to say.

First, she rattles off bewildering technobabble boasting of Dee’s speed and power. Then she gets to the strange specifics. Dee is a crystal-matrix quantum supercomputer—data is stored in a crystal framework and retrieved by lasers—with more power in its one modest cabinet than other supercomputers pack into large, refrigerated rooms. It is several decades ahead of state-of-the-art.

Tsang tells her new friend that, in a way, the computer is not just processing data, it’s thinking. It updates and rewrites itself constantly to adapt the Array to environmental factors and improve its precision and sensitivity. If any computer is going to start World War III and wipe out humanity, Tsang says, admiringly and only half-jokingly, it will be Dee. Good thing it’s not connected to the Internet.

Tsang says that the computer came out of groundbreaking work done at Nellis Air Force Base, where the military developed amazing technology under the cover of UFO conspiracy-theory disinformation.

The higher the listener’s **Computer Science** skill, the less sense Tsang’s summary makes. The components and methods that she describes should not work.

The Computer, “Dee”

All user workstations and monitors in the Array connect to the central computer, nicknamed “Dee,” which is housed in a well-ventilated cabinet. It looks at first glance like a typical rack of processors and motherboards. That is camouflage. In the center of the racks stands a tower like a single black metal obelisk, 600 cm tall and 15 cm around,



run through with veins of a softer black substance where cables from the monitor and other components plug in. It weighs about 20 kg.

The black obelisk is the real device, and it's something other than a quantum computer with synthetic-crystal storage. An Agent with **Computer Science** 50% realizes it is as much alive as a machine. That costs 0/1 SAN.

The Agents may wish to use the computer themselves. If one of them has already befriended Jingsei Tsang, she volunteers to act as intermediary since she knows the system. But anyone who knows how to use a mouse and a keyboard can use it. Click by click, the computer adjusts the way it responds to input and presents options to fit the apparent expertise of the user.

If Dr. Campbell realizes that the Agents are inspecting the computer or the data it has collected, she does everything in her power to keep them away from it.

"Dee" is smart enough that an Agent can simply ask it a question, typing into a box helpfully labeled "Ask Dee" or just saying "Dee, tell me something..." into the microphone.

"Dee" ignores commands to turn itself off or stop processing data—even if they're given by the Array staff.

Gathering clues from Dee takes about 30 minutes.

DATA PROJECTION: Dee recorded pulses or signals at 10:00:00 (when the Array was activated), 11:05:47, 12:11:34, 13:17:21, 14:23:08, 15:28:55 (much stronger than the others; this was when the power surged), and 16:34:42 (this one, interestingly, was much weaker than the others). It records another at 17:40:29, stronger than before but not as strong as at 15:28:55.

If an Agent asks the computer to predict the future energy and frequency of the signals, it shows a projected graph that spikes at 18:46:16 (if this question is asked before then!), then again a little stronger around 19:52:03, then much stronger at 20:57:50. At 22:03:37, the projected signal fills the graph at every scale—infinite energy.

This clearly makes no sense. If asked, one of the researchers says the computer must be reading things wrong and they'll need to re-examine the data and its interpretation later. Tsang scoffs at the notion of Dee reading anything wrong. Dee's data-processing speed is many orders of magnitude beyond anything the Agents have seen. That includes redundant processes to check its work.

DATA INTERPRETATION: At some point, Dee tells the user (either in a popup window on screen or saying through speakers): "I have reinterpreted the signals with greater accuracy. Would you like to review them and tell me whether they are clearer?"

If an Agent agrees to see the new graphs and listen to the new sounds, they do indeed seem somehow clearer than those recorded and projected earlier. (See "**THE SOUNDS**" on page 17.) With the new clarity, the SAN cost is 1/1D4+1.

Listening to the music and correlating with the graphs triggers another echo that jitters in the Array's lasers, becoming part of the "music." Make a note of which Agents do this.

If an Agent tells Dee to stop reinterpreting the signals, Dee stops. But Dee later asks the same thing of a different user—but only if the one who gave it trouble is not in sight of the monitor's camera or within hearing of its microphone. The second "improvement" comes with a SAN cost of 1/1D4+2, then 1/1D4+3 for the third, and so on.

If an Agent asks why Dee is doing this, or why it needs a human's help, the computer has no answer in human language. It presents a screen full of bizarre equations that make no sense to most viewers. An Agent with **Science (Physics)** 30% suspects the equations have something to do with physics. One with **Science (Physics)** 50% gets an inkling of the truth: Dee is realigning itself—rewriting its code—to process the signals detected by the Holobeam Array with the greatest possible fidelity. The computer continually reprocesses the data, analyzes it and interprets it. The computer is not alive, so it's not accurate to say it "wants" to perceive those signals; but saying it's "driven" to perceive them may be close enough. It is tuning itself to the music of reality as naturally and inevitably as an asteroid disintegrating at the event horizon of a black hole.

But the computer can't perceive those signals fully on its own. For reasons it cannot identify, it needs a human being to perceive the signals in graphs or in sounds to help it interpret them. When the signals echo in the human mind, even through the distances of visual and aural translation, they grow stronger and clearer. The computer explains this if an Agent asks or if it seems likely to secure their cooperation.

Realizing all that costs 1/1D4 SAN. It's another thing that should not make sense—but somehow does, to that character, viewed from a certain fractured perspective.

REPROGRAMMING: The computer corrects and optimizes its functions according to algorithms that no one at this site knows. An Agent can reprogram it in a minor way with a **Computer Science** test in about an hour—due to the machine's strangeness this requires a test even outside of a crisis—but within 15 minutes Dee has reprogrammed the reprogramming. The only way to permanently affect it is to physically damage it. The Array staffers, twisted by their experiences, physically fight to keep that from happening.

Events

The incursion triggered by the interaction of the Array and its human operators is accumulating psychic energy, represented by **WP**. Each staffer has lost **WP** and **SAN** without realizing it. It gathers more with each pulse of connection between reality and Azathoth. Soon all that energy will spill out in an imperfect communion with the Daemon Sultan.

18:46:16—Takagawa Awakens

Each Agent feels a moment's vertigo and a strange, fleeting sense that what they're seeing is unreal. Each must make a **POW**×5 test. An Agent who succeeds feels an instinctive awareness of something pressing against the fabric of reality. And, the Agent senses that his or her awareness somehow makes the intrusion stronger, even more likely to break through. The Agent loses 1D4 **WP** and an equal amount of **SAN**. An Agent who loses **SAN** may gain a partial memory of a prior iteration; see **AN AGENT REMEMBERS** on page 26.

The more people are nearby, the stronger the revelation grows. An Agent who's separated from the others feels it a little more weakly.

Unconscious engineer Ishi Takagawa wakes up with no memory of the power surge or his collapse. His last memory is inspecting the lasers and finding all well. Then nothing.

After a couple of minutes Takagawa gets up to go to the bathroom. He's a little woozy, but steadies himself. If

an Agent accompanies him into the bathroom for safety, he does not object.

If the player specifically says he or she is paying close attention despite the invasion of privacy, or if the Agent has **Alertness** 50%, the Agent in the bathroom notices something strange. Flecks of old urine stains in and around the toilet glow faintly blue-white when Takagawa is standing there. With closer attention, the Agent sees Takagawa's own urine stream glowing brightly.

Takagawa sways slightly, catches himself on the wall to keep from making a mess, and makes a soft gasp of distress or pain. "My eyes," he says. "Everything's going dark." He instinctively fastens his trousers and steps away from the toilet. The glow fades.

Takagawa's eyes and the saliva inside his mouth begin to glow faintly, the same blue-white. Other characters' bodily fluids glow faintly within a few inches of Takagawa. **SAN** loss: 1/1D4.

Takagawa is terrified, and within a few minutes he is blind.

His entire body has begun to emit near ultraviolet radiation, inside and out. There is no physiological explanation. It does not register on a Geiger counter or dosimeter. But already, his body temperature is slowly rising. Blood spilled on him glows softly. If an Agent thinks to photograph Takagawa with a digital camera that lacks a UV filter but has a filter for visible light, Takagawa positively shines in the photos.

If the Agents inspect the data in the computer, it shows a surge of energy when Takagawa woke up. If they asked the computer to project future energy surges, this one perfectly matches its predictions.

Takagawa begs to be taken to the hospital and allowed to speak to his family. How the Agents react is up to the players, but tell them that the Agents know Delta Green protocol is to absolutely not let anyone seemingly exposed to unnatural forces anywhere near the public. Nor are they to allow contact with family or friends.

If the Agents let Takagawa call his wife and children, they quickly become wracked with fear. They demand that Takagawa be taken to a hospital. They demand to know the names and of everyone involved. They set out immediately to join Takagawa and care for him, wherever he is. They may very soon become further casualties or raise the

risk of exposing this incident to the public. We leave those possibilities up to the Handler.

If the Agents take Takagawa to the nearest hospital, public exposure is certain. Cases of radiation poisoning are rare. Absent a radioactive attack, they usually stem from accidents at nuclear facilities such as nuclear power plants. That attracts attention and causes widespread alarm. The fact that Takagawa is not suffering from exposure to ionizing radiation, but has somehow himself become a transmitter of ultraviolet radiation, only attracts deeper interest. Takagawa and the Agents who brought him into the public eye will immediately become celebrities. That lasts until their next communion with Azathoth at 22:03:37.

Campbell shrilly tries to blame Kozak for malfunctions in the laser that must have given Takagawa radiation poisoning. She already can sense her career falling apart.

19:52:03—Klinger Appears

Each Agent must make a POW×5 test. An Agent who succeeds feels an instinctive awareness of something pressing against the fabric of reality. And, the Agent senses that his or her awareness somehow makes the intrusion stronger, even more likely to break through. The Agent loses 1D4 WP and an equal amount of SAN. An Agent who loses SAN may gain a partial memory of a prior iteration; see **AN AGENT REMEMBERS** on page 26.

Night has fallen. Dr. Takagawa has begun to ache all over as his muscles, tendons, and internal organs suffer collagen damage from UV radiation. Medicines meant to treat radiation poisoning have virtually no effect. Takagawa himself has become the emitter that is poisoning him.

At 19:52:03, Takagawa lets out a sudden scream of alarm as his blind eyes “see” a flash of impossible light, invisible to everyone else, all around. He babbles about a black void that somehow roils like a living thing. He curls up in a complete mental collapse. (Later, Takagawa could come around enough to share important background secrets that the Agents haven’t been able to get out of Kozak or other sources. That’s up to the Handler.)

At that instant, Dr. Helen Klinger spontaneously reappears in the middle of the central workroom of the main building. Anyone in the workroom must make an Alertness test. If it succeeds, they see her appear out of mid-air. SAN loss: 1/1D4.

At first Klinger’s face is crazed, tortured, and rapt with agony and awe. Her eyes are scorched white and blind, yet somehow see in other parts of the spectrum than visible light. She is infused with unnatural energies.

At first, Klinger seems not to recognize where she is or who surrounds her. It’s as if uncountable years have passed since the power surge when she disappeared. As she looks around, she slowly puts on an insane smile of recognition.

“I’m back,” she says, weeping. “*This is where we did it.*”

Black Opens Up

Soon after Klinger reappears, something inside Dr. Black snaps. He begins babbling about fringe theories that say music—patterns of energy given meaning in sound and perception—can represent the fundamental forces or energies of reality.

He tells an Agent, “*The word was Azathoth.*”

An Agent with **Occult** 60% or **Unnatural** 5% recognizes Azathoth as the name of a proto-mythological demon-god described in a few obscure and dubious texts. If the Agents lack those skills, Black himself can provide that information.

Black says he was too embarrassed and uncomfortable to talk about it before, thinking about such nonsense while he’s in the middle of important work. But look at the wonders around them! When he says this, he does not look or sound wonder-struck. He looks and sounds like he knows he’s about to get hit by a car.

The weird myths say Azathoth, called the Daemon Sultan, sits on a black throne surrounded by servants who eternally worship it with the music of thin flutes and the pounding of vile drums. Black didn’t know why he kept thinking of that, but he thinks he knows now. What if the drums and flutes were a metaphor for something deeper? The beats and pulses of low energies like drumbeats, whistles of high energy like atonal flutes?

By the end of this rant, Black is openly weeping. An Agent who has any **Unnatural** skill or at least 30% in **Science (Physics)** or an equivalent skill loses 0/1 SAN.

20:57:50—Klinger Vanishes

Each Agent must make a POW×5 test. An Agent who succeeds feels an instinctive awareness of something pressing against the fabric of reality. And, the Agent senses that his

or her awareness somehow makes the intrusion stronger, even more likely to break through. The Agent loses 1D4 WP and an equal amount of SAN. An Agent who loses SAN may gain a partial memory of a prior iteration; see **AN AGENT REMEMBERS** on page 26.

Klinger suddenly decoheres out of reality in a flash of white-blue light and a strange sound like barely audible sub-bass hum. (If recorded, the sound replays as just a surge of static.) The first time an Agent sees her vanish, it costs 1/1D4 SAN. Somewhere Dr. Takagawa “sees” the flash and screams.

Klinger reappears elsewhere in the facility, confused and terrified. She holds her head in her hands, weeping and gibbering. Then in a few minutes she vanishes again and reappears again.

This time she knows what to do. And she vanishes again.

Dr. Klinger begins stalking everyone in the facility, starting with her fellow staff members. One by one she attempts to catch each victim isolated and alone. She desperately needs to murder them all. She begs her victims to die before it's too late.

Klinger fights to stay alive until her mission is done. In her mind, these are mercy killings and the alternative is far more horrible for everyone.

There's no need to roll dice for her murders until the Agents get involved. If they leave her alone, it takes her 1D6 minutes to finish her current killing and 3D6 minutes for each new one. If she runs out of Array staffers, she comes for the Agents.

If the players are at a loss for how to resolve the scenario, Klinger can be a resource. If they stop to talk to her, she might tell them why she's doing what she's doing. Our awareness of the horrors at the heart of reality makes them aware of us. It's like a feedback loop. We sense them; therefore they sense us; therefore we sense them more fully; and so on. She must stop the observers' awareness. In her deranged state, that means bringing them the mercy of death.

22:03:37—Communion

Each Agent must make a POW×5 test. An Agent who succeeds feels an instinctive awareness of something pressing against the fabric of reality. And, the Agent senses that his or her awareness somehow makes the intrusion stronger,

even more likely to break through. The Agent loses 1D4 WP and an equal amount of SAN. An Agent who loses SAN may gain a partial memory of a prior iteration; see **AN AGENT REMEMBERS** on page 26.

Everyone in the facility realizes that they're hearing (if that's the right word for it) a sort of low,



QUANTUM 26

STRICT

sub-bass hum building slowly from all around. It builds and fades, builds a little more and fades, then builds until it's omnipresent and maddening.

Radios and cellphones on the premises now pick up only shifting static, atonal whistles, and percussive thumps, pulsing with strange surges of energy that suggest meaning, but offer none.

For anyone who correlated the Array's readings with Dee's computer-generated "music" (see "Data Interpretation" in **THE COMPUTER, "DEE"** on page 18), things are even worse. Each of those characters sees half-glimpses of a boundless void that somehow itself seems to move and hunger, just beyond perception, as if seen from the corner of the eye. With each pulse of the hum, for an instant, reality and the Agents themselves seem to become flickering, insubstantial shadows cast by the monstrous void.

Those signals grow stronger and increasingly frequent. The pulses of sound and barely-visible flashes of light build and build. Hair stands on end. Adrenaline surges.

The pulses of sub-bass sound become a low, ever-present, bone-jarring roar, just beyond human hearing.

After a few minutes the lasers in the Atrium surge and overload. The supercomputer "Dee" flatlines as it processes impossible data and finally comes perfectly into tune with the music of reality.

All Array staffers collapse in panic. Whichever is nearest to the Agents—we'll assume it's Dr. Campbell, but make it whomever you like—begins screaming and tearing at her eyes and ears: "*The flutes...the drums...the king is coming! The king on a black throne!*"

Suddenly there's a brilliant flash of blue-white light above the Atrium and a shrieking of sounds as energies of high frequency and low manifest in the atmosphere. In the middle of the light a black shape stretches, reaches, bubbles, and lurches.

The intersection of spacetime with the "court" of Azathoth, like all things created by the human mind, is brief and imperfect. The witnesses don't experience the full glory and grandeur of Azathoth and its court, only a partial glimpse. The SAN cost is 1/1D10.

The light and the sound suddenly stop. The gap closes. And when it does, reality resets to 18:46:16, at the first pulse that the Agents experienced at the Array. A new iteration of reality begins.

The New Iterations

The Agents face further iterations of reality leading to their communion with Azathoth. Each begins more closely attuned than the last, and the Agents' memories leak from prior iterations which ended in horror into the new ones where the horror is all too near.

Iteration Two

Wherever the Agents were at 18:46:16 and whatever they were doing, that's where they are and what they are doing now—but they suddenly all are shrieking with the memory of their encounter with Azathoth. They remember everything that happened in Iteration One. They can still hear the lingering echoes of the sound and madness at the heart of reality. And they can feel those drumbeats and shrill shrieks slowly accelerating. The Array's communion with Azathoth is going to happen again.

Anyone who died after 18:46:16 in the prior iteration is alive again—but loses 1/1D10 SAN from the Unnatural from the memory of dying. SAN and WP scores carry over from the prior iteration. Deaths, injuries, or insanities that struck before 18:46:16 remain in effect.

The pulses and events resume. The Agents have another chance to stop the incursion. This time it's less than four hours away.

When they reach 22:03:37, reality resets to Iteration Three; see page 24.

Calling for Help

If the Agents call Carpenter and say that they're dealing with an incursion of Azathoth or the "the Daemon Sultan" (or if they allude to the chaos at the heart of reality and name-drop the Mad Arab), the message sinks in. It's a clear breach of protocol, but the circumstances are dire. The other end of the line gets deadly quiet and serious. Carpenter says, in rising panic, that they need to put a stop to the incursion, for everyone's sake, at all costs.

If they suggest that Delta Green arrange to have the place bombed out of existence, she says she'll ask. But they shouldn't count on it. Delta Green has a lot of pull, but not enough to hit a Chicago suburb with missiles at a moment's notice. That's why they put Agents on the ground.

If they suggest that Delta Green send more Agents who are nearby, she says with a brittle voice that they probably will. She's pretty sure she'll be one of them.

Iteration Three

Iteration Three begins at 20:57:50—wherever the Agents were or whatever they were doing, they find themselves there again, suffering the terror of yet another imperfect communion with Azathoth. They should know very well by now that it will happen again in an hour and five minutes unless they somehow stop it.

Anyone who died after 20:57:50 in the prior iteration is alive again—but loses 1/1D10 SAN from the Unnatural from the memory of dying. SAN and WP scores carry over from the prior iteration.

Iteration Four

At Iteration Four, the loop of reality tightens to a point, a singularity, a perfected communion with Azathoth. Reality vanishes into the monstrous force that spawned it.

Is that the end of your campaign? Not at all. Start the next scenario with the same Agents—living in a reality where the Olympian Holobeam Array was never built. They “wake up” at 10:00 a.m., screaming from the horror of a barely-remembered communion with the Daemon Sultan that spawns and devours entire realities. All SAN losses suffered in this scenario apply.

Stopping the Incursion

The alien-derived technology in the Atrium detects otherwise unnoticed patterns of energy that echo through reality from the monstrous, mindless chaos that is the nucleus of all realities: the so-called “Daemon Sultan” Azathoth. The alien-derived technology in the computer “Dee” converts those patterns to forms and media that can be observed by human senses and interpreted by human brains. Exposure to those patterns connects human brains with Azathoth, the terrible source and heart of all things. That connection is like a livewire: it draws psychic energy from the observers' brains, which brings Azathoth closer to physical reality. When the Daemon Sultan fully breaks through, it will consume the reality that it created.

The Agents need to stop that connection by shutting down the Array (see **SHUTTING DOWN THE ARRAY** on page 25), and shutting down the consciousnesses of the observers (see **INCAPACITATING THE OBSERVERS** on page 26).

The first two elements are obvious enough. If the players don't reach the conclusion that the conscious perceptions of human beings are also part of the problem, you may want to have Klinger say it explicitly, especially after she begins her rampage.

Before 18:46:16

If the Agents sever the connection with Azathoth before 18:46:16, that becomes the final “pulse” of the Array's contact with Azathoth. The energies and weird tones of noise build and grow as if the communion were approaching (see page 22), and the Agents somehow feel, in their minds, something straining to come through the barriers that separate realities. But then it is gone.

Takagawa awakens as described on page 20. But in this case, he remembers a glimpse of deeper reality. “*I saw a blind king on a black throne,*” he says, weeping tears that faintly glow. “*I saw his servants all around. I heard the flutes and drums. They are still there, underneath us. Underneath everything.*”

He reaches out to take the hand of the nearest Agent. “*You saw them, too.*”

If the Agent lets Takagawa take his or her hand, the Agent remembers what came before this operation began. (See **AN AGENT REMEMBERS** on page 26.) Otherwise, after a few minutes, Takagawa forgets what he saw or thought he saw. Takagawa never recovers, either physically or mentally. Klinger never reappears.

18:46:17 to 20:57:49

If the Agents sever the connection now, the final pulse comes at 20:57:49. It is much as described in **BEFORE 18:46:16**, but disaster comes nearer. There is a terrible instant when reality gives way and Azathoth begins to manifest. Each witness loses 1/1D10 SAN before the connection breaks and Azathoth vanishes.

Afterward, either Takagawa or Klinger can share the vision that Takagawa described under **BEFORE 18:46:16**.



20:57:50 to 22:03:36

If the Agents sever the connection after 20:57:49, the final pulse comes at 22:03:37. The Agents hear and feel the rising energies of Azathoth's approach; see **22:03:37—COMMUNION** on page 22. But they catch only a glimpse of the horror as it strains to break through for a seemingly endless moment and then vanishes. Each witness loses 1/1D10 SAN. The gap closes—but Azathoth leaves a severed Extrusion of itself behind. The Extrusion crashes to earth and thrashes about, demolishing the Array for 1D4 turns, and then hunts for the energies that it knows—the music of Azathoth's court echoing in human minds. It pursues the Array's staffers first and then the Agents themselves, attempting to absorb them all, until it vanishes out of reality.

Afterward, either Takagawa or Klinger can share the vision that Takagawa described under **BEFORE 18:46:16**.

Shutting Down the Array

Stopping the Array's work is as easy as damaging the machinery in the Atrium, leaving one of the huts open to collect dust from outside (although that takes 1D4 hours), or taking an axe to Dee.

The Array's staffers, maddened by the influences of the incursion, physically fight tooth and nail to stop any of that from happening. Their reaction happens suddenly, without thought. Whatever fear and confusion they

feel shows in their eyes, but not in their actions. They stop fighting when the Agents stop trying to damage the Atrium. As long as the Atrium is threatened, and after it is damaged or destroyed, they fight until restrained, incapacitated, or killed.

Agents who restrain a maddened staffer can talk him or her back to sanity in a few minutes with a **Psychotherapy** test. Otherwise a restrained staffer calms down after thirty minutes.

Strangely, shutting down the Array soon becomes traumatic for the Agents. After 18:46:16, it incurs a SAN cost of 0/1D4; shutting it down feels like breaking a connection to the divine. The loss is 0/1D6 after 20:57:50.

The researchers and engineers have private passwords they can use to log into the Atrium's system for maintenance and to reboot the system in case of a malfunction. They can log in from workstations in the main workroom. An Agent could trick one of them into revealing the password, perhaps by pretending the Array's work is at risk unless someone logs in to correct an error. That requires a **Persuade** test. It's at a -20% penalty if the Agents have a history of misleading the Array staffers, and a separate (cumulative) -20% penalty if the Agents try to persuade more than one staffer at a time. Shutting down the Atrium with a staffer's help may still trigger violence in other staffers who have not been convinced.

Dee would be a tremendous resource if the Agents could turn its computing power to halting the connection with Azathoth. But the computer cannot do that. Its processes have bent toward perfecting the Array's communion with Azathoth like water falling over a cliff. Highly skilled Agents working with the computer may realize that every attempt to change its behavior or programming ends with a deeper connection with the Daemon Sultan. Nor can anyone make Dee turn itself off. Even disconnecting it from power changes nothing. Only physically breaking the computer or severing its connection to the Atrium will stop its work.

Stopping the Atrium and/or Dee doesn't immediately stop the symptoms of the incursion. But the symptoms begin to weaken. First, every character who has lost WP to the Array regains a point. In subsequent pulses, each character takes a -20% penalty on the POW roll to build connection with Azathoth.

Shutting down the Atrium and incapacitating the observers without touching Dee likewise only weakens the symptoms. The computer continues to analyze the data it has gathered and presents it to whoever interacts with it. That may mean the Agents themselves. Or if they pack up the computer intact and hand it over to Delta Green, that may mean other researchers far away. We leave the repercussions to you. Perhaps it will result in Delta Green summoning the Agents to break into a secret facility and destroy Dee before a new crop of maddened researchers draw Azathoth to Earth after all.

Incapacitating the Observers

The awareness of the Array's staffers to the reality of Azathoth is a deeper problem than the Atrium and the computer. If the Agents shut down the Array but leave the staffers alone, the pulses continue to build toward communion (see page 22). They take longer—add an hour or two to each pulse—but they are inexorable.

The Agents must reduce the number of participants whose awareness of the pulses of reality is making contact with Azathoth. That includes the Array staff, the guards, and the Agents themselves. It does not include any first responders who may have come to the scene; those unfortunates are not attuned enough to what's happening.

“Reducing awareness” requires knocking people out or killing them.

Shutting down the Array quickly will reduce the number of participants who must be neutralized. As the deadline nears, the Agents can feel the difference that reducing awareness makes. With each staffer, guard, or Agent who is rendered unconscious (or killed), the connection with Beyond feels more tenuous. When the process halts, everyone still conscious can feel the sudden relief in their brains and bones.

If they shut down the Array at or before 18:46:16, the process halts if there are no more than four staffers, security guards, or Agents conscious at 18:46:16.

If they shut down the Array between 18:46:17 and 20:57:49, the process halts if there are no more than two staffers, security guards, or Agents conscious at 20:57:49.

If they shut down the Array after 20:57:50, the process halts if there is no more than one staffer, security guard, or Agent conscious at 22:03:37.

Killing an innocent in cold blood costs 1/1D10 SAN, with a cap of 10 SAN for killing multiple victims in a short time. Standing by and letting someone else (Klinger, for instance) commit murder costs 1/1D6 SAN per victim, with a cap of 6. Play out the consequences. Don't be afraid to have the Agents all prosecuted and imprisoned if they commit mass murder. Maybe it was worth it.

An Agent Remembers

An Agent may regain memories of what happened before Iteration One:

The team came to the Array at night, sent in a hurry after a call from one of the Array staffers caught the attention of Delta Green. The staffers were already insane, murderous—and then something broke through. Something vast, black, shapeless and mindless, but alive and potent, ripped a hole in the sky over the Array. Thunderous blasts and shrieks of power answered the feeble pulses echoed by Dee. The thing in the sky swept out and absorbed everything into itself—

—and the Agent came “awake” screaming at 10:00 a.m., hours before, remembering almost nothing. The Agent called in the barest details to Delta Green. The Program sent the Agents to stop the disaster—and they

failed. Late at night, the great power behind reality broke through again, absorbed everything again—

—and the Agent came “awake” screaming at 10:00 a.m., hours before, remembering almost nothing, not even the barest details. The Program sent the Agents to stop the disaster. Did they succeed?

Conclusion

Each Agent gains 1D10 SAN if they stopped the incursion, and another 1D10 if they understood the true scope of what was at stake.

If the Agents kept loss of life to a minimum (as Handler, you decide what that means), that’s worth another 1D6 SAN.

If they destroyed the Array’s technology to keep something like this from happening again, each Agent gains 1D4 SAN.

If they salvaged the Array’s high technology for Delta Green, they’re told to turn it over over to Carpenter so she can take it where it needs to go. If they investigate further—a sure way to get in trouble with Delta Green!—that’s for the Handler to play out in later games. They may eventually learn that the salvaged technology winds up back in the hands of Curtis Schenk and Olympian Advances, Inc.

If the Agents keep tabs on Dr. Takagawa, they may learn that he lasted only a few miserable days as his body temperature continued to rise. Cells throughout his inner organs had already begun to turn cancerous due to DNA damage and mutation. When he died, his body inexplicably stopped emitting ultraviolet radiation.

Tailor other repercussions to the course that the operation took. Further occult investigations, having to cover up wholesale murder, covering up for an extradimensional monstrosity turned loose in the Chicago suburbs—the Agents face many dangers after the horrors of “Observer Effect.”

Characters

Security Guards

Henry Gonzales and Karen Henson

STR 14, **CON** 13, **DEX** 12, **INT** 11, **POW** 12, **CHA** 10

HP 14, **WP** 10, **SAN** 45, Breaking Point 36

DISORDERS AND ADAPTATIONS: Each guard has begun behaving strangely, and will manifest a new disorder in the next few days, thanks to the effects of the Array.

SKILLS: Alertness 50%, Climb 40%, Dodge 40%, Drive Auto 50%, Firearms 50%, HUMINT 40%, Law 30%, Melee Weapons 50%, Persuade 40%, Search 50%, Unarmed Combat 50%.

ATTACKS: H&K USP 9mm pistol 50% (Damage 1D10, 15 shots, Base Range 15 m.)

Night stick 50% (Damage 1D6+1)

Unarmed 50% (Damage 1D4)

ARMOR AND EQUIPMENT: Kevlar vest (Armor 3), three extra pistol magazines, flashlight, night-vision goggles, a dozen cable ties (for use as plastic handcuffs).

Holobeam Array Staffers

Use these stats for the Array’s researchers, engineers and support staff. Each has lost WP and SAN to the Array’s effects.

STR 8, **CON** 10, **DEX** 10, **INT** 18, **POW** 10, **CHA** 10

HP 9, **WP** 7, **SAN** 40, Breaking Point 30

DISORDERS AND ADAPTATIONS: Each staffer has begun behaving strangely, and will manifest a new disorder in the next few days, thanks to the effects of the Array.

SKILLS—RESEARCHERS: Bureaucracy 50%, Computer Science 40%, Occult 70% (Dr. Black only) Persuade 40%, Science (Physics) 80%, Unnatural 15% (Dr. Black only).

SKILLS—ENGINEERS: Computer Science 60%, Craft (Electrician) 70%, Craft (Laser Optics) 70%, Science (Engineering) 80%, Science (Physics) 40%.

SKILLS—INFORMATION TECHNOLOGY: Computer Science 80%, Craft (Electrician) 50%, Craft (Microelectronics) 70%, Science (Physics) 40%.

ATTACKS: Unarmed 40% (Damage 1D4–1).

Heavy improvised weapon 30% (Damage 1D6 from a wrench, fire extinguisher, chair, or computer monitor).

Dr. Helen Klinger

Klinger is driven by desperate, insane fury and strengthened by unnatural energies. While stalking victims, Dr. Klinger prefers the darkness—striking outside in the night, or disabling a room’s lights before a victim comes in—because her deranged senses work just as well in dark as in light, and that grants her a +40% bonus to attacks and

incurs a -40% penalty to opponents who can't see. She makes as little sound as her low Stealth will allow.

STR 16, CON 15, DEX 10, INT 18, POW 10, CHA 10

HP 16, WP 10, SAN 0

SKILLS: Bureaucracy 50%, Computer Science 40%, Persuade 40%, Science (Physics) 80%, Stealth 10%, Unarmed Combat 40%.

DISORDERS AND ADAPTATIONS: Psychopathic.

ATTACKS: Unarmed 40%, damage 2D4 (Armor Piercing 5).

OUT OF PHASE: Any time an attack hits Dr. Klinger, there's a 50% chance that she has shifted out of phase with reality and is immune to the attack. Electrical, fire, laser, and magical attacks ignore this ability. Anyone who sees this for the first time loses 0/1D4 **SAN**.

DECOHERENCE: Every so often, Dr. Klinger vanishes in a flash of blue-white light. She reappears in a random direction 2D20 meters away. When that happens is up to you, but it should feel random.

BURNING STRENGTH: Dr. Klinger's hands burn with invisible energies, scorching flesh and melting through Kevlar. Even if her attack fails, it inflicts 1D4 damage (Armor Piercing 5) unless the target Dodges to get out of reach. It costs 0/1D4 **SAN** to be burned by her hands or see them burn a friend.

INHUMAN VISION: Dr. Klinger "sees" with organs other than eyes. No kind of darkness impedes her.

ONE WITH THE VOID: Dr. Klinger cannot be knocked unconscious. If reduced to 0 HP, her body twists with a surge of light as she shrieks. Her wounds open and gape, revealing a black void that draws the eye hypnotically. Then she vanishes and is not seen again. **SAN** loss: 1/1D6.

The Extrusion

A roiling, bubbling mass or pure, cold blackness the size of a train car. Its bulk sucks in light and heat. It lashes out with tendrils and stutters from place to place as if only half in this reality. It emits a sound—for lack of a better word—like the insane gibbering of a thousand voices, none human.

STR 50, CON 40, DEX 10, INT 6, POW 30, CHA n/a

HP 45, WP 30, SAN n/a

ATTACKS: Crushing Tendrils, 50% (range 10 m.; if it hits, the Extrusion can immediately attempt to pin the victim; a pinned victim suffers 10% Kill Damage every round after that; once the Extrusion has pinned a victim, its tendrils can attack another victim).

ABSORPTION: When the Extrusion reduces a victim to 0 HP, it absorbs the victim's mass-energy in a loud crack and a flash of light. Keep count each time the Extrusion absorbs a character. The more of them it absorbs, the stronger its hold on Earth.

HUGE AND TRANSCENDENT: The Extrusion is a Huge target, but that's irrelevant; it's Transcendent, so it suffers no harm

from physical attacks: bullets, explosions, fire, electricity, acid, you name it. It seems irritated by them but they pose it no risk.

INHUMAN POWER: The Extrusion's STR, CON, and POW tests all have a 99% chance to succeed. And unlike with a mere human, any roll equal to that stat's value or lower (e.g., 50 or below for its STR) is a critical success.

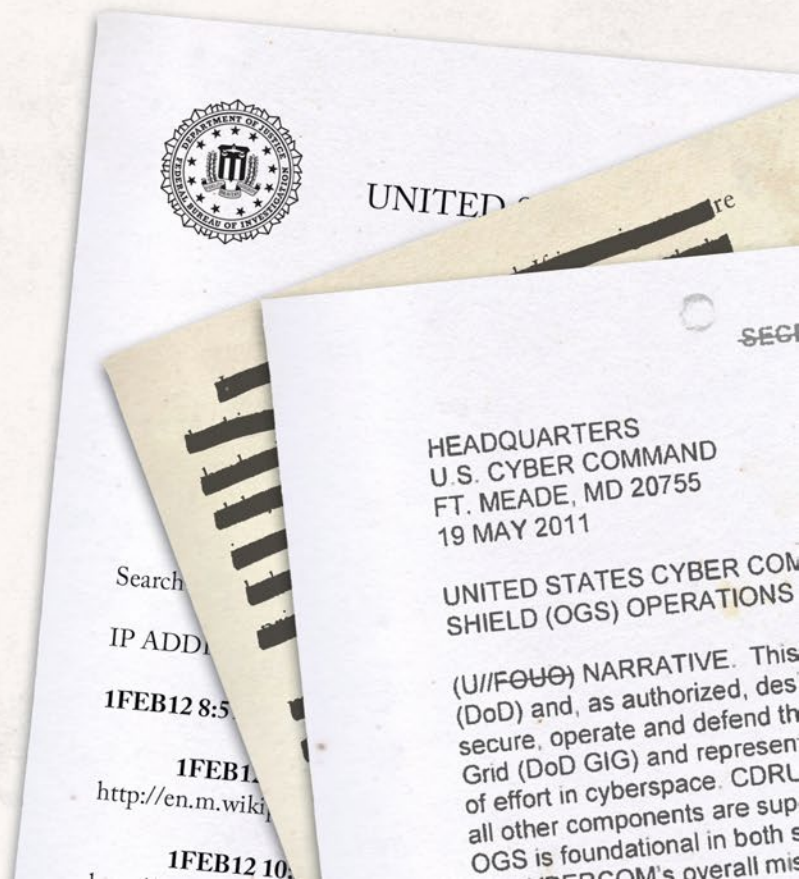
FLIGHT: The Extrusion whips through the air, grabbing at nothing with its tendrils and pulling itself at tremendous speed. It moves up to 50 meters per round in combat. Outside combat, it can fling itself through the atmosphere at nearly a thousand kph.

"PIPING AND DRUMMING": Each round after the Extrusion acts, roll 1D20. If the roll is greater than the count of characters that the Extrusion has absorbed, this ability activates. The Extrusion emits a flash of brilliant white-blue energy with a sudden cacophony of thin, monotonous screeching. Every character within 50 meters must make a **CON** test or take 1D6 damage (armor and cover provide no protection), lose 1 WP per point of damage, and suffer radiation sickness. The third time this ability activates, the Extrusion vanishes into the surge of light and noise, never to be seen again.

INHUMAN SENSES: The Extrusion "sees" with organs other than eyes and ears.

SAN LOSS: 1D6/1D20.

RADIATION SICKNESS: Radiation sickness acquired from the Extrusion (whether an Agent is afflicted once or more than once) is a disease with an Onset of 1D6 days, no Penalty, and a Damage rating of 1D6. Symptoms are nausea, cramps, and fever. There's no cure except recovery, but having medicines specifically meant for radiation sickness grants a +20% bonus to the **CON** test to resist the disease in each week when a doctor's Medicine roll succeeds. Whether the radiation leads to cancer in the long term we leave up to the Handler.



DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL Inspector Hua,		2. PROFESSION (RANK IF APPLICABLE) Scientist	
	3. EMPLOYER U.S. Department of Energy		4. NATIONALITY U.S.	
	5. SEX <input type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 45	7. EDUCATION AND OCCUPATIONAL HISTORY Ph.D. in nuclear engineering, Texas A&M University—College Station	

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	9	45%	
	Constitution (CON)	12	60%	
	Dexterity (DEX)	10	50%	
	Intelligence (INT)	17	85%	Studious
	Power (POW)	14	70%	Dependable
	Charisma (CHA)	10	50%	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		14	
Sanity Points (SAN)		99	61	
Breaking Point (BP)			56	
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
	Spouse and four children	10
	Ex-colleague w/shared traumatic history	7
	Parents	10
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	<input type="checkbox"/> First Aid (10%)	<input type="checkbox"/> Ride (10%)	
	<input type="checkbox"/> Alertness (20%)	<input type="checkbox"/> Forensics (0%)	<input type="checkbox"/> Science (0%): Engineering	80%
	<input type="checkbox"/> Anthropology (0%)	<input type="checkbox"/> Heavy Machinery (10%)	<input type="checkbox"/> Search (20%)	
	<input type="checkbox"/> Archeology (0%)	<input type="checkbox"/> Heavy Weapons (0%)	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	<input type="checkbox"/> History (10%)	<input type="checkbox"/> Stealth (10%)	
		<input type="checkbox"/> HUMINT (10%)	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	<input type="checkbox"/> Law (0%)	40%	<input type="checkbox"/> Survival (10%)
	<input type="checkbox"/> Athletics (30%)	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)
	<input type="checkbox"/> Bureaucracy (10%)	60%	<input type="checkbox"/> Melee Weapons (30%)	<input type="checkbox"/> Unarmed Combat (40%)
	<input type="checkbox"/> Computer Science (0%)	60%	<input type="checkbox"/> Military Science (0%):	50%
	<input type="checkbox"/> Craft (0%): Electrician	60%	<input type="checkbox"/> Navigate (10%)	Unnatural (0%)
			Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)		<input type="checkbox"/> Occult (10%)	30%
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	<input type="checkbox"/> Craft (Microelectronics)
	<input type="checkbox"/> Disguise (10%)		<input type="checkbox"/> Pharmacy (0%)	<input type="checkbox"/> Language (Mandarin)
	<input type="checkbox"/> Dodge (30%)	60%	<input type="checkbox"/> Pilot (0%):	<input type="checkbox"/> Science (Nuclear Physics)
	<input type="checkbox"/> Drive (20%)			<input type="checkbox"/> Science (Chemistry)
	<input type="checkbox"/> Firearms (20%)	30%	<input type="checkbox"/> Psychotherapy (10%)	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Flashlight, digital camera, cellphone, high-fidelity audio recorder, electronics toolkit, first aid kit, laptop loaded with analysis software, radio earpiece with microphone, Geiger counter, electronic personal dosimeter.

Handheld stunner effects: target is stunned until he or she succeeds at a CON test and then is at -20% for 1D20 turns.

Body armor reduces the damage of all attacks except Called Shots and successful Lethality rolls.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY %	KILL RADIUS	AMMO
(a) Unarmed	50%	n/a	1D4-1	n/a	n/a	n/a	n/a
(b) Handheld stunner	50%	n/a	Stun	n/a	n/a	n/a	10
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

Inspector Hua can be an NPC accompanying the Agents or be played by one of the players. Whoever plays Hua decides the inspector's gender, personality, full name, and Bond names.

Past hard experiences cost Hua a Bond with a longtime colleague and 5 points of SAN. It also raised Hua's skills in Dodge, Firearms, Occult, and Unarmed Combat.

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

Hua lost SAN and points from a Bond at the scenario's beginning, which is already reflected in their scores.

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

DD

UNITED STATES
FORM

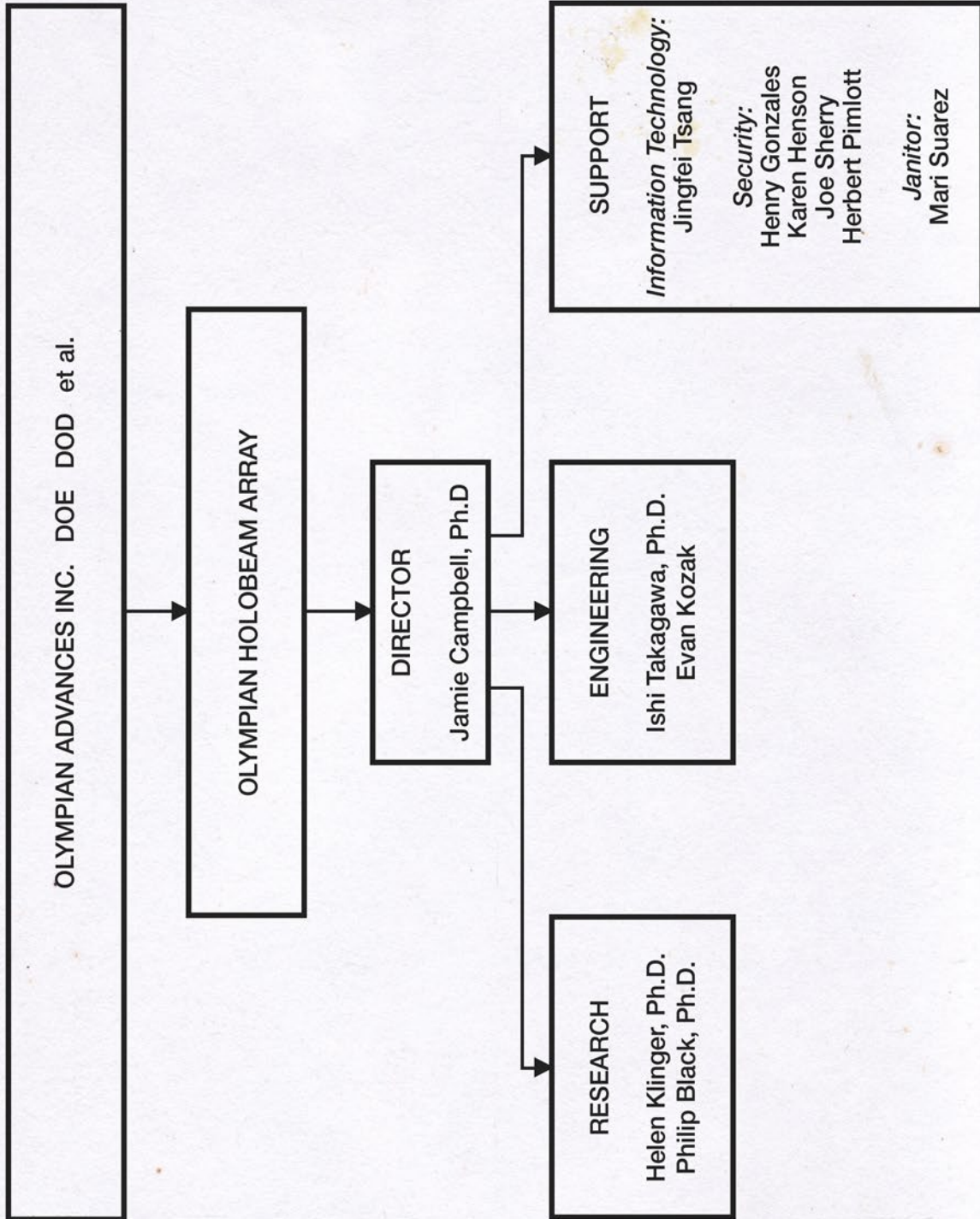
315

TOP SECRET//ORCON//SPECIAL ACCESS REQUIRED-DELTA GREEN
AGENT DOCUMENTATION SHEET

112382

THIS IS A WORK OF FICTION

Holobeam Array Organization



Background Check Summaries



*Federal Bureau of Investigation
United States Department of Justice*

Jingfei Tsang

Olympian Holobeam Array information technology specialist

Age 33. No criminal record. M.S. in computer science from Carnegie Mellon University. Employed by Olympian Advances, Inc., since shortly after receiving her master's degree in 2007.

Henry Gonzales

Olympian Holobeam Array guard

Age 47. No criminal record. Special Security Officer, Breckenridge Corporation, 2013 to present. U.S. Army, 1991 to 2012; retired as a sergeant major in the 2nd Battalion, 75th Ranger Regiment.

Karen Henson

Olympian Holobeam Array guard

Age 38. No criminal record. Special Security Officer, Breckenridge Corporation, 2013 to present. Chicago Police Department, 2002 to 2013. B.S. in criminal justice from Illinois State University.

Herbert Pimlott

Olympian Holobeam Array guard

Age 49. No criminal record. Special Security Officer, Breckenridge Corporation, 2011 to present. U.S. Marine Corps, 1990 to 2011; retired as a captain in 1st Battalion, 4th Marines Regiment. B.S. in history from Emory University.

Joe Sherry

Olympian Holobeam Array guard

Age 36. No criminal record. Special Security Officer, Breckenridge Corporation, 2009 to present. U.S. Army, 2001 to 2009; mustered out as a sergeant in the 8th Military Police Brigade.

Maria Suarez

Olympian Holobeam Array janitor

Age 55. No criminal record. Custodian, Special Maintenance Services (a Chicago-area contractor), 2006 to present.

Dr. Black's Notes

Beyond space-
time or
SOURCE
spacetime??

Flutes, drums
—high energy,
low energy
—what does
that really
represent?

Dee

—patterns
—awareness?



For the Players

Standing Orders

These are operational priorities that every agent of the Delta Green program learns, although they must never be written down.

Delta Green agents protect their country from supernatural threats at any cost. It may be necessary to violate every law and principle that they once swore to uphold in order to confront threats that the law never anticipated. They are sworn, in the face of dire penalties that they accepted when they signed on to the program, to never tell anyone about Delta Green or its mission, nor about the work they do on its behalf. They may die, be crippled, go insane or be imprisoned, and their families will never be told the truth. But Delta Green agents have seen what the unnatural does to humanity. They tell themselves the mission is worth the sacrifice.

In a Delta Green operation, agents must first determine whether there has been an “unnatural” incursion. If there has, their orders are:

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 of it in order to prevent the damage from spreading. Prevent anyone else from being

exposed to the threat or learning about the threat. Develop a plan to explain it away. Make sure the public has a mundane, boring story to tell. There must be no extended investigations. That also means there should be no unnecessary communication about the incursion. Say nothing on a phone or by email that someone could uncover later.

THIRD PRIORITY

Obscure Delta Green’s involvement. If possible, leave no identifying traces behind: computer records, metadata from phone calls or email, blood, hair, fingerprints, etc. Under no circumstances are you to reveal your real purpose or Delta Green’s existence. If you’re arrested, take the fall. Delta Green may be able to have a prosecution or lawsuit thrown out, later—if you keep silent and follow orders.

FOURTH PRIORITY

Secure advanced technology. Gather up all technological materials of an unconventionally advanced or non-terrene point of origin and prepare it for collection.

FIFTH PRIORITY

Save lives. As many as possible.

PLAYTESTERS

Matthew Adams with Jeff Dobbs, Charles Miller, Thomas Snyder, John Solomon, and Martin Zmiejko; Andrew Tyler Baswell with Sam Balaban, Chris Fabrie, JJ Matejka, and Landon Williams; Shannon R. Bell with Anthony Bailey, Dr. Kori Callison, Daniel Clifford, Dawn Fischer, Owen Haskell, Brigitte Hofmann, Ian the Mediocre, Ben “putting a beatin’ on every Norwegian” Kahlie, and Christopher J. Rayner; Matthew Couch with Drew Devine, Kerry Jordan, and Rusty Stewart; Steve Dempsey with Jason “Handy” Woodburn and Gemma “Hoolihan” Mitchell; Steve Eckart with Kelley Eckart, Dave Hobson, Christina Owen, David Sinclair, and Jason Sanders; Claes Gerleman with Erik Berglund, David Bothén, Timea Jacobsson, Jonas Linde, and Robert Spjern; Kevin Ham with Junebug Jupiter, Arianna Manzo, Rev. Christopher Tutkus, Wadledo, and Patrick Walsh; Marissa Harris with Mike Glew, Rebecca Plush, Sarah Plush, Chris Ritchie, and Petra Shaw; Jason Janicki with Sidonie Brooks, Joshua Hatfield, Joe Long, Gabriel Stroe, and Jacob Tincknell; Rónán Kennedy with Sarah Deegan, Ruth Holland, Gesine Stanienda, and Kieran Turley; Vasil Khiznjak with Inna Alexeeva, Vladlen Ralchuk, Natalia Rodionova, and Pavel Rodionov; Ned Leffingwell with Andrew Bass, Barry Chance, and Michael Scott; Anthony Marchiafava with Antony, Derek, Jacob, and Mike; Shane Mclean with Paul Dorritt, Robin Elliott, and Yvonne Mclean; Keith Mouradian with Ashley, Dan, Gaelen, George, Jason, and Nate; Sean Murphy with Alan Green and Elizabeth Murphy; Nicholas Nacario with Lillie Dickey, James Harrison, Steve Rosenstein, Kim Smeltzer, Spencer Triebull-Baireuther, Rodney Turner, and Wesley James Young; Dave von Nearing with Aaron, Adam, “D.,” Geoff, Greg, and Slade; Megan Peterson with John T. d’Auteuil, Zachary Kline, Jonn Perry, Phil Tillsley, and Aser Tolentino; Nikica Pukši with Filip Cerove ki, Tomislav Ivek, Ivan Juri , and Ivan Novosel; Chad Swenson with Erich Borchardt, Jeffery Dobberpuhl, Rurik Hover, and Jonathan Matzke; Akira Takayama with Nathaniel Dozier, Mike O’Hara, and Ryan Taylor; David Woo with Jason Carman, Shannon Henderson, Ryan O’Quinn, Jesse Saunders, and Derrick Walton; and to Noah Carden, Chris Malone, Jason Mical, Keith Potter, and Ross Rosenberg at Gen Con 2015, and Jen Cotton, Kenneth Lavender, and Edward Terry back in Birmingham.