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# EXTREMOPHILIA



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

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## DO YOU WANT TO LIVE FOREVER?

A secretive research company has developed a miracle drug, only to learn that every miracle has its price. Delta Green agents may be the ones to pay it.

*Delta Green: Extremophilia* brings the agents to Helena, Montana, where people are going insane and dying of a bizarre fungal infection. But this is no fungus that ever evolved on Earth. It's something far older, far stranger, and far more dangerous. Can the agents find the source of this terrifying threat and stop it? Or will they become just another vector for an all-too-unnatural disease?

Gather your players. Horror, suspense, intrigue, death, and strange wonders await.

*Delta Green: Extremophilia* is a scenario for *Delta Green: The Role-Playing Game*. It is playable with *Delta Green: Need to Know* or *Delta Green: Agent's Handbook*, available from Arc Dream Publishing.



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# Extremophilia

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

Written by Shane Ivey

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## Introduction

As much as thinking creatures long to stave off death, immortality has nothing to do with sentience. Life makes and remakes itself around the currents of strange energies, aeon by aeon. Some say the fungus-like components of the mi-go, the so-called fungi from Yuggoth, dominate those entities' physical structures in part because those components are effectively deathless. But they are not native to our universe. When a mi-go's structure is severely

damaged, it loses cohesion and sentience. Its components slowly decohere and evaporate from reality.

The Benthic Company, outside Helena, Montana, has spent years studying a carefully-preserved sample of the fungus from Yuggoth. A few days ago, a researcher there—Dr. Brent McCaslan—was exposed to the sample directly in a medium that made it aggressively contagious. He changed in ways the company never predicted. As the sample flourished in his system, he infected others, and they passed it along, a form of life resilient for eons before humanity evolved. The researcher will soon make contact with the mi-go and join them in immortality. The other infected subjects will follow similar urges with a less pure connection to the urges' meaning, spiraling into insanity. The Agents have a chance to stop the spread of the alien “fungus”—or to become just another vector.

“Extremophilia” is likely to require two to four game sessions as the Agents investigate and contain the contagion, pursue its sources, and deal with the repercussions of their investigation.



## Briefing

The Agents' case officer (we'll use the term whether the Agents are in the Program or the Outlaws) arranges a meeting through whatever oblique signals are usual for their team: a cryptic phone call ("This is the Black Sands Travel Agency confirming your appointment"); a seemingly spam text or email with a string of numbers that provide coordinates, date, and time; or simply a sudden, temporary reassignment on a codeword-restricted case.

The meeting is at 3:00 p.m. the next day, at a secure meeting room on Malmstrom Air Force Base, Montana. The Agents have tickets waiting at their nearest airports.

### The Death

The EPA and the Montana Department of Environmental Quality (DEQ) are working with the Lewis and Clark County Sheriff's Office (LCSO) to investigate a death outside Helena, Montana. Helena is about 140 km southwest of Great Falls.

LCSO Deputy Fred Jacob (white male, age 37, married, no children, twelve years on the job) died six days ago. Jacob died unexpectedly, in his home, from toxic shock from massive heavy-metal poisoning: cadmium, arsenic, and zinc. Jacob's condition stood out as strange in several ways.

- » The condition came on suddenly, apparently over the course of only a couple of days. The contamination was widespread. His digestive system showed high concentrations of heavy metals, but so did his circulatory system, brain, and organs, in levels that ought to take months to accumulate.
- » There were no reports of an industrial accident that would explain that kind of poisoning.
- » Medical examination found strangeness in Deputy Jacob's gut flora. There were very low levels of regular kinds of bacteria, which were seemingly replaced by a different, unknown kind, incredibly robust even in the presence of the heavy metals that somehow raced through the victim's system.
- » The coroner's report lists the cause of contamination as inconclusive.

### The Investigation

An EPA agent and a state investigator have begun studying recent environmental impact statements and taking ground and water samples from the region. The Program is sending the Agents as a specialist team from the FBI's Critical Incident Response Group in Washington, D.C. Any who don't already work for the FBI have been hired as consultants and are given FBI credentials (but not powers of arrest; they're consultants, not special agents). Officially, the Agents are there to "facilitate" the EPA investigation and look for evidence of criminal pollution.

The Agents' real purposes are:

- » Determine whether Deputy Jacob's strange condition indicates an unnatural threat.
- » If it does, identify the threat and neutralize it. Destroy the body and minimize human exposure.
- » Look for evidence that can justify restricting the investigation as a classified bioterrorism case. That will allow the Program to keep the EPA and state investigators, and local FBI, out of it altogether, restricting it to just the Agents and EPA personnel approved by the Program for an ad-hoc counterterrorism task force.
- » There are a few anti-government militia and white-power groups in the region who could be framed, if the Agents need a patsy and can plant the right evidence. (The Handler should invent their details as needed.)

If none of the Agents have the **Medicine** skill, the case officer recommends recruiting a Friendly to help with that side of the investigation. There's an Air Force doctor at Malmstrom Air Force Base who fits the bill. The Handler is encouraged to make up the doctor's details; otherwise it's Captain Sara Jimenez, described in **CHARACTERS** on page 32.

The Agents are responsible for their own transportation and accommodations. The six-agent Helena FBI office has not been consulted on this case. Nor has the region's FBI Special Agent in Charge, in Salt Lake City. None of those officials are likely to be friendly to a team intruding on their territory, even one sent from Washington. The

Agents are encouraged to keep a low profile to avoid complications.

The case officer gives the Agents coordinates to find a supply cache just outside Helena—a so-called “Green Box” left by other Agents in the area—and warns that they’ll need a metal detector to find it.

## Cover Identities

Whether the Agents act under their own identities or under cover identities is up to them and the Handler. The case officer recommends avoiding false identities, in this operation, wherever possible. There are a lot of legitimate agencies involved who could look into the Agents. If they discover holes in the Agents’ cover stories, they may push for further investigation.

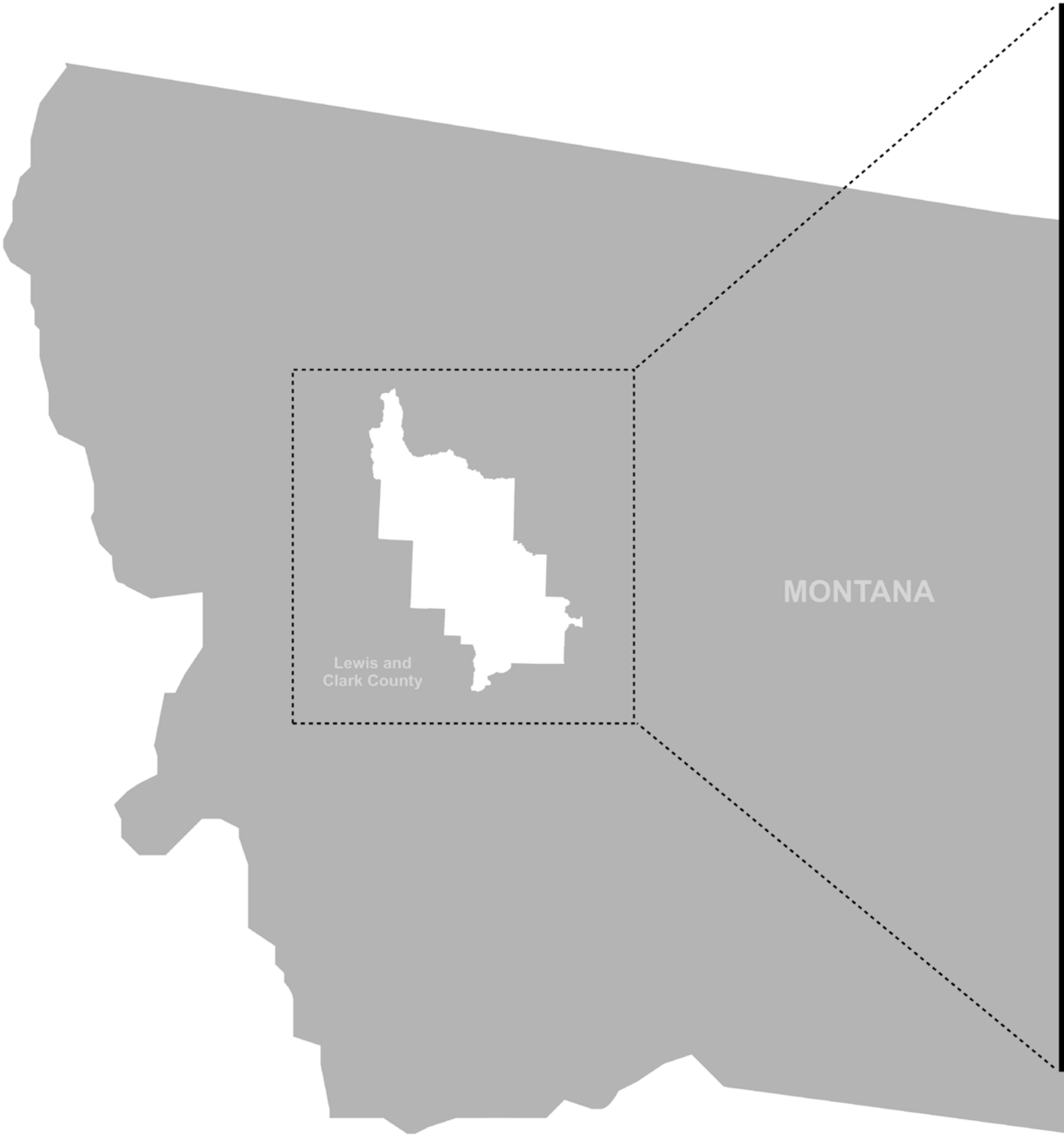
## Other Agencies

Many federal and state agencies maintain offices in Helena and could provide aid or trouble for the Agents. Federal park rangers could give details about Devils Tower in nearby Wyoming, for instance, or EPA agents could smooth over the Agents’ interactions with Agent Gaylor (see **ENVIRONMENTAL INVESTIGATORS** on page 10). Or if the players are clumsy, they could sense that the Agents are up to something dishonest and begin an unwanted investigation of their own.

## Timeline

This is a tentative timeline for the NPCs. Adjust it to suit your campaign and the Agents’ actions.

- » **MON 13 FEB 2017:** Dr. Ghent and Dr. McCaslan of the Benthic Company are exposed to the fungal sample at the Oakland Pit. Both survive and are changed.
- » **SUN 26 FEB 2017:** McCaslan encounters Deputy Jacob.
- » **MON 27 FEB 2017:** McCaslan returns to work at the Benthic Company. Deputy Jacob falls ill and begins eating toxic substances.
- » **WED 1 MAR 2017:** Jacob dies at home. Jacob’s wife Christina falls ill, but the infection progresses slowly.
- » **THU 2 MAR 2017:** Coroner Holsey performs an autopsy on Deputy Jacob.
- » **FRI 3 MAR 2017:** Sheriff Potter informs the Montana DEQ of a possible heavy-metals contamination in the area. Christina Jacob comes under fungal control and begins to recover health.
- » **SAT 4 MAR 2017:** Coroner Holsey falls ill and he begins eating toxic substances. EPA Agent Gaylor and Montana DEQ Investigator Fults arrive, interview Deputy Jacob’s coworkers, and inspect Jacob’s home.
- » **MON 6 MAR 2017:** Gaylor and Fults begin taking soil and water samples around the region. Christina Jacob gives birth.
- » **TUE 7 MAR 2017:** The Agents arrive and receive their briefing. Coroner Holsey’s condition worsens: fever, weakness, dehydration, vomiting, diarrhea, dizziness, and confusion.
- » **WED 8 MAR 2017:** McCaslan leaves work early. He sets out on foot, by instinct and clairvoyance, to steal the Star People tape. Holsey checks himself into St. Peter’s Hospital in Helena. Sheriff Potter assigns Sgt. Hayes to escort and “assist” the Agents.
- » **THU 9 MAR 2017:** Sheriff Potter tells Benthic Company Security Chief Bostwick about the Agents. Bostwick informs Dr. Ghent at Benthic.
- » **FRI 10 MAR 2017:** Coroner Holsey dies, infecting a doctor and two nurses trying to save him. The Agents’ case officer instructs them to recover all infected bodies and secure them in the Green Box for later pickup. Gaylor and Fults complain about the Agents to the local FBI office and are told it’s out of the office’s hands. Benthic Company researchers and its staff physician begin transferring all data to encrypted hard drives, and begin packing their biological samples in portable containers, to be transferred to another Akiaso facility.
- » **SAT 11 MAR 2017:** McCaslan begins making his way to Devils Tower. Gaylor begins collecting evidence of the Agents’ apparent obstruction of her investigation. Fults writes her reports so as to prevent or neutralize EPA action against the state and its businesses.



Lewis and  
Clark County

MONTANA

100 kilometers





WYOMING

□ Devil's Tower National Monument

- » **SUN 12 MAR 2017:** Benthic finishes packing and departs the facility for good. They leave the most important sample in the Pit, planning to return to study it later, unless they know that the EPA or FBI investigators know of its existence. In that case, they send a team to recover it late at night under the protection of eight Breckenridge guards. They load it into a portable container for transportation to an Akiaso facility where research can continue.
- » **MON 13 MAR 2017:** McCaslan reaches Devils Tower and climbs it. Christina Jacob drives to Devils Tower with her baby. A park ranger restrains her from making the dangerous climb. Late at night, McCaslan makes contact with the mi-go and ascends, never to be seen again by humanity.

## The Green Box

The Green Box is in the woods about 12 km southeast of Helena. A winding drive follows access roads alongside I-15, then left on Hanging Tree Gulch Road, then a couple of turns on dirt roads past ranch-style houses. The Agents have to hike about a kilometer past the end of Ambush Ridge. That's the south fork of Ambush Ridge, not the north fork.

At the end of Ambush Ridge, in the house nearest the Green Box, lives the Younkin family: Grandmother June, her son Marlin, his wife Joanne, their two daughters Michaela and Reese. They do not know about the Green Box. They do tend to remember strangers parking on their street and walking into the woods.

The Green Box is a storm shelter buried in the hilly forest, invisible beneath leaves and undergrowth. How someone excavated and built the thing way out there, nobody can tell. Finding it requires a successful **Search** roll unless the Agents cast about with a metal detector.

The door is padlocked shut and of course they don't have a key. An Agent with **STR** 11 or better and a crowbar can crack the padlock open. Or the Agents could pick the lock. The shelter contains a number of weird collectibles in boxes and trunks.

- » A cardboard box full of loose mousetraps. About one in four is already armed.
- » One fully-operational M72A2 LAW rocket.
- » Six thermite grenades in a crumbling wooden shipping crate. An Agent with any **Demolitions**, **Heavy Weapons**, or **Military Science** skill knows these are not high explosives, but are meant to destroy materiel such as engine blocks and armored doors. They can be used underwater. (Base Range n/a, Lethality 25%, Kill Radius 1 m, Armor Piercing 10.)
- » A heavy chunk of sandstone. On one side is a military dog tag, badly warped and effaced, embedded in a patch of some other kind of mineral that has fused with the sandstone. An Agent with **Science (Geology)** 40% recognizes the metal as an alloy, mostly nickel with some copper, iron, and manganese. An Agent with **Search** 60% or **Archaeology** 50% can discern the letters given below. An Agent with **Military Science (Sea)** 40% or any other **Military Science** at 60% recognizes a World War II-era U.S. Navy dog tag. An Agent with **Archeology** or **Science (Geology)** 40% recognizes the underlying non-sandstone mineral as fossilized flesh, probably mammalian. If the sample is analyzed, carbon dating places the fossil at between three and five million years old. The text reads:
  - #####IDGE
  - ###ATHAN
  - ###THEW
  - #####5-42
  - ##N-I
- » A battery-powered Milwaukee Sawzall and a selection of blades for cutting metal and masonry and for butchering large game.
- » A set of three glass bottles with corrosive warning labels on them. They are identical in use to Molotov cocktails, but with a powerful acid substituted for the incendiary compound. Thrown as a weapon, one requires an **Athletics** roll and inflicts 1D10 damage with a radius of one meter. A fumble smashes the bottle at the feet of the thrower, who takes the damage instead.



- » A set of British Army ECBA (Enhanced Combat Body Armor) in desert camouflage. In the pockets which would hold strike plates (back and front) for protection against high velocity projectiles are two hardback copies of Peter F. Hamilton's 1997 novel *The Neutronium Alchemist*. Armor value: 4, or 3 after the first use destroys the books.
- » A 1980s tape deck containing a tape labeled "Star People." The battery compartment is ruined due to leaky old batteries, but it has an adapter cord to be plugged into a power socket.

**THE STAR PEOPLE:** The tape is an early 1980s recording of an unidentified Cree man talking about and then singing a "Star-People Song." He says the song is meant to be sung to the Matootisan Asiniuk, the sweat-lodge rocks: the Pleiades. The Cree people came down to Earth from that lodge as spirits, and then took human form. Sometimes the Star People come down to share wisdom or to take people with them up to the stars. Sing it someplace high up. The Ghost Mountain might be best. Pressed for more, he dismissively says the Star People can't be described. Some legends say they look like stars come down

to visit. "The Star People are great people. They haven't been on Earth a long time like my people. Who knows what shape they will take?"

**GHOST MOUNTAIN:** There are places called Ghost Mountain in Anzo-Borrego Desert, California, in Papua New Guinea, and in South Africa, among others. An Agent with any **Native American language** at 50%, or with one of those languages at 20% and **Anthropology** 50%, or who simply makes an **Anthropology** roll, suspects Devils Tower, Wyoming. It's only a few hundred kilometers from the Green Box and it's sometimes called Ghost Mountain in Lakota and Cree stories. Asking local Native Americans about "Ghost Mountain" can also identify it with Devils Tower.

**THE DOG TAG:** The tag is for a Navy draftee (the "I" in the bottom line). Research in ancestry and veterans databases can fill in the blanks. Jonathan Matthew Woodridge, serial number 332-15-42, was one of several sailors who died in a boiler explosion during fitting-out of the USS *Eldridge* on 28 OCT 1943. The *Eldridge* went on to serve as a destroyer escort from 1944 to 1946, when it was decommissioned. Or, if a widely discredited conspiracy theory is to be believed, it vanished during the infamous Philadelphia Experiment of 28 OCT 1943, and was replaced by



another ship that was given its name in a cover-up. Research of the Philadelphia Experiment leads Agents down a rabbit-hole of theories and hoaxes which are beyond the scope of this scenario. See *Delta Green: Eyes Only* for the possibilities.

## The Tape

Dr. McCaslan has suffered strange, disjointed, clairvoyant visions since his contamination took hold. One thing that he sees and understands clearly—especially after the Agents themselves lay eyes on it, due to some weird, telepathic quirk—is the existence and location of the Star People tape. He intuitively understands that it will help him commune with the Star People and ascend to a higher level of reality. If the Agents leave it in the Green Box, he eventually breaks in and steals it. If the Agents take it with them, pay attention to who has it and where they put it. He tries to steal it from them.

## About Helena

Helena is the capital of Montana and the seat of Lewis and Clark County. With a population of 28,190 (out of 63,395 for the county), Helena is not a large city. It boasts impressive, Victorian architecture from its 19th-century Gold Rush origins, when more millionaires lived in Helena per capita than any other place in the world. Helena is surrounded by state and national parks and by rugged mountains. Nearly a third of the workforce is made up of government employees.

Helena has its own municipal police department, with 50 officers. They work frequently with the deputies of the Lewis and Clark County Sheriff's Office. In fact, they work out of different sides of the same headquarters building at 221 Breckenridge Street.

Just outside Helena, Fort William Henry Harrison is a training facility for the Montana National Guard and home to a Veterans Affairs medical center.

## Local Authorities

The Agents will mostly deal with the Lewis and Clark County Sheriff's Office, the county coroner's office, and environmental investigators from the EPA and the state of Montana.

### The Sheriff's Office

The Lewis and Clark County Sheriff's Office is based in Helena and has resident officers in the smaller towns of Lincoln and Augusta. The office has 43 sworn officers, as well as 36 non-sworn civilian personnel in detention, technical, administrative, and other support functions, including one forensic science technician who is responsible for lawful processing of evidence.

A patrol captain and five sergeants supervise patrol deputies. Seventeen patrol deputies work three shifts, with a minimum of two officers on shift at all times. They cover more than 9,000 square kilometers, including many campgrounds and water recreation areas. Some deputies are assigned to a bomb squad, a tactical team, and the Missouri River Drug Task Force, which works with other county and municipal forces and the DEA. Some deputies are assigned full-time to small towns under contract. Four deputies, under a sergeant, are criminal investigators who work weekday shifts, though one is on call at all times.

Deputies work with civilian volunteers in Lewis & Clark Search and Rescue. The sheriff's office owns a search-and-rescue helicopter equipped with a FLIR camera to pick up heat signatures.

Like many police agencies, the LCSO is plagued by political pressures and infighting. Agents could exploit those to confuse matters or to get help from frustrated deputies.

- » **SHERIFF LEO POTTER:** age 55, wary and protective of local interests; in league with the Benthic Company (see **THE BRECKENRIDGE CONNECTION** on page 10).
- » **UNDERSHERIFF JASON PULLMAN:** age 36, Potter's most reliable man, a vicious political operator in his small circles.
- » **PATROL CAPTAIN CHRIS COLBERT:** age 45, despises Pullman as his main rival.

- » **PATROL SERGEANT URIAH WEISS:** age 44, impatient with political games, knows he will never go higher than sergeant.
- » **INVESTIGATIONS SERGEANT ERIC HAYES:** age 40, another of Potter's picked men, often at odds with Colbert and Pullman and always on somebody's shit-list. The Agents' liaison.
- » **FORENSIC SCIENCE TECHNICIAN CHAD KINYON:** age 30, new to forensics, has grand hopes, naive about the office's snakepit politics. Accompanies the EPA and DEQ investigators to collect samples and evidence.

## About Deputy Jacob

Fred Jacob's colleagues say he were a conscientious, responsible public servant. He often went fishing with Sgt. Hayes. Jacob's wife Christina is seven months' pregnant, and they had spent years trying to have a child. All agree that his death is a senseless tragedy.

Deputy Jacob had a very limited history on social media, none of it pertinent to the operation. Technically savvy Agents might look into Jacob's cellphone use. That reveals nothing specific, but his daily use dropped off significantly the day before he fell ill. If the Agents bring this up, Sgt. Hayes remembers Jacob joking that day that he never could figure out his phone. Hayes laughed it off as a joke, since Jacob had never had trouble with it before. Now he wonders if Jacob had already begun feeling poorly without realizing it.

## Deputy Jacob's Public Contacts

The environmental investigators have not paid attention to Deputy Jacob's contacts with the public. They say the contamination was so profound that it must have come from a catastrophic environmental source.

If the Agents ask about public contacts, Hayes or another of Jacob's colleagues says his only unusual public contact happened three days before the officer died. They remember it because Jacob came in stinking of vomit. He had to go home and change his uniform.

Jacob had been on patrol. He called in that he saw someone walking out in the open during a cold rain. A few minutes later, he reported in that all was well and went back in service. He told everyone a drifter had

thrown up on him. Everybody laughed it off and nobody followed up on it.

Jacob's dashboard and body cameras recorded most of the incident. The sheriff's office can produce their footage.

**THE VIDEO:** Jacob saw a man on the side of the road, out in the cold without a coat and soaking wet from the rain. The man was Caucasian, in his 30s or 40s, wearing business attire, pale and ill. He did not look like a drifter.

The deputy pulled over to check on the man. The man had no ID and was greatly confused. He didn't remember his identity or history. Jacob bundled the man into his emergency blanket as they talked. He walked the man to the car to sit in the back seat but did not close the door or restrain him.

Suddenly the man vomited, violently, all over Deputy Jacob. Jacob recoiled, cursing, and said he was going to call the fire department to get paramedics out to help the man. As he reached for his radio, the man told him to stop. Jacob stopped. The man told Jacob to forget about it all and let him go. Jacob stood weirdly still and silent while the man walked away. After two long minutes, Jacob got back in his car, told dispatch it was nothing, and said he was back in service.

Agents with a background in law enforcement find the encounter bizarre. The man was obviously in danger from exposure to the elements and his own disorientation. Jacob should have tried harder to persuade him to get medical aid. Only an especially callous officer would calmly watch him walk away into the cold and rain. Never mind Jacob standing like he had been hypnotized while the stranger walked off.

**OFFICIAL REACTIONS:** Deputy Jacob's colleagues who watch the video also find it bizarre. Their reactions vary. Hayes says Jacob's behavior in the video is totally uncharacteristic, and he thinks the deputy must have already been suffering from some kind of ailment even then.

The sheriff and undersheriff don't commit to that. They start looking for ways to cover the department against liability in case the stranger's relatives find him sick or dead and show up with lawyers. They say whatever the cause, Jacob certainly was derelict in his duty to the public, flagrantly against department policy.

**IDENTIFYING THE STRANGER:** If the Agents run an image of the stranger through FBI databases—they have to

send the images to FBI labs in Quantico—a match comes back the next day: Brent McCaslan, a 34-year-old biochemist. White male, single, no criminal record. He works for the Benthic Company, an obscure, privately-held pharmaceutical company based in the mountains outside Helena, a few kilometers from where Deputy Jacob picked him up. The Agents get McCaslan's home address in Helena. See **MCCASLAN'S HOME** on page 26 for details.

## Sergeant Hayes

When the sheriff realizes that the FBI is investigating Deputy Jacob's death, he assigns the sergeant in charge of the investigations unit, Eric Hayes, to put his daily work aside and assist (meaning keep an eye on) the Agents full-time. Before making sergeant, Hayes was assigned to the local DEA task force, so he's accustomed to working with federal agents. He does his best to befriend the Agents and persuade them to keep him around as an asset capable of keeping secrets. If they refuse, he follows in their footsteps, interviews the people they interview, and tries to keep tabs for his boss.

## The Breckenridge Connection

The sheriff's office's address is 221 Breckenridge Street, in a building it shares with the Helena Police Department. There are competing theories about how Breckenridge Street got its name. Some say it was named for John C. Breckenridge, pre-Civil War vice president. Others say it was named for Elias Breckenridge, Helena native, WW2 hero, federal agent, and founder of The Breckenridge Corporation. In the 1980s, Elias Breckenridge established a Helena civic fund to subsidize medical and funeral costs of sheriff's deputies and city police officers. Elias' son Jonas Breckenridge, age 72, runs the Breckenridge Corporation from a fortress-like estate near San Antonio, Texas.

It is not a coincidence that the Benthic Company employs guards from the Breckenridge Corporation. Breckenridge is an international private security firm with deep military and intelligence ties. Agents with military or intelligence backgrounds recognize the Breckenridge Corporation with INTx5 rolls. Others can learn the basics with a simple Internet search. Some Agents may have even encountered Breckenridge guards before. The company is

a longtime affiliate of March Technologies, a private-sector spinoff of the old MAJESTIC project.

**ASKING LCSO:** The Agents can learn more by asking around the sheriff's office. Breckenridge officers working at Benthic and a few other (more mundane) facilities around Montana are on close terms with the police. For years—under four sheriffs—the office has standing orders that any investigations to do with Benthic client companies in the county should go to the sheriff directly, and he has the undersheriff handle them personally. If asked why, Potter says the people elected him to look out for everyone in the county and for the industries that make the county prosper. When there's malfeasance, he says his office responds as necessary to enforce state law. In reality, the sheriff's office covers up more troubles than it brings to prosecutors.

**MENTIONING BENTHIC:** If Sheriff Potter hears the Agents are interested in the Benthic Company, the Agents can make HUMINT rolls to notice him visibly start. After that, he pays very close attention. The sheriff considers Benthic and Breckenridge to be valuable contributors to the community, and he regards the feds with suspicion. The sheriff stops short of overtly interfering with an investigation, engaging in a flagrant cover-up, or lying outright to federal agents, but he carefully avoids offering information that may cause trouble for his friends at Breckenridge and their clients, and he keeps his Breckenridge contact at Benthic informed about the case. He can be intimidated by threats of prosecution for obstruction of justice, but only an overt show of terrible malfeasance at Benthic will truly change his mind.

## Environmental Investigators

The EPA and the state Department of Environmental Quality have sent agents to determine whether Jacob's death points to an environmental contamination. When the operation begins, they are fruitlessly collecting soil and water samples from the area Jacob usually patrolled.

Depending on the Handler's needs, they could provide ideas or clues to stymied Agents, such as giving hints about the Oakland Pit. They could also be useful in covering things up (either by taking advantage of their antagonism or by getting Fults to see things the Agents' way), or they could dog the Agents' heels and threaten to

expose their operation. If the game has a tight time-frame, the Handler could disregard this source of complications altogether.

**EPA INVESTIGATOR JENA GAYLOR:** A legitimate (non-DG) EPA official, demoralized but trying to do her job right despite strife within her agency. When she meets the Agents, she smells a conspiracy to freeze her out of the investigation and cover up for the malefactors. She knows that would make her sound a little crazy, but she can't shake it. Gaylor is a 40-year-old African-American woman from Detroit with a degree in environmental science from Wayne State University and a law degree from Michigan State. She is passionate about keeping the environment safe for people, and sees adhering to the law and the Constitution as necessary to that mission. If she determines the Agents are working against her, she will keep scrupulous records of all their actions and statements for later investigation.

**MONTANA DEQ INVESTIGATOR GABRIELLE FULTS:** Gaylor is working with a state environmental investigator, who follows EPA's lead but whose true objective is reducing Montana's liability and minimizing adverse impacts on Montana business development. She sees protecting the natural environment as a means to make the state more liveable and more appealing to businesses. But she sees business growth as more fundamentally necessary to the state being liveable, because business generates revenue to pay people so they can afford to live at all. She's a 33-year-old white woman from Geyser, a tiny town south of Great Falls, with a degree in chemical engineering from the University of Montana. She could be talked or tricked into helping the Agents cover up the incident's environmental impact, as long as she doesn't think the impact is immediately dangerous.

## The Coroner

County coroner Bryan Holsey, M.D., is only 32 years old. His office is a few blocks east of the sheriff's office. Holsey was contaminated by Deputy Jacob's corpse and has already fallen ill. He's at home when the investigation begins—he lives alone—but will check himself into the hospital the day before his death. That exposes two doctors and three nurses to the contagion, unless the Agents restrict access to him in time.

Holsey's sole employee is Janet Reese, coroner's assistant. She is still in college and can easily be bullied by Agents with federal badges.

## The Jacob Family

Deputy Jacob's body is at the county coroner's office, a few blocks from the sheriff's headquarters. His wife is at their home on the outskirts of town.

### The Body

The coroner shares a building with the county probation and paroles office, so one or two sheriff's deputies are nearby during business hours. The building is empty at night. It shares the block with a small bank and a few homes with leafy yards.

Breaking and entering is risky—deputies drive by frequently, day and night, and the parole office has security cameras that overlook all entrances—but the Agents can bluff their way past Holsey's young assistant, Janet Reese, simply by flashing a badge.

The examination requires **Medicine** or a relevant **Science** skill at 50% or higher and, more importantly, looking for strange signs that the coroner, interested only in cause of death, did not seek. If the Agents have no medical skills, they can get help from a coroner in a nearby city by making a **Persuade** roll. (The job is beyond Reese, who is still in school.) Such a coroner is fascinated by what they find, and could make a useful Friendly. Unfortunately, examining Jacob's body risks contamination; see **CONTAGION** on page 14.

The Agents' examination can find things the coroner didn't think to examine.

- » The unknown gut flora seem to be thriving on the heavy metals in Jacob's system even though the rest of the body is dead.
- » The fungus-like spores of his gut flora can be found in other organs, as if carried intact from his digestive system into the bloodstream. If the player asks about a correlation, the Agent finds the strange flora is found in all organs with concentrations of heavy metals.

- » The officer's body is not decomposing. Indeed, the unknown gut flora seem to be rekindling dead cells, repairing damage, infusing them with energy, and neutralizing cell-death factors. Gut flora that began to die with the body's death have begun to revitalize and change.
- » DNA analysis (requiring **Medicine** at 40% and 1D6 days for the results to come back from a distant lab) reveals ongoing changes at the genetic level. The dead officer is slowly becoming...something else. Something that cannot yet be predicted or identified.
- » If the Agents compare Jacob's contamination with water samples taken from the Pit, they find traces of the unknown flora in the Pit's water. Heavy metal traces are consistent between the two samples.

## Sources of Heavy Metals

The Agents can determine with an easy Internet search that the only major nearby source of heavy metals like those found in Deputy Jacob is the Oakland Pit. (See **THE PIT** on page 29.) Trace elements, not dangerous to human health, can be found in rocks and soil throughout the area.

Asking the sheriff's office, they can learn that one deputy works a patrol beat that includes the Pit. She is not sick and has reported no trouble there. (See **DEPUTY KELLEY KONOPKA** on page 30.)

EPA investigator Gaylor and DEQ investigator Fults (see **ENVIRONMENTAL INVESTIGATORS** on page 10) suspect that Deputy Jacob was somehow exposed to substances from the Pit, but they have no evidence of that. As far as anyone knows, he had never been there. They are taking samples from the areas he usually patrolled to make sure there are no unknown contaminants that could endanger others. They found no heavy-metal contamination in Jacob's home.

## Acquiring Hazmat Suits

The Agents can get hazardous-materials suits from the sheriff's office, the local EPA office, St. Peter's Hospital, the Veterans Affairs medical center at Fort Harrison, or by ordering online. They're an incidental expense. Any Agent with law-enforcement, EPA, or CDC background knows how to use them safely.

## The Widow

Deputy Jacob's widow, Christina Jacob, was seven months pregnant when her husband died. The other officers, their sympathetic wives, and her own family say Christina was depressed after her husband's death, as you would expect. But after a week or so, life settled back to normal and people stopped coming around. Mrs. Jacob seemed healthy and made it clear she just wanted to be alone to mourn. Nobody has seen her in person for a few days. Her last prenatal checkup, a few weeks ago, showed no trouble.

Christina Jacob was active on social media, and posted frequently in the last year about the couple's efforts to conceive and then their excitement about her pregnancy. Her last post was on Feb. 28: "Poor Fred is sick tonight. Send good thoughts!"

The modest, two-story Jacob house is on the outskirts of Helena, surrounded by similar homes with flat lots and a few trees.

The infection affected Christina Jacob's reasoning. She figured she had the flu, then figured she was suffering from stress and grief, and didn't bother going to the doctor. She has gradually come under fungal control and become increasingly uncommunicative.

If the Agents call on her, she is pallid and slim, obviously not seven months pregnant. She has worked a string of part-time jobs but is not presently employed. She planned to be a stay-at-home mom. On the refrigerator, Agents can see a reminder of an upcoming prenatal appointment.

Christina Jacob is easily distracted and tends to zone out in mid-sentence, sensing things she could not possibly describe. At one point she begins weeping with joy. She says she sees herself and her baby shining among the stars, forever. They'll be among the Star People.

In lucid moments, she remembers that Fred told her about his encounter with the stranger. She remembers him saying he wished he had easy access to the FBI's facial-recognition program so he could have identified the man and offered more help.

The house has a strange, musty smell. **Forensics** at 50% or higher, or an appropriate **Science** skill, recognizes it as vaguely fungal. If the Agents think to check air filters, they can find spores that look like a fungus—at least,

more like a fungus than anything else—but are not identifiable by any human science. The spores match samples taken from Deputy Jacob and other victims of the alien contagion.

For Mrs. Jacob's stats, see **THE ACCIDENTS** on page 33.

## The Baby

Unknown to anyone outside the house, two days before the Agents arrived, Mrs. Jacob suddenly gave birth. Her baby was much affected by a gestation in a system contaminated by the alien fungus.

Mrs. Jacob did not call for help. She recovered quickly. Her baby thrived. She has been caring for it like any mother would her newborn, except that she has told nobody and she never took it to a doctor.

She volunteers none of this information to the Agents, but one could easily find the fungal child by looking around while others keep the mother busy.

Any non-Delta Green NPC who encounters Christina Jacob and the child attempts to save their lives and get them to a hospital. If Dr. Ghent, from the Benthic

Company, learns about them, she sends a security team to collect them for caretaking and study. The security team is deeply conflicted about that mission, and could be talked into helping the Agents. See **BENTHIC SECURITY** on page 20 for details.

For the baby's stats, see **THE FUNGAL CHILD** on page 33.

## Awakening

When McCaslan flees for Devils Tower, Christina Jacob “awakens” fully. She takes her baby in her car, intuitively follows McCaslan's trail, and tries desperately to interfere with the Agents, helping McCaslan make contact with the mi-go. She attempts to join him atop Devils Tower and present herself and her child to the Star People.

## Examining Mrs. Jacob

Testing Mrs. Jacob's (or the baby's) blood (requiring **Medicine** 40% and a few hours) can find heavy-metal poisoning, as in her husband. More intensive examination finds the strange gut flora, but at lower levels, and the remains of toxic things she has eaten: phone batteries, nickels,



bullets from her dead husband’s firearms. Somehow, they did not do her much harm. The acids in her stomach are breaking them down with, apparently, help from the alien fungus. The fungus seems to thrive on the mix of acids and heavy metals.

Genetic examination (requiring **Medicine** at 40% and 1D6 days for the results to come back from a distant lab) finds many genetic matches between her thriving fungal flora and that of her husband, and similar heavy metal poisoning. Unlike her husband, she survived because the unknown flora spread more swiftly and prevented the heavy metals from being absorbed by her organs.

## Contagion

Exposure to a victim under control of the unnatural contagion may lead to contamination as the alien flora spreads. Contamination instills unnatural thoughts and instincts, including a hunger for heavy metals that are fuel to the “fungus” but poison to human beings.

- » Close contact (such as a fight, or a conversation inside a vehicle or at very close quarters) or extended but somewhat protected contact (such as providing first aid, or a conversation in a living room) calls for a **Luck** roll to escape contamination.
- » Surgery or an internal medical examination calls for a **Luck** roll at a -20% penalty.

- » An ordinary surgical mask by itself offers no protection. Wearing a surgical mask with full-body scrubs and gloves, or a filter mask, grants a +20% bonus to the **Luck** roll. Wearing a hazmat suit protects the victim fully.

Every 24 hours after infection, the victim must make a **CON**×5 roll. Failure costs the victim 1D4 HP for the physical symptoms, as well as 1 **SAN** and 1D10 temporary **POW** (to a minimum of 1 **POW**), as the “fungus” influences the victim’s brain.

In addition, failing the **CON** test means the victim unconsciously seeks and consumes the heavy metals that caused the alien fungus to thrive in the acidic waters of the Pit—primarily cadmium, arsenic, and zinc. (See **PICA** on page 15 for examples.) Seeing this behavior costs 0/1 **SAN** for witnesses—and for the victim if they bring it to the victim’s attention. Consuming heavy metals poisons the victim. Because the alien fungus is metabolizing the toxins, the victim takes only 1D6 damage, and does not make a **Lethality** roll or a **CON** test for the poison. Pumping the victim’s stomach before the damage takes effect can prevent it. Whether consuming such toxins leads to long-term cancer is entirely up to the Handler.

If the daily **CON** roll succeeds, the victim regains 1D4 lost **POW**, up to his or her maximum. A critical success on the **CON** roll purges enough of the “fungus” from the victim’s system that no further rolls need be made. Otherwise,

### >> Infection

Disease	Route	Speed	CON Test Penalty	Damage	Symptoms	Cure
Unnatural fungal infection	Inhaled or ingested	24 hours	+0	1D4 HP, 1 SAN, and 1D10 POW	Fever, headache, confusion, pica	Sodium bicarbonate

### >> Poisoning

Poison	Route	Speed	Damage	Symptoms	Antidote?
Heavy-metal poisoning	Ingested	1D6 hours	1D6	Dehydration, vomiting, diarrhea, confusion, headaches, weakness	No



the victim keeps making CON rolls until cured (see **TREATMENT**) or the victim rolls a critical success.

## Pica

Here are likely sources of heavy metals that a victim under fungal influence might try to consume. The alien fungus metabolizes some of the toxic metals, but also causes the human body to metabolize them far more quickly. Heavy-metal poisoning becomes widespread within hours. After each meal, the urge fades until the next loss of POW.

- » The waters of the Pit. (See **THE PIT** on page 29.) This is the preferred source if the victim knows the specific toxins found there, as Deputy Jacob did, or if the victim is close enough to smell the water.
- » Nickels.
- » Lead shot and bullets (for arsenic alloys).
- » Over-the-counter zinc supplements.
- » Older rechargeable batteries.
- » The protective coatings on iron or steel car bodies, fencing, rails, lightposts, roofs, heat exchangers, and aircraft parts.
- » Lead components in car batteries.
- » If nothing else, pebbles and rocks for their trace elements of the metals found in the Pit.

## Weird Visions

Victims who lose POW or HP to the infection may find bizarre alien memories seeping into their thoughts. They “see” more and more with each vision:

- » Strange living blacknesses running like rivers in basalt canals.
- » High towers of no human design, on a world lit by no sun.
- » Glowing, hybrid creatures of chitin and fungus, chittering incomprehensible truths.
- » A powerful urge to commune with...something... something amazing and full of wonder.
- » A compulsion to go to high, lonely places.
- » An instinct to aid others who are similarly infected, even if the character has no way of knowing those others exist or where they are.

If an Agent gains a disorder due to hitting the Breaking Point while infected, the compulsion to find unnatural wonders in high, lonely places becomes an obsession, a disorder that replaces one of the Agent’s motivations.

## Under Fungal Control

When reduced to 1 POW, the victim comes under mental control of the alien fungus and becomes contagious. The victim recovers 1D4 POW per day, but loses 1D6 SAN per day as alien thoughts and instincts take over.

A victim under full control of the “fungus” takes no more damage from ingested heavy metals, as the victim’s own “fungus”-infected cells and digestive system begin to metabolize the toxins. The victim recovers 1D4 HP per day. A slain victim begins to glow faintly in places as the alien fungus continues to thrive.

A victim under “fungal” control remains controlled and contagious until cured or killed, and gains the special qualities described for **THE ACCIDENTS** on page 33.

A “fungus”-controlled victim reduced to zero SAN adds 1D6 each to STR, CON, and INT. If the victim succeeds at a POW test, he or she gains the use of Clairvoyance and Fascination (see **RITUALS** on page 35) and gains the *macrodimensional* quality (described under **THE SUBJECTS** on page 32).

## Treatment

The alien fungus thrives on heavy metals and high acidity. If the Agents understand that, then any character with **Medicine** at 20% or better, or **Pharmacy** at 40% or better, can recommend treatment with an acid neutralizer and chelation therapy. Antifungal medications, unfortunately, do no harm to the fungi from Yuggoth.

**STARVING THE “FUNGUS”:** An acid neutralizer such as sodium bicarbonate can starve the “fungus” of needed digestive acids if administered with a successful **Medicine** or **Pharmacy** roll. That takes 2D4 days and reduces the patient’s CON by 1 per day. If the roll fails, it can be attempted again only after that time has passed. The patient recovers 1 CON per week.

Killing the “fungus” does not cure the heavy-metal poisoning that is causing the immediate harm. In fact, it makes it worse, because the “fungus” no longer absorbs

the metals. If the acid neutralizer is successfully administered before the “fungus” has seized full control, the victim no longer loses POW, but takes 1D6 damage from released heavy metals entering his or her system.

**PURGING THE POISONS:** Chelation therapy—infusions to chemically bind metals to less-harmful compounds—can act as an antidote for heavy-metal poisoning if administered in a hospital and with a successful **Medicine** roll. St. Peter’s Hospital in Helena would certainly suffice, as would the nearby Veterans Affairs medical center at Fort Harrison. Side effects can include dehydration, kidney damage, reduced blood calcium, and allergic reactions.

Success with the **Medicine** roll forestalls damage by the toxins, allows the victim to recover 1 HP. Failure inflicts 1 damage (1D4 with a fumble) and does not alleviate the poisoning. Each attempt takes a week. If chelation brings the victim to maximum HP, enough heavy metals have been purged that they inflict no more harm.

Conducting chelation therapy without first purging the alien fungus robs the “fungus” of the minerals it needs. Every 24 hours, the victim must make a CON×5 roll or lose 1D6 CON and an equal amount of STR and HP, as the “fungus” feeds on the body’s iron and calcium instead.

### Cover-Up at St. Peter’s

St. Peter’s Hospital, with a staff of 1,400, serves five Montana counties around Helena. Agents who are physicians can keep the true details of the alien fungus’ effects from going wide, despite the contagion, by forcing their way into the hospital’s response. An Agent with FBI, military, EPA, or CDC credentials can talk hospital administrators into going along with this scheme with a roll of either **Law**, **Persuade**, or **Medicine**. If that fails, the hospital administrators and doctors can be bullied into going along with the demands but are sure to complain to their congressional representatives and the Agents’ employers. The Handler can determine the particular blowback.

A cover-up at the Fort Harrison V.A. hospital works along the same lines, but the Agents can get a +20% bonus by asking their case officer to quietly pull strings using Program assets.

### Calling for Help

This terrifying contamination may lead the Agents to proclaim it a bioterrorism attack and call in the Centers for Disease Control. Remind the players that the more public they go, the more paths the unnatural vector may follow. Their first purpose is to minimize public exposure. But of course the choice is the players’. If they call for help, the FBI’s Weapons of Mass Destruction Operations Unit (WMDOU) manages the incident from Washington, DC. It sends experts in hazardous materials and biological threats to assist local FBI agents. (Those could prove handy replacements for Agents lost to the contagion.) The entire local FBI office will mobilize to “help” the Agents with a bioterrorism threat. Every last one of them endangers the secrecy of the Agents’ true mission.

Ambitious Handlers can find many ideas in the CDC’s *Criminal and Epidemiological Investigation Handbook*, downloadable from [www.cdc.gov](http://www.cdc.gov).

## The Press

Helena is a small city, but it has three competing TV news outlets—CBS affiliate KXLH (“Montana’s news leader”), NBC affiliate KTVH, and ABC and FOX affiliate KFBB (“Montana’s news leader”)—as well as a daily newspaper, the Independent Record.

Great Falls is home to an amateur Phenomen-X.com contributor, 48-year-old conspiracy theorist and delivery driver Bill Blank. (His birth name was William Ortez; he changed it legally in 1999 to throw off “Deep State investigators.”) Montana has an unusual proportion of unnatural events and rumors, so Bill stays busy reporting things that hardly anyone believes. He’s still convinced that the 2000 earthquake in the Montana badlands was an underground nuke that destroyed a secret government facility.

How active reporters get in the operation is up to the Handler, and depends on the Agents’ discretion. Widespread heavy-metal poisoning that’s somehow contagious could quickly become national news, unless the Agents manage to discredit the reports before they draw too much public investigation.

## Day 3: New Orders

At some inconvenient moment about two days after the operation begins, the Agents get a call from the case officer. It's in typically oblique code to confuse potential eavesdroppers: "Dad says, uh, don't cook that meat today. You know, all that meat you were going to cook? Put it on ice and store it in the garage. The garage you visited the other day. He'll pick it up tomorrow."

The case officer tries to convey the intent by tone, without giving away details: They are to collect the dead deputy's body and find a way to store it safely in the Green Box for collection later. If the players don't understand, give their Agents INT×5 rolls to read between the lines. How the Agents pursue that goal is up to them. Stuffing the body in a hazmat suit is probably a good start. Maybe they've already destroyed the corpse.

If the players think they have run out of leads or otherwise are frustrated, the case officer could arrange a face-to-face meeting and offer suggestions. If they don't have the skills to examine Jacob's body for clues, ask an expert for help—but make sure they can control their expert's reactions if they find something important. If they can't get a warrant to search Benthic, break in.

### The Benthic Company

Dr. Brent McCaslan is one of three researchers under Dr. Lora Ghent at the Benthic Company, a pharmaceutical research lab in the Big Belt Mountains about 30 kilometers northeast of Helena—twisting, a 45-minute drive through forested limestone canyons. It's a short drive from the tiny town of York (not much more than a bar, a fire station, and locally-famous park, campground, and hiking trails).

A locked gate can be opened with a key card and has a button to call security in the building for access. The gate opens to a private drive that leads through thick woods. The drive curves around behind the building for cargo deliveries and pickups.

In a spacious entry atrium, visitors are greeted by a guard at a security desk. Locked doors lead to stairs and an elevator down to the offices and laboratories.

Benthic does not send data for offsite storage over the Internet, but by courier on physical hard drives. The company's I.T. expert keeps a diligent watch for phishing scams and digital intrusions. Agents hoping to hack their way in will be disappointed.

In the entry vestibule for the incubator lab—where the unnatural samples can be found—a large locker is prominently labeled "UNDERWATER HAZMAT." It contains six underwater hazmat suits. All Benthic employees know Dr. Ghent and Dr. McCaslan use underwater hazmat suits in their research into extremophiles at the Oakland Pit.

### Who Owns Benthic?

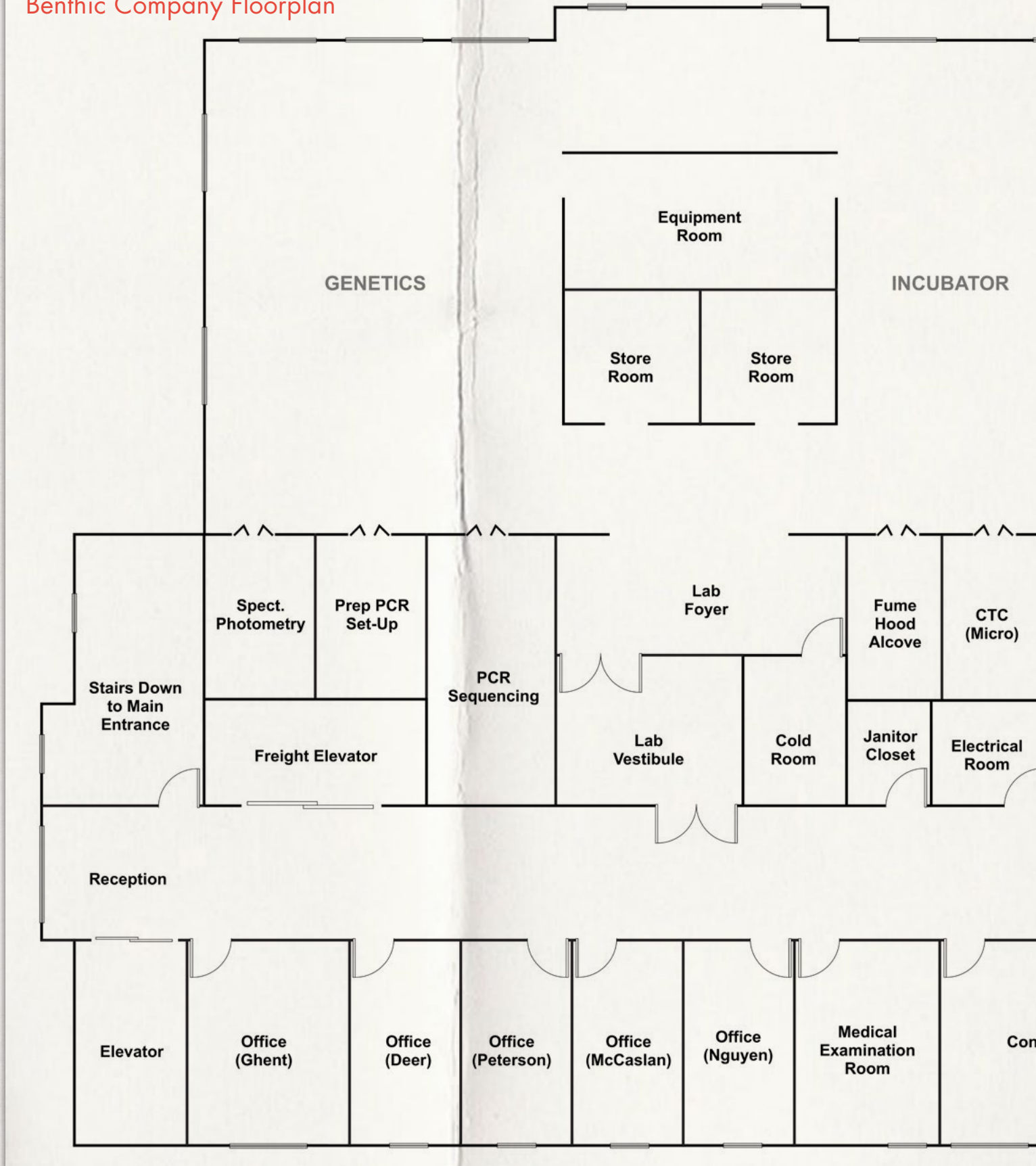
An Agent with **Accounting** 40% can find with an hour's research that The Benthic Company is owned by Benthic Enterprises, Inc., a privately-owned holding company based in Bermuda. An **Accounting** roll after 1D6 hours of online research and phone calls can learn that Benthic Enterprises is owned by Delaware-based Akiaso, Inc., a pharmaceutical firm named for Akeso and Iaso, Greek goddesses of healing.

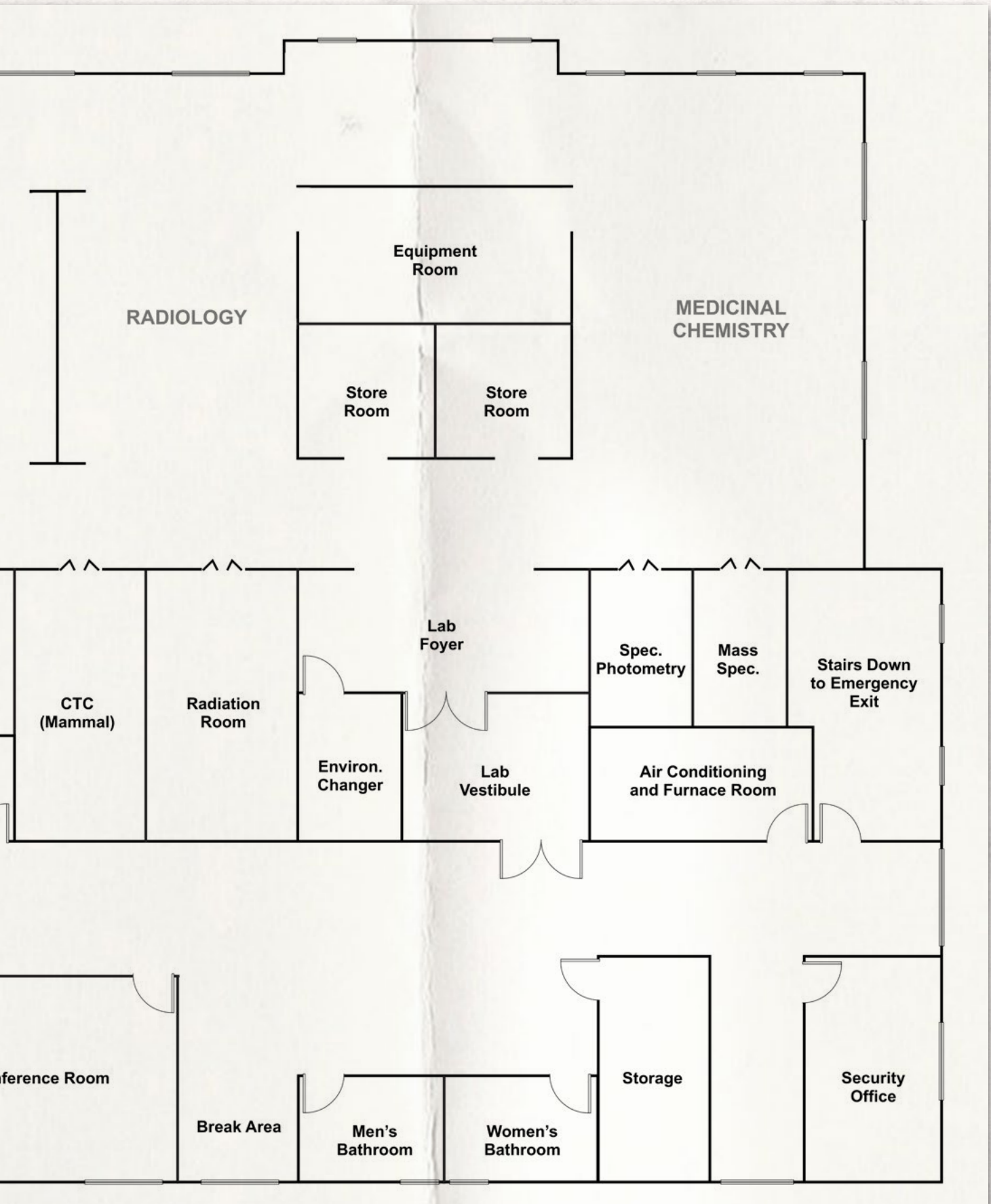
Further rolls can follow the trail of ownership: Akiaso is owned by a secretive Luxembourg tax shelter...which (another roll) is owned by a consortium of investment companies based in the Netherlands, Singapore, and the Channel Islands...one of which (another roll) is owned by March Technologies, Inc....which (another roll) is owned primarily by a network of retired heavy-hitters from the U.S. Air Force, the Navy, and the defense-intelligence-industrial complex.

If Agents from the Program start investigating March Technologies, they soon get a panicked phone call from their case officer ordering them to knock it off and focus on the operation. The case officer says the company is connected—implying that it's connected to the Program. That means there may be something serious going on at Benthic, but the Agents need to avoid looking too deeply. At the very least, they need to cover their tracks.

Further investigation of March Technologies is beyond the scope of this scenario. You can find information about it in the *Handler's Guide* and in *Delta Green: Eyes Only*.

# Benthic Company Floorplan





## Benthic Staff

The Benthic Company is staffed by four scientists, a physician, an office manager, an information technology specialist, and ten security officers under contract from the Breckenridge Corporation. A janitor, hired locally after being vetted by security, visits three times a week.

The staff all live in homes and apartments in Helena. Peterson lives with her six-year-old daughter; Deer lives with his wife and two teenage sons; Ghent and McCaslan are single and childless. The researchers and the physician came to Benthic from Akiaso, its parent company. The other staff were local to the Helena area when Benthic hired them. None take anything noteworthy or suspicious home from work.

The support staff want no part of any trouble and know little about Benthic's work—just scraps they may have accidentally overheard. Even the I.T. guy doesn't pay enough attention to what happens on his network to realize its importance; he just keeps it running.

Everyone does know, however, that Dr. Ghent and Dr. McCaslan have been increasingly strange over the last

month or so. Ghent and McCaslan were always secretive, working together on an extremophile study at the Oakland Pit. But over the last couple of weeks, Ghent became distant and unapproachable, and McCaslan became easily confused and distracted. Then, a few days ago, he simply left work and did not come back.

## Benthic Security

Three or four security officers from the Breckenridge Corporation are on duty at a time during business hours (one outside at a welcome kiosk, one on the office level, one in the lab, and one roaming), and two are on duty at a time during off hours (one outside at the welcome kiosk, one roaming inside). Most are former police, corrections officers, and/or military personnel, with an unusually high proportion of combat veterans.

**CHIEF OF SECURITY:** The security chief is Trever Bostwick, a 58-year-old retired federal agent on his second career. He is on duty during business hours. He is in frequent contact with Sheriff Pullman. Bostwick's first priority is protecting the interests of Benthic and Akiaso. He can be

## >> Benthic Company Personnel

Name	Position	Notes
Lora Ghent, Ph.D.	Lead researcher, CEO	White female, age 49
Robert Deer, Ph.D.	Researcher	African-American male, age 47
Linda Peterson, Ph.D.	Researcher	Korean-American female, age 42
Brent McCaslan, Ph.D.	Researcher	White male, age 34
Jay Nguyen, M.D.	Staff physician	Vietnamese-American male, age 51
Jesse Hobson	Office manager	White male, age 30
Thomas Fajardo	Information technology specialist	Spanish-American male, age 28
Tyson Griffin	Janitor	African-American male, age 60
Trever Bostwick	Chief of security, day shift 1 or 2	White male, age 58
Sam Bates	Security officer, day shift 1	African-American male, age 45
John Bearden	Security officer, day shift 1	White male, age 37
Bob Durfee	Security officer, night shift 1	White male, age 29
Eduardo Ireland	Security officer, night shift 1	Mexican-American male, age 33
Isaac Jourdan	Security officer, day shift 2	African-American male, age 39
Samuel Rosado	Security officer, day shift 2	Mexican-American male, age 36
Ted Taylor	Security officer, day shift 2	White male, age 41
Oscar Tate	Security officer, night shift 2	White male, age 30
Rhett Thoms	Security officer, night shift 2	African-American female, age 38

talked into the idea that protecting the interests of humanity should come first, if the Agents present compelling arguments and if there's clear enough communication in the inevitable chaos.

**GOT A WARRANT?** Benthic's first response to federal agents knocking at the door is to demand a search or arrest warrant. If the Agents have one, the senior security officer on duty reviews it carefully and, assuming it's not obviously bogus, allows the agents to act as the warrant allows. (Falsifying a warrant that fools the guards requires a successful **Law** roll; getting caught could land an Agent in prison.) But the security officer will be deliberate about it, slow enough to start raising the Agents' suspicions. That allows the researchers and staff physician time to shred and burn their papers and reformat their hard drives and mobile devices. The Agents have every right to push past and conduct their business while the officer reviews the warrant, but the officer tries to stall them.

**USE OF FORCE:** If the Agents come without a warrant, or pretend to have one but fail to produce it, or break in after hours, the security officers treat them like any other unlawful intruders. They try to apprehend and restrain them by voice commands first, escalating to bare hands if that fails, and then to pepper spray and batons if necessary. They use firearms if the intruders use deadly force or fight so aggressively that an officer figures he can claim reasonable fear for someone's life. Flashing FBI badges in the absence of a warrant does not impress these guards.

All Breckenridge officers are in business suits and wear pistols, batons, and pepper spray. They have four (street-legal) semi-automatic AR-15 carbines in a locker in the chief's office.

## Other Means of Access

Agents daunted by Benthic's tight security could approach Benthic employees away from the company premises. That makes any Benthic employee nervous, and their first instinct is to keep their mouths shut and call Dr. Ghent for advice. But if the Agents convince them that a biological threat is on the loose and Benthic may be to blame, some of the staff might open up. Researchers Deer and Peterson are most likely, and have the most useful information. The I.T. specialist is next most likely, and could have surprising details gleaned from the company's system.

## Deer and Peterson

Dr. Linda Peterson, if confronted with compelling evidence that something awful is unfolding, may offer to cooperate in return for a promise of immunity from prosecution. If the players don't think to draw her out, an Agent who makes a **HUMINT** roll senses that she's upset enough to perhaps cooperate. But she is terrified. The Agents can persuade her that they can truly offer immunity by succeeding at a **Law** or **Persuade** roll.

Dr. Robert Deer is a true believer. Their team is about to solve mortality. Interfering with that would be an appalling crime against humanity.

## About Dr. McCaslan

Agents asking anyone at Benthic about Dr. McCaslan are told only that he is an employee. If they make their way in with a warrant, or if they break in after hours and look for information about him, they learn that McCaslan left work early, recently, saying he had the flu. That was the day the Agents arrived for their briefing.

If the Agents ask McCaslan's colleagues about his health or demeanor after his encounter with Deputy Jacob, they say with pretty obvious falseness that he seemed fine. Threatening them with prosecution for lying to federal agents, or a **Persuade** roll without going that far, can get Peterson or Deer to admit:

- » McCaslan looked sick and seemed distraught, but he didn't say why.
- » Over the last few days he seemed to be obsessing over Devils Tower, Wyoming, and a tape he had lost: "It has everything," he said, sounding distraught and confused. "It has the Song of the Star People. I saw it! Hidden underground!"
- » His colleagues agree that he sounded crazy. He must have had a bad fever from the flu. They hope he has been getting some rest.

If the Agents no longer have access to the Star-People tape and did not listen to it earlier, they can get the basics about the Star People and Ghost Mountain (described in **THE GREEN BOX** on page 6)—but not the song itself—by searching the Internet for "song of the Star People."

McCaslan didn't talk much with his colleagues that day or afterward, except for Dr. Ghent. The two of them seemed to be working together on something that even the other researchers didn't know about. If the Agents suggest a personal relationship between McCaslan and Ghent, the interview subject laughs uneasily and says that doesn't sound like them. A **HUMINT** roll senses that the unease goes dreadfully deep, far beyond the awareness of the interview subject. Something about the connection between McCaslan and Ghent strikes a chord of terror and revulsion in their closest colleagues that they don't consciously recognize or understand.

### Dr. Ghent's Revelations

Dr. Ghent can reveal many mysteries—probably too many for a single interview. These details could also be learned from:

- » Notes found at McCaslan's home (see **MCCASLAN'S HOME** on page 26).
- » By speaking to McCaslan himself.
- » From encrypted notes on Ghent's computer (requiring **Computer Science** at 50% or a successful **Computer Science** roll to access them).
- » By pressing Dr. Peterson.
- » From Benthic lab records recovered from the courier (see **MISSING DATA** on page 25).

Ghent is more lucid than McCaslan, but is just as far gone. Since McCaslan attracted police attention, she has been overseeing careful preparations to move the lab's fungal samples to another March Technologies facility.

The best way to get Ghent talking is a mix of fascination, admiration, minimizing her sense of risk, and speaking to her separately from other Benthic staff. Fungal infection has clouded her judgment. If she thinks she is talking to people who know about the unnatural, she is more likely to reveal her incredible discoveries.

**MCCASLAN'S ABSENCE:** Ghent is annoyed with McCaslan. She says McCaslan is not sufficiently focused on the larger work. A **HUMINT** roll senses that she knows perfectly well what McCaslan is up to, though she intends to keep it secret.

If the Agents get her talking about other aspects of her work, she may recklessly say more. Exposure to the catalyzed Sample awakened McCaslan's true and inner mind. It awakened psychic talents that lie dormant in most human brains, engineered that way by the Old Ones—the prehuman scientists who shaped the course of life on Earth and in other realities entirely.

McCaslan went looking for a way to reach out to the Old Ones—the Star People—and learn their secrets. The Agents themselves may have found it for him. Did the Agents really think their presence here was coincidence? The Old Ones saw it all, long ago. McCaslan saw it, too.

**THE SAMPLE'S ORIGIN:** If asked about the weird fungal samples in the lab, Ghent pretends not to know where they originated. A successful roll of **HUMINT** or a relevant **Science** detects the lie. If called on her dishonesty and pressed, she smiles and says something along these lines:

“The samples came from the stars. People like you tried to kill it. We kept it alive. Now, we've learned how to make it thrive. And we're learning how to let it give us its gifts. Soon, we'll go to Devils Tower and speak to the greatest of its kind. Their secrets are vast and wonderful.”

Having said that much, she admits without much prodding that researchers like her are on the verge of giving humanity the greatest possible gift: not mere immortality, but a physical connection with the immortal intelligence of the Old Ones, the ancients from the stars, spread from person to person until the entire species is changed.

**HOW SHE KNOWS:** If she thinks it will buy her time or change the Agents' minds, Ghent might get carried away and reveal even more. In her dreams, she has spoken to the Power that stands as intermediary between realities, between times, and between worlds. The Old Ones know that Power and pay homage.

Only if the Agents string her along enough to really go on a tear will she say aloud that the Power has a name. That name is Nyarlathotep, beloved of the Million Favored Ones, and Nyarlathotep will help her invoke a greater Power still. Together, they will make the Benthic sample bloom into its truest form and spread its influence around the globe. *Iä! Shub-Niggurath! The Black Goat of the Woods with a Thousand Young!*

**PROJECT DANCER:** This deeper background can be learned from Ghent, if the Agents *really* get her talking



and have the patience to listen. Or it could be found in encrypted computer files if the Agents decrypt them with **Computer Science** at 50% or higher (or persuade the IT guy to do so; his skill is 50%).

It all began with an Air Force program called Project DANCER, back in the 1990s. DANCER is long defunct, but it once studied extraterrestrial biology. DANCER recovered the sample after other actors—some illegal vigilante group—ambushed extraterrestrial entities with the blind, stupid urge to merely destroy them.

Project DANCER's first few years studying the sample were primarily concerned with keeping it dormant—damaged enough to be unable to fully function, but not so badly damaged that it would decohere from reality—and with cultivating its fungus-like spores.

Project DANCER was eventually shut down—one risk of secrecy is that the right people don't know your value—and its research was moved from Air Force bases to private-sector labs. One of those was pharmaceutical research firm Akiaso, Inc., the parent company of Benthic. The Benthic Company itself was named for the oceanic zone where the earliest ancestors of fungi evolved.

## The Formula

In Ghent's office, a strange mathematical formula is scrawled among weird, nonsensical notes in a folder that's labeled, "DO NOT OPEN. —LG".

At first glance, it is a seemingly simple mathematical formula. Anyone with **Science (Mathematics)** at 30% or above recognizes it as deceptively complex and must make an **INT** roll or a **Science (Mathematics)** roll, whichever is better, at -40%. If the roll succeeds, then the character rises from sleep the next night and goes into a fugue that lasts hours, scrawling notes about deep mathematics and ramblings about the nature of existence. The character awakens exhausted but with absolutely no memory of the fugue beyond whatever was scrawled. This happens again and again for 1D6 days. After each night, the character loses 1 POW and 1 SAN and gains 1D4% in the **Unnatural** skill.

After that period, encountering the original formula again triggers the same **INT** or **Science (Mathematics)** roll, with the same results—but this time the penalty is only -20%. If it succeeds, a third encounter has a no penalty. If

that succeeds, a fourth encounter has a +20% bonus; a fifth is at +20%, and a sixth and any beyond that are at +40%.

A character reduced to 1 or 2 POW by exposure to the formula becomes a permanent pawn of the mi-go. Sooner or later the victim disappears or else is found with his or her brain surgically removed.

## The Sample

The centerpiece of the main lab is a line of a dozen transparent, boxlike containers that hold fungal samples in various chemical environments. Some of the fungal samples seem withered and anemic. Others seem robust and expansive. The most robust sample seems to occasionally change color. Dimming the lights in that sample's case shows that in fact it occasionally glows with random colors. **SAN** loss: 0/1.

Separated from the catalysts and the nutrients in the lab, the "fungus" quickly evaporates from reality. **SAN** loss: 0/1.

The Agents can find documents that indicate plans to pack the lab's essential samples into secure containers, to be loaded onto trucks sent by Akiaso for delivery to other, unnamed facilities. That has not yet happened when the Agents arrive.

## What the "Fungus" Does

To get a sense of what makes the Sample so special, Agents can interview Deer or Peterson (requiring a **Persuade** roll to draw the details out), or examine the lab's or staff physician's records for themselves (requiring **Medicine** or an appropriate **Science** skill at 50% or higher).

**WHAT IT IS:** First, it's not really a fungus. But "fungus" describes it better than anything else found in nature, so that's the word the researchers use to save time.

**EXTREMOPHILE:** The "fungal" samples thrive in environments rich in acids and heavy metals. Benthic researchers hypothesized that the "fungus" shares some qualities with bacteria that metabolize arsenic.

**MICROBE ABSORPTION:** The "fungal" sample secretes enzymes—or rather, organic compounds that behave like enzymes while defying chemical analysis—and other bioactive compounds that absorb and digest virtually any other biomass, including otherwise-harmful microbes.

**MEDICINAL VALUE:** The “fungus” and dependent organisms that grew in symbiosis with it synthesize macro-lide-like molecules that have impressive cancer-killing, anti-inflammatory and anti-aging qualities, and that attack many harmful bacteria. The samples quickly extinguished samples of antibiotic-resistant strains of MRSA, anthrax, and Streptococcus. Akiaso researchers identified the product as a possible weapon against antibiotic-resistant pathogens, which are expected to kill millions in the coming decades. Its value could be incalculable.

**MISSING ENERGY:** The strange thing—one of many—is what happens next. As far as the researchers can tell, metabolized energy sometimes simply vanishes, and then in other cells energy suddenly appears out of nowhere. It’s like the “fungus” somehow sends signals and energies in and out of reality as we understand it.

## What Happened At the Pit

The Agents could learn these details from:

- » Ghent.
- » Deer.
- » Peterson.
- » Benthic lab records recovered from the courier (see **MISSING DATA** on page 25).
- » Notes found at McCaslan’s home (see **MCCASLAN’S HOME** on page 26).

For many years studying the strange, fungus-like spores of the Sample, the researchers had little success. They kept the spore sample intact, but growth eluded them.

They looked for nearby sites where natural fungus with a vaguely similar structure thrived outside the lab, and turned up one interesting candidate five years ago: the Oakland Pit, a massive, disused copper mine with waters rich in heavy metals and acids. (See **THE PIT** on page 29.) The Pit had proven home to extremophiles before. Sure enough, it stimulated the growth of Benthic’s samples and catalyzed whatever factors cause them to cohere in our physical dimensions. Ghent bribed the Pit’s director to help them install a larger sample in the Pit and monitor it without observation or a paper trail.

The Pit’s toxic environment was the first time in all these years that they had caused the sample to truly thrive and grow. It takes a **Law** skill of only 10% to know that leaving the research sample in the Pit was a gross violation of state and federal environmental laws.

**CONTAMINATION:** Both Ghent and McCaslan were contaminated two weeks ago by accidental exposure at the Pit when their hazmat suits were damaged during collection of a sample. Notes found in Ghent’s or McCaslan’s office show exactly where in the Pit the work was done.

Their two fellow researchers and the staff physician brought the scientists out for treatment and study. They watched carefully and cautiously with surprise as the contaminated researchers rapidly improved, rather than rapidly suffering kidney, liver, and digestive failure as expected.

Peterson may tell the Agents that she saw reports by Dr. Nguyen that indicated the “fungal” contamination may have affected the subjects’ brains.

## The Physician

Dr. Jay Nguyen is an Akiaso loyalist. He refuses to share anything with investigators, citing patient confidentiality, even if the Agents out-argue that position with a successful **Law** or **Medicine** roll. If Nguyen thinks the Agents are about to force their way into his office, he gets out his phone, pretending he needs to consult with his superiors, and opens an app that connects with his computer. It’s a program he developed himself, for his own protection. With a few commands he instructs the computer to erase all records of his work at the Benthic lab in the past three months (which takes only one turn) and then to reformat itself entirely and rebuilt its operating system from scratch (which takes 20 minutes).

Recovering erased records requires **Computer Science** at 50% or better, or a **Computer Science** roll if an Agent is not that expert, and takes 1D4 hours. Recovering them from a formatted drive requires 2D4 hours and a successful **Computer Science** roll by an Agent with **Computer Science** 70% or better.

An Agent with **Medicine** 30% or **Pharmacy** 50% can decipher the records of Nguyen’s examinations of Ghent and McCaslan after their accident at the Pit.

- » The “fungus” killed many yeasts in their gut flora.
- » But it did not simply eradicate the yeasts. It replaced them, occupying their place in the energy chain.
- » That led to impressive changes in behavior and in physical and mental capabilities.
- » Examinations found symptoms of heavy-metal poisoning, but those faded after a few days. Instead, the subjects gained enhanced mental clarity and improved physical health.
- » Nguyen recommended further study in animal and eventually human trials.

## Missing Data

As soon as she heard that Benthic was under investigation, Dr. Ghent gave instructions to begin exporting research data and preparing to shut down the office. The exported data, stored on a dozen encrypted hard drives, has been given to an Akiaso courier by the time the Agents arrived.

The courier is driving a privately-owned sedan with a King County, Washington, plate. If the Agents recover security footage (requiring **Computer Science** at 50% or higher or a **Computer Science** roll), they get an image that can be run through government databases. The courier is Carl Tsan, a 32-year-old employee of the Seattle office of Akiaso, Inc. **Computer Science** 70% or higher, or a second roll, gets a clear enough image of the car and its license plate to ask police to watch for it.

If the Agents explicitly ask to flag Tsan in Border Patrol systems, they get a hit the following day. The courier is stopped while trying to board a flight to Singapore with the drives packed carefully in checked luggage.

The hard drives reveal whatever details about Benthic’s work the Agents failed to recover at the scene. Further investigation of Akiaso is beyond the scope of this scenario. Most likely, any attempt to pursue Akiaso further will be shut down by the Program after intercession by Akiaso’s colleagues on the board of March Technologies. The Agents will be told to store the hard drives and all other evidence at the Green Box. A team from the Program’s CORAL NOMAD project is sent to collect it. It winds up back in Akiaso’s hands, 48 hours later.

The Agents can prevent that by destroying evidence rather than saving it.

## Moving Out

One or two days after the Agents begin investigating, moving trucks start coming to Benthic and loading everything up for transportation across the country to some new Akiosa facility. Packing up the offices and most equipment takes two days and nights. Loading the biological research specimens into trailers built to contain biohazards takes a third day and night.

## After the Cleanup

What if the Agents don’t get to Benthic before the company cleans out all the evidence? The researchers and company physician have moved with their families at short notice, leaving no forwarding address. But the Agents could get some of the background details from local workers who have been left behind in Helena, and who may have overheard the researchers talking just before everything shut down. They may need to compare interviews with multiple guards and support staff to piece a partial background together. The Handler should adapt the details available to the Agents’ belated investigation.

## Repercussions

The Agents might collect enough evidence of catastrophic human experimentation and environmental pollution to send Benthic’s research staff to prison for years or decades. But can they present that evidence without revealing Things That Man Was Not Meant to Know? We’ll leave that decision, and how the Agents handle the Benthic staff, to you and your players.

Left to their own devices, the researchers and the physician all drive to a privately rented hangar at Helena Regional Airport and board a corporate jet owned by Akiaso. They fly to Akiaso’s headquarters in Delaware to continue their work. Benthic’s local support staff, having signed withering non-disclosure agreements when they were hired, are all let go as the company quickly shuts down.

Violence at Benthic is reported to the LCSO—unless it happens during the cleanup. The company cannot risk letting ordinary deputies and detectives see their work. Much like Delta Green, the company covers up its own people’s injuries or deaths as accidents or unrelated incidents.

## Pursuing McCaslan

McCaslan's infection is haphazard, and he is growing increasingly incoherent in thought and speech. He has more and more trouble thinking clearly the way other people can, and his speech is becoming a jumble of wrong words. Having forgotten how to drive, McCaslan walks to the Green Box to steal the Star People tape.

If the Agents kept the tape instead of leaving it at the Green Box, McCaslan finds its location as if he could see head of time where they would put it—because he did—and steals it from them. If the Agents are extraordinarily careful with the tape, and never leave it any place McCaslan could reach, he attempts to use his Fascination ritual to get help from one of them.

McCaslan has no trouble memorizing the Song to the Star People. He walks to Devils Tower, 800 kilometers east-southeast, to implement it. Unsuspecting drivers help him on his way. Luckily, they avoid infection.

If confronted by the Agents, he uses Fascination to control them. He prefers to send them climbing back down the mountain, but orders them to subdue or kill each other if absolutely necessary. He wishes only to sing to the Star People and be taken up by them.

### McCaslan's Home

McCaslan lived in a condominium off Custer Avenue, about a kilometer west of the airport. McCaslan never spent much time at home, but the last few days have left his place a shambles. Three or four days of mail have piled up in the mailbox. He seems to have smashed half his belongings in an incoherent fit. The garbage cans and toilet hold the revolting, rotting remnants of his "fungus"-contaminated vomit. Everything has an earthy, fungal smell.

Agents who search the place carefully without wearing hazmat suits must each make a Luck roll or suffer infection (see **CONTAGION** on page 14). But a search can pay off. They find a legal pad where he scrawled obsessively about finding "the tape" and learning "the song of the star people" from it. On other pages he scrawled "Ghost Mountain" and drew a crude but easily recognizable sketch of Devils Tower. At the Handler's discretion, the pad may include crazed notes saying that reveal facts the Agents did not turn up at the Benthic Company. McCaslan

saw visions of himself exposing a police officer to the infection, and of that event attracting government agents who would possess the Star People tape, which he would use to ascend to a higher reality. For other clues, see **DR. GHENT'S REVELATIONS** on page 22 and **WHAT HAPPENED AT THE PIT** on page 24.

They also find a few framed photos of from McCaslan's diving trips to the Caribbean and the Mediterranean. One shows him in an underwater hazmat suit, with the hood and mask not yet attached, smiling into the camera and giving a big thumbs-up. In the background is the striated limestone wall and green waters that any local would recognize as the Oakland Pit.

McCaslan's family mostly lives in Virginia. They are not close. He was always more interested in work than family or friends, especially when he started with the secretive Benthic Company.

### In the Air

The LCSO can send the Agents up in its rescue helicopter to seek McCaslan, but even FLIR does little good if you don't know exactly where to look. They have to find clues by listening on the scanner or going down the road and looking for trouble. The helicopter has a range of 600 km. The Agents could also get the local DEA to provide a small plane with a range of about 1,200 km.

### To the Green Box

McCaslan is drawn to the Green Box and the recording of the Star People song. The Agents can follow his trail on a police scanner or with interviews and social media.

**THE HOUSE ON AMBUSH RIDGE:** The Younkin girls (see **THE GREEN BOX** on page 6) saw McCaslan coming down the road. He looked like a crazy or drugged-out homeless person, and he walked straight past the house into the woods. Joanne Younkin called the Jefferson County Sheriff's Office.

### To Devils Tower

Devils Tower, Wyoming, stands about 800 km east-southeast of Helena. McCaslan eventually trudges east away from the Green Box, through the woods and around Shingle Butte, until he hits a rural road and hitchhikes again. The next morning, a farmer picks him up. McCaslan uses

his psychic power to control the farmer before the farmer starts driving. That gets him a ride most of the way to Devils Tower without arousing trouble. The farmer drops McCaslan off just out of sight of the entrance station.

## McCaslan's Trail

Asking local police and other alert witnesses can pick up McCaslan's trail.

**INTERSTATE WRECK:** Driver Ennis Beeman picked up McCaslan on the side of I-15 or I-90 in the rain: "I told him I could get him a few miles before my turn-off for home. He was crazy. Schizophrenic or something. Words all jumbled together that didn't make no sense. I was gonna be glad to let him out. We got there. He said no. He said a bunch of nonsense, and pointed down the road to keep going. Stared at me like a crazy person. Started yelling. Talked about 'Star People.' Then it got weird. I blacked out a second. No reason. The car went off the road. When I woke up he was gone. Guess he kept on hitching."

**STRANGER IN A SMALL TOWN:** In a town of just 2,715, a couple of judgmental old men sitting outside a café saw McCaslan come through. Warren Stolle and Les Boothe decided from 100 meters away that the man was on meth, but as long as he kept going out of town that wasn't any of their concern.

## At Devils Tower

At Devils Tower, hikers see him going up to the climbing face, looking badly unprepared. He has no rope, helmet, nor even a water bottle. They try to call him down. He ignores them. They tell the rangers. The average temperature in March is only 4 degrees Celsius. There are not many hikers, and very few trying to reach the top.

Any Agent with more than base Occult skill knows that Devils Tower has always been a focus of Native American myths and UFO conspiracy theories. It was in *Close Encounters*, after all.

**FEDERAL ALERTS:** The national park rangers at Devils Tower are on the lookout for a man trying to climb without equipment. The park's volunteer climbing rangers are on standby.

**THE CLIMB:** It takes four to six hours for two climbers to reach the top of Devils Tower, and one or two hours

to climb down. The climb requires an **Athletics** test, with failure inflicting 1 HP from bruises and exhaustion, or 1D6 on a fumble. The climb could be made in half the time, but in that case failing the **Athletics** test means 1D6 damage, or 3D6 with a fumble.

**WITNESSES:** A pair coming down (Ed and Sasheesa Nimbley) say they saw a strange man up there, just standing still and staring into the sky. He wouldn't talk to them. The day was getting late and there was no telling when he might come down off whatever drug he was on. They left him a water bottle and some power bars and went on their way.

**HELICOPTERS:** A few private, charter helicopter services take people up to see the tower from above. They are forbidden by law from landing, and absolutely do not want to risk their insurance policies by letting Agents jump out, on ropes or otherwise. Chartering a helicopter for two hours is a standard expense.

**MRS. JACOB:** Christina Jacob, under fungal control and suddenly "awakened" to an urge to go to Devils Tower, drives there with her fungal child. Campers and park rangers flee the hideous child. A ranger who falls under the child's influence has to physically restrain Jacob from trying to make the dangerous climb. When McCaslan and the Star People are gone, Christina, sobbing, takes the child and drives away.

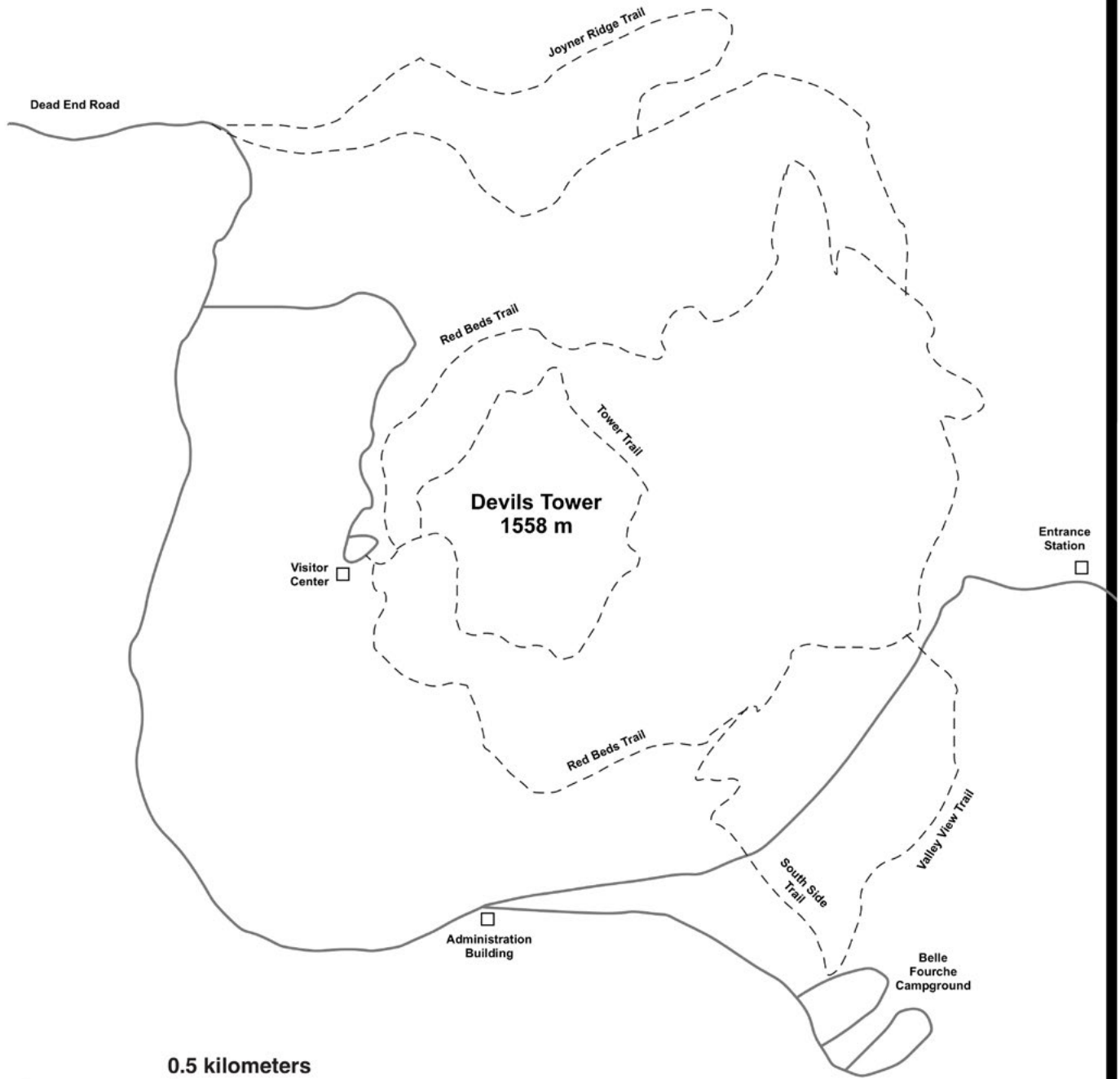
## From the Stars

Unless he's intercepted, McCaslan awaits his destiny on an uneven surface of dirt, rocks, grass, cacti, and sagebrush. If he is left alone atop Devils Tower, the Star People arrive a couple of hours after he completes his song. Pinpoints of color-shifting lights circle far overhead, winking out, reappearing again, until three of the mi-go, the fungi from Yuggoth, descend from the night sky: bizarre beings not entirely crustacean or fungal, about the size of large bears, with fruiting, sporal head-lobes that softly glow.

One of them addresses McCaslan in a buzzing approximation of speech produced from vibrations of its claws and carapace: "You have become something other than human. Are you prepared to see vistas that open only to the favored of Nyarlathotep?"

McCaslan, smiling and weeping, says, "Black bookcase, green thunder sideways recoiling."

# Devils Tower National Monument



Another mi-go extends a weird, half-organic metal device, which produces a low *whoosh* sound that causes McCaslan to collapse to the ground, utterly insensate. The third mi-go reaches out with a bizarre implement like rotting meat and shard-sharp bone. It uses the grotesque object to tear off the top of McCaslan's head, scoop out his brain, place the brain in a canister of some unidentifiable metal, put the skull back together, and seal the wounds up as if they had never been made. The mi-go fly away with McCaslan's brain, leaving his corpse and bloodstains for the Agents or tomorrow's hikers to find (at a SAN cost of 0/1 from violence).

Witnessing the mi-go costs 1/1D6 SAN. Witnessing the surgery costs 0/1D4 SAN.

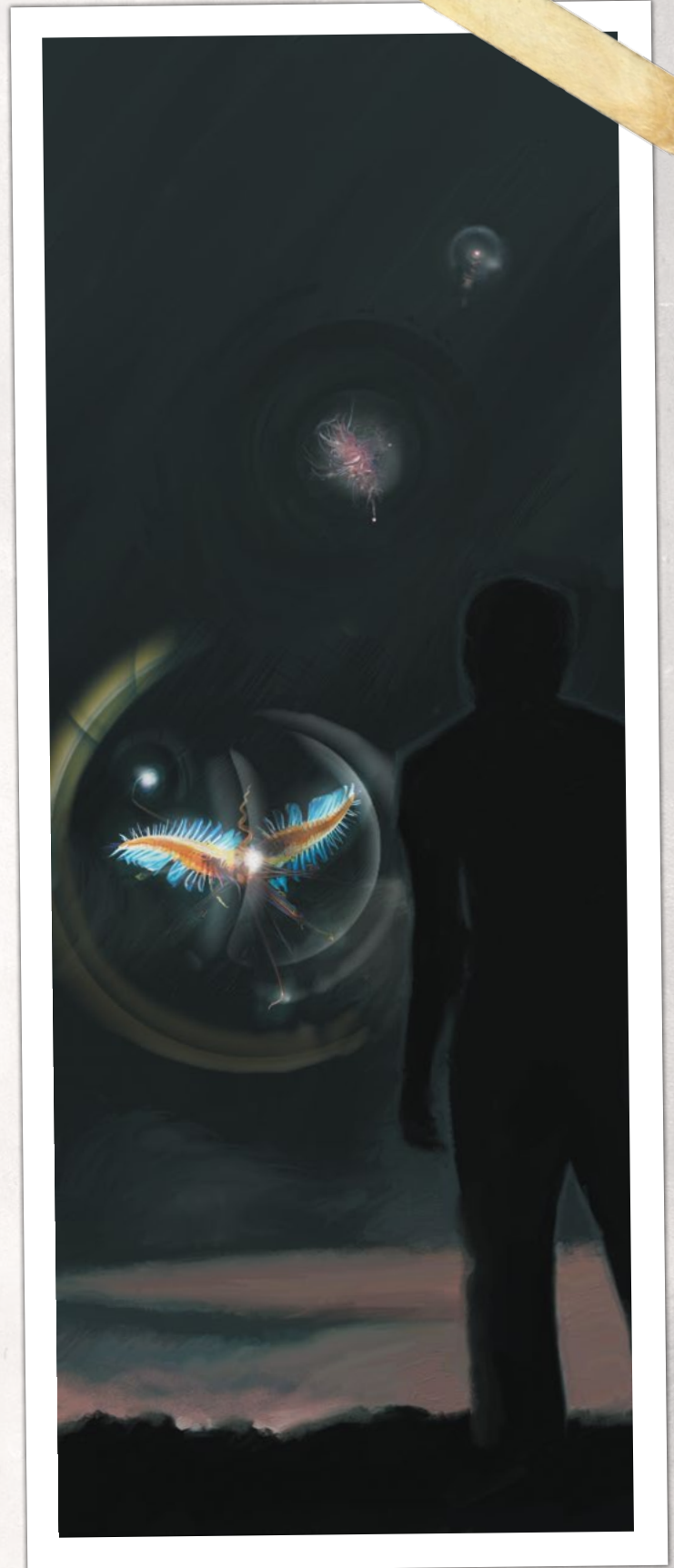
## The Pit

The Oakland Pit (a fictionalization of the fascinating Berkeley Pit) sits near the southeast edge of Lewis and Clark County, only a few kilometers from Helena. Once a prolific open-air copper mine, the Pit was shut down decades ago and is now an EPA-supervised Superfund site. The owner, Montana Mining, Inc., now mines minerals from the surface water through water-treatment plants and uses the treated water in other mining operations.

The Pit is a stinking lake in a limestone hole over a kilometer across, nearly 300 m deep. Its greenish water is tainted by copper, cadmium, arsenic, and sulfuric acid (acidic to about the level of lemon juice). Snow geese that took shelter in the Pit during a 2016 snow storm were found ravaged inside and out by burns and festering sores. Since then, officials have attempted to keep birds away.

Fed by natural aquifers, the Pit's water is about 50 m below the surrounding natural groundwater level—and rising. It's expected to reach groundwater level in a few years and spill back through its aquifers into nearby creeks and rivers. Projects are ongoing by the state and Montana Mining to divert the aquifers that feed it in order to prevent that pollution.

Biologists have published papers on extremophiles that thrive in the Pit's toxic environment. (Those studies say nothing about Benthic or its unnatural fungus.) And the Pit has become a tourist attraction, sponsored by the owner to aid public relations. A gift shop sells Montana



souvenirs and T-shirts, crystals, and copper trinkets. A long tunnel leads to a viewing platform (\$2 fee) that looks over the water while an audio recording enthusiastically describes the success of mining in the area.

A large sample of Benthic's alien fungus grows in the Pit. Left undisturbed, it will eventually draw more human subjects to itself—especially if the rising water levels of the Pit spill back into the aquifers. It will use new subjects to expand itself farther and make a direct connection with its broader biomass among the Fungi from Yuggoth.

### Site Manager Jesus Preas

A 50-year-old Montana Mining geological engineer, Preas was pushed out of the management track and shuffled off to the most useless position he can imagine, babysitting tourists and geese over an open pit of poison. He agreed to an off-books deal with the Benthic Company, giving them off-the-record liberties with the site. At one point they came out late at night with underwater hazmat suits and physically planted a strange biological sample of some kind, rather than just taking samples from the water. He does not know why Benthic paid him to obscure their activities rather than working with Montana Mining.

If the Agents start pressing him as part of a seemingly official investigation, Preas starts getting nervous. A HUMINT roll can tell he's been up to something. A Persuade roll can get him to crack. Preas wants to minimize the damage to his reputation, and that means not letting his private arrangement with Benthic go public. The more the Agents work to protect him, the more he cooperates. He can point right to the corner of the Pit where the Benthic researchers worked.

### Deputy Kelley Konopka

The area's assigned deputy, Kelley Konopka, responds swiftly to trouble. Konopka (white female—one of only two in the LCSO—with a sturdy build, sandy blond hair, and blue eyes, age 32) is assigned to the region that includes the Pit. Konopka is watchful, patient, and both careful and fearless. She's divorced with two young children in her custody. A five-year LCSO veteran and former Army lieutenant, Konopka resents her bosses for favoring male deputies for recruitment and promotion—and strangers who hold stereotypes about hick cops.

If the Agents ask Konopka about unusual visitors or activity at the Pit, she says nothing stands out. The last university project studying the Pit was about four years ago. The only current research program is run by a local biotech firm, The Benthic Company. It's a private company, so all Konopka knows about their activities is what she sees. They've had scientists come out a few times to collect samples. Konopka does not know what precisely they are studying or why, nor the names of the researchers who came out, nor even where they worked. She never had reason to linger to see what they were up to.

In a crisis at the Pit, Konopka's first priority is getting civilians out of harm's way. Her second priority is shutting down the source of a threat and collecting evidence that can lead to prosecution and conviction. It takes only a few minutes for backup to arrive from the Helena police department and the LCSO. Konopka writes exceptionally thorough reports. She has no patience nor sympathy for federal government employees who put their own interests and priorities above their official duties.

### Water Treatment Plant

Victims of the alien fungus may come to drink deeply from the toxic waters of the Pit. They can be scooped up easily from the open-air, first-stage reactor tank at the water-treatment plant. The plant is a series of small, industrial buildings, heavy pipes, and machinery that filters toxins from the stinking green water. A chain-link fence meant to discourage animals and tourists can be climbed or cut without trouble. No guards are posted after hours, but deputies like Konopka sometimes drive by to make sure there's no trouble. If Agents park a vehicle near the plant at night or on a weekend, failing a **Luck** roll means a deputy notices and investigates.

### In Deep Waters

The living "fungus" is a sprawling, uneven lump about two meters square, glowing strange colors at random intervals. It thrives in the deep, poisonous water of the Pit. Benthic's researchers placed it at a depth of 30 m, the edge of safe diving distance; beyond that, the bends are likely on resurfacing.

The alien fungus is not conscious. It is immune to attacks, except for an explosion or fire that can burn



underwater and has a Kill Radius of 1 m or more. It has 10 HP and is destroyed by a successful Lethality roll. Any hypergeometric attack has full effect.

The Agents could prepare a charge using the thermite grenades in the local Green Box, or by taking apart a rocket's warhead. Nearby mining companies keep explosives, too, if the Agents want to try some dangerous burglary; we'll leave those details to the Handler. Setting a charge requires a **Swim** roll and a **Demolitions** roll (although **Heavy Weapons**, or an **INT** roll by an Agent special training with grenades or thermite, would suffice for the thermite grenades). If the Agents lack the right skills, they can find them in ex-soldiers among the police, FBI, and paranoid militia groups in the region. The Agents just have to persuade an expert to help.

Unless the Agents have been told exactly where to look, finding the "fungus" in a general area requires a **Search** roll. If that fails, the first **Swim** roll automatically fails, as the Agent finds the sample only when it finds the Agent. If they don't even know the general area to search, it's a lost cause. The place is huge.

**HAZMAT:** Getting near the "fungus" safely requires an underwater hazmat suit. Swimming in underwater hazmat gear requires special training in SCUBA diving.

Swimming in the Pit without hazmat gear guarantees infection by the alien fungus (see **CONTAGION** on page 14). The pollutants in the water count as a separate poisoning, inflicting 1D6 damage (after the toxins circulate for about 24 hours) per **Swim** roll attempted. With a failed **Luck** roll, the Agent develops a lethal cancer in 2D6 years.

Underwater hazmat suits can be gotten from storage at the Benthic Company (those supplies won't be cleared out for a week or so after the staff and all everything important is gone), from the EPA's Region 8 office in Denver, Colorado, or from FBI's Weapons of Mass Destruction Directorate in Washington, D.C. Or they can be ordered online. Delivery from out of state—whether paying with the Agents' own money or requisitioning with **Bureaucracy**—takes 2D4 days. A single suit counts as an unusual expense, or it's a major expense for up to 10 suits.

**SWIM:** Failure means a stony coral accretion near the sample extrudes unexpectedly and catches on the suit. The Agent must make a second **Swim** roll or a **Luck** roll, or the suit tears. If that happens, the spur inflicts 1 damage

and extends into the Agent's limb or body like a hook. Realizing that costs 0/1D4 SAN. Pulling away inflicts 1D4 damage unless another Agent uses a tool to knock the spur loose and succeeds at a **DEX** roll. The effects of exposure, described in **CONTAGION** on page 14, take effect 1D4+1 turns after the suit tears.

**DEMOLITIONS:** Failure means the Agent does not finish setting the charges but may try again, requiring another **Swim** roll. A fumble means catastrophe is imminent. The Agent *must* roll **Demolitions** again. If that roll succeeds, the Agent corrects some disastrous error and can keep trying. Otherwise the charge ignites while the Agent is working on it.

## Complications and Aftermath

The Agents gain SAN by reducing the alien fungus' harm to humanity.

**THE FUNGUS:** If the Agents entirely closed off the unnatural fungus' influence on humanity—destroying it in the Benthic lab and in the Pit, and preventing the infection from spreading after that—each Agent gains 1D6 SAN. If they reduced the unnatural fungus' contacts with humanity substantially but not entirely, each gains only 1 SAN instead.

**LEGAL AND OFFICIAL BLOWBACK:** How much trouble did the Agents have with Jena Gaylor from the EPA? With the local police? How many bodies did they leave on the ground? How much media attention did they attract? If the Agents did a thorough job obscuring and explaining away their actions and keeping the unnatural truth away from the public, each gains 1D4 SAN.

**THE MI-GO:** Each Agent gains 1 SAN per mi-go destroyed.

**THE CHILD:** If they destroyed Christina Jacob's fungal child, each Agent gains 1 SAN.

**FURTHER DEVELOPMENTS:** If Christina Jacob and her child elude the Agents and drive away from Devils Tower unhindered, we leave their fates to the Handler. They could be the seeds for a later scenario, or become the victims of terrified vigilantes, or meet the mi-go on some lonely road, leaving their vehicle and belongings behind.

## Characters

### Capt. Sara Jimenez, USAF

A physician stationed at Malmstrom AFB, Jimenez has been a consultant on a few Delta Green operations. She knows that Delta Green investigates supernatural threats but has not faced them first-hand. Jimenez is an African American female, age 42, with a loving family waiting for her at the base.

**STR 10 CON 13 DEX 10 INT 15 POW 12 CHA 12**

**HP 12 WP 12 SAN 56 BREAKING POINT 48**

**BONDS:** Hank Jimenez (husband) 12, Julia Jimenez (daughter) 12, Ellie Tucker (mother) 12.

**SKILLS:** Bureaucracy 70%, Firearms 40%, First Aid 60%, History 30%, HUMINT 30%, Medicine 60%, Military Science (Air) 20%, Navigate 30%, Persuade 60%, Pharmacy 50%, Science (Biology) 60%, Science (Chemistry) 50%, Search 40%, Surgery 50%, Unarmed Combat 60%.

**ATTACKS:** Unarmed 60%, damage 1D4-1.

### Police, Federal Agents, and Security Officers

Protecting and serving, not always in that order.

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

**HP 13 WP 12 SAN 60 BREAKING POINT 48**

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

**ATTACKS:** .40 S&W or 9mm pistol 50% (Damage 1D10, 15 shots, Base Range 15 m).

AR-15 carbine 50% (Damage 1D12, Armor Piercing 3, 30 shots, Base Range 100 m.).

Baton 50% (Damage 1D6).

Taser 55% (Stun).

Pepper spray 55% (Stun).

Unarmed 50% (Damage 1D4-1).

**ARMOR AND EQUIPMENT:** Each Breckenridge security officer carries three extra pistol magazines, flashlight, restraints (cable ties), and an encrypted cellphone to communicate with each other. Police officers and federal agents have the gear described in **TOOLS OF THE TRADE** on page 85 of the *Agent's Handbook*.

**NOTES:** A police officer typically has pistol, baton, taser, and pepper spray holstered, and a carbine stored in the trunk of a patrol car.

### Environmental Investigators

Jena Gaylor, EPA, or Gabrielle Fults, Montana Department of Environmental Quality.

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

**HP 11 WP 11 SAN 55 BREAKING POINT 44**

**SKILLS:** Alertness 50%, HUMINT 40%, Law 40%, Persuade 40%, Science (Biology) 40%, Science (Chemistry) 40%, and Science (Environmental) 40%, Search 60%.

**ATTACKS:** Unarmed 40%, damage 1D4-1.

### The Subjects

Dr. Ghent and Dr. McCaslan, becoming more than human.

**STR 14 CON 15 DEX 10 INT 20 POW 14**

**HP 15 WP 14 SAN 0**

**ARMOR:** See **MACRODIMENSIONAL**.

**SKILLS:** Alertness 30%, Driving 20%, Science (Biology) 80%, Unarmed Combat 40%.

**ATTACKS:** Unarmed 40%, damage 1D4

**CONTAGIOUS:** If the host dies, its alien gut flora tries to spread itself. If any mammal is within a few feet of the dying host within one minute of death, the host suddenly convulses and violently projects vomit at it. The stuff comes from the deep guts and is especially horrible to smell. Anyone caught in the spray must make a Luck roll or become infected; see **CONTAGION** on page 14. Wearing a hazmat suit protects the victim fully. The host may also vomit contagion on a victim it pins in unarmed combat.

**INHUMAN MIND:** The Subject's **INT** test is a critical success on any roll up to 20 and any roll with matching dice except 100.

**MACRODIMENSIONAL—MCCASLAN ONLY:** This quality manifests only after the Subject has been physically attacked, when adrenaline and fear bring the alien infection out even further. The Subject sometimes appears to move in stuttering frames, as if blinking in and out of reality from second to second. A successful Lethality roll destroys a Subject, but other attacks are unpredictable. If an attack rolls an odd amount of damage, the Subject has shifted out of phase with our dimension and is immune to the attack.

**NON-TERRENE:** The Subjects are at home in nearly any environment. Radiation, pressure, cold, vacuum and more have no negative effects on them. They can move on the surface of Saturn, the depths of the ocean or in open space with equal ease. They are not subject to poison, disease, or aging.

**RITUALS—MCCASLAN ONLY:** Clairvoyance, Fascination.

**SAN LOSS:** 0/1D4 if any unnatural quality manifests.

## The Accidents

Christina Jacob, Coroner Holsey, and other victims of second-hand infection. They are less far gone than Ghent and McCaslan, at least until they have another week or two of infection. They are still recognizably human, incurring the usual SAN cost for killing them.

**STR 10 CON 10 DEX 10 INT 12 POW 14**

**HP 10 WP 14 SAN 0**

**ARMOR:** None.

**SKILLS:** Alertness 30%, Driving 20%, Medicine 50% (Dr. Holsey only), Unarmed Combat 40%.

**ATTACKS:** Unarmed 40%, damage 1D4-1.

**CONTAGIOUS:** If the host dies, it's alien gut flora tries to spread itself. If any mammal is within two meters of the dying host within one minute of death, the host suddenly convulses and violently projects vomit at it. The stuff comes from deep guts and is especially horrible to smell. Anyone caught in the spray must make a Luck roll or become infected; see **CONTAGION** on page 14. Wearing a hazmat suit protects the victim fully. The host may also vomit contagion on a victim it pins in unarmed combat.

**NON-TERRENE:** The Accidents are at home in nearly any environment. Radiation, pressure, cold, vacuum and more have no negative effects on them. They can move on the surface of Saturn, the depths of the ocean or in open space with equal ease. They are not subject to poison, disease, or aging.

**RITUALS:** None.

**SAN LOSS:** 0/1 if any unnatural qualities manifest.

## The Fungal Child

Fred Jacob, Jr., an already ambulatory infant composed partly of alien fungus that sometimes glows strange colors and sometimes seems to stutter in and out of reality. It seems quite alert. It does not cry. But it is still a baby, partly human. Killing it costs 1/1D8 SAN due to violence—but the Agents then recover 1 SAN loss for destroying an unnatural threat.

**STR 1 CON 4 DEX 3 INT 6 POW 4**

**HP 3 WP 4 SAN 0**

**ARMOR:** See **HYPNOTIC**.

**SKILLS:** None.

**ATTACKS:** None.

**CONTAGIOUS:** If the child dies, the alien flora it hosts in its flesh and gut tries to spread itself. If any mammal is within two meters of the dying child within one minute of death, the child suddenly convulses and violently projects vomit and a cloud of spores. The vomit comes from deep guts and is especially horrible to smell. Anyone caught in the spray must make a Luck roll or become infected; see **CONTAGION** on page 14. Wearing a hazmat suit protects the victim fully.

**HELPLESS:** The child is an infant. It appears to be a few months old, though it was born only days ago. It can crawl around but is far too weak to defend itself.

**HYPNOTIC:** The fungal child has strange effects on human brains. Any Agent who is in within a few meters of the child without the protection of a hazmat suit, and who loses 2 or more **SAN** for looking at it, sees it as a normal, adorable, helpless baby. This effect fades after the Agent has been out of the child's presence for 15 minutes. It does not return the next time the Agent encounters the baby.

**NON-TERRENE:** The child is at home in nearly any environment. Radiation, pressure, cold, vacuum and more have no negative effects on it. It can move on the surface of Saturn, the depths of the ocean or in open space with equal ease. It is not subject to poison, disease, or old age. If allowed to mature, within a year or two it becomes a sort of human/mi-go hybrid, with stats like one of the infected Subjects described on page 32.

**RITUALS:** None.

**SAN LOSS:** 1/1D4.



## The Star People

The mi-go; the living fungi from Yuggoth.

**STR** 16 **CON** 15 **DEX** 13 **INT** 25 **POW** 14

**HP** 16 **WP** 14

**ARMOR:** See **MACRODIMENSIONAL**.

**SKILLS:** Alertness 30%, Flight 55%, Science (Genetics) 95%, Science (Macrodimensional Physics) 50%, Science (Human Anthropology) 11%, Tool Use 55%, Unnatural 60%.

**ATTACKS:** Grapple and erase 55% (see **GRAPPLE AND ERASE**).

Electric wand 55%, Lethality 2% or 15% or 25% (see **TOOLS**).

Macrodimensional scalpel 55%, Lethality 10%, Armor Piercing 5 (see **TOOLS**).

Gravity weapon 55%, Lethality 65% (see **TOOLS**).

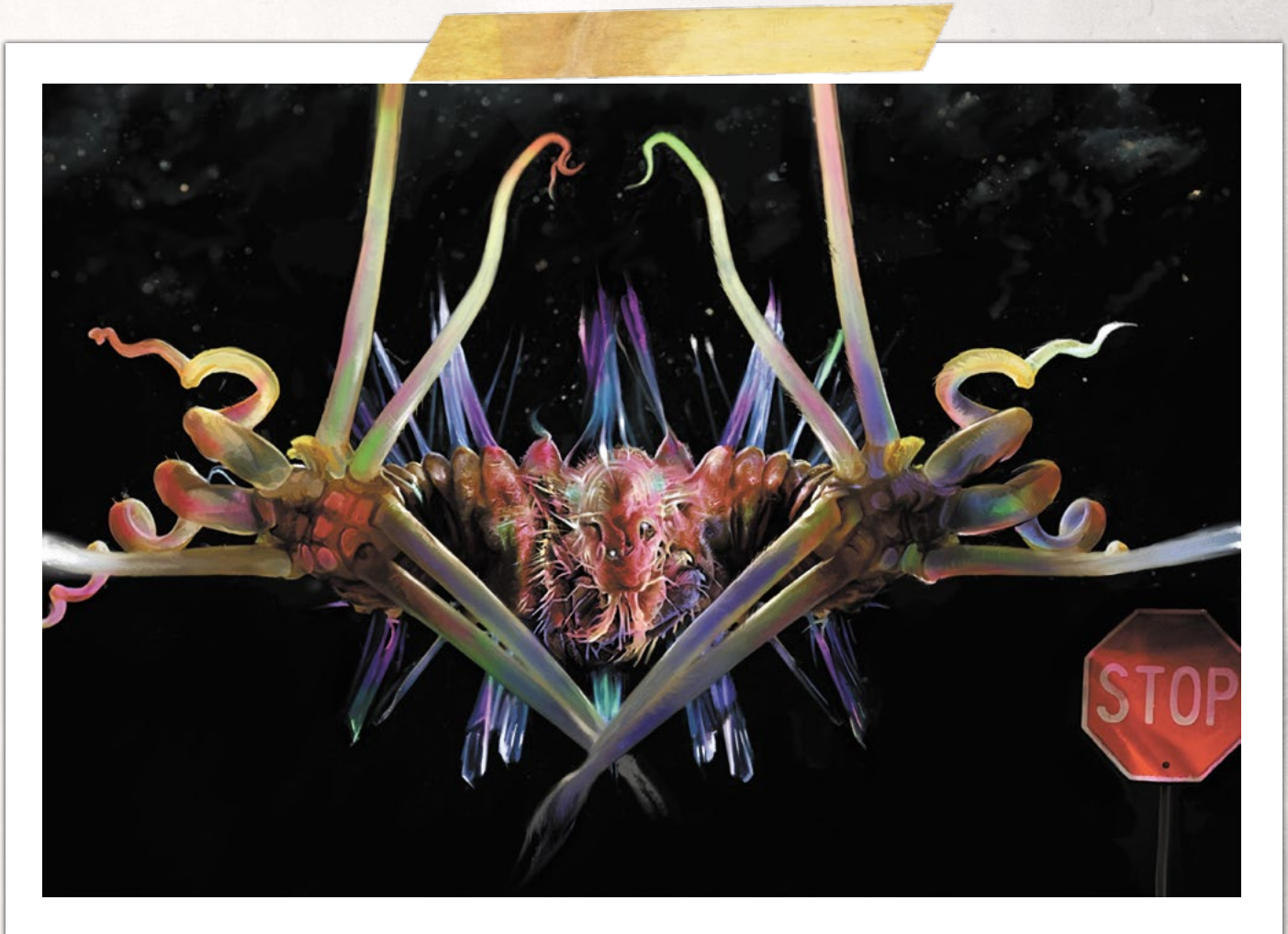
**AETHERIC FLIGHT:** The mi-go can “fly” in any environment, moving as if being swept away on some unseen current—even underwater or in space. In flight, the mi-go can move at great speeds, equivalent (at top speed) to a jet aircraft. They can hover, invert and hold in place as well. This allows them to “walk up” walls in a fashion similar to a giant spider.

**GRAPPLE AND ERASE:** Mi-go often rush and inject an intruding human with a substance that removes short-term memories. The mi-go must make a grapple attack to pin the target (which the target is permitted to counter, as usual). If the mi-go wins, and no one interferes in the meantime, then on its next turn it injects a substance which prevents the creation of short-term memories for 12 hours. The victim “comes to” 12 hours later and loses 0/1 **SAN**. All **SAN** lost during the initial attack is regained, but is inflicted again if the target discovers the lost time.

**INHUMAN MIND:** The mi-go’s **INT** test is a critical success on any roll up to 25 and any roll with matching dice except 100.

**MULTIFORM:** The mi-go can move, change, extrude, extend and alter their bodies as needed. Each change takes one turn, and costs nothing. A mi-go could extrude four more limbs to hold a pinned target, for example, or open a cavity to hold an item.

**MACRODIMENSIONAL:** The mi-go exist in a multitude of dimensions, only a fraction of which are visible to us. They sometimes appear to move in stuttering frames, as if blinking in and out of reality from second to second. A successful Lethality roll destroys a mi-go, but other attacks are unpredictable. If an



## Rituals

attack rolls an odd amount of damage, the mi-go has shifted out of phase with our dimension and is immune to the attack.

**NON-TERRENE:** The mi-go are at home in nearly any environment. Radiation, pressure, cold, vacuum and more have no negative effects on them. They can move on the surface of Saturn, in the depths of the ocean, or in open space with equal ease.

**SHORTCUT:** A mi-go can bypass a physical obstacle or cross a distance up to 100 meters in one turn by making a successful **Science (Macrodimensional Physics)** roll. Success indicates the mi-go seems to stutter out of reality for a split second before arriving at its destination. It costs 0/1 **SAN** to witness this for the first time. Failure indicates the mi-go does not accomplish the movement, and all attacks that round inflict full damage even if they usually would not (see **MACRODIMENSIONAL**).

**TOOLS:** Mi-go are tool-users, though it is hard for humans to tell where their bodies end and the tools begin. The mi-go are known to wield weapons like electric wands, macrodimensional surgical tools, and the deadly gravity weapon (see **ATTACKS**). Humans attempting to commandeer such weapons must make a Luck roll each time they are "used"; failure indicates that due to the bizarre nature of the weapon, the human injures himself or herself.

*Electric Wand:* This eighteen-inch wand-like object is made of a black, non-reflective metal not found on Earth. It emits an electrical jolt with Lethality attack of 2%, 15% or 25%. The mi-go may change the setting at any time.

*Macrodimensional Scalpel:* The common mi-go surgical tool is made of a strange black shiny material, and is filthy, smelling of rotting meat and covered in strange stains. The mi-go often carry these tools on their bodies in gelatinous sacks made of an opaque grey slime. The scalpel cannot be understood by humans.

**UNNATURAL BIOLOGY:** The mi-go's physiology would baffle any biologist. Making a called shot for "vitals" or another apparently vulnerable area inflicts normal damage, with no special game effect.

**THE VOICE:** The mi-go can emit a buzzing imitation of human speech and can hold rudimentary conversations with humans. Each attempt to impart or understand information by the mi-go requires them to roll their **Science (Human Anthropology)** skill. Failure indicates a confusing exchange, usually involving a poor understanding of causality in four-dimensional space-time.

**SAN LOSS:** 1/1D6.

Brent McCaslan did not study these techniques. He manifested them instinctively as his brain changed and became unnatural. An Agent attempting to learn one of these rituals must have a source (such as the Star People tape), spend the listed time studying, researching, and practicing, and then *fail* a **SAN** roll in order to truly believe that such impossibilities can happen. After that, the Agent can attempt to activate the ritual.

Activating a ritual requires taking the listed time, paying the listed costs, and then succeeding at a **Ritual Activation** roll. The **Ritual Activation** rating equals 100 minus the Agent's **SAN**. Bonuses and penalties sometimes apply but are unlikely to come up here. If the **Ritual Activation** roll fails, the Agent may pay 1 **POW** permanently to force the unwilling human brain to channel the ritual's unnatural forces.

### Clairvoyance

*Simple ritual.* Study: a few hours or a few days; 1D8 **SAN**. Activation: a few minutes; 1 **WP** and 1 **SAN** per minute of use. Sometimes called "remote viewing," this ritual is often encountered as an apparently innate psychic ability. After entering a trance, the operator sees events and places far away, and sometimes in the past. The operator has little control over the visions, which are easily misinterpreted and are always determined by the Handler. The operator may see visions without meaning to activate this ritual, at the Handler's discretion.

### Fascination

*Simple ritual.* Study: a few hours; 1D6 **SAN**. Activation: one turn; 3 **WP**, 1D6 **SAN**. This powerful ritual requires only that the operator speak calmly to the subject and takes only a single turn to attempt. After the **Ritual Activation** roll succeeds, costing 1D6 **SAN**, the operator can attempt once per turn to entrance the subject with an opposed **POW** test. Each attempt costs 3 **WP**. Success renders the subject motionless and insensate, with only autonomic processes functioning, for up to an hour. Only physical assault or some other overwhelming event shocks the subject out of it in the meantime. If the **POW** roll fails, the subject

can attempt an Unnatural test to realize exactly what is happening. Being controlled, or realizing what happened after the attempt fails, costs the target 0/1D6 SAN.

In the elevated mind of McCaslan, this ritual has a further effect. While a target is under control, the operator can issue commands that the subject may be compelled to obey. The operator must overcome the target in an opposed POW test to compel obedience. If the attempt fails, the operator loses 3 WP. If the operator's roll fumbles and the target's roll succeeds, the target awakens and regains self-control.

### Song of the Star People

*Complex ritual. Study: a few days, 1D6 SAN. Activation: up to an hour, 9 WP, 1D4 SAN.* This ritual must

be undertaken in an area frequented by the mi-go: high woodland hills marked by stones with unknown hieroglyphs, isolated mines dug so long ago that they are mistaken for natural caves, remote temples where they are served by mad monks, deserts where no sane human dares to tread, and so on. The ritual is mostly gibberish; an Agent who makes an **Unnatural** roll recognizes invocations to unnatural powers in a weird language said to derive from the thought of Great Cthulhu. Typically, a handful of the mi-go appear after less than an hour of chanting. The ritual costs 9 WP or 1 permanent POW. Assistants may contribute WP by echoing the operator's speech, even if they don't know the ritual. The operator and each assistant loses 1D4 SAN, in addition to the SAN loss for encountering the mi-go.

## Playtesters

Amber, John, Kelly, Kevin, and Miranda; Helena Baser with Jocelyn Donnelly, Al Frazer and James Goldsmith; Simon Brake with Chirag Asnani, David Kirkham, Matt Nixon and Sanchit Sharma, and with Taynor Darn, Kristina May Lustig, Stephanie McAlea, Dave Mansfield; Martin Caplan; Gil Cruz with John Briquet and Ted Shambaris; Rex Fennerer with Jonathan Reichman and Jeffrey W. Williams; Leandro Raniero Fernandes with Alexandre Giacotti, Paulo Rodrigues and Silas Marques de Lima; Jason Fritz with Rick Hughes, Steve Sigety, Mitch Thorson and Dave Vollrath; Ollie Gross with Leo Chavez, Chris Nord, and Christian Sell; Jason Janicki with Emily Cole, Chris Leclerc and John Leclerc; Mike Kelley with Sadie Miller, Tannim Potter, Elliot Bicker, Bryan Potter and Carrie Potter; Vasil Khiznjak with Sergey Bobrov, Artem Hetman, Inna Ivanova, Anton Komandir, Nikolay Oleshuk, Viktor Procenko, Natalia Rodionova and Pavel Rodionov; Jeremy Kush with Mateo Leviathan, Tobias McNabb and Ryan Stockham; Andy Lilly with Peter Darton, Ross Darton, Robert Friskney, Sarah Lilly and Matt Rivers-Latham; Ernest Lo with Shoutuki Ting, Eightbrother and Adam-Ju; Will Roy with Maxwell Nelson, Kevin Ham, Isaak H. and J. A. Figueroa; Aser Tolentino with Tassia Accioly, Zachary Kline, Ben Loula, J "Hank" Marshall and Megan Tolentino; and Ben Trendle with Ethan Cordray and Katie Huddlestonsmith; Christopher Watson.