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## The Sign of the Shadow

The Bernier family of Tampa, Florida, has been terrorized by a fire and weird graffiti. Police suspect a hate crime. The mark on the door, carved with a horn or a claw and smeared with blood and effluvia, makes Delta Green think otherwise. One of their experts says it's the symbol of Kore, queen of the underworld, goddess of an ancient mystery cult. The sign has been seen in old tomes that had deadly hypergeometrical effects. It may be a far deeper threat than anyone suspects.

Delta Green's agents must discover the connection between a loving family and an unnatural force that might claim them all.

"Sweetness" is a scenario of mystery and horror for *Delta Green: The Role-Playing Game*, available from Arc Dream Publishing.



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DELTA GREEN ACCESS



# Sweetness

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

Written by Dennis Detwiler

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### Introduction

Sarah Garrison is a former Chicago police officer and former Delta Green Friendly who has lost everything. First, she lost her police partner to a cult. Then she lost the trust of Delta Green. Finally, after the divorce from her husband Timothy Bernier seven years ago—and the child-custody battle revealing the ritual abuse she perpetrated every night—she lost her children. After she failed her psych evaluation, she lost her job. Now she

finds herself at 46, alone, in a walkup, with nothing but fragments of a pension.

It was only a matter of time before she lost her mind.

Garrison spent only a year in the service of Delta Green. In that time she faced several threats, human and otherwise. She faced and defeated a cult with access to a power only vaguely understood. She gained access to things we were not meant to know, including an artifact of unnatural potency. In secret, she kept it for herself.

The artifact, the Stone of Yos, is the centerpiece of a storage facility she rents. She spends a lot of time in front of it—and now, in it. Almost all of her time.

Garrison's ex-husband lives in Tampa, Florida, with her children and his new wife, happy to be rid of her. The kids were content to be away from their mother and the cuts she inflicted on them after dark.

Then the Shadowman came.





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## The Truth

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Sarah Garrison recovered the Stone of Yos from a burned-out drug den eight years ago. She uses it to call up a power that allows her to spy on and interact with her children in Florida, from Chicago, every night. She does not know that the entity that manifests from the stone remains behind, invisible, even when Garrison is not using it. As she uses it more and more, the influence of this entity infects her.

Soon, the creature and Garrison will become one. She will be trapped in the stone forever, just as it has fed on human users many, many times before. Freed of her influence, it will feed on the Bernier family.

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## The News Story

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Delta Green is alerted to incidents at the Bernier house in Tampa when a Friendly notices a crime story on the local news—and, in particular, a mark painted on the door of the house.

The news and police angled the story as if the Berniers, a biracial family, are the victims of a hate crime by someone terrorizing their house. The story is a short blurb on the news. The police were briefly involved. A small fire was reported, and graffiti and other marks were found on the house. So far, none of the family has been injured.

The mark on the door, scratched into its surface and coated in blood, triggered the call to Delta Green.

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## The Call

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Agents are alerted to the operation via secure means, which can include:

- » A FedEx envelope is returned to the Agent. The envelope appears as if the Agent filled it out and sent it to an obviously false address. The handwriting is *not* that of the Agent.
- » An unknown person bumps into the Agent, drops a sheaf of stapled papers, and then pawns them off on the Agent as if the Agent dropped it.

- » A phone call from the local police department informs the Agent that they've recovered the Agent's wallet. There is indeed a wallet in a plastic ziploc bag, with a state-issued ID for the Agent, plus a folder of papers.

The papers in these hand-offs are all the same: a brochure for a real-estate seminar at a Holiday Inn in Tampa, Florida, this coming Friday. The front is marked by a small, hand-drawn, green delta. On the last page is a ten-digit number written in the same ink. It may be a phone number but it has no dashes.

### Calling the Number

Calling the phone number on the brochure before arriving in Tampa elicits no response. The phone rings and rings. Investigating the number with **Computer Science** or **SIGINT** skill of 35% or more reveals the number is likely a PIN dial-through number, not a real phone number.

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## The Contact

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A huge sign floats above the entrance of the Holiday Inn: "THE TAMPA GREENFIELD HOLIDAY INN WELCOMES THE BURKETORRENCE REAL ESTATE SEMINAR." The hotel is filled with real-estate agents at all hours: in the bar, at the pool, in the lobby. The Agents have no problem fitting in if they're in business attire, and no problem moving about. They are assumed to be there for the seminar.

An Agent who makes a **Search** roll at +20%, or has a **Search** skill of 35% or more, spots their contact in the lobby. He's a white male in his late 40s. Sandy blond hair, round metal glasses, nicotine-stained fingers. He wears a concealed pistol and has the feel and mannerisms of law enforcement. An Agent with a **Search** of 60% or higher notices his shoes are stained with sidewalk salt from a much colder clime.

When the Agents notice him, he waves them over. He says nothing else but leads them to one of the smaller conference rooms (The Pine Room) for their briefing. This is their case officer, their Delta Green contact.



## The Briefing

“Call me John,” he says. He’s brief and to the point.

- » A Friendly called in a possibly unnatural incident after seeing a restricted symbol on the door of the Bernier house. (See **THE MARK** on this page.)
- » “John” shows the Agents the news story on a projector from a laptop. The news story is on the usual streaming video services. He writes a URL on a sheaf of hotel stationery.
- » He hands out a brief dossier on the Bernier family.
- » Delta Green has reason to believe the mark on the door is serious enough to warrant investigation.
- » The Agents are to identify the origin of the mark and remove all vectors which might produce it.
- » The Berniers are eager to cooperate with authorities, though they believe it is some sort of mundane harassment. John recommends the federal hate-crime angle, but how the Agents enter remains up to them.

“John” says that after the briefing, the number from the brochure will connect to him. It is not there for the Agents to ask for help. He only wants to hear confirmation that the threat has been neutralized.

He excuses himself to use the restroom and does not return. He leaves the laptop. It is new, nearly unconfigured, and its browsing history only shows the news video. There are no email accounts or passwords.

## The Mark

The mark is an oblong circle cut with three lines, with a smaller circle and line within it, drawn in what appears to be blood and effluvia on the tan front door of the Bernier home.

A successful **Forensics** roll, or **Forensics** of 30% or more, identifies the marks in the door as made with some sort of horn or claw—something sharp enough to deform the door but also somewhat blunt. The outside edges of the cuts are marked with black streaks. A police report says the blood and effluvia are a mixture





of cat, lizard and small rodent innards. By the time the agents arrive, this effluvia has been removed by industrial cleaner, and a new door is ordered and expected to arrive within the week.

A successful **Occult** roll, or having an **Occult** of 60% or more, identifies the mark as a symbol for a deity worshipped by a Greek mystery cult, called Kore, Kos, or Yos, about which very little is known. One source calls Kore the “queen of the underworld,” related to rituals called *katabasis*—a physical descent into the underworld. The etymology of the names Kos and Yos is unknown.

A successful **Unnatural** roll at +20%, or having an **Unnatural** skill of 30% or more, indicates that Yos is actually an abbreviation used in many restricted hypergeometrically active books, usually written “Yo.s.” It stands for Yog-Sothoth, a Great Old One said to control the ways between worlds.

## The Bernier House

The Bernier house—at 3591 North Ridge Avenue, Tampa, Florida—is a recently-built, 3,500-square-foot rambler in the upscale North Ridge area. Timothy Bernier purchased it eight years ago, new, from the QuadMark Housing development company. He paid \$350,000 with a mortgage from Bay Street Bank. These facts are easily checked out, and nothing illegal is involved. Before the housing development, the area was occupied by a large scrap yard from 1913 to 1988.

The house is recessed behind a high wall, with a large garden, a back yard with pool, and several fruit trees. The garage is accessible via remote-controlled gate, with a long driveway up through the yard.

The house is pink stucco, the roof new with grey shingles, and the decor light and airy. It has no structural secrets, cubbyholes, or a basement (this is common in Florida), and is temperature-controlled.

The Berniers lived here for six years without incident until the mark appeared on the front door.

## The Berniers

The Berniers are a normal family who, until recently, lived a quietly unremarkable existence in Tampa. Tim Bernier is a microchip designer for Altex Microelectronics, a local secure chip production company. He makes a very good living. His wife Evelyn is a stay-at-home mom who was once a dispatcher for the Tampa Police Department. Though the children are not hers biologically, their relationship is as close to perfect as can be imagined.

The children, Chad (16) and Kathryn (8), have not seen their birth mother in years. They barely remember her and never speak of her.

Kathryn was born deaf in both ears, and the entire family is fluent in American Sign Language.

The family’s days are mostly concerned with getting the kids to school, sports, shopping, and generally enjoying each other’s company. They are a tight-knit family. However, lately, it seems something has been haunting them.

Count all of the Berniers except young Kathryn as having 10 HP and 50 SAN. Kathryn, still growing, has 5 HP and 30 SAN.

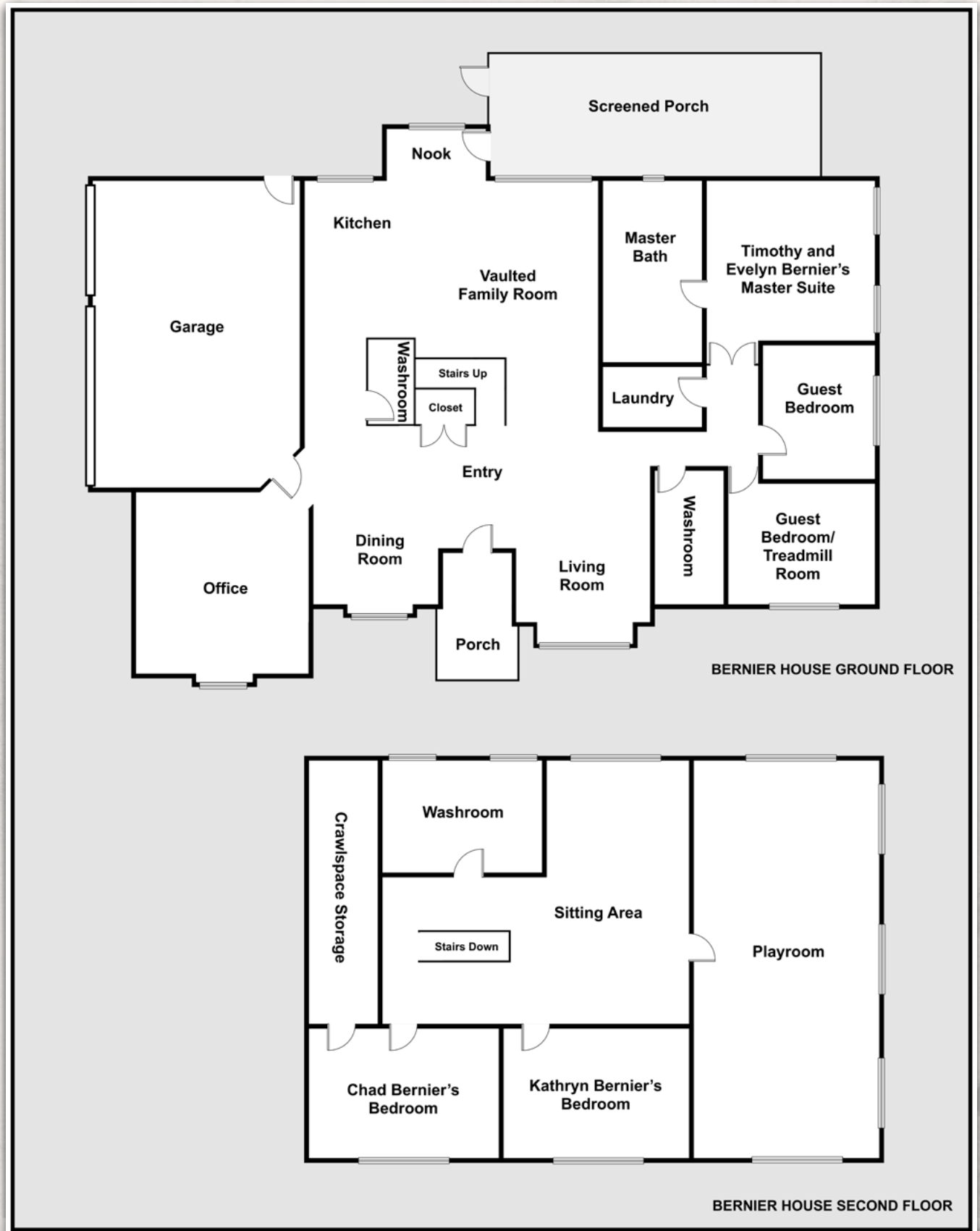
### Timothy Bernier

Timothy “Tim” Bernier (Black male, age 49) is a microchip engineer with a degree from CalTech and a string of high-paying jobs. His job history, easily searchable, meanders from California to Chicago to Tampa. His employer is ecstatic to have him and has lavished him with bonuses, raises, and perks like free vacations.

Tim thinks the current string of problems at the house are a combination of some idiotic racist, over-excited children, and a protective wife. He has seen nothing “supernatural” and he doesn’t believe in such things. He always works to talk a situation back down to the solid ground of reality.

Tim is the only one who will talk about Sarah Garrison. His children do not mention her, and Evelyn does not believe Tim’s relationship with his first wife is her business. If probed, Tim reveals that he gained custody







of the children after their mother was found to have been abusing the children. He grows visibly uncomfortable, clearly disturbed by memories and unwilling to share them.

If the Agents press, he says the abuse had ritualistic elements. The children had burns and cuts. Chad, then only seven, had to be coaxed into saying that she prayed over them in words he could not understand.

Tim says Garrison lives in Chicago as far as he knows. She has had no contact with the children in years. Further prying reveals that she was a Chicago police detective.

If her name is run up the chain, Delta Green has no organizational memory of Sarah Garrison.

### Evelyn Bernier

Formerly a Tampa Police department dispatcher, Evelyn (white female, age 42) met Tim Bernier at a Clearwater beach a year after his move from Chicago. They became involved quickly. Evelyn, who cannot have children due to polycystic ovarian disease, nearly instantly became the surrogate mom to the Bernier children. They took to her just as quickly.

Tim and Evelyn have been happily married for nearly seven years. Having deep involvement with law enforcement, she knows the ropes, and cooperates with feds (or people pretending to be feds) unless she spots something unusual. Anytime an Agent makes a mis-cue, have them make a **Luck** roll to avoid her becoming suspicious.

Evelyn is certain something bizarre is going on in the home. She has entered a mode where she hopes to brute-force her way to the bottom of the mystery. She can't say exactly what is going on, but she has a terrible feeling of foreboding.

### Chad Bernier

Chad (Black male, age 16) is a teen boy with all that implies. His mind is elsewhere. He is out and about until 10 P.M. almost every night. He knows of the things going on in the house, but chalks all the concern up to

an overzealous stepmother. He believes the mark on the door might have been a prank by someone at his school.

Twice, he has heard things in the house when he thought he was alone, at night. Once, he thought he heard his sister *and someone else* moving around upstairs when he knew they were alone. But this doesn't weigh too much on him. He assumes she was playing.

### Kathryn Bernier

Kathryn (Black female, age 10) is a very smart young woman who is completely deaf. She attends the Tampa Language and Learning Center, a school which caters to those with hearing impairments. She is an excellent student. She is clearly the favorite of the family. Even her brother dotes on her.

Kathryn has a secret. *Something* has been visiting her at night since the mark was made on the door. At first she was terrified. She woke her parents the first night complaining of nightmares. Later, as the creature approached her and contacted her through sign language, she became fascinated with it. It named itself "Sweetness." She does not know what "Sweetness" is, but she is so drawn to the mystery that she lies to cover it up. Only very careful interviewing can coax the secret out of her.

She has no idea it is her biological mother.

## Incidents in the House

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The Shadowman appears only at night. However, a version of it (the non-Garrison version) haunts the shadows of the house even during the day. In a shadow mote form, it can do next to nothing but listen and follow, creeping along the cracks of the house where the light cannot go. (See **THE SHADOWMAN** on page 10 for details.)

When Garrison is piloting the Shadowman, it appears late at night in some random, reflective surface near the Bernier house. Then she asserts control. Under Garrison's guidance, it swims through the air back into the nearest reflective surface, and emerges from another reflective surface in the Bernier house (usually



the kitchen) 20 minutes later. It freely stalks the house, collapsing into a mote when someone comes near and it does not wish to be seen. It always moves to Kathryn's room. Once inside, it wakes her and converses for hours in sign language.

Otherwise, it might be found moving around the house in the dark of the night.

If the Agents plant cameras in the house, late at night they see the Shadowman manifest in a kitchen or bathroom mirror and swim through the air to Kathryn's room. As it settles on her bed, she awakens and does not seem afraid. They begin conversing in sign language.

If anyone interrupts, the Shadowman vanishes into a tiny mote of darkness and retreats into the nearest reflective surface.

If Garrison has been killed or captured but the Stone of Yos is intact, the Shadowman still appears. But it does not converse with Kathryn. It seizes her and drags her to the nearest large mirror, vanishing with her into its netherworld.

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## Sarah Garrison

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Sarah Garrison (Black female, age 46) is sick. Anyone who sees her during one of her many furtive trips to and from the place where she stores the Stone of Yos in Chicago thinks "cancer." Her clothes hang off. Her teeth seem too big. The whites of her eyes are a yellow-brown. She coughs all the time.

She's also quite insane. She lost her mind about a year back, after having been "in" the stone once too often. She has moved the Shadowman—it cannot ride in vehicles—relentlessly south to Tampa, one manifestation at a time.

She carries a revolver in her coat pocket. If confronted by authorities, she shoots to kill. If she ditches her pursuers, she flees to the storage facility and disappears into the Stone. If the Agents subdue her, she collapses in weeping hysterics. If given a moment's respite from captivity, she attacks them and attempts to escape.

Capturing or killing her is not enough to stop the Shadowman manifestations.

## Chicago PD

Asking the Chicago police about Sarah Garrison is like talking to a brick wall. The Agents are connected with human resources, who connects them with a department lawyer, who says only that Sarah Garrison was in fact employed by the Chicago Police Department but is no longer. Trying to impress or intimidate the police with the Agents' status as federal agents, if they are, gets nowhere. The FBI has no jurisdiction over Sarah Garrison's case file. Even saying that she is suspected in a federal crime does no good.

Agents with police background get the sense that stonewalling this complete can only be due to potential liability issues. The department must see something about Garrison's service as a serious lawsuit risk.

It requires a search warrant to get access to Garrison's official files. An Agent making that argument to a local federal judge needs to make a **Law** roll.

The Agents could also get more information by approaching one of Garrison's old coworkers privately, off the record, by explicitly saying the conversation is *not* part of an official investigation. One of Garrison's former colleagues is Detective Adrienne Moreno.

Moreno, or a case file produced by warrant, can reveal that Garrison and her partner, Detective Hank Thomas, were on an extended drug case that involved some very paranoid confidential informants and some very bad perpetrators. Moreno does not know any details, and the case file is extremely cursory, but after about two months it went bad. Thomas died in a shootout and Garrison was clearly suffering bad PTSD. She tried to tough it out but it just got worse. The department let her go, the union negotiated a partial pension, and that was that. Nobody on the force has seen or heard from her since.

Investigating Hank Thomas proves a dead end. His lived alone and nobody knew a thing about his work.

## Garrison's Apartment

Garrison's apartment (Rosehill Apartments, 2399 North Clark Street, Apartment 311, Chicago, Illinois) is a studio walk-up on the third floor of a large building



with a view of the Graceland cemetery and, beyond it, Lake Michigan.

It is obvious even from the hallway that something is not right. A strong smell of rotting food is detectable outside the door.

The apartment is a wreck. Flies swarm on piles of fast-food bags, rotten food, and half-consumed Coca-Cola two-liters congealing to caramel. This filth is in the bathroom, the kitchenette, and even on the bed, where it's clear no one has slept for some time.

On the wall is a map of the eastern United States, carefully marked with thumbtacks and strings in intervals heading southeast, first towards Indiana and then into Kentucky. By Tennessee the tracking becomes erratic and is no longer marked in thumbtacks but in scribbled red pen. It ceases to be updated past Alabama.

At the bottom of the map, in tightly-written Pilot marker, is a bizarre scrawl of writing:

*The door. The key. The keyhole. All the same.*

*Open the way for me now.*

*The living. The dead. The dying. All the same.*

*Open the way for me now.*

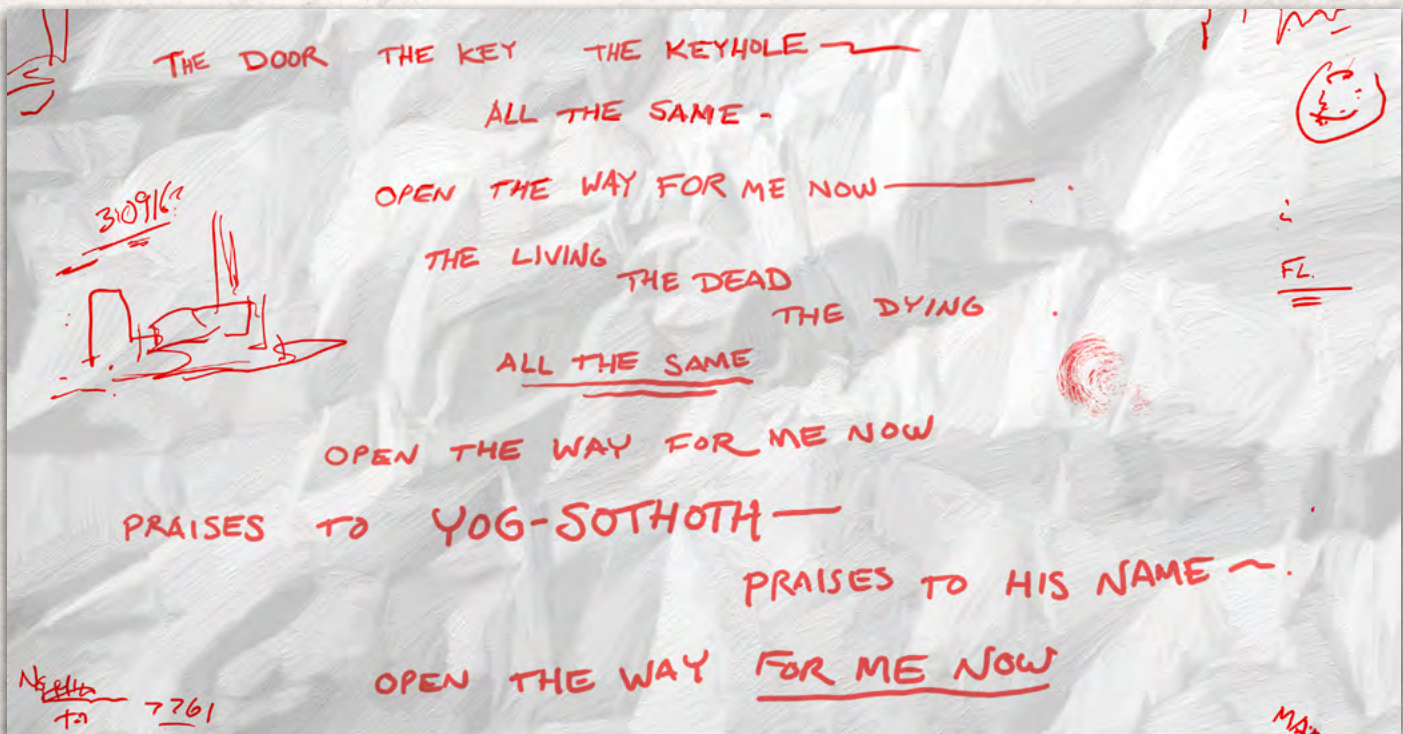
*Praises to Yog-Sothoth. Praises to his name.*

*Open the way for me now.*

Piles of bills are scattered about, some ripped open. Looking these over as a whole and making an **Accounting** roll at +20% (or having **Accounting** skill at 30% or higher) indicates two things:

- » Garrison is on the brink of bankruptcy. She's moving money between credit cards to cover bills she can't afford. In the last year, those payments have become crazily erratic.
- » She has defaulted on her Jeep but is up to date renting a storage facility in Chicago: Unit 31, Lock 'Em Up Self-Storage, 3306 North Kedzie Avenue.

Neighbors questioned about Garrison make faces indicating they know something is deeply wrong with her, and that, frankly, the building might be better without her. But they are reluctant to speak too much about her, with her "being a cop and all." No one,





including the super, knows she was dismissed from the Chicago police.

They say they see her at odd hours coming and going from the building. They get the feeling she's not here often. Twice, due to complaints, the super watched as she filled garbage bags with filthy food and trundled them down to the compactor. She did so willingly, though she seemed sick, miserable, and "pretty messed up."

### Garrison's Schedule

Garrison goes to a few all-night shops, cashes her pension check, and spends the money on junk food. She drives around in a rusted-out Jeep Cherokee which is falling apart. She makes no secret of going between the storage location and her tiny walkup on the lake. She doesn't believe she has anyone to hide from.

She spends most of her time not in her apartment or the storage facility but in the Stone of Yos.

## The Storage Facility

Lock 'Em Up Self-Storage is a four-level, climate-controlled facility with forty big lockers (20 feet by 15 feet, or about six by five meters) on each floor. It is maintained by a clerk 24 hours a day. There are three clerks, each with a very different attitude on life and the value of personal property. No one can access the upper levels without a key card, which is carried by one of the clerks. To enter, visitors must pass the front desk.

**LARRY MARTINEZ (HISPANIC MALE, AGE 24):** Flash a badge, any badge, and Larry jumps to attention. He lets anyone into any locker with no hassle if they even vaguely smell of the police. He did two years in federal prison for auto theft, which is something no one at Lock 'Em Up knows. He eagerly identifies which unit is rented by Sarah Garrison.

**SONNY CARDWELL (WHITE MALE, AGE 36):** Sonny is aggressively libertarian. He carries a copy of the Bill of Rights on his person and immediately reacts to any badge by actively recording the Agent while asking for their ID numbers, agency, and full names. He refuses access to anything without a warrant. Even then, he tries

to insist (without legal grounds; it's a rented unit) that the Agents get permission from the renter of the unit. He does everything he can to *not* identify which unit is rented by Sarah Garrison.

**AMBER BRODERICK (WHITE FEMALE, AGE 29):** Amber is a student of the human condition. Anyone attempting to bluff her must roll **Persuade** against her Persuade skill of 44%. If they fail, she *knows* the Agents have no authority and openly demands a \$200 bribe. If paid, she hands them the key card and says "30 minutes." Amber identifies Garrison's unit for an additional \$50.

### Unit 31 and the Stone of Yos

Any clerk's key-card opens Unit 31, which has a rolling garagelike door that rises easily with a tug. The Stone of Yos is the only significant object. It stands in the center of the room, a waist-high, polished blob of obsidian which weighs about 160 kg (350 lbs). Nearby are a filthy sleeping bag and a bucket filled with urine cut with industrial cleaner.

When the Agents find it, there's a 50% chance that the Stone of Yos is "active," with Sarah Garrison inside. Otherwise it is "dark."

When active, the stone catches the light in unusual ways, seeming to emit blue-green highlights where there should be none.

No one else may enter the stone when it is active. An Agent touching the stone must make a **POW**×5 roll. Failure indicates 1 **POW** permanently lost. Luckily, this can only happen once per victim. This psychic drain costs the victim 1/1D10 **SAN** from the unnatural. If the **SAN** roll succeeds, the victim sees nothing but feels a crazed wrenching of their consciousness. The victim's point of view seems to be accelerated at speed across the surface of the Earth before returning to their body. If the **SAN** roll fails, the victim is overcome with otherworldly visions of space-time which lasts for minutes.

When dark (unoccupied and inactive), the stone is completely black. An Agent touching the stone vanishes instantly into it. For a moment the stone glows blue-white and then fades back to normal. Inside, to the "operator" it feels as if they are in a diving suit. They



become the Shadowman (see page 11) and may explore its abilities normally. When they wish to “leave,” they can exit instantly. Exiting the stone, the victim loses 1 **POW** permanently (only once per victim) and 1/1D10 **SAN** (each time).

Destroying the stone is as easy as striking it with a sledgehammer, though guns have little effect. Anyone inside the stone when it is destroyed is lost forever. The manifestations of the Shadowman cease. Those who realize that the Shadowman has been stopped gain 1 **SAN**.

### Researching the Stone of Yos

Anyone with **Occult** of 40% or more or **Unnatural** of 20% or more, or who makes a roll of either at +20%, can find the Stone in a few minutes on the Internet. It was first identified in Greece in 1946, sold at auction in 1951, and stolen from the Drake Field Museum in London in 1967. Since then it has been reported missing.

The stone is linked to the same mythology as the Mark (see **THE MARK** on page 3).

## Characters

### Sarah Garrison

If caught outside the Stone of Yos, Sarah looks and smells sickly and homeless, with clearly crazed eyes. Her old colleagues at the Chicago police would barely recognize her. But she might recognize the Agents—not by name but as murderous members of “The Group,” come to ruin her last chance of happiness with her children. Those accusations may clue the Agents in that they are dealing with someone who once served Delta Green. Garrison is a 46-year-old Black woman.

### Sarah Garrison

*Maddened mother*

**STR** 12 **CON** 7 **DEX** 10 **INT** 14 **POW** 9 **CHA** 9

**HP** 10 **WP** 9 **SAN** 0

**SKILLS:** Alertness 45%, Athletics 30%, Bureaucracy 45%, Criminology 35%, Dodge 55%, Driving 55%, Firearms 45%, First Aid 25%, Forensics 30%, Law 25%, Persuade 45%, Stealth 35%, Search 60%, Unarmed Combat 45%.

**ATTACKS:** Charter Arms “Bulldog” revolver (.357 magnum, 5 shots) 45%, damage 1D12.

*Unarmed* 45%, damage 1D4–1.





## The Shadowman

When Sarah Garrison “enters” the Stone of Yos, she vanishes into the stone and manifests in a shadowy, otherworldly form near the Bernier house. The location from which the shadow-form “emerges” is always a random, reflective surface. It swims through the air as if through water. When it hurries, it appears as if dozens and dozens of silhouettes were overlaid in movement in time-lapse.

When it holds still, it appears as an indistinct, human-sized shadow which looks *wrong*. Distances to it are difficult to judge when it is not moving, as if it is both two- and three-dimensional at the same time.

It has no eyes or orifices of any kind and is utterly silent. It can collapse into a mote of darkness at a moment’s notice, like a shadow receding, and is nearly undetectable in this “hidden” form.

The Shadowman’s plan—when manifested by Garrison—is to gain her daughter’s trust and then pull the girl into a reflective surface with her. Garrison has no idea what or why this compulsion has gripped her. She feels that doing so will solve all her problems.

Garrison does not know that if she does not enter the stone at night, the Shadowman will still manifest. This has not happened yet. Without Garrison’s guidance it acts much more primally, attempting to locate and drag one of the Berniers into a reflective surface. If Garrison dies and the stone is not destroyed, this more vicious version of the Shadowman continues to hunt the Berniers.

## The Shadowman

*Hunter from the Stone of Yos*

**STR** 22 **CON** 30 **DEX** 13 **INT** 7 **POW** 10

**HP** 26 **WP** 10

**SKILLS:** Jumping 45%, Swimming Through Air 75%.

**ATTACKS:** *Grab* 50%, damage special.

**GRAB:** If the Shadowman grabs a victim, it swims toward the nearest Portal (see **PORTALS** on this page). Once per turn, the victim may attempt a **STR** test against the Shadowman’s STR to break free. So can each helper trying to pull the victim free. If the attempt fails, it does not slow the Shadowman or the victim at all.

**THE HOST:** If the Stone of Yos is occupied, the Shadowman’s INT, POW, WP, and SAN scores are those of the occupant, and it knows languages known by the host.

**THE NAME:** The creatures’ chief vulnerability is the name of Yog-Sothoth. Whispering the name is enough to inflict 1 damage on the Shadowman. Saying it in a normal voice inflicts 1D4 damage. Screaming it, 1D20. If the Shadowman hits 0 HP it is dismissed as if it had traveled through a Portal, though it may return. And you can bet anyone who knows that name will not see it coming a second time....

**PORTALS:** Any reflective surface can be used by the Shadowman as a Portal for escape. It typically manifests through mirrors, but a window seen from inside a bright room at night would also work. Whenever the Shadowman moves into a Portal, Sarah Garrison loses control of it and must re-enter the Stone of Yos to establish a new connection. It takes her 1D20 minutes to regain control and move the Shadowman back to the Bernier house.

**SWIMMING:** The Shadowman moves through the air as if it were water. It swims about as fast as a human walks. It can swim upwards, drift down, and float indefinitely in space. Seeing this strange movement for the first time costs 0/1 **SAN**. When the Shadowman alights on a floor, it can move as a normal human, but it always seems to be working against some sort of invisible force of resistance.

**TRANSCENDENT:** The Shadowman is immune to all physical attacks. Period.

**VANISH:** In direct sunlight, or when hit with high-intensity illumination, the Shadowman collapses instantly into a tiny mote of darkness, like a magic trick. Seeing this for the first time costs 1/1D4 **SAN**. It is very easy to assume it has teleported away. However, with a successful **Search** roll, this shadow is still visible as a tiny blob of impossible darkness. Hitting it again with a burst of such bright light causes the creature to retreat to a Portal.

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



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DELTA GREEN

d. I HAVE PERSONALLY VIEWED THE REMAINS BTB IDENTIFIED ABOVE. RECOGNITION IS BASED ON  
Birthmark and mole, left collarbone below line of amputation.

## ALSO BY ARC DREAM PUBLISHING

## KALI GHATI

A Delta Green operative is missing from a U.S. base in Afghanistan. It's up to the players' agents—soldiers, spies or academics with Delta Green clearance—to find him before the disappearance draws the kind of attention that the group cannot afford. Includes six ready-to-play agents.

## THE STAR CHAMBER

A Delta Green operation in Myanmar went disastrously wrong. The players' agents must interview the team responsible. The action plays out from one conflicting point of view to the next. The players must decide who is at fault and who, if anyone, is telling the truth.

## OBSERVER EFFECT

If we look too deeply into the roiling chaos of reality, chaos may look back. The Olympian Holobeam Array has gone offline in a catastrophic power surge. Delta Green has reason to suspect the worst. The players' agents have no idea what they'll find when they arrive.

## VISCID

Two days ago, retired geneticist Tibalt Grieves and his girlfriend died gruesomely. A CDC specialist found weirdly unidentifiable samples. When the sun rose, Grieves' body began to smolder and disintegrate. When the players' agents arrive, they may find that even death has a half-life.

## MUSIC FROM A DARKENED ROOM

Places, like people, go wrong. In the last 50 years, 18 people have died at 1206 Spooner Avenue, and you can feel it. Neighbors stay away. In the hours that stretch like taffy after two, no one hears the music from its darkened rooms. Will the players' agents be the next to die?

## NEED TO KNOW &amp; HANDLER'S SCREEN

A 48-page quickstart rulebook has six characters and a starter adventure. A sturdy, full-color game moderator's screen features and useful tables and data to aid the Handler and evocative art to unsettle the players.

TOP SECRET

EXTRACTION OF INFOR

