

STATEMENT OF RECOGNITION OF DECEASED

1. BELIEVED TO BE (BTB) IDENTIFIED DECEDENT

Full Name	Quez, Richard Louis
Identification Number	423-1234
Date of Birth	197104
Sex	M
Height	5'10"
Weight	170
Build	Slender
Hair	Black
Eyes	Brown
Complexion	Dark
Signature	[Signature]
Date	2015-08-11

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

STATE SIGNED

EX OBLIVIONE



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

C01123352

DEPARTMENT OF COMMERCE
BUREAU OF STANDARDS
WASHINGTON

EXEMPT from automatic declassification
per E.O. 11652, Sec. 5(E)(2)
Reason: REDACTED, CFR, 28 JAN 1978
Name: A Agency: 2020 Date:
Reason: CFR-4 Review on:

the most suitable in

The Past Is Bloody Teeth...Which Still Hunger

Something evil has stirred in a tiny desert town. It haunts the area like the thin clouds which taint the sky each morning, turning the sun blood red. Sometimes, it is thick and choking. Other times, it's a skein so barely there it's easy to forget it exists at all. It holds the people in check. Only black flattop and sun devils wait for them, each and every day. But few ever leave. And the evil around them can no longer be denied.

A gruesome crime draws Delta Green to the haunted desert. Bodies have been ritualistically mutilated. Bizarre words carved into the drywall speak to the insanity of the killer—and, to Delta Green, the urgency of the investigation...

HOME DAGON HOME HOME YHANTHLEI SEA TO THE SEA.
Ex Oblivione is a complete scenario for *Delta Green*, the role-playing game of Lovecraftian horror and conspiracy. It is playable with the full rules in the *Agent's Handbook*, or the quickstart rules in *Delta Green: Need to Know*, available from Arc Dream Publishing. Learn more at delta-green.com.



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This is a work of fiction.

DELTA GREEN ACCESS

Ex Oblivione

A Delta Green operation by Dennis Detwiller, © 2019

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Introduction

The town is small. It huddles in low arroyos and pits among the yucca of the Arizona desert. It's not near anything, anymore, but once it stood next to Naval Medicine Annex Yuma. The people who worked in the annex lived in the town. The janitors and clerks and doctors called the town their home, and for two decades the town blossomed.

That flower has faded. The annex is closed. The highway bypassed the town. Still, manages to hang on. Six hundred and thirty-six people call the town their home, working for its lone enterprise: Marine Corps Publications.

Black flattop, dirt roads, sun devils, and emptiness wait for them, each and every day.

Few ever leave.

Something evil has stirred and holds them in check. It once lived in a tank at the Naval Medicine Annex. Now it haunts the area like the thin clouds which cover the sky each morning, turning the sun

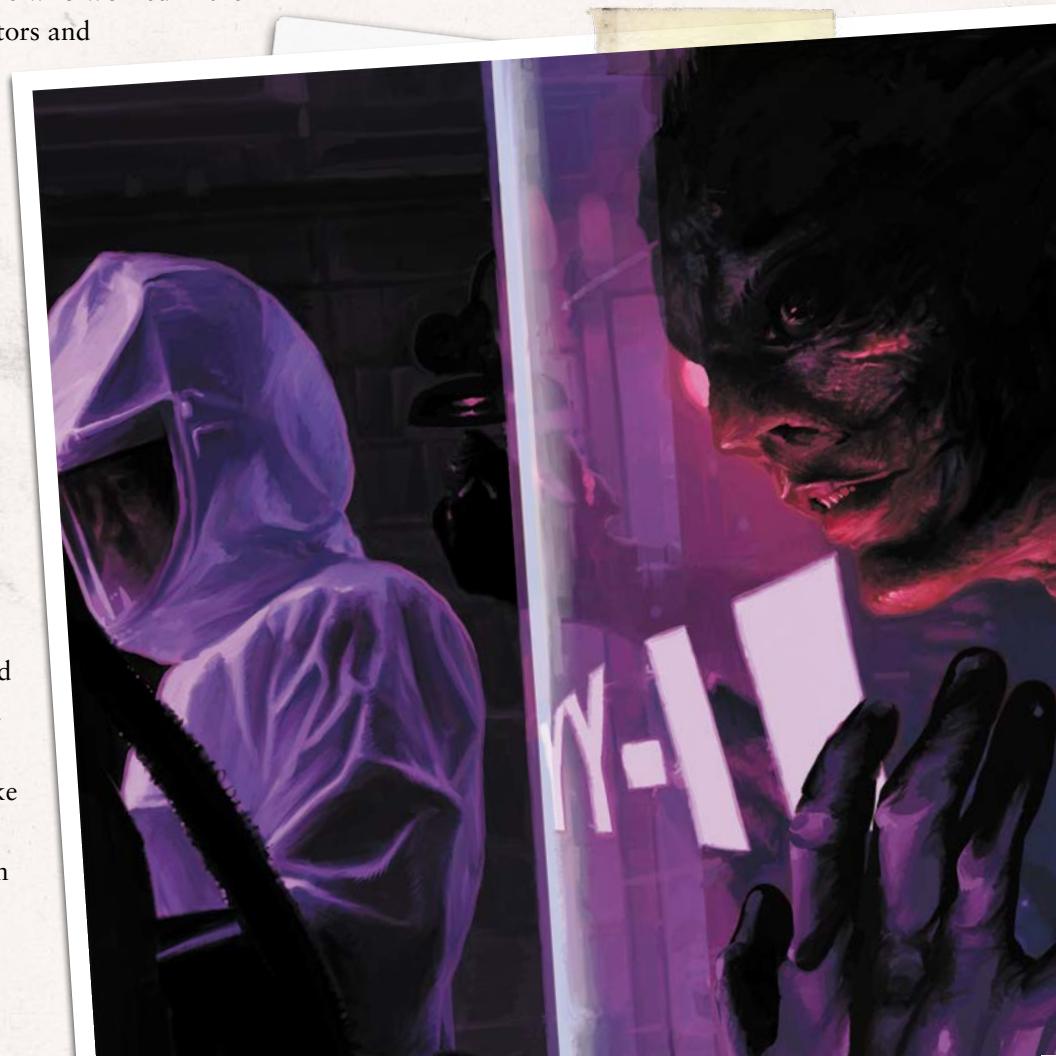
blood red. Sometimes, it is thick and choking. Other times, it's a skein so barely there that you might forget it exists at all.

The evil came early and settled in as the years went on. Fly Field became Yuma Army Airfield, then Yuma County Airport, then Vincent Air Force Base, then Yuma Air Force Station, and then Marine Corps Air Station Yuma. Only a few kilometers away, the Naval Medicine Annex closed but the town built for it remained. Evil seeped into the bones of every resident of the town and the fabric of every child born there.

It's still there, and to the locals (although they don't know it), it's *familiar*. The evil has a place in the minds of the town. It squats and watches and sometimes makes them do things. Horrible things.

It punishes them. It punishes them for the ways it was punished in those tanks at the annex.

After all, no one is innocent. They have many crimes to atone for, out there in the dust.



Overview

Mustang is a small town founded in 1930 in southwestern Arizona. It is 1.1 kilometers east of Yuma and 1.2 kilometers southwest of Naval Medicine Annex Yuma, long abandoned and reclaimed by the desert. Mustang once housed the workers employed at the annex and their families. Many who live in the town are the children or grandchildren of people who worked at the annex before it closed in 1947. From 1929 to 1947, this annex held a highly classified assembly of prisoners, most captured in an odd raid in the town of Innsmouth, Massachusetts, in 1928.

When the annex closed, many believed that might be the end of Mustang. But the answer to that problem had arrived quietly during the war, along with so many other things.

Since 1945, the principal industry of the town has been Marine Corps Publications, Inc. This company prints periodicals, advertising and mailer inserts for the United States Marine Corps. Nearly everyone in town is, now, one way or another, connected to the company. Some work low-pay jobs at the outskirts of Yuma, others at Arizona Western College; but few escape the pull of Mustang. It keeps locals close in a subtle way that no one really even notices.

As the locals say, it's the prettiest little piece of nowhere in the state.

The Murders and the Message

On June 2nd, Private Homer Ryan, a 21-year old Marine stationed as a clerk at the Marine Corps Air Station, returned to the home of his fiancée and his future in-laws in the Desert Sunrise Estates on the outskirts of Yuma, Arizona. He had picked up take-out for Cierra Abril, his teenage wife-to-be, after his shift in the air controller's office. His car was seen on three traffic cameras as it headed for 771 Palma Avenue. He had lived in the Abril house for more than a year and helped take care of his and Cierra's five-month-old daughter.

Yuma police believe Ryan entered the house at approximately 8:41 P.M., was ambushed by multiple

parties unknown, and was killed later after a prolonged struggle.

On June 4th, two employees from DEPCOR Carpet Cleaning—who had been booked the previous week to clean the home—discovered the door to the house ajar. After knocking, the cleaners were momentarily startled when two coyotes fled the scene, running across the road into the open desert.

Inside the home, the workers discovered six bodies—three women, two men, and an infant—who had been ritualistically murdered. The bodies had been gnawed on by the coyotes. The police were immediately alerted and for four days, the Yuma Police Department's Violent Crimes Unit descended on the house, cataloging every detail. In the end, although the police wouldn't say so, few real leads were found.

The victims, who all lived in the home, were identified as:

- » **DANIEL W. ABRIL:** Father, owner of the home, age 45
- » **SANDRA S. ABRIL:** Mother, married to Daniel Abril, age 46
- » **GRACE W. WRIGHT:** Mother of Sandra Abril, age 66
- » **CIERRA ABRIL:** Daughter of Daniel and Sandra Abril, age 17
- » **PVT. HOMER L. RYAN:** Fiancé of Cierra Abril, age 21
- » **BETH RYAN:** Daughter of Homer Ryan and Cierra Abril, age 5 months

All the victims were stabbed at least 60 times each, leaving the rooms of the house blanketed in blood. The lips, eyelids and ears of the victims had been removed. Strange, striated marks were carved into their limbs post-mortem. More than one detective noted the "occult" nature of the markings, signs and names.

Carved into the drywall of the living room were the words:

**HOME DAGON HOME HOME YHANTHLEI
SEA TO THE SEA**

Some religious members of the Yuma police pointed out that Dagon was a fish-tailed god of fertility or agriculture noted in the Bible as worshipped by

the Philistines. No one could make anything else out of the message.

There were no credible witnesses, no clues and no leads to speak of. The crime hit the wire to police departments in the state. Yuma police are looking for a hypothetical drifter or gang who saw an opportunity and took it. Nothing else makes sense.

That is where Delta Green became involved.

The Truth

A huge task force of Treasury agents, Marines, and Navy and Coast Guard vessels raided the crumbling town of Innsmouth, Massachusetts on 23 FEB 1928. Two hundred and nine humans who had interbred with things from the ocean were permanently seized by the federal government, and made to disappear into various Navy facilities.

Soon, the Navy realized their mistake in spreading the infection of Innsmouth around. Problems were immediate in the facilities into which these prisoners were moved. Murders, insanity, and escape attempts invariably broke out within days of their arrival.

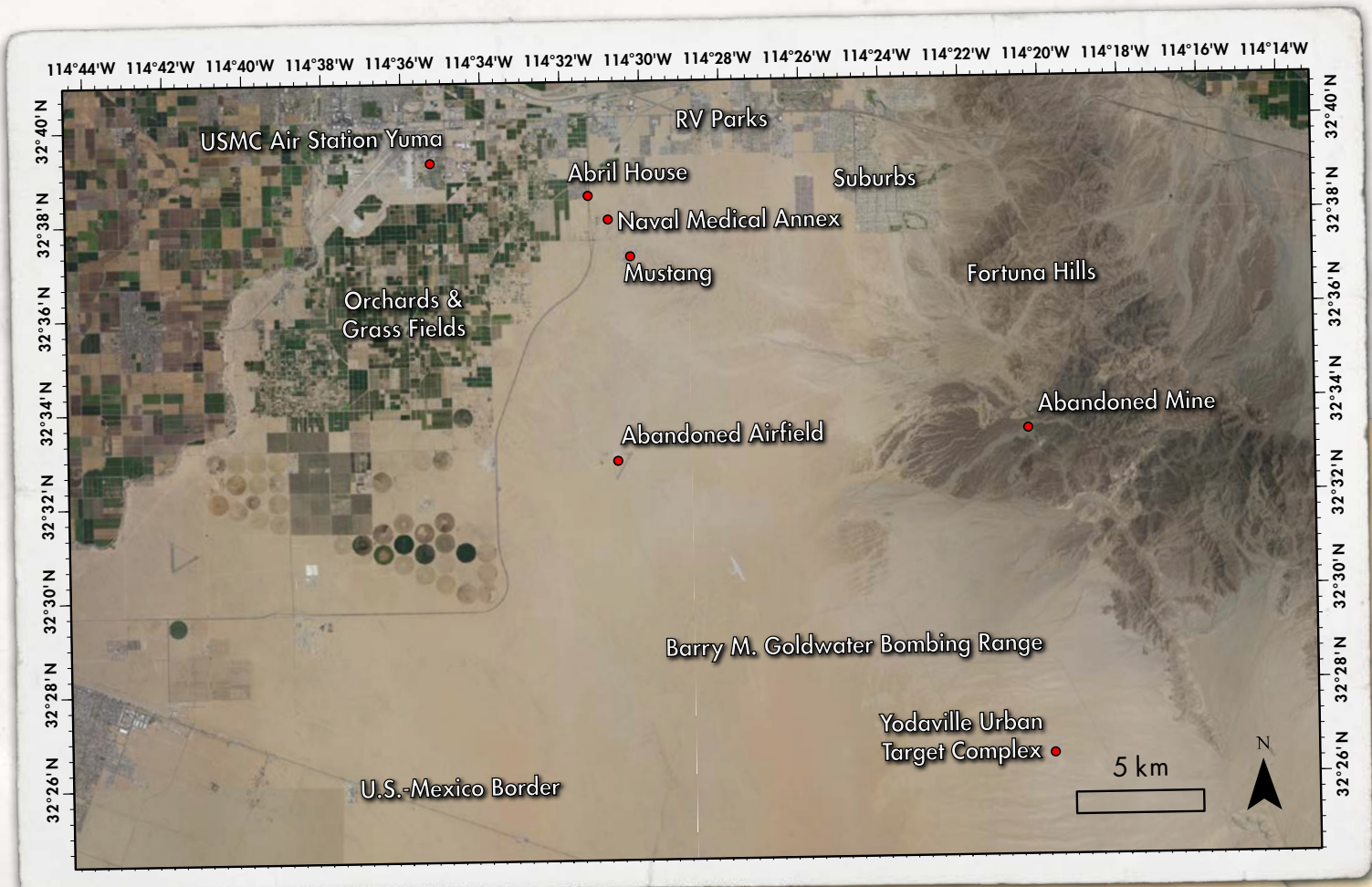
On 29 DEC 1929, the Navy consolidated all these prisoners at a newly purchased patch of land in Arizona: Fly Field. Called YUMA YUCCA LOT II in survey reports, it was sometimes called by its nickname: YY-II.

The Prisoners

Fly Field was a proposed refueling point for inland flights of the Navy's Akron-class rigid airships, but doubts about that style of aircraft left it little more than a ramshackle assemblage of tin shacks in the middle of nowhere.

This environment, the lack of significant nearby population centers (at the time), and its isolation from the ocean made it a perfect place to keep the strange prisoners secured at Innsmouth. The prisoners loathed high temperatures and could stand the sun for only minutes a day. Escape was all but impossible.

At first, the prisoners were housed in a tin aircraft hangar surrounded by guard towers and barbed wire. It grew into a concentration camp. In 1930, Office of Naval Intelligence's little-known P4 Desk—from



Parapsychology, Paranormal, and Psychic Phenomena—was tasked with dealing with the threat of the Innsmouth hybrids, the so-called “Deep Ones.” P4, a precursor to Delta Green, built Naval Medicine Annex Yuma outside town to hold the prisoners.

In the Annex

In the Naval Medicine Annex, the creatures were subjected to the best tests 1930s science had to offer. Navy scientists performed full-blown biological examination and, later, experimentation on the Deep Ones. They tested the limits of Deep One anatomy, going so far as to expose them to diseases, chemical agents, and weapons testing. Finally, in 1936, nine live vivisections were performed to study just what made a “Deep One” tick. What they found was disturbing. Some of their test-subjects were human. Some were something else. Most were somewhere in between.

One prisoner, Albert L. Marsh, considered a leader, was subjected to psychological testing. He was deprived of food and water, kept awake for prolonged periods, and endlessly questioned, over and over again, while subjected to electrical shocks. Researchers determined that Marsh and his family (most of whom were killed in the raid) had been the backbone

of the Innsmouth community, running something approaching a religion that they called the Esoteric Order of Dagon.

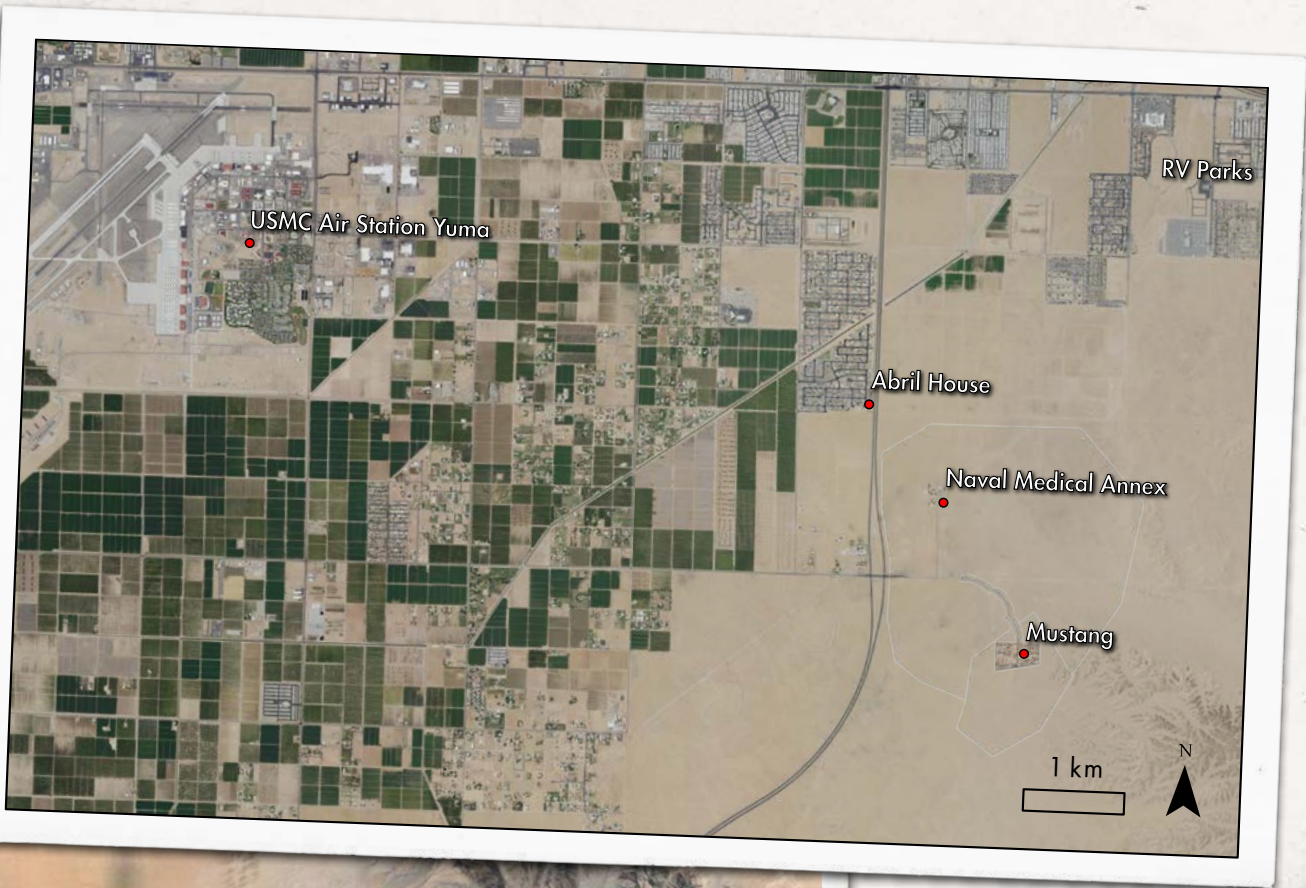
As the years went on, the prisoners degraded. First they descended into madness, begging for “the ocean and home.” Later, they entered a torpor. When they were placed in salt water tanks, their degeneration seemed to slow or even halt.

By 1937, all the remaining subjects had fallen into a torpor and were stored, somehow alive but in a stasis, in salt water tanks. Then, on 25 APR 1938, came the only escape the facility ever suffered. During the normal morning count, one prisoner was found missing from its sealed tank.

Albert L. Marsh was gone, missing from a tank bolted from the outside with unbroken five-inch glass windows. This prisoner was never found.

Marsh’s Revenge

What was unknown was that Marsh, who was 144 years old when he was captured, was an accomplished sorcerer. Marsh had enacted a plan to escape using hypergeometric principles, destroying his body in the process. He still lives, after a manner. He manifests as a presence that, from time to time, can enact its



Alternate Dates

The key date in this scenario is June 21st, the day of the summer solstice. In the years 2016, 2020, and 2024, the summer solstice occurs instead on June 20th.

will on the minds of humans and animals in the area. Sometimes, due to forces beyond this world, Marsh's mind is coherent and powerful, just as other times it is dim and vague.

Over the years, Marsh has tried to enact his revenge on those who worked at the Naval Medicine Annex, rising up and seizing control of people. Often, it oveds and feeds its rage without ever knowing why. It causes random, bizarre crimes that almost defy description, such as the murders at the Abril home. That might be called Marsh's equivalent of a pleasant dream.

In the recent years, though it does not know why, the power and coherence of Marsh's presence has grown, year upon year. Now, it has seized much of the town of Mustang. It has begun to act out its fantasies of revenge. The tables have turned, and it is Marsh's turn to push humans to their limits for its endless, immortal entertainment.

But recently, the fuzziness has crept in once more, and the spirit of Marsh fears that oblivion awaits; and who knows for how long? Perhaps forever. It must act more swiftly. It must end the blight of Mustang, Arizona, in a great conflagration of sufficient potency to stir the spirit of its inhuman master, the ancient entity called Dagon.

On June 21st—the summer solstice—Mustang will burn in one final day of terror.

Operational Structure

Ex Oblivione is an operation designed to put the Agents in a worst-case situation: being attacked by an entire town of normal people. But it begins as a normal Delta Green mystery, luring and drawing the Agents in, seemingly pointing towards some standard unnatural threat. Only when the trail leads to

Mustang do things take a deadly turn. This operation is composed of the following steps:

1. **ARRIVAL:** The Agents arrive in Yuma, Arizona, and investigate the deaths at the Abril house.
2. **THE MURDERS:** The Agents search the home, read reports, dig into the past of the area, and talk to living witnesses. This likely reveals the children's footprints, the bike tracks or the sighting of the kids on bikes. That leads to the Naval Medicine Annex in the desert.
3. **THE DESERT RUINS:** The Naval Medicine Annex once held the Deep One prisoners from Innsmouth. Now it is smashed windows and fractured, sand-eaten concrete. But children from Mustang, Arizona, under the influence of the Marsh spirit, often visit it. The Agents might ping their contacts for more information on the facility, and could find out about Deep Ones and Innsmouth.
4. **DETECTION BY MARSH:** One of the Agents is psychically invaded by the Marsh spirit, which uncovers every single piece of information in that Agents' mind: every secret, loved one, and piece of history about Delta Green and the Agent's relationship to it. Marsh becomes obsessed with the Agents as a focus for revenge.
5. **WELCOME TO MUSTANG:** The Marsh spirit draws the Agents to Mustang through various means. Once they are there...
6. **THE RITUAL:** Approximately half the townfolk who are under Marsh's control become violent, and begin enacting a ritual to Dagon. This involves fire, explosions, torture, and lots of murder. The town turns on itself in an orgy of violence, depravity, and death, with the Agents as the guests of honor.

Delta Green Arrives

It doesn't take long for the words DAGON and YHANTHLEI to trigger interest from Delta Green. Whether the Program or the Outlaws respond remains up to the Handler.

The Program

The police case file triggers a hit from Program search algorithms the moment it goes on the wire from the Yuma police department. Admiral George Gates (ret.), head of intelligence, knows the Director's obsession with Deep Ones and brings it to his desk directly.

Within 10 hours, a team is wheels-up and on their way to Marine Corps Air Station Yuma with a clear mandate: identify the threat, locate the threat, destroy the threat. The Director knows that the original site of YY-II was just a few kilometers from the scene of the murders, but that information remains need-to-know for the time being.

The Agents arrive on the evening of June 6th.

The Outlaws

Ivan Serrano, age 66, is a retired Delta Green friendly who once worked for News 10 Flagstaff as a camera man. In the 1990s and early 2000s, he was involved in four operations with Delta Green, where he saw and recorded horrific things. Now, he lives at the Toro RV Park and Golf Course in Flagstaff, Arizona, drinking

too much and slowly shriveling up like a prune left in the sun. He has a reputation as someone who understands the occult. Right after the Yuma killings, a friend of a friend took him out for a beer and showed him the Abril case file, hoping Serrano might have some special insight.

Serrano has no idea what the hell is going on, but during his second Delta Green operation—on a night he will never, ever, forget—he heard the name Dagon being read from a 550-year-old book. Serrano said nothing to the police, but reached out to his old Delta Green contacts. From there, the wheels of the Outlaw conspiracy were slowly set in motion.

The Outlaw team is given the mandate: stop the threat and don't get caught. They are sent on their way with no resources, weapons, or cash. They need to cover all that themselves. Due to the chain of contacts, phone calls, and string-pulling, the Outlaw team arrives in Yuma on the morning of June 11th.



The Abril House

The site of the six murders is a large home built in 2015 at the edge of the still-developing Desert Sunrise Estates. It is part of the D ring of homes—large houses with big lots, facing open desert across Arizona State Route 195. Of the D ring, very few houses are done, with 771 Palma Avenue being the first completed. Most of the surrounding homes (each of which is unique in layout) are in various states of construction. No one lived on Palma Avenue except for the Abrils. There were few witnesses to report on the events leading up to or following the murders.

Daniel W. Abril bought the home with cash from the sale of his chain of car washes (called Mister Wash) to a California conglomerate. This sale also initiated his retirement. It took one year to complete construction of the house, which Mr. Abril called “Shangri La,” going so far as to having a metal plaque made for the front walk.

The family moved into the home on January 2nd, last year. On June 2nd this year, they died there.

Access to the House

Agents from the Program have an easier time accessing the crime scene than those from the Outlaws.

The Program

The Program will provide false—but entirely authentic—identification from any agency the Agents request. The false credentials stick as close to the truth as possible. If anyone begins calling around to confirm an Agent’s false credentials, the pretense will quickly fall apart and that may cause trouble. The Agents should rely on these credentials sparingly.

The Delta Green team has been cleared with the Yuma police as part of an FBI task force investigating a possible connection between the Abril murders and international drug trafficking. The Yuma police chief has offered to give them a wide berth and not interfere with their business. The Agents have full run of the house on Palma Avenue and full access to the case files. Their contact with the Yuma police is **SENIOR DETECTIVE JULIA REARDON** (described on page 27).

The Outlaws

The Outlaws’ unofficial nature makes it a different matter. There are many possible ways to gain access to the crime scene and files, very few of them legal:

- » **REAL CREDENTIALS, NO PERMISSION:** The Agents might use real badges from their home agencies and attempt to bluff their way into the crime scene despite not being there on official business, or to gain access to the reports. An Agent must make a **Law** roll to frame a reason for their involvement that quells suspicions, and a **Persuade** roll to gain unsupervised access. On a failure of either of these rolls, someone becomes suspicious and contacts the failing Agent’s boss, who likely has no idea where they are or what they are doing.
- » **FAKE CREDENTIALS, NO PERMISSION:** The Agents might have access to or create fake credentials from an agency to gain them access. A **Criminology** or **HUMINT** roll and the outlay of an Unusual expense is necessary. Police involvement might occur on a failed roll. On a success, the Agent has a new identity card and/or badge (such as for state police or the FBI) that is completely fake but looks real. The Agent *still* must make a **Law** roll to frame a reason for their involvement, and a **Persuade** roll to gain unsupervised access; but due to the false nature of the ID, these rolls are at –20%. On a failure of either roll, someone becomes suspicious and contacts the failing Agent’s boss, who turns out to be fictional, and soon the police are out looking to arrest the Agents.
- » **PULLING SOME STRINGS:** The Agents might get in touch with a contact of bond to gain access to the house or the files on the Abril case. This will take some the existence of an appropriate contact and a **Persuade** roll. The roll is at –20% if the Agent does not have credentials which might allow access to such a case.
- » **BRIBERY:** This requires a **HUMINT** roll to identify a willing Yuma police officer, and it can go very wrong, very fast. The player makes the roll only after meeting with the officer and making the offer. If the Agent pretends to be from the press, add

+20% to the roll, as the police are somewhat used to journalists pressing too hard. If the Agent just offers cash and no explanations at all, the roll is at -40%. On a success, the Agent receives digital copies of crime scene photos, the police report, and the cause-of-death reports. On a failure, it is likely the Agents are arrested—or, at least, the officer *attempts* to arrest them.

» **BREAKING AND ENTERING:** Sneaking on to the property on Palma Avenue at night is difficult. First, the Agents must roll the lowest **Stealth** skill of the group in a contest against the two police officers' single **Alertness** roll of 35%. If the Agents succeed, they make it to the house. Inside, if they search with flashlights or make any significant noise, the police officers outside are permitted another **Alertness** roll of 35%. On a success, they go inside to investigate. If anyone is spotted, backup is called in before the police enter the house.

Outside the House

The house is located on the last street before open desert to the east. The property is protected by a wrought-iron fence in front (climbing it requires an **Athletics** test; failure inflicts 1 damage), and on the three remaining sides by a faux-wooden heavy duty

plastic security fence (climbing quickly requires an **Athletics** test; climbing it slowly does not). The yard is sandy dirt with small shrubs such as hopseed bushes, birds of paradise, and cacti. No approach to the house offers cover.

At night, with the recessed lighting turned on, the yard is a like a fishbowl. Anyone in the yard can clearly see the comings and goings of anyone moving inside through the large windows.

The Footprints

Yuma police did a very good job on the interior of the house and the common approaches to the house, but they missed several footprints clustered in the northeast corner of the yard. A successful **Search** roll finds them near where a red bird of paradise plant is watered via irrigation every month. A series of small, misshapen footprints have cut their outlines into mud that has dried solid in the that shape. There is clear tread detail, and even some outlines of the side seams of the shoe.

A **Forensics** skill of 15% or more, or a successful roll at +40%, is required to “pull” these marks and assemble a report on them. Once this report is complete, a **Criminology** roll or having a **Computer Science** of 25% or higher reveals that the shoes are

The Jig Is Up

What if Agents who are on site under false or deceptive pretenses are exposed, or even worse, caught?

EXPOSED ON THE SCENE: If a cursory I.D. inspection fails (either onsite or at the police station), usually this means things escalate as more questions are asked. Agents who don't disentangle themselves find themselves quickly surrounded by anxious police officers. Treat this as making a **HUMINT** or **Persuade** roll at a -20% penalty. If that fails, eventually, guns come out and the Agents are placed under arrest until everything can be cleared up. If the Agents draw weapons, things might get deadly, fast.

CAUGHT BREAKING AND ENTERING: If the Agents are caught on premises and especially if they are caught breaking and entering, not even the proper I.D. keeps them from being arrested (though it might spring them later). If they are captured, they must make a **Law**, **Bureaucracy** or **HUMINT** roll: **Law** if they argue that the arrest was incorrectly made, **Bureaucracy** if they argue they have some sort of jurisdiction the police don't understand, or **HUMINT** if they try to convince the police to cut them slack as fellow law enforcement. They must beat an opposing **Criminology** roll of 30%.

It is up to the Handler to devise the negative impact of such things, but useful guidelines can be found in pages 80-81 of the *Agent's Handbook*.

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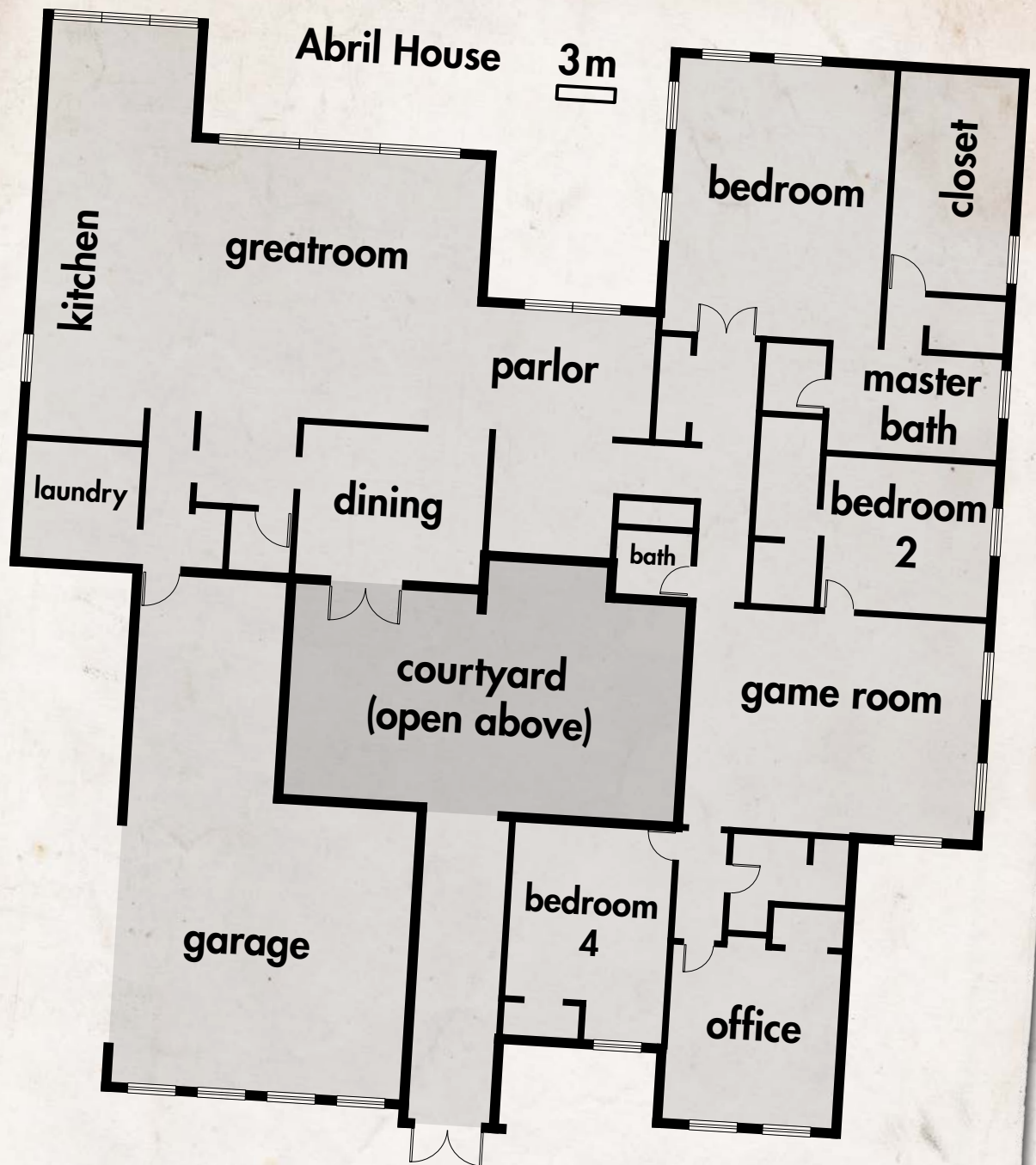
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run-of-the-mill Nike sneakers, child's size 6.5. If the Agent looks into the seam marks—it takes a couple of hours, calling around—they find that the seaming is *only* available in a shoe style for girls 8–10 years old. Unfortunately, they were widely distributed and sold nearly everywhere. The shoe size matches no resident of the house.

Across Route 195

The desert on the other side of Route 195 is sand and packed dirt with low, desert scrub and flat, open vistas. The area across the street from the Abril home was given only the most cursory search by Yuma police.

Searching for two hours and succeeding at a Search roll reveals several sets of bicycle tracks that appear to park, side by side, across Route 195 within



sight of the Abril home. It is as if three riders pulled up next to one another to watch the home. A given Agent can repeat the attempt once per day.

The bicycle tracks fade into the desert after only a few hundred meters, and they criss and cross over each other. But before the trail vanishes, it leads in a relatively straight line. Following that line about 1.4 km leads the Agents to the ruins of the Naval Medicine Annex, described on page 12.

A **Forensics** skill of 40% or more, or a successful roll, is required to “pull” these tracks and assemble a report on them. The tracks are from various makes of children’s bicycles, widely available throughout the American southwest.

Inside the House

The house is still a crime scene, and will remain so for four weeks after the murders. The main work of cataloging the bodies, the blood trails, the found weapons, footprints, fingerprints, and more has been completed by the Yuma police, but every day a few detectives enter to take an additional photo or measurement. (During the day, there’s a 1 in 4 chance someone is in the house; at night, it’s 1 in 10.) The home is watched by an officer in a police cruiser who keeps an eye out for reporters, sightseers, or—on some outside chance—the culprits. The officers switch at eight-hour intervals.

All police personnel enter through the covered patio in the back of the home. The front door and side porch door are closed off with police tape and a paper seal. At the back entrance, plastic bins are laid out to store shoes and plastic booties to put over shoes.

A printed note at the back door says: IF YOU DIDN’T PLACE IT, DON’T MOVE IT.

Inside, the house is in ruins. The bodies were moved out on June 3, but dried blood remains on almost all surfaces. Paths have been traced through the house with red Solo cups, plastic mats, and twine to prevent people from stepping on possible evidence.

All in all, the main takeaway of anyone visiting is that it’s shocking how much blood was in only six people.

Each hour spent examining the home permits an Agent to roll one of the following skills:

- » **ANTHROPOLOGY OR OCCULT:** A skill of 40% or higher, or a successful roll, reveals only that the word “Dagon” is the name of an ancient deity worshipped by the Phoenicians and Philistines, and mentioned in the Old Testament. One of the oldest known gods, Dagon is often portrayed as a man with the lower body of a fish. It was a god linked to the sea and agriculture.
- » **CRIMINOLOGY:** A skill of 40% or higher, or a successful roll, reveals that those who committed the crime paid little attention to being subtle or controlled about it. The crime scene speaks of rage and random, uncontrolled violence. Whoever did this appears to have a very personal grudge against the family. It is likely the family knew them.
- » **FORENSICS:** A skill of 40% or higher, or a successful roll, reveals several things. *One:* There were multiple killers. *Two:* At least one killer was under 35 kg and stood less than 1.5 meters tall. *Three:* The weapons were all present in the house and were taken from the kitchen. *Four:* The murderers gained access through the back patio door, which is thought to have been often left open. *Five:* After the fingerprints were processed, three sets of unknown prints were recovered. These prints failed to score any hits on national databases. *Six:* Victims were disabled and then killed in front of other victims, but identifying who, when and where is impossible due to the sheer amount of violence and blood.
- » **HUMINT:** A skill of 40% or higher, or a successful roll, reveals only secondary things. Patterns can be deduced by the placement of objects and the layout of rooms. Searching computers and web browser history turns up nothing unusual. Cierra Abril gave birth to Beth Ryan on January 2nd, this year. Her husband-to-be, Pvt. Homer L. Ryan, was a newly accepted member of the family, having joined their lives just after the baby was born. He had quickly proven himself a faithful and honest addition to the household. He did a lot around the house, and insisted on paying Daniel Abril rent behind his wife-to-be’s back. All in all, it

paints the picture of a comfortable family learning to deal with an underage bride, an infant, and a newly accepted husband to be. No substantive conflict can be detected, certainly nothing that might spark this violence.

- » **SEARCH:** A skill of 40% or higher, or a successful roll, reveals through walking all the bloodied footprints back that they killed Homer Ryan last, downstairs, and the rest upstairs. A skill of 60% or higher, or a second successful roll, reveals that blood marks upstairs, in the room where the infant was likely killed, show that four people stood with their backs against the north wall. All four of those individuals were between 1.1 and 1.4 meters tall. A skill of 80% or higher, or a third successful roll, finds that a number is written inside an opened folding closet door in Cierra Abril's blood: "197." Due to the amount of blood on the door, it was overlooked before. That roll, or an Agent specifically searching for a camera, reveals **THE NANNY CAM** (see below).
- » **UNNATURAL:** A skill of 20% or higher, or a successful roll, reveals that Y'ha-nthlei and to a lesser degree Dagon are linked to the Deep Ones, an intelligent species that haunts the oceans of the Earth.

The Nanny Cam

Two months before the murders, Cierra Abril decided that she and Homer Ryan needed a "date night," which quickly changed (at the behest of her mother) into a large, family-hosted engagement dinner at a favorite restaurant.

Being a nervous and young first-time mother, Cierra bought a teddy bear nanny cam and set it up to monitor the babysitter. Due to the infant suffering from a stomach bug, the dinner was cancelled and the nanny cam all but forgotten. None of the police recognized it. It triggers on in "test mode" every time someone enters the nursery. In test mode, only motion within 2.5 meters triggers the camera, and only for 5 seconds at a time. Five clips are stored in its internal hard drive. All clips are in black and white.

- » **CLIP 1:** April 3rd. A clip of Cierra Abril fiddling with the camera on the shelf.
- » **CLIP 2:** April 22nd. A clip of Grace Wright singing to the infant Beth on the changing table below the shelf.
- » **CLIP 3:** May 19th. A clip of the door opening and then closing a moment later. No one can be identified.
- » **CLIP 4:** May 21st. A clip of Cierra Abril changing the baby on the changing table below the shelf.
- » **CLIP 5:** June 2nd. A clip of an unknown, caucasian girl, eight to 10 years old, naked, covered in blood (which appears black in the camera). She is holding something heavy in her right hand, shadowed and out of sight. Her face is obscured by bloodied, crazed hair. She turns and leaves the room, revealing that the item in her hand is the butchered body of the infant Beth Ryan. This is horrifying to anyone watching it, even to experienced police officers, costing 1/1D4 SAN from violence.

Witnesses

The Yuma police canvassed the area and found four possible witnesses, who either saw the Abrils (and others in the house) or saw odd things on the days leading up to the killings.

Locating these individuals requires access to either police working the case or the case file.

Police have not found any children who were riding bikes in the desert near the Abril house the morning after the killings.

- » **SEAN M. ROSEN:** *Roofer, age 33.* Rosen was present on the days leading up to the murder, working on 773 Palma Avenue, roofing. He reported family members coming and going from the house on June 2, but left before Homer Ryan returned home and the murders apparently took place. He also saw kids riding bikes out in the desert to the north. If asked to describe the kids, he says: "I dunno, a couple of boys and girls on dirt bikes. Little. Like twelve or something."
- » **JULI N. MAXWELL:** *Masseuse, age 21.* Maxwell responded when the police put out a call for

possible witnesses. She said that on June 2, she became turned around while leaving a client and drove down Palma Avenue at about 5:50 P.M. Near the construction site of 773 Palma Avenue, she saw four children on bikes on the desert side of Palma Avenue, adjacent to the Abril house. Her description matches Rosen's description.

- » **LON STROEBEL:** *Construction foreman, age 45.* Stroebel arrived at the work site at 773 Palma Avenue at 6:45 A.M. on June 2. He found a BMX-style bike tipped over on the work site, sized for a child. He searched the site but didn't find anyone there, so he put the bike on the edge of the street. He saw Homer Ryan leave for work in the morning. Later, when he returned from lunch, the bike was gone.
- » **GILBERTO D. CAMERON:** *Mail carrier, age 51.* Cameron saw Cierra Abril twice in the week of June 2. She was waiting for junior college applications in the mail. Cameron also reported someone setting off fireworks in the desert to the northwest: he saw bottle rockets launching and heard M-80s being set off. He didn't see anyone.

Autopsies

The Yuma County Sheriff's Office maintains a medical examiner department at its headquarters at 141 South 3rd Avenue in Yuma. It contracts those duties out to Dr. Albert P. Norris (age 62), an experienced physician who has seen many things in his time as medical examiner. Still, the Abril murders are by far the most violent and horrific he has ever seen.

The bodies were extensively photographed, samples were taken, stomach contents were removed, impressions of bite marks and pressure marks were taken, X-rays were taken, and finally, MRI scans of two of the bodies with deep trauma were taken.

By the time the Agents arrive, the bodies have already been remanded to the All Saint's Cremation Services and rendered to ash. Agents with access to the autopsy files (or who somehow manage to gain illegal access) can find the following according to their skills:

- » **ANTHROPOLOGY OR OCCULT:** A skill of 40% or higher, or a successful roll, determines that the removal of eyelids and the carving of ritualistic "scales" and "gills" are elements of sacrificial rites of a stone age culture on Ponape, a South Pacific island. The rites are associated with an unnamed fish-man or merman god.
- » **CRIMINOLOGY:** A skill of 40% or higher, or a successful roll, reveals that the person(s) handling the murder weapons had little experience with such implements. They bent or broke multiple weapons during the crime. One of the victims, Daniel Abril, had three quarters of a knife blade bent in between two ribs and broken off in his body. The removal of eyelids and patterns "drawn" on the victims shows an unusual amount of care when compared to the murder itself.
- » **FORENSICS:** A skill of 40% or higher, or a successful roll, reveals that the earliest wounds (indicated by clotting factors) occurred on the victims' thighs, lower body, hands, and forearms. Later, vast trauma was inflicted on the chest, neck, and face with knives, many of which were bent in the frenzy. Spatters on scene indicate that the victims collapsed to the floor before this final trauma was inflicted. At least one of the attackers bled at the scene, but their blood type is O, so common that it reveals nothing in itself.
- » **HUMINT:** A skill of 40% or higher, or a successful roll, reveals only secondary things. Two of the victims, Homer Ryan and Cierra Abril, had multiple defensive wounds, as well as wounds to their sides and backs, indicating they attempted to block the attacker, turn, and run away. It also likely means they ran into the attacker and had an exchange before the attack took place.

The Naval Medicine Annex

Located 1.4 kilometers in the desert southeast of the Abril house, this large, cement building is in ruins, with cement collapsed down into several sub floors, exposed rebar, and toppled cinder blocks, all covered in decades of graffiti. All the windows have long since

been destroyed and only fragments of them remain. Shattered glass, alcohol bottles, cigarette butts, and used condoms are found throughout the facility, indicating that indigents, teenagers, and kids often can be found here. More than one stairwell reeks of recent urine.

In the 1930s, the facility was imposing, built in a “U” shape with few small windows on the upper level. Once, there were two main entrances. Now, empty windows and collapsed walls lead inside, and a collapsed ceiling at the rear opens to the sub-levels below.

Many bike tracks can be found coming and going in the dust around the facility. Most either head off into the desert to the northwest (towards Yuma) or southeast (toward Mustang). But the tracks vanish not far from the buildings, erased by the wind.

Agents can learn each of the following at the ruins. Each item requires one hour of searching by one Agent.

- » **LOTS OF ACTIVITY:** Even a cursory examination indicates the facility is still well-trafficked, likely by teens and kids. There are footprints in the dust, handprints on doors, and other clear signs of

human activity. Prints can be lifted with a successful **Forensics** roll. At least one set matches the unknown prints found in the Abril home.

- » **GRAFFITI:** There is so much graffiti in the facility that it's easy to go graffiti-blind and see nothing but random colors and shapes on nearly every wall and ceiling. Those who search the graffiti for supernatural elements must make a successful **Occult** or **Unnatural** roll to locate the various markings hidden throughout. In one area, the words DAGON and HYDRA are drawn in colored letters consuming nearly a whole wall. The word Y'HA-NTHLEI is also drawn in a mural of an odd, vast, underwater city of coral and rock, with ghostly blue lights. The lettering is convoluted, strange, and difficult to read, but it appears to match the word carved in the wall of the Abril's house.
- » **BLOOD AND URINE:** Several areas seem to be covered in blood. Such samples are old and dried to a black stain, and cannot be typed. The bottoms of staircases and corners of old walls have been used as urinals. A successful **Search** roll finds one place fresh enough to still be wet. If a sample is collected by someone with **Forensics** of 20% or more, or a successful roll at +20%, it can be typed at a lab,



revealing the subject had abnormally high levels of creatinine in their urine. Creatinine is a waste product produced by muscle activity. The abnormal levels are so striking that they may indicate a metabolism disorder in the subject which could be used to identify them.

- » **ANIMALS:** Animal bones are scattered throughout the site, with nearly shrine-like piles gathered in several areas. If an hour is spent collecting bones, an Agent with **Forensics** or **Science (Zoology)** of 10% or more, or a successful roll at +40%, can determine at least a dozen animals have met violent ends here at the hands of humans. A coyote, three dogs, and more than 10 cats have been ritualistically slain here all with something like a machete. The newest dead animal has been here for perhaps weeks. All remains have long ago been picked clean by voracious desert ants.
- » **TRACKS:** Agents examining the desert around the facility discover bicycle tracks. Those who have seen the bike tracks at the Abril home recognize these tracks to be similar. But they are so faint that drawing a cast of them requires a **Forensics** skill of 30% or better, or a successful roll at +20%. Agents who discover one set of tracks, and who take the time to walk the perimeter to search for more, soon discover another series of bike tracks on the other side. There are bike tracks coming in and out of the area from the southeast (towards the Abril home) and northwest (toward Mustang, Arizona).
- » **THE OLD TANKS:** Despite its strangeness, it seems few intruders visit the annex's sub-basement. There are not many signs of human activity. The sub-basement is one huge room containing 344 glass containers with wrought iron seams. Each is the size of a king bed. The 10 cm (4-inch) glass on each side of the seams of these containers is smashed or cracked in almost all of them. Chunks of the glass are all over the floor. The purpose of the tanks is baffling. Each tank has an internal drain, and once held piping which appeared to feed in from the ceiling. One tank—still labeled with the number 197—is painted in complex patterns like a shrine, in blue, red, yellow and green.

Watching the Annex

Clever Agents might camp out at the abandoned naval medicine annex, lying in wait for visitors. Murderous children—controlled, on and off, by the spirit of Marsh; see “Puppets” under **THE MARSH SPIRIT**, on page 28, for details—eventually return to pay homage to the site of Marsh's incarceration. The children are unarmed.

Each night that the Agents lurk at the site, they may make a **Luck** roll. If it succeeds, then well after dark, three children arrive on dirt bikes from the northwest, the direction of the tiny town of Mustang. The kids take no pains to hide themselves. Any Agent who makes an **Alertness** roll hears unidentifiable animal noises coming from among them.

The three children all live in Mustang, Arizona, and have been under the influence of Marsh since birth. They are:

- » **EVE “EVEY” BRIGHT-WOURNOS:** Eleven-year-old Eve is a small girl with blonde hair, wearing overalls, a T-shirt, and deck shoes. She carries a fluffy teddy bear. She's recognizable to those who have seen the nanny cam footage as the subject captured on the cam on the night of the murder. Her fingerprints match those found in the Abril house.
- » **RODRIGO CALLIS:** Rodrigo, a 13-year-old boy, is the biggest of the three. He has a blank look, and is dressed in shorts, a sleeveless undershirt, and Nike sneakers which match the imprints found at the Abril house. He has a cat closed up in a camping backpack. The pack bounces around, punctuated with hissing and howls of rage. His forearms and hands are cut up from cat claws. His fingerprints match those found in the Abril house.
- » **ALEXANDER LONISKY:** Alexander, age 14, is a small, thin child with large, bulging eyes. He leads the ritual. His fingerprints match those found in the Abril house.

The Sacrifice

If the Agents wait and watch, the children proceed to the shrine-like smashed tank in the sub-basement, remove the cat from the bag, and rip it to shreds while

chanting unknown words in guttural, nearly inhuman voices. Witnessing that costs the Agents 0/1D4 SAN from violence.

If the Agents confront the children, keep the following in mind:

- » **THEY LOOK HARMLESS:** The children seem bewildered and confused if confronted *before* the cat is killed. If that causes a moment's hesitation in the Agents, that gives the kids a turn to act before the Agents can act. If an Agent is holding a gun, or a gun is visible, Rodrigo lunges for it while the other two flee. Once Rodrigo has a gun, he uses it on the Agents. (See **PUPPET CHILD** on page 29 for more information and stats.) Shooting a child—even a child trying to kill you—costs 1/1D10 SAN from violence.
- » **STRANGELY STRONG:** Even the smallest child is as strong, fast, and confident as a full-grown adult.
- » **WORK IN UNISON:** The kids pull off amazingly well-timed coordinated movements, granting each a +20% bonus to their first attack actions in a combat.
- » **MARSH'S ATTENTION:** When the Agents confront the children, Marsh notices and tries to “read” the Agent with the lowest POW. See **THE MARSH SPIRIT** on page 28 for details.

Captive Kids

If captured, the children become catatonic. The children have no identification. Their fingerprints are not on record, except as possible suspects in the Abril murders. The police have no missing children reports on the wire, and none will be coming in. Identifying them is all but impossible. If their blood is checked, it is filled with extremely high levels of creatinine, which circumstantially links them to the Abril house.

The moment Marsh “reads” the Agents, the children cease coming to the annex ruins. If somehow the children become a lead back to Mustang before Marsh wants such a discovery to occur, the spirit kills them, one by one, in gruesome suicides: leaping in front of moving vehicles, jumping through a window, or smashing their own windpipe with a well-aimed strike on the edge of a desk.

Researching the Annex

Agents looking into the history of the Naval Medicine Annex can uncover the following in public records or by asking at the Marine Corps Air Station Yuma, next to the Yuma airport.

- » **BOUGHT IN 1929:** The site was purchased as an annex to Fly Field, a Navy airfield. Fly Field was called YUMA YUCCA LOT II on surveyor maps and was purchased by the Navy from M. Purcell Tyson, a cattle farmer. Fly Field held several tin hangars, barracks, some chemical toilets and little else. Over the years, Fly Field changed hands and names multiple times. It is now Marine Corps Air Station Yuma, which houses Marines and families next to the Yuma international airport. The annex site was always quite separate from Fly Field.
- » **PRISONERS AT FLY FIELD:** A brief article in the Yuma Sun newspaper from 30 DEC 1929 indicates that the government moved five truckloads of “prisoners” to Fly Field. A perimeter of wire fencing and guard towers were noted by one report. No other public articles can be found on this. (**PETER DELGADO** recalls more, as detailed on page 16.)
- » **ANNEX BUILT IN 1930:** The annex facility was built by the Navy as an expansion on Fly Field. Ground was broken by the Arizona Governor Dan Moody on 12 JAN 1929, and it opened 7 JUL 1930. The annex maintained its own guard booths, parking lot, pavilion, and cafeteria. At its height, it was staffed by 35 doctors and over 120 support staff. (**OPHELIA WINTERS** knows more, as described on page 16.)
- » **EMPLOYEES:** A state record of 254 facility employees from 1930 to 1947 can be found. Almost every person on the list is dead. However, persistent Agents settle upon three names of those still living: Peter Delgado (living in Yuma), Ophelia Winters (living in Bennington, Vermont), and Luisa Perez (living in Albuquerque, New Mexico). Of the three, only **PETER DELGADO** and **OPHELIA WINTERS** have anything substantive to share about the facility, as described on page 16.

- » **TUBERCULOSIS RESEARCH:** Navy records indicate the annex was used to treat tuberculosis, and it housed patients for long periods of time. The names of such patients are not recorded in any public record. (**OPHELIA WINTERS** knows more, as described on page 16.)
- » **MANHUNT:** On 25 APR 1938, a photograph of an escaped “patient” was circulated in Yuma and the surrounding areas. The photo and the patient’s name, “Albert Marsh,” are mentioned in that day’s edition of the *Yuma Sun* newspaper—on microfiche in the public library—and in ancient records in the archives of the Yuma sheriff’s office. (**PETER DELGADO** knows more, as described on page 16.)
- » **MUSTANG, ARIZONA:** Mustang, Arizona, was founded for employees of the annex. Its establishment was underwritten by the state and the Department of the Navy. The town still exists today, just over 1 km from the annex.
- » **CLOSED IN 1947:** The Naval Medicine Annex was closed in 1947 by the Department of the Navy. No reason was given to the public. Several newspaper articles note a “shift in research locations to New Mexico.” **OPHELIA WINTERS** knows more, as described on page 16.

Leads From the Living

Naval Medicine Annex Yuma closed its doors decades years ago, and time has taken its toll. Of the hundreds of names from the employment rolls filed with the state, only three people remain alive.

Peter Delgado

Delgado is unusually spry for being 100 years old. He resides at the Yuma Sunsets Retirement Home in full-time care. He worked as an orderly at the Naval Medicine Annex as a young man from 1937 to 1938. He saw many things.

Delgado, who grew up on a farm near Telegraph Peak, recalls seeing trucks with prisoners coming through in 1929. He heard at that time that the prisoners were secessionists from some crazy religion who ran rum and took shots at the National Guard. They were locked up in a pen out at Fly Field. He’s

uncertain if those who were later kept at the Annex were the same people as those in the stockade. But in 1930 when the Naval Medicine Annex opened, the Fly Field stockade was struck and disassembled.

He was present and working at the annex during Albert L. Marsh’s “escape,” though he had no idea that Marsh had spent his last few years in a tank in the basement. Delgado freely shares the name of the escapee, as well as his patient number (197), and that they never found him despite a statewide search. He had also heard that the people being held on the lower level of the facility, to which he never had access, were bootleggers from somewhere in New England.

Every patient Delgado saw at the facility seemed inbred and sickly, with bug eyes and rickets. It was like they all suffered from the same kind of disease, but the doctors didn’t seem to take the kinds of precautions as for TB wards. Those prisoners that could speak did so with an odd, drawling accent he could not understand. Almost all of his job was fetching and pouring water. The patients seemed to have an unnatural thirst.

Ophelia Winters

Winters was a nurse in the Navy from 1936 to 1939. Now, she is 99 years old and lives with her 61-year-old granddaughter in Bennington, Vermont. She remembers a lot, and has no problem sharing information.

She says the annex was not a tuberculosis ward. She is almost certain it was a secret research facility for chemical weapons. While the main level was merely a ward with the standard trappings of a hospital, she saw the basement once in 1938 and it was filled with huge, airtight tanks made of ballistic glass with wrought iron seams. There were more than 100 such containers, though she saw nothing in them. She never again was permitted in the basement.

She recalls one “patient” who she knew to be a prisoner, named Eve Granmouth, who talked about the “devil reef.” Granmouth suffered from what looked like chemical burns over much of her body. Her legs were misshapen with tumors and her eyes

were protruding. Granmouth lapsed into a coma not long after and was taken off the ward.

Winters ran into a doctor who worked at the annex in 1946 and the two began dating. It became serious. When the annex was closed in 1947, this doctor (Eugene Goldren) was suddenly transferred to New Mexico. Ophelia, not wanting to leave her family, remained behind and they broke up. Before they lost touch, Dr. Goldren confessed to her that the research at the annex was continuing in New Mexico on "a much wider scale". Goldren died in 1955 in a car accident in Utah.

Luisa Perez

Perez is a 99-year-old retired clerk who lives in Albuquerque, New Mexico. She worked at the annex in 1939-1940 as a bookkeeper. She saw very little out of the ordinary (or didn't have experience to recognize any oddities). She did note that there seemed to be two lists of patients: one with "American names" and another with "Spanish names." By the time she was on staff, the ward was practically empty, though many doctors and nurses would go to the "basement," which she never saw. In 1940, she married her late husband and moved to Albuquerque.

Researching Devil Reef and Innsmouth

There are dozens of locations called "Devil Reef" throughout the United States, but only one in New England linked in the press to bootlegging activity. Devil Reef was an offshore rock formation near a small, long-abandoned town called Innsmouth, Massachusetts.

Agents can pursue information on Innsmouth, Massachusetts, according to their skills and contacts.

HISTORY: An Agent with a skill of 50% or higher, or who makes a successful roll, learns that Innsmouth is notable for the government raid that occurred there in February 1928. According to news reports and Massachusetts histories, the town was home to an inbred religious cult which traded in drugs, bootlegging, and worse. It had terrorized the area for decades. Their "church," called the Esoteric Order of Dagon, was linked to abductions and murders. Finally, after a witness reported a rum-running operation in town, agents from the Bureau of Investigation (the precursor to the FBI) and the Treasury Department raided it, with assistance from Coast Guard and Navy vessels which ran interdiction on boats. They arrested most of the town.

Innsmouth never recovered. It remains a long-overgrown ruin on the shores of Massachusetts, which has taken on a local legendary "ghost town" status. Teenagers still drive into Innsmouth to make out, break what few windows remain, and mark up the abandoned buildings with graffiti. Stories are told of devil worship out on the long-gone reef, and of pacts struck with monsters for gold and treasure from beneath the sea.

OCCULT: An Agent with a skill of 50% or higher, or who makes a successful roll, learns that various conspiracy theories say that the 1928 Innsmouth raid was cover for the outright extermination of immigrants, the homeless, socialists, unionizers, or townfolk who were in league with aliens or demons.

BUREAUCRACY (NAVY): A successful roll by an Agent with extensive Navy connections can reveal several minor things which hint at the bigger picture. First, according to news reports, the federal raid on Innsmouth occurred on 23 FEB 1928. On that date, the Marines reported a dozen or so casualties, suddenly, in various far-flung locations far outside of the United States. Five of those occurred in an attack on a Marine patrol on a coastal road just west of Chinandega, Nicaragua. The Marine Corps reported it as an ambush by rebels fighting the U.S. occupation. There was no pattern to the locations of the other deaths. A second **Bureaucracy** roll on any one of those names indicates their last location for receiving mail was listed as the Boston Naval Annex—even those killed in places like Nicaragua, whose mail should have been handled someplace farther afield.

PERSUADE (MARINES): A successful roll by an Agent with connections to any high-ranking Marine indicates that the contact has heard the name "Innsmouth." It is a tall tale that some career Marines pass down from their fathers and grandfathers, about a town in the U.S. overrun by a devil cult which the Marines busted in a hard fight sometime in the 1930s. The Marine doesn't believe such nonsense, of course.

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The Killing Floor

The spirit of Marsh has been preparing for what it believes may be its final ritual of violence and death before it dissipates again, losing its grip on our dimensions, perhaps never to return. It has begun building a shrine to Dagon in Mustang, in the old, abandoned theater, the Izaldo. On June 21st—the summer solstice—it plans to destroy all of Mustang in an orgy of violence.

If an Agent “read” by the Marsh spirit knows of Delta Green, P4, the Naval Medicine Annex, Innsmouth, or other unnatural things, Marsh becomes obsessed with the Agents and plans to kill them in revenge for the raid on Innsmouth. It means to torture them to the brink of insanity and then rip them to pieces.

Worse still, Marsh then knows *all* their secrets: their real names, emails, phone numbers and addresses of their loved ones, and more. At that point, Marsh directs the town to lure in, torture, and ritually

Asking Delta Green About Innsmouth

The response to queries about Innsmouth depend entirely on the Agents’ affiliation: the Program or the Outlaws.

Pinging the Program

Sending a request up the chain to the Program about Innsmouth or the Naval Medicine Annex’s relation to prisoners from New England is met with a solid rebuff. Innsmouth is beyond the scope of the investigation, and the Naval Medicine Annex closed so long ago that it has no relevance. The Agents are to find the threat and eliminate it.

Further prodding might be met with a telephone call from the Director himself. Notably, he is much more expressive in his commands that the agents leave it alone.

Pinging the Outlaws

Innsmouth is well known to the Outlaws. If the Agents ping A-Cell, it returns a scattered series of reports from different generations. These grant +1 to the Unnatural skill of any Agent reading through them carefully, and reveal the following:

- **P4 RAN THE ANNEX:** An Office of Naval Intelligence (ONI) subsection called P4 built and ran an Arizona facility called Naval Medicine Annex Yuma, codenamed “YY-II” after its code on surveyor maps: “Yuma-Yucca Lot 2.” Naval Medicine Annex Yuma housed prisoners from a 1928 government raid on Innsmouth. There is nothing more available about P4 in public records or from A-Cell.
- **NOT ENTIRELY HUMAN:** The Innsmouth prisoners held by P4 were *wrong*. Some were physically almost identical to human, but most had anomalous biology that could not be readily identified. Some had functioning gills. These creatures are sometimes referred to as “Deep Ones” in the files. P4 added more captives to YY-II after a Marine Corps raid in Nicaragua in 1933.
- **DELTA GREEN TAKES OVER:** At some point between 1939 and 1942, Delta Green took over Deep Ones research from ONI. Three Delta Green “actions” against the Deep Ones are noted, including something called OPERATION LIFEGUARD, which took place in France near the beginning of America’s involvement in the European war.
- **NOT CLOSED BUT MOVED:** Due to a change in commands (from Delta Green to some other group), YY-II was closed in Arizona and moved to an unknown location in New Mexico. This facility was also called YY-II, or sometimes the ICE CAVE. Also stored at this location were “anomalous remains recovered at Corona, NM, in 1947.”

TOP SECRET

DISSEMINATION AND EXTRACTION OF INFORMATION CONTROLLED BY ORIGINATOR

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sacrifice the Agents on the summer solstice, and then destroy itself.

Marsh can lure the Agents to Mustang through the following methods.

Hostages

After Marsh “reads” one of the Agents, it dispatches puppets across the U.S. to seize one of the Agent’s Bonds as insurance. This takes 1D4+2 days. The puppets drag the hostage back to Mustang, or lure the hostage to Mustang with a faked phone call or email message sent as if on the Agent’s behalf. If Marsh “reads” multiple Agents, multiple hostages may be taken. As far as everyone else is concerned, a hostage simply vanishes.

When an Agent’s Bond is taken, other loved ones may well try to reach the Agent, desperate to hear whether the Agent has been in touch with the hostage or knows what happened. The repercussions of that, or of an especially cautious Agent being unavailable, are up to the Handler.

The night of June 20th, before the dawn of the summer solstice, a hostage calls an Agent, terrified and weeping. Even if the Agent has no mobile phone but a burner just issued by Delta Green, the call comes to that number—not known to anyone outside Delta Green. A harsh voice on the line with a New England accent tells the Agents to come to the movie theater in Mustang if they ever want to see their loved ones alive. The Agent in question loses 1/1D6 SAN to helplessness. If the SAN roll fails, Agent must immediately head to Mustang unless physically restrained. See **IZALDO THEATER** on page 21.

Captured Kids

Child puppets captured at the Naval Medicine Annex can suddenly start talking about “the bad man,” the one who made them kill the Abrils. This man lives in Mustang, Arizona. They even call him by name: Albert L. Marsh. (There are no records of an Albert L. Marsh in the Yuma area. An Albert L. Marsh lives outside Phoenix. A 65-year-old air conditioning repairman, he can easily be reached and has no idea what is going on.) If the Agents are led by a child puppet to

Early Arrival

The Agents may explore Mustang before Marsh is ready. If they take a cursory look and interview a few strange residents without causing deeper trouble, Marsh waits and lures them in on the night of June 20th, when the time is right. If the Agents discover what’s in the Izaldo Theater and attempt to destroy it, though, Marsh decides that the sacrifice itself is more important than its exact date. The conflagration begins. See **THE BATTLE OF MUSTANG** on page 22.

Mustang, the child leads them to the Izaldo Theater. Once the Agents enter, all hell breaks loose. See **THE BATTLE OF MUSTANG** on page 22.

A Phone Call

The Marsh spirit contacts an Agent through phone or email. A man’s harsh voice with a New England accent says that he knows the Agents are looking for him. He says he escaped from the Annex in 1938, and has hid out in Mustang since then, unnoticed. If the Agents enter the town searching for Marsh, the town remains relatively normal until they attempt to leave. Then, all hell breaks loose. See **THE BATTLE OF MUSTANG** on page 22.

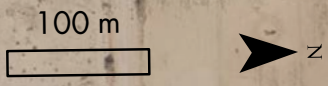
Mustang, Arizona

Mustang is a small town with 636 residents, nothing more than a few streets in the open desert. It has a grade school and shares a consolidated high school in the district, though almost all kids in Mustang are home-schooled. That is not unusual in small, isolated towns.

Mustang is a forgettable bump in a road that almost no one outside of town uses. The only road into Mustang is Akron Road, a three-lane flattop that can handle trucking from Yuma. Once it enters Mustang, Akron Road becomes Sixth Avenue. On this strip are a diner, a general goods store, a stationery store, a small grocery store, and two closed store fronts (one



- 1: Marine Corps Publications
- 2: All-Stars Cafe
- 3: Ship Shape Motel
- 4: Erma's Gas & auto shop
- 5: General Dollar's Super Store
- 6: Izaldo Theater
- 7: Sunrise Stationary
- 8: Tru-Fresh Grocery
- 9: Indian Head Diner
- 10: Turquoise Turtle Scrap Yard
- 11: Big Jimmy's towing
- 12: Abraham Lincoln Elementary



of which was a movie theater). On the other streets are small, one- or two-story houses on wide-spread lots, some boxed in with cyclone fencing, or mobile homes crammed together. The Marine Corps Publications building is a three-story, squat, 1,600-square-meter (17,000-square-foot) facility to the southwest of the town, at First Avenue and First Street. Abraham Lincoln Elementary school is a small, U-shaped brick building to the northwest, on Seventh Street.

In the Marsh spirit's current state of power, it controls about half of the townfolk. The spirit can see, experience, and manipulate these townfolk at will. The others in town almost all are either locals born before the Marsh spirit was coherent, or are from outside town. So far, indications of oddities have been limited, and have been readily covered up by Marsh itself and the complicity of half the town. But as June 21st approaches, it becomes more clear something is seriously wrong. Even locals—those not under Marsh's influence—begin to notice. Marsh is fully aware of those that are not under its sway and plans to deal with them when the ritual begins.

Inside Mustang

Mustang, at a glance, looks normal. There are cars, people on the streets going about their normal business, and the sheen of regular, everyday life. Those driving through the town without stopping will see nothing out of the ordinary. The Marine Corps Publications building appears busy, as does Abraham Lincoln Elementary School. But keep these things in mind:

- » **WATCHED:** Allow each Agent a **HUMINT** or **Alertness** roll. On a critical success, the Agent feels strongly that they are being watched, though no obvious source of this feeling can be located.
- » **THE THEATER:** One of the two closed storefronts on the main strip was obviously a movie theater built in the 1940s or 1950s. The name **IZALDO** is still on the front marquee, but the entire front has been painted bone white and boarded up. A back door still works, and it is through this entrance that the affected townfolk come at night to

prepare their ritual space for Dagon. (See **IZALDO THEATER** below for details.)

- » **SHOPS:** The diner, stationers, general goods store, and grocery store appear completely normal. However, when things go to hell, each becomes a killing zone as the Marsh spirit's puppets murder non-puppets in a rampage.
- » **EVERY OTHER HOUSE:** Every home an Agent visits, breaks into, or searches requires a **Luck** roll. Success indicates the house is occupied by locals who are unaffected by the Marsh spirit. Failure indicates the house is home to Marsh puppets who are currently not there; but the house is filthy, covered in moldering food and soda bottles, and piled with shipping boxes of ammunition, blasting caps, dynamite, and long guns. A fumble indicates the Agents are confronted by Marsh puppets in the home who are armed and ready to fight. Such an engagement launches Marsh's ritual early. See **THE BATTLE OF MUSTANG** on page 22.

Izaldo Theater

Mustang's only movie theater, the Izaldo, closed in 1968, and has remained abandoned until recently. Locals went out of their way to keep the façade up and to paint the exterior. The interior remained untouched since 1974, when a company in Reeding, Arizona, bought and moved out all the classic seating. In the last five months, the interior space facing the screen has been put to a different use: the construction of a large, wire-and-plaster effigy of Dagon.

Once townfolk see the Agents enter the Izaldo, those under control of the Marsh spirit gather and set its plan in motion. See **THE BATTLE OF MUSTANG** on page 22.

THE EFFIGY: This large, complex construction of wire, paper, and plaster is broken down into pieces when inside the theater. It can easily be brought outside (once the wood is removed from the front doors of the theater) to be set up under the night sky. Agents examining it for a few minutes can piece together that it is a six-meter-tall statue of a fish-headed creature with a fish tail and the arms of a man, holding its webbed hands up to the sky in supplication.



HOSTAGES: If townfolk captured Agents' loved ones to use as hostages and bait, those are held at the Izaldo theater. They will be brought out and sacrificed at the crescendo of the ritual. Hostages are held on the balcony inside the Izaldo Theater. Three guards armed with shotguns guard each hostage. There are only two doors to the balcony. Entering it undetected requires a roll of the Agents' lowest **Stealth** skill in contest against the puppets' **Alertness** of 40%.

The Battle of Mustang

Once the Battle of Mustang begins, it is unlikely to end peacefully or swiftly. Marsh believes this is its last chance to gain revenge on the group which destroyed its family and home. It will literally stop at nothing to capture, torture and eventually kill the Agents. There is no crime it is not willing to commit to make these things come to pass.

Sadly, there is no way for the Agents to directly confront and dispel Marsh's spirit. Even the Exorcism ritual would only free a single puppet. Marsh's spirit has spent generations insinuating itself into the bones and spirits of the people of Mustang. The spirit's death throes are those of the town itself.

The Ritual

The moment the first shot is fired in the Battle of Mustang, a team of 20 or more townfolk get to work at the Izaldo. Over the next forty minutes, they remove the wood from the theater's front doors, bring the effigy's pieces outside, and build the Dagon effigy just outside, in the middle of Main Street.

Non-compromised townfolk are marched downtown to the Izaldo Theater, begging and pleading their neighbors to let them go. Those who struggle or attempt to escape are shot to death. Witnessing such murders costs 1/1D4 SAN from violence.

Outside of the front of the theater, teams of Marsh-controlled townfolk ritualistically execute other locals to Dagon, usually with something like an axe or machete, as the effigy of Dagon is raised.

Once the effigy is built, teams of Marsh-controlled puppets drag non-puppet townfolk forth to enact their

sacrifice. They ritualistically execute the screaming captives, usually with axes or machetes. As the bodies, severed limbs, and heads pile up, new sacrifices brought to the effigy become louder and harder to control as they shriek and struggle to escape. Witnessing such murders costs 1/1D8 SAN from violence.

If Marsh's puppets hold captive Agents, they are the penultimate sacrifice, after all non-puppet residents of Mustang have been slaughtered.

At the end of the ritual, when dawn is beginning to break, Marsh-controlled puppets begin to kill themselves with bladed weapons, lopping off hands (costing witnesses 1/1D4 SAN from violence) or disemboweling themselves (costing witnesses 1/1D6 SAN from violence). The last living Marsh puppet lights the effigy on fire and walks into the flames (costing witnesses 1/1D6 SAN from violence).

Encounters and Events

Once the battle begins, the Agents find themselves in the middle of a horrendous slaughter. Half the people of the townfolk have turned on the other half, and more passionately upon the Agents.

From the Izaldo Theater, it is not far to the edge of town. But at every corner and in every direction, mad townfolk seek the Agents. Some streets run alongside stretches of houses or shops for a time, where cautious Agents could dart from building to building in concealment. Many run through wide open areas that offer no concealment at all.

Even before battle begins, Marsh's puppets may sabotage the Agents' vehicles after distracting them and spying on them. Agents who drive or run in the open streets encounter murderous puppets, hunting for them, a dozen at a time. Agents who dart in fearful stealth from building to building may have a better chance of reaching the edge of town—but in the open desert all around, they will surely be spotted and followed. Agents who hide in buildings and wait for it all to end face searches by Marsh's puppets, and are at the mercy of the least stealthy Agent among them.

If the Agents get into a pitched, up-close battle, run it turn by turn as usual. Otherwise, time should flow loosely. One desperate moment may seem to

Calling for Help

Agents foolish enough to call in reinforcements find they have more blood on their hands. Lone state troopers, county deputies, Yuma city police, and federal customs officers heed the call, only to be gunned down without compunction by the residents of Mustang. A full-scale response, likely to include the National Guard as well as hundreds of police officers, takes hours to assemble. By the time it moves in, the ritual is done. Meanwhile, news helicopters circle, recording this Delta Green operation for a worldwide audience.

stretch endlessly. An hour spent hiding may pass in a flash. Highlight events rather than the particular passage of time—until the apocalyptic culmination of Marsh's plan at daybreak.

Encounters before and during combat are likeliest to happen when Agents cross intersections, emerge from hiding, or move from one block to another. They may include:

Car Trouble

Before or during combat. If the Agents have a vehicle and leave it unoccupied, even for a few moments, locals under Marsh's control sabotage it. This is done in a manner which is nearly impossible to detect upon cursory examination. An Agent making a **Craft (Mechanics)** roll can discover that someone has seriously damaged the engine by cutting wiring and removing crucial parts.

Spike Strips

Before or during combat. Spike strips—which shred car tires—are laid across a few main roads. Spotting one in time to avoid it requires an **Alertness** test at -20% unless the Agents' car is going very slowly.

Strange Animals

Before or during combat. Agents who succeed at an **Alertness** test while searching for anything unusual in town twice spy a dog—a different dog each

time—watching them from the side of the road some distance away. The animals do not bark, but quietly watch the Agents. If pointed out, the animals move away with purpose and without much sense of alarm. An Agent who rolls a critical success on the **Alertness** test notices a crow which seems to follow them from point to point, alighting on nearby overhangs and wires, watching them.

Gunshots

Before or during combat. This can be a distraction to lure the Agents away from their vehicles and each other, or might occur when Marsh-controlled townfolk are cleansing the town of unbelievers.

Fire

Before or during combat. The Agents might be alerted to a structure or vehicle on fire. If this occurs before the battle kicks off, the confused and sluggish response of the town might be noticed with a **HUMINT** roll. Agents might find a burning structure or vehicle with live, conscious, Marsh-controlled people in it, not screaming or struggling, just silently burning. Witnessing this costs 1/1D6 **SAN** from the unnatural. Marsh might use this tactic to draw Agents into an area, away from an area, or away from their vehicle (which will then be destroyed with dynamite, fire, or being rammed by another vehicle).

Roadblocks

During combat. Bands of dozens of well-armed, blood-thirsty locals block roads leading in and out of town.

Victims

During combat. Locals free of Marsh control are shot down where they stand or dispatched in more hideous ways: burned alive after being doused in kerosene or gasoline, strung up with makeshift nooses from light posts, beaten to a pulp and left to die in the open air, or worse.

Bodies

During combat. After the battle begins, the Agents might stumble upon a scene of mass slaughter.

Marsh's puppets have lined up and shot a dozen townfolk who were not under the sway of the disembodied intelligence. Finding this slaughter costs 0/1D4 **SAN** from violence.

Skirmish Line

During combat. A dozen Marsh-controlled puppets walk the width of a street, stopping to search buildings on either side, shooting anyone they find who is not under Marsh's control. Agents attempting to hide from this search party must roll **Stealth** in a contest against the skirmish line's **Alertness** of 40%.

Snipers

During combat. The first time a puppet makes a move against an Agent, nine puppet townfolk climb to high points with scoped hunting rifles and attempt to disable Agents with aimed shots to their arms and legs. (Treat this as a called shot, with a -40% penalty to hit, inflicting half damage.) Until the Agents know the snipers exist, a sniper targets them only if the Agents go out of doors and fumble a **Luck** roll. Once the snipers are known to exist, an Agent is targeted if the Agents simply fail the **Luck** roll. Agents trying to move outside without being seen must roll **Stealth** against the snipers' **Alertness** of 40%.

Posses

During combat. Multiple teams of puppets, a dozen each armed with shotguns and pistols, patrol the streets in teams searching for the Agents. Hiding from such a group requires a **Stealth** roll in a contest against the puppets' **Alertness** of 40%.

Children

During combat. The Agents are confronted by suicidal children armed with bundles of dynamite in backpacks. They charge at the Agents or their vehicles before detonating close to them. Witnessing such a suicide or killing a child to prevent it costs 1/1D6 **SAN** from violence.

Fighting the Town

When the Agents come under attack by only one or two townfolk, resolve the combat as usual. If they come under attack by a mob of townfolk, use these special rules instead. If there are more than a dozen or so townfolk, use these rules for each mob.

Attacking the Mob

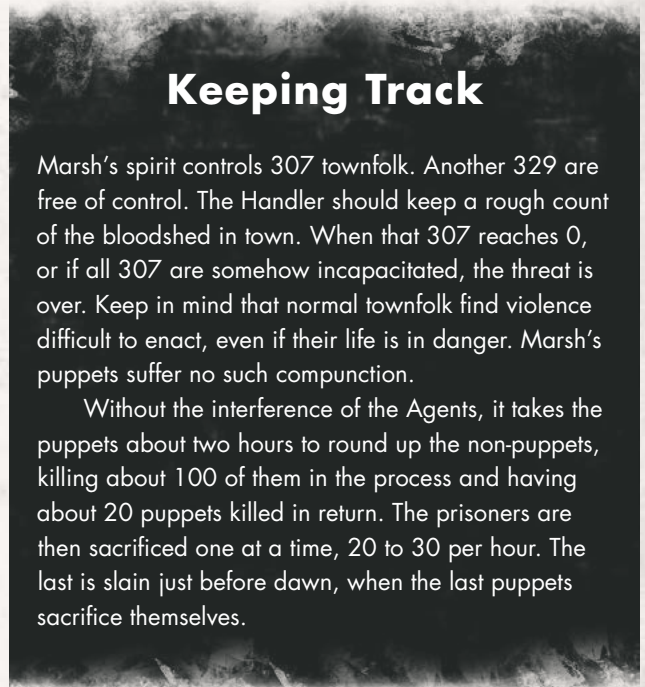
Each turn, the Agents roll for their attacks or other actions as usual. Don't try to keep track of individual townfolk hit points. If an Agent's attack does 7 or fewer points of damage, the attack wounds someone in the mob without bringing anyone down. Disregard the damage result. If an Agent's attack does 8 damage or more, that incapacitates or kills a member of the mob.

Attacking the Agents

Resolve the townfolk's attacks all at once. They act at an effective DEX score that depends on the number of attackers, as given in the **MOB ATTACKS** table below.

The townfolk target a number of Agents that depends on the number of attackers, also as given in the **MOB ATTACKS** table. Each turn, determine randomly which Agents are targeted.

DAMAGE AND ARMOR: Each targeted Agent who fails a **Luck** roll takes 1D6 damage as one or more bullets slam into them, or 2D6 if the **Luck** roll fumbles. If the Agent's **Luck** roll is a critical success, the townfolk are distracted and the next Agent's **Luck** roll automatically succeeds.



Keeping Track

Marsh's spirit controls 307 townfolk. Another 329 are free of control. The Handler should keep a rough count of the bloodshed in town. When that 307 reaches 0, or if all 307 are somehow incapacitated, the threat is over. Keep in mind that normal townfolk find violence difficult to enact, even if their life is in danger. Marsh's puppets suffer no such compunction.

Without the interference of the Agents, it takes the puppets about two hours to round up the non-puppets, killing about 100 of them in the process and having about 20 puppets killed in return. The prisoners are then sacrificed one at a time, 20 to 30 per hour. The last is slain just before dawn, when the last puppets sacrifice themselves.

The townfolk often aim for the Agents' legs. That has two effects. First, an Agent's body armor applies only if the damage roll is an even number. Second, a hit that inflicts more than half an Agent's current hit points disables a leg, reducing the Agent to a crawl until the Agent gets help.

Townfolk who get within reach attempt to restrain and capture Agents. In that case, an Agent who fails the **Luck** roll is pinned instead of taking damage, and cover offers no protection. An Agent who is pinned a second time before breaking free is tied up and dragged to await for sacrifice. See **THE RITUAL** on page 22.

COVER AND CONCEALMENT: An Agent who is shooting from a protected position—in deep darkness, lying prone, or from behind hard cover such as a brick wall or a car's wheel—gets a +20% bonus to the **Luck** roll. An Agent who just peeks around cover without attacking gets a +40% bonus instead. An Agent who is hiding fully behind cover without attacking, or who makes a **Dodge** roll to dive behind cover, avoids harm.

>> Mob Attacks

Townfolk Attacking	Effective Dex	Agents Targeted
10-12	14	4
7-9	12	3
5-8	10	2
1-4	8	1

Escape from Mustang

West and northwest of Mustang are Yuma neighborhoods under construction. North and northeast are expanses of RV parks. East are the tumbling and

rugged Fortuna Hills. Southeast is a U.S. Air Force bombing range. South is the U.S.-Mexico border.

If Agents flee town, consider the following:

- » **ON THE ROAD:** Agents moving along the sodium lit, three-lane road towards Yuma are sitting ducks. Dozens of townfolk pursue in cars and attempt to run down and shoot fleeing Agents with an eye towards capturing them, hogtying them, and bringing them back to Mustang, preferably injured but not dead. If the Agents are in vehicles, each driver may attempt a **Driving** roll, opposed by the pursuers' 50% Driving skill roll, to stay ahead of the pursuers until they reach town. Then the pursuers abandon the chase and return to Mustang. If the Agents are on foot, the pursuers easily catch up.
- » **OFF THE ROAD, ON FOOT:** Fleeing off the road leads the Agents into the desert. Hundreds of townfolk pursue, some in off-road vehicles with lights, others on foot. The Agents must succeed at one or more **Stealth** rolls, using the lowest skill among them, to avoid being found and attacked by townfolk. *Toward civilization:* The townfolk expect the

Agents to flee toward the city, the neighborhoods, or the RV parks. The Agents must succeed at two rolls to escape, or four if by day. *Into the desert:* The Agents need one roll to escape, or two if by day. For every five km they travel in the desert, they must succeed at a **Survival** roll or get lost, unwittingly fleeing in a random direction. Keep track of their location and progress in secret until they find help or a recognizable landmark.

- » **OFF THE ROAD, DRIVING:** If the Agents steal off-road vehicles in Mustang, they can try to drive into the desert to escape. By day, they leave such a high dust cloud that they have no chance of escaping the pursuers' notice. Each driver must make a **Driving** roll once every 10 km. If a roll fails, the vehicle crashes in the uneven terrain and the townfolk soon catch up. If the Agents reach civilization or drive 30 km, the townfolk abandon the chase. By night, with headlights off, the Agents are harder to follow but the drive is more dangerous. Each must succeed at only a single



Driving roll for the townfolk to abandon the chase, but the roll is at a -20% penalty and the vehicle crashes if it fails. If a vehicle crashes, the driver and every passenger must make a **Luck** roll or take 1D10 damage.

Resolution

Agents who live through the ritual to Dagon in Mustang gain 1D6 SAN. If any Agents survive and remain sane, the sheer scale of this story and necessary cover-up is well outside of their pay grade.

The Program

The Program evacuates and debriefs survivors. The moment the Agents are gone, the Program constructs a cover story of a separatist militia called the Sons of Freedom; a fictional, huge, prolonged gun-battle following an ATF warrant being served; and multiple deaths in the isolated town of Mustang. This will be backed up by completely convincing video evidence, website evidence dating back many years, and even a video manifesto. Reports also indicate unused supplies of ricin were found in the town, which will be permanently closed by federal authorities to clean up “chemical weapons” in various states of development. Several loud and repetitive news stories about town members being relocated will be played on high-profile media.

A few videos from the slaughter get out, with Mustang residents crying into the camera that their neighbors have gone insane and are murdering everyone. Hundreds of web articles, conspiracy websites, and even honest-to-goodness relatives looking for their missing (and dead) loved ones from Mustang sprout up for years to come.

The Outlaws

The Outlaws tell the Agents to destroy any evidence that they were ever there and get out. Shortly thereafter, the Program’s campaign of disinformation kicks in, as described above.

Characters

Yuma Police

The police that Agents meet in Yuma are honest and professional, ready to risk their lives to protect their fellow citizens. That makes them an immediate threat to the secrecy of the Agents’ activities.

Senior Detective Julia Reardon

Lead investigator on the Abril murders

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

HP 12 WP 14 SAN 70

BREAKING POINT 56

ARMOR: 3 points from a Kevlar vest.

SKILLS: Alertness 50%, Athletics 50%, Bureaucracy 30%, Criminology 30%, Drive 40%, Forensics 25%, Firearms 40%, HUMINT 40%, Law 30%, Melee Weapons 50%, Persuade 50%, Search 40%, Unarmed Combat 50%.

ATTACKS: *Glock .40 pistol* 40%, damage 1D10.

Collapsing baton 50%, damage 1D6.

Unarmed 50%, damage 1D4-1.

Patrol Officers

Officer Henry Debbin or Officer John Talasco

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

HP 13 WP 12 SAN 60

BREAKING POINT 48

ARMOR: 4 points from a reinforced Kevlar vest.

SKILLS: Athletics 50%, Bureaucracy 30%, Criminology 30%, Driving 40%, Firearms 40%, HUMINT 40%, Law 30%, Melee Weapons 50%, Persuade 50%, Unarmed Combat 50%.

ATTACKS: *Glock .40 pistol* 40%, damage 1D10.

AR-15 carbine with holographic sight 40%, damage 1D12, Armor Piercing 3.

Baton 50%, damage 1D6.

Stun gun 50%, stuns target.

Unarmed 50%, damage 1D4-1.

HOLOGRAPHIC SIGHT: The sight on the officer’s carbine gives a +20% bonus to hit as long as the officer has taken no damage since his or her last action. The carbine is kept in the patrol car’s trunk.

The Spirit of Albert Marsh

Albert L. Marsh enacted a ritual on 25 APR 1938 which destroyed his physical body and cast his mind into other, adjacent planes of existence that intersect our own in spiraling cycles of time. Marsh's consciousness grows more and then less coherent, sometimes for as long as 15 years at a time. Sometimes, it is present and can cover great areas with its omniscience. Other times, it is utterly silent and lost, trapped in a void with no sound, sight, or life. Marsh has no idea what causes such fluctuations. Though completely insane, Marsh lives in terror of this darkness.

When the Marsh spirit is conscious, it is incorporated into living systems within that area. Humans and other animals born when Marsh is "awake" remain under its power forever. There is no "cure." Those born elsewhere, or during one of its down cycles, remain immune to its control. But Marsh may read any creatures' minds if it focuses on them.

During this last cycle of approximately 15 years, Marsh has been conscious and powerful. It has played out its amusements. But in the last six months, it has noticed its omniscience slipping. It cannot see as far and wide as before. It fears it soon will fall back into darkness. Marsh has decided to petition a higher power for favor: the creature it once worshipped, a Deep One progenitor called Dagon. Marsh will kill the town of Mustang as an offering on its god's holy day, hoping Dagon will preserve Marsh's mind. On the summer solstice, under Marsh's power, everyone in Mustang will murder everyone else.

The Marsh Spirit

Escapee from reality

STR n/a **CON** n/a **DEX** n/a **INT** 19 **POW** 20

HP n/a **WP** n/a

ARMOR: See **INSUBSTANTIAL**

SKILLS: Omniscience 75%, Unnatural 60%.

ATTACKS: As possessed individual; see **THE MARSH PUPPETS** on this page.

ENERGY: The Marsh spirit is an energy that exists over kilometers of area. It transcends physical limitations such as walls, earth, and even minds within that area. It can effectively "see" everything in that area at once

using its Omniscience skill. It can be detected by an electromagnetic field meter as a strange, low-frequency field. Agents with **SCIENCE (PHYSICS)** and either **CRAFT (ELECTRONICS)** or **SIGINT** at 15% or higher can buy or build a man-portable box that blankets an area in an electromagnetic blast that blocks the Marsh spirit over a radius of 10 meters or so. Marsh moves all puppets nearby destroy such a device.

INSUBSTANTIAL: The Marsh spirit is immune to all non-hypergeometric attacks, from fists to nukes. Even when its puppets are killed, it suffers no ill effect.

OMNISCIENCE: Marsh can perceive an area a few kilometers in radius, and everything within it, regardless of obstructions. Usually the energy of Marsh hovers over the town of Mustang and can see almost all of the town at any given time. Other times, it moves off with individuals, as it did for the Abril murder.

PUPPETS: Marsh can control any creature born in an area under its influence like a puppet. After the action, the creature believes the idea—no matter how outrageous—was theirs to begin with. Marsh can issue instructions that persist in the target even after it leaves Marsh's area of influence. ("Go to Chicago. Capture Ellen F. Worth at 517 Pine Ridge Road and bring her back here.") Worse, within the field, it's not limited to one puppet, but can operate *all* such possessed creatures at once. Humans possessed by Marsh speak in a low, New-England accented voice that matches their frame, but the accent is always the same. Animals controlled by Marsh can understand speech and complex ideas but cannot speak.

READING: Marsh can focus on anyone within its area of effect to "read" the entire contents of their mind. The spirit targets the character with an opposed test between the character's **POW**×5 and Marsh's Omniscience skill. If Marsh wins, the spirit reads the contents of the character's mind like a book, and knows everything he or she knows. Fortunately, it cannot control the character. This manifests in the target as momentary loss of consciousness. The character must make a **LUCK** roll or suffer 1D4 damage in a fall.

TELL: When Marsh "steps forward" to directly control a puppet, there is a tell. The subject unconsciously licks their lips and grins with an odd, hang-jaw, open-mouthed smile. If the Agents have seen the picture of Marsh from the escaped prisoner photo in 1938, they can recognize that grin with a successful **INT**×5 or **HUMINT** roll. An Agent looking for such a thing in another puppet later can tell if they are speaking to Marsh.

The Marsh Puppets

More than 300 natives of Mustang were born with Marsh's influence knit into their very atoms. Marsh occupies, controls, and manipulates these beings with the efficiency of a child playing with toys. It can command any number of them at once. Through them and its omniscience, Marsh can act on knowledge which might be inaccessible to a normal foe. When Marsh is in control, these beings are faster, stronger, and more agile than average people, capable of shocking physical feats. They may even injure themselves completing inhuman demands, such as "flip this car." Injured puppets act as fodder to distract Marsh's enemies.

Marsh is clever and wily. It will bait and switch, lure, trick, cajole, and terrorize to lure the Agents towards the Izaldo. Individual puppets are fearless in a way that normal combatants are not. They leap into gunfire, swarm Agents, and throw themselves in front of vehicles to achieve Marsh's goals.

Average Puppet

Controlled by Marsh

STR 16 CON 15 DEX 14 INT 19 POW 20 CHA 10
HP 16 WP 20 SAN 0

SKILLS: Alertness 40%, Athletics 70%, Dodge 70%, Driving 50%, Firearms 50%, HUMINT 50%, Omniscience 75%, Persuade 50%, Unarmed Combat 70%, Unnatural 60%.

ATTACKS: *Pistol* 10%, damage 1D4+1.

Shotgun 30% (including a bonus for firing shot), damage 1D10 at close range. Armor is doubled against this damage.

Stick of dynamite 90% (including a bonus for the blast radius), damage 2D6 in a radius of 2 m. (About 1 in 10 townfolk carry dynamite sticks.)

Unarmed 70%, damage 1D4.

SHOOTING TO WOUND: Marsh's adult puppets attempt to injure the Agents, not kill them. They attempt called shots to inflict reduced damage, taking a -40% penalty. Those modifiers are already included in their attacks. These attacks are more likely to hit extremities, so an Agent's body armor applies only if the damage roll is an even number.

SAN LOSS: Killing a possessed adult in self-defense costs 0/1D6 **SAN**.

Puppet Child

Controlled by Marsh

STR 14 CON 15 DEX 19 INT 19 POW 20 CHA 10
HP 15 WP 20 SAN 0

SKILLS: Alertness 40%, Athletics 75%, Driving 50%, Firearms 50%, HUMINT 50%, Omniscience 75%, Persuade 50%, Unarmed Combat 60%, Unnatural 60%.

ATTACKS: *Small pistol* 50%, damage 1D8.

Dynamite bundle, Lethality 15%, Kill Radius 10 m.

Unarmed 60%, damage 1D4.

BACKBACK BOMB: If the child gets within 20 m of an Agent, the child takes a turn to use a cigarette lighter to light the cord that hangs out of the child's backpack. An Agent can notice this action by making an Alertness roll. The child then rushes the Agents or Agents' vehicle. At the end of the following turn, the dynamite bundle explodes.

SAN LOSS: Killing a possessed child in self-defense costs 1/1D8 **SAN**.

Puppet Sniper

Controlled by Marsh

STR 20 CON 18 DEX 15 INT 19 POW 20 CHA 10
HP 19 WP 20 SAN 0

SKILLS: Alertness 40%, Athletics 70%, Dodge 70%, Driving 50%, Firearms 70%, HUMINT 50%, Omniscience 75%, Persuade 50%, Unarmed Combat 70%, Unnatural 60%.

ATTACKS: *Heavy hunting rifle with telescopic sight* 50%, damage 1D6+1 (after aiming a turn), Armor Piercing 3.

Unarmed 70%, damage 1D4+1.

SHOOTING TO WOUND: Marsh's snipers attempt to injure the Agents, not kill them. They aim carefully for a turn before each shot, gaining a +20% bonus to hit; then they attempt a called shot to a leg to inflict half damage, taking a -40% penalty. Those modifiers are included in the sniper's attacks. Body armor does not protect against a sniper's leg shots. If a sniper's damage is more than half an Agent's current hit points, the shot disables a leg and the Agent is reduced to a crawl. With a telescopic sight, the sniper's rifle's base range is doubled to 300 m after aiming for the previous turn.

SAN LOSS: Killing a possessed adult in self-defense costs 0/1D6 **SAN**.

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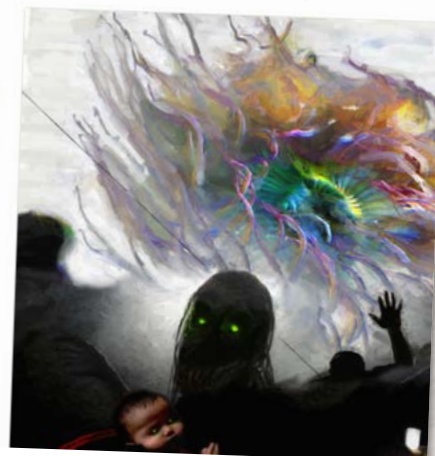
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