

DELTA GREEN THE ROLE-PLAYING GAME

ARC DREAM PUBLISHING PRESENTS DELTA GREEN: THE ROLE-PLAYING GAME BY
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"That cult would never die till the stars came right again, and the secret priests would take great Cthulhu from His tomb to revive His subjects and resume His rule of earth. The time would be easy to know, for then mankind would have become as the Great Old Ones; free and wild and beyond good and evil, with laws and morals thrown aside and all men shouting and killing and reveling in joy."

—H.P. Lovecraft, *The Call of Cthulhu*

"On Edward Teller's blackboard at Los Alamos I once saw a list of weapons—ideas for weapons—with their abilities and properties displayed. For the last one on the list, the largest, the method of delivery was listed as 'Backyard.' Since that particular design would kill everyone on Earth, there was no use carting it elsewhere."

—Robert Serber, about Edward Teller

"Blessed be the torch."

—Máximo Gómez

AGENTS READ NO FURTHER

THE FIRST REPORT

When Chilton took his shot, I jumped into the mirror room with the laptop bag, thinking, anywhere is better than here. Right at that moment, it seemed like a good play. Guns were out and people were already dead. What did I have to lose?

Don't answer yet.

The old McTeague luck is holding up great, pops. Trust me, you'd be proud.

From the lab at San Francisco university, the mirror room inexplicably opened onto a shallow sea beneath a wall of diamond hard pinpoints of light. I goggled and stumbled and laughed. I don't know why. It was so surprising, I guess. The water was tropic, the low rock islands steaming, and I could taste metal in my mouth. Then the mirror room folded in on itself like an origami in a way which felt like someone had grabbed both sides of my brain and was twisting them; pulling them apart...

Before it was gone, I was gone.

I woke sometime later, head in the mud, soaked in warm water, the lone occupant of this place. World. I stood. I shouted. Knee deep clear water, low rock islands. Nothing. No mirrors. No people. No life. When I breathed too fast, I began to feel happy and stupid. The computer was ruined. Shorted out in the water, but there was some damp paper. A pen. Some M&Ms.

I sat for a time trying to catch up with what the world had become, for me. I took off my shoes and soaked my feet.

Then, one last indignity. The moon rose; crazy-close. Huge and unblemished as a child's face. Its surface white and perfect and empty, like the eons and epochs ahead of me, that will toil on without me, forward, until my birth again.

I'll write my last report here. Hell, the first report. I'll write the first one. I am the first agent, now. It's all I have so don't deny it to me, okay? Hello?

Dear V-Cell, do not enter the mirror room. Do not let John enter the mirror room. Destroy the mirror room. Destroy Auroratech. Destroy John. Destroy the world. Dear V-Cell, nothing is real and everything is alive. The end has come and will come and come again.

Find my bones here and see. Know. Wait for me. I'm coming. But time moves so slowly...

INTRODUCTION

Welcome to Delta Green, a role-playing game of horror, wonder, and conspiracy. By opening this book, you have chosen to become the *Handler*. It's the Handler's job to keep the players—who take the role of Delta Green Agents—engaged. You are the creator, host, and judge of all things that occur in the fictional world of Delta Green. You fill it with secrets, take the role of non player characters (NPCs) the Agents interact with, and create the threats they face. You roll the dice and make the calls. In Delta Green only the Handler understands the absolute truth.

Delta Green is about truths that *kill*. The ultimate truth is this: mankind was not the first, nor will it be the last of the Earth's masters. In remote places, through rends in space/time, and beyond the veil of our limited, four-dimensional existence, *things* await release. When they are free, humanity will burn. An isolated few in the know—Delta Green—struggle to resist this final conflagration.

Being a Handler requires preparation, imagination, and an unwavering vision of where the game is headed. In Delta Green, it also requires an indifference to outcome. It might seem like a good idea to alter a die roll to save an Agent, or drop a vital clue when the team is on the wrong path. Resist these urges. Delta Green is not about victory, it's about the *fight*.

Delta Green is about man's urge to survive, understand, and overcome, in a universe wholly antithetical to these concepts. Agents of Delta Green struggle to defeat threats that outstrip even the human mind, as the world rushes towards inevitable destruction. Agents live their lives—what of them they can maintain—and keep the ultimate secret from their loved ones. No matter what they do, they know, eventually, the apocalypse is coming.

Congratulations, Handler; you've just been promoted to the apocalypse.

RUNNING DELTA GREEN

To run a Delta Green game as a Handler, gather friends, rulebooks and dice, and describe what's happening to their Agents. The players react as their Agents might react in the situations you describe, and attempt to solve the mystery, without losing their Agents to insanity or death.

A single unit of Delta Green play is called a *session*. A single Delta Green mystery is called an *operation* (some operations take many sessions to resolve). Multiple operations strung together are called a *campaign*.

Delta Green agents sometimes call an operation a “night at the opera,” or a “psychotic opera”. Operations have code-names for the sake of secrecy, like Operation BLACK FLAG, Operation PUZZLEBOX, or Operation OBSIDIAN.

Delta Green has existed since 1942 as an arm of the secretive Office of Strategic Services, exploiting the Nazis' obsession with the "occult" in the Second World War. In reality, it fought *actual* unnatural horrors uncovered by Nazi research.

Since the Second World War, Delta Green has existed in many forms. First, as a commando operation, then as a psychological warfare unit, then an investigation service, then a conspiracy within the federal government.

In 2017, it is both a conspiracy *as well as* a sanctioned program, working independently—and sometimes at odds—with one another. Most importantly, very few people in either group understand this schism.

WHAT A DELTA GREEN AGENT DOES

Delta Green agents locate, destroy and keep secret the unnatural forces that threaten American interests. Of course, unnatural threats exist outside the United States, but Delta Green does not have the resources or will to police the world. Larger world governments have similar programs,

like Britain's PISCES, Canada's M-EPIC and Russia's GRU SV-8. These groups operate in a similar manner to Delta Green within their own sovereign territories.

Delta Green agents operate in secret, and often hold a normal Federal job, such as FBI agent, Postal Inspector or USAMRIID Specialist. Their actual employer—a government agency, the armed forces or some private company—never understand Delta Green's *real* mission.

Delta Green operations routinely require agents to lie, cheat, steal, and commit crimes for the greater good. Violence, insanity and death surround Delta Green operations, and all who serve the group eventually pay a physical or mental price. But almost any action is justifiable in the face of human extinction.

The forces of the unnatural they put down are real and relentless. Long ago, the group came to the conclusion that there is no ultimate solution, only an endless holding action against the forces from outside. Of course, Delta Green never tells its recruits *that*. If they live long enough, they'll find out. They always do.

THE GROUP AND THE PROGRAM

Delta Green has existed in many forms over the decades—and it exists in many forms today. Like any covert agency, there are parts which operate in the absolute black, just as there are splinter groups, defectors and worse.

Are your Agents members of the official U.S. government special access program special access program known colloquially as “the Program”? Or are they in a conspiracy that colludes to use government resources for unsanctioned missions, known as “the Group”? Or are they outsiders—canaries in a coal-mine—who have never even *heard* the name Delta Green?

The real nature of Delta Green in the game remains up to the Handler to decide. And it's a separate question from what the Agents *believe* they understand. The Agents might think they're part of an official program when they work for conspirators. They might think they're outsiders, but answer to people in the reactivated program. *The truth is they may never know their position in the hierarchy of the group and this should be a central theme in the game.*

The only thing Delta Green agents should know for certain is that their mission, even at its most odious, saves lives and can *never* be revealed to the public.

TOOLS PRESENTED WITHIN

You'll see headings in this book which indicate the *type* of information which might be found in that section. These are scattered throughout the text as asides, and are there to provide both experienced and fledgling Handlers a ready set of tools to choose from to make their game run smoothly.

- △ **ASSETS:** A description of a book, item, location or character ready for use in a Delta Green game.
- △ **DISINFORMATION:** A summary of a concept in the world of Delta Green, along with options on how to use it in your Delta Green campaign. The information presented here is there to mine, modify or correlate with other contents in any way you wish.
- △ **IN THE FIELD:** A summary of a campaign background for a Delta Green game: be it the Second World War, the Cold War, the “Cowboy Years” or even playing as MAJESTIC personnel. Along with clear guidelines to get the “feel” right.
- △ **OPINT:** Rule modifications, notes on how to run the game mechanically, and other rules-intensive notes.
- △ **THREAT MATRIX:** A summary on *how to portray* a particular threat in-game.
- △ **THREAT PROFILE:** A summary of a particular threat in the world of Delta Green.

DISINFORMATION: “Agent” OR “agent”?

Any time you see the word “Agent” capitalized in this game, it refers to a Delta Green player character. Delta Green has many agents; the ones sitting at your table are Agents.

DISINFORMATION: EARLIER WORKS

Delta Green has existed since 1992, when it first appeared in issue 7 of *The Unspeakable Oath*. Created by Dennis Detwiller, Adam Scott Glancy and John Tynes, Delta Green has supported a large number of successful books and supplements which will *all* be useful in running *Delta Green: The Role-Playing Game*. They are all still available and are highly recommended as a resource to mine for game material. With very few exceptions, nearly all stats, spells and items are easily transferred to this rule set.

- △ *Delta Green*
- △ *Delta Green: COUNTDOWN*
- △ *Delta Green: Alien Intelligence* (fiction)
- △ *Delta Green: Dark Theaters* (fiction)
- △ *Delta Green: The Rules of Engagement* (fiction)
- △ *Delta Green: Denied to the Enemy* (fiction)
- △ *Delta Green: EYES ONLY*
- △ *Delta Green: Through a Glass, Darkly* (fiction)
- △ *Delta Green: Targets of Opportunity*
- △ *Delta Green: Strange Authorities* (fiction)
- △ *Delta Green: Tales From Failed Anatomies* (fiction)
- △ *Delta Green: Extraordinary Renditions* (fiction)

THE KEY

Ok. Sure. First. Ok. Listen. Innsmouth. It began in Innsmouth Massachusetts in nineteen hundred and twenty eight—write that down—it began there but it didn't end there. Fuck. It's still going on now. Right now. No doubt.

Ok. Sure. You've heard rumors. That fucking silver hubcap in the desert in forty-whatever—true. The things the Nazis were calling at the bottom of the ocean? Also true. That city beneath the ice in the antarctic. Fucking take three guesses. It's a big goddamn world, and we don't know shit.

How do I know? Me? How?

I worked in this place. This was in the fifties, so, you know, you wouldn't understand. We had our shit strapped down. We knew what was what. I worked there filing. Just a kid who worked in a library and then joined right on up to go fight some fucking commies with the Marines. Left in 1954 short about half my nerve. Got a job in Naval intelligence because I pulled some geezer up off the line and got him back to a field hospital, and that guy—well—he was fucking connected. Me? Well, to me that job was just about heaven.

I'd file. I'd file in the day and I'd file at night. "Do this, Don," and so you know, I'd do it. Sometimes, I'd go in after dark to finish up, and read. I read a lot of the files.

Then one day my boss comes in the dry room where we keep all the old stuff. I'm filing. He's holding a fire axe. The fire axe is covered in stuff that looks like Hershey's syrup, but which I figure out right quick is blood. I'm fast that way. He says to me "Don," I say "yessir". He had the axe, right?

"You want to know a secret?"

"Ok."

"Something owns us."

He holds the door for me, like, nice, and so I go. And when the door shuts then I hear him just open up. I mean just screaming and smashing the shit out of everything in there. He was a clever guy, my boss. Not prone to any kind of violence. Not an unkind word in years. But he read everything. Every file that crossed that threshold. Knowledge is power, he'd say to me. Knowledge, Don, that's the key.

And you know what else? He was fucking goddamn right. But a key to what?

PART TWO: THE THREAT

No Delta Green agent understands all the secrets presented here. At best, the most informed, still sane member of the group understands only a tiny fraction. Much of what is known is wildly inaccurate, or at the very least, misinformed. Even with mankind's technological ascent, and the advent of the Information Age, this lack of clarity about mankind's place in the universe has not changed. If anything, it's become *more* confused.

As far as agents know, Delta Green has no "GHOUL ELIMINATION" manual, just as it maintains no *known* repositories of artifacts or spells. Since 1955, Delta Green has understood the deleterious effects these realities have on the human psyche, and have compartmentalized information not just for the sake of secrecy, but also sanity. Unnatural books, artifacts, and entities act as a destructive force on the mind, changing those exposed into something less than human, and eventually, into servants of the darkness. No one is immune, and it is near impossible to tell who, or when, someone will crack.

As such, agents operate in a vacuum of information, and must identify, uncover and destroy each threat on their own. On rare occasions, assistance from Delta Green does occur. Experienced agents know never to rely on such assistance.

Less than three-thousand people across the United States know anything about the unnatural. Most of those in the know understand only that a force exists outside of accepted reality, and is as much a threat to sanity as it is to physical well-being.

Still, shadows of the true universe have poked through the cocoon of scientific comfort we have spun for ourselves, and names like Cthulhu, Azathoth and others can be read in the discredited fringes of anthropology and occultism; and sometimes even the records of science. Only a select few understand that a dreadful truth lies behind them.

THE INFECTION OF UNDERSTANDING

The unnatural erupts in small outbreaks, and usually collapses under its own weight before it can spread. A few dozen events in history hint at something larger. It is impossible to tell which events might break wide. Essentially, all unnatural outbreaks appear the same—to begin with. As such, ruthless intervention by Delta Green and other groups is necessary to put down *all* outbreaks.

In seventy plus years of operation, Delta Green has lost many agents to the other side. To these compromised assets, only those worshipping the forces of the unnatural appeared sane. Such defections are doubly damning—agents converted to the worship of some unnatural thing are more potent a threat than some dabbler in the occult who stumbles onto the truth. As such, most Delta Green operations concern themselves very little with collecting data.

When it becomes necessary for agents to collect and collate data, protocols are put in place to prevent an "outbreak". When possible, the agent studying the unnatural remains under covert surveillance, with a contingency to remove them if *they* become a threat.

THE UNNATURAL IN THE MODERN ERA

In a world of smartphones and instantaneous communication, how can the secret of the unnatural ever be kept? The answer is simple. Often, it keeps itself. First, the genuine unnatural is rare, and unnatural events that destroy more than a few human lives at a time are extremely rare.

Second, the unnatural tends to consume those that are exposed to it, removing the vector in the process. Third, humanity is jaded and full of distrust. Science has effectively destroyed any belief in a reality beyond physics. "Proof" of the supernatural is met with mockery. YouTube videos of actual unnatural events are met with implications that it might be a promotional video

for an upcoming horror film, or a simple response of: “shopped!” Rumors persist that agencies patrol social media searching for such hallmarks, and lump disinformation on it, even as teams are dispatched to remove the threat.

Any actual physical evidence which surfaces is kept quiet by those involved who invariably hope to exploit it for financial gain, which inevitably brings them to the attention of the forces in-the-know. Such discoveries either herald recruitment, a campaign to discredit the target, or, at the most extreme, permanent removal of the target—either through violence, or involuntary commitment.

Taken together, these add up to the illusion of order that covers our haunted world.

DISINFORMATION: DELTA GREEN SCIENCE AND INTEL—THE GROUP

After a disaster in 1955, Delta Green transformed into an oddly anti-science organization. This Orwellian double-think when it comes to science, intel on the unnatural and hypergeometry—the science of magic—affects the Group to this day. When some anomalous specimen is recovered, there is a limited inquiry, and not the kind of fascination such oddities one would expect it to garner. The information is run up the flagpole to leadership.

Has the Group seen it before? Are its methods, or methods to eliminate it known? If so, the specimen is discarded at the soonest opportunity. If not... many things can happen. A specialist (usually a Friendly) can be brought in, the specimen can be moved to a secure location for later study, or the leadership can fear the recovery so much, they immediately order its destruction.

Often, the motives of the Groups’ leadership are difficult to discern and their orders, though clear, might mean many things. Once an entity or item is catalogued (and such catalogues are kept only in the possession of Group leadership) this data sits and waits for another piece of intel to come in.

There is no active comparison of data—no correlation of contents as it were. Instead, pains are taken to pursue leads (science, intel or other) only to the one step Delta Green is interested in: the destruction of the unnatural threat. Any investigation past that is considered too dangerous.

Often, however, agents deviate from this path, particularly new agents or friendlies confronted with something in their field which is so staggeringly mind-boggling, they can’t seem to stop investigating it.

The Group is clever. Under such situations, a watch is placed on agents or friendlies the conspiracy feels may wander off the path. Another Agent in the Cell monitors the suspect for signs of odd behavior, and more often than not, they can be pulled back from the edge before the obsession goes too far. Or, if they do cross that line, they can be eliminated.

DISINFORMATION: DELTA GREEN SCIENCE AND INTEL—THE PROGRAM

The Program (as well as MAJESTIC, which came before it) takes an entirely different tack to the problem. With a more official—and stratified—structure, information is compartmentalized and disseminated on a need-to-know basis. Only a very few near the peak of the Program have access to all the data, and these rare individuals have risen to these positions simply because they are smart enough to pay attention only to what is necessary.

Evidence of the unnatural is often moved out of operational areas by “clean up teams”. To the agents on the ground, it is easy to believe such things are simply made to vanish. In actuality, the Program collects all such evidence for analysis such evidence.

Items, books and other unnatural artifacts and specimens are recovered, moved, and stored at secure locations controlled by the Program, and scattered throughout the federal hinterlands of the United States. These deniable facilities are self-contained, and for the most part, most personnel there have little or no idea why the base is even there. Only small, briefed teams at

the center of such facilities understand what they guard. To the Program's agents, these facilities remain unknown, until that knowledge might assist an ongoing operation.

But while the Program actively collects the unnatural, active experimentation with the unnatural is extremely limited. The Program only instigates active experimentation when a threat makes such inquiries necessary. Even then, the projects are extensively monitored, and ready to be cancelled at the slightest indication of trouble.

THE GREAT OLD ONES

What would the *most* well-informed Delta Green Agent know? What is the ultimate secret they keep?

Approximately this:

The Great Old Ones came from elsewhere and fought over the Earth billions of years before man, and now sleep in some infernal cycle of time. Life on Earth is the result of biological runoff; a fungus borne of alien shit, that has clung and crawled and evolved as these giants sleep. Their science is our magic, and remnants of their civilizations spring up to infect our world. Soon, they will wake and destroy humanity. NOTHING can stop this.

So then, what exactly is a Great Old One? Some claim they are aliens from another world of a scale beyond all terrestrial life. Others say that they are native to Earth but that we are to them as bacteria are to us. Still others say they exist in some other alternate reality which bleeds over into our own. Still others place them in hierarchies of power: Elder Gods, Great Old Ones, Other Gods. Forces that serve other forces more infinite than infinite. No one knows how many exist or their true names or forms in any definitive sense—at least no one sane.

There are many theories. What those theories agree upon is this: the Great Old Ones “sleep”, seek freedom, and once released, will destroy humanity. This will not be some war, just as a man does not war with an anthill, but a complete annihilation.

The truth that hovers beyond these theories; the most horrific truth is this—the Great Old Ones are *beyond human classification and conception and forever will be*.

The Great Old Ones manipulate reality in ways that make the most advanced human sciences look ridiculously primitive. Yet, some men have learned the hypergeometrical principles of the Great Old Ones, or at least, have learned to mimic them to achieve some limited effects.

The existence of the Great Old Ones can be said to have been “confirmed” on many occasions. So have the terrible effects of their alien “science”. Beyond this, little can be said with any certainty. For example, an entity called Cthulhu, “sleeps” in an alien fold in space/time at 49°51'S 128°34'W in the Pacific Ocean. What then, is it?

It is the size of a small mountain. It has superficial features of a living being. It appears to be able to change shape, bend space/time, and warp its form. If nothing about the creature is static, how do you define it?

Is this “Cthulhu” the same as a creature fired upon by the U.S. Navy S-8 Submarine in the FEB 1928 raid on Innsmouth, Massachusetts? Or is it the entity spotted at Black Cod Island, Alaska, identified as “He Who Swims With Corpses”, of similar description? None can say (and of course, the final disposition of the threat remains up to each Handler to determine).

Take this further. Certain myth-cycles describe an entity called Nyarlathotep, linked to Egyptian myth. It is described as an ebony skinned man, a giant creature with a blood-red tentacle, *and* a horrific corpse woman; as well as a thousand other “faces”. Each of these forms is known to be “real”. Are they related? How does one tell? What if this entity is not only all

these forms, *but all the other Great Old Ones as well?* Time, distance, mass and energy appear to mean nothing to “them”. What if these are a singular creature, conforming to our cultural perceptions the way water conforms to the shape of a puddle?

As can be seen in this thought experiment, understanding implies an absolute knowledge of power, energy and time, something no man can achieve and remain sane.

What can be said definitively is that it is likely the Great Old Ones were the initial catalyst for life on Earth. As such, most of the entities created below are products of, or are subservient to the Great Old Ones, either directly, or indirectly.

ALIEN INTELLIGENCES

After the reign of the Great Old Ones in the distant past, multiple non-human species from the stars warred over Earth (some even co-existed with the Great Old Ones for short periods of time). Crinoid plant-like beings, amorphous blobs of sentient cells that could reshape into any form, extra dimensional blights of non-terrene matter with a thousand eyes, fungal-scientists from the edge of the solar system, just to name a few; forged empires that rose and fell long before humanity evolved. They left artifacts, ruins, and science buried far from the haunts of man. They are called by many, many names.

Some still exist today, enacting alien plans to restore their supremacy. Since 1942, Delta Green has actively hunted such creatures.

THREAT PROFILE: MI-GO, ELDER THINGS AND SHOGGOTHS

Vast alien empires persisted on Earth for hundreds of millions of years before humanity. Their ruins remain in hidden places, in folds in space/time, and scattered throughout the solar system.

MI-GO—THE PACT AND THE SILENCE

Though few understand the *real* truth; the fungal scientists from the edge of the solar system known as the Mi-Go have, since 1947, had the deepest relationship with mankind. In their cover as the “Greys” the Mi-Go have used the American government as a tool to further their agenda through the American agency: MAJESTIC.

In 2001, this pact ended suddenly and since, the creatures have remained silent, working their inhuman plans in the depths of the solar system on Pluto; the planet forbidden texts sometimes refer to as Yuggoth.

ELDER THINGS—BENEATH THE ICE

Since the doomed Starkweather-Moore expedition of 1930 when an ancient, giant, cyclopean city of basalt pyramids was discovered in the center of Antarctica, and the crinoid, Elder Things were reawakened, these beings have been silent. Just eight years later, a Nazi expedition found no sign of the Elder Things or their alien city (though they did locate remnants). Outposts surely remain beneath the antarctic ice, its basalt vaults filled with enough secrets to level a planet.

SHOGGOTHS—ROGUE ENTITIES

The Elder Thing’s mutated creations, the terrifying, immortal, plastic Shoggoths, persevere, hidden in the depths of the oceans and beneath ice sheets, enacting unknowable plans. Immortal and indestructible.

INHUMAN EARTHLY INTELLIGENCES

Other inhuman races exist which may or may not be native to Earth. The most common inhuman earthly intelligence is the Deep One; ocean-dwelling, immortal beings that have been interbreeding with humanity since the dawn of history for unknown purposes. Second are the

ghouls; dog-headed, immortal beings who feast on the human dead, hiding in warrens underground. Third are serpent men—reptilian-humanoids who, during the age of the dinosaurs gained access to the science of the Great Old Ones.

While these three species are the most commonly encountered, there are many others.

HUMAN HYBRIDS

Both Deep Ones and ghouls, through unknown means, interbreed with humans to produce hybrid species. Serpent men, using hypergeometry, have masqueraded as humans for long periods of time, undetected; even interacting with humans in the modern age.

Hybrids and creatures living in masquerade represent some of the greatest threats Delta Green has ever known.

THREAT PROFILE: GHOULS, DEEP ONES AND SERPENT MEN

Ghouls and Deep Ones represent an insidious threat to humanity. They seem to be able to breed with humans, or at least *infect* them—changing them, over time, into hybrid species, or possibly, fully changing them into a Deep One or ghoul given enough time.

DEEP ONES—THE HYBRID DIASPORA

Since the discovery of the Deep One civilization by the American Navy in Innsmouth, Massachusetts in 1928, a secret war has been wrought by various world governments against these creatures, and their bizarre method of infiltration and interbreeding with human populations.

The surface colonies of human/Deep One hybrids have, for the most part, been destroyed (as far as those in the know believe), but few in Delta Green have any delusions that this has had any effect on the true, immortal, Deep One civilization beneath the oceans. There, they wait and occasionally venture upwards, to begin their work anew.

DEEP ONES—BLACK COD ISLAND

The oldest and most significant Deep One colony in North America was founded in 1555 A.D. by an infected offshoot of the Haida Indians of the Pacific Northwest. It remains hidden on Black Cod Island, Alaska, in plain sight, as a model “American-Indian” settlement. There it remains a den of inhuman worship and terror. But the Black Cod people are not Indians. They are not even human.

To the public, the Black Cod people (*Xaatgaav Skil*) appear to be a friendly, simple community with ancient traditions, their industry and self-sufficiency admired by all. But in secrecy, these Deep One hybrids abduct lone travelers in the Alaska wilderness for sacrifice to their dark lord, a huge, primal entity called He-Who-Swims-With-Corpses.

DEEP ONES—OTHER FRAGMENTS

Who knows what darkness tinges the shores of out-of-the-way places, or when the Deep Ones will once again launch a colonization of the surface? Their motives are alien, their bodies and minds immortal, their science hundreds of decades in advance of humanity. The years since Innsmouth are nothing but a flicker of light across the vast shadow-hand of the Deep Ones’ plans.

GHOULS—THE KEEPERS OF THE FAITH

In the 1630’s, a religious order run by a heretic named Mogens Dekker fled from Europe to the free port city of New Amsterdam (later New York), and there, set about a secretive worship of an unknown god. Dekker and his followers—known as *The Keepers of the Faith*—were actually

ghouls in the making, once-human monstrosities who dug into the earth and fed on dead human flesh.

Even today, dozens of immortal ghouls persist in New York as indigents who scuttle in the tunnels beneath New York. Thanks to an uneasy truce with Delta Green, most of them live beneath the vast graveyards of Glendale and Forest Park, Queens—an endless feast in which they may live in secret and in peace. For now. Occasionally, renegades grow impatient and come to hunger for living flesh, and then the truce with Delta Green threatens to unravel.

GHOULS—THE DEMONTE CLAN

The DeMonte clan, a degenerate group of ghouls who persisted as an infection in New Orleans from 1766 to 2005—hiding in plain sight as a family of successful mortuary owners using hypergeometrical disguises—were rooted out and destroyed in a hastily thrown together Delta Green operation during the chaos generated by Hurricane Katrina in 2005.

Few of the DeMontes remain, and their once stout empire has been shattered. Still, today, Delta Green monitors the city through operation REDBONE—looking for those trying to recover their old influence and power. Occasionally, a hidden ghoul is uncovered and destroyed.

GHOULS—REMNANTS IN EUROPE AND ASIA

Ghouls once infected all of Europe, but barring reports during the wars which wracked the continent in the last century, few known ghoul populations remain; most having been hunted to extinction by various secret agencies. Still, it is not unimaginable that lone ghouls still haunt individual graveyards, hidden beneath the earth.

The largest and most dangerous ghoul outbreak occurred in Russia during the reign of Josef Stalin; called *The Cult of the Great Provider*. While Stalin's death-squads stoked the fire of the ghoul cults, thousands of ghouls were born, and put down by the Soviet agency tasked with the unnatural: GRU-SV8. Who knows if any remain? If they do, they have certainly learned to hide themselves more carefully.

SERPENT MEN—REMNANTS OF A ONCE-GREAT RACE

The Serpent Men rose to prominence in the Paleozoic era (approximately 500 million years ago). There, they plied the science of the Great Old Ones and changed the world, but their atavistic and greedy nature turned them upon on another, and they perished in some sort of self-generated apocalypse—or so the fragments recovered from pre-history say.

Since that time, survivors of the Serpent Man apocalypse have risen and entered human society utilizing hypergeometric disguises. Twice, Delta Green has directly confronted these beings, and due to their mimetic nature and vast intellect, they are deemed a very real threat. Luckily, they are as likely to kill another of their kind as a human.

EXTRA DIMENSIONAL INTELLIGENCES

The Great Race are non-physical intelligences which transcend time and occupy human minds, and through these proxies, manipulate history. The Lloigor are non-physical intelligences which manipulate energy and matter to create living projections of their consciousness. These two forces appear to be in conflict. But to say this might be a human misunderstanding of actual events is a vast understatement. Since time and space remains insubstantial to them, this war appears persistent and temporally fixed only to them—a front in a war across time.

There are others, of course, demons, djinn and more—but it is unclear if these are covert manifestations of other forces, new threats, or simply fictions.

THREAT PROFILE: THE GREAT RACE AND THE LLOIGOR

The Great Race and Lloigor—creatures that exist outside of our four-dimensional world—manifest and war for supremacy over something greater than what we call existence. No one can remain human and understand their motives, plans or drives.

THE GREAT RACE—THE CONSTRUCT

The Great Race left the concept of time behind long, long ago. To them, time is simply geography. They embed their consciousness in living beings to enact their bizarre plans inside the boxlike bounded dimensions of our normal linear world. But this geography of time, (which they call “the construct”) is always changing and collapsing. It must be rebuilt, to maintain a connection to a distant radioactive future to which the Great Race will one day escape (have escaped, will always escape), to occupy the lone survivors of the Earth: giant, coleopterous, beetles. To this end, the Great Race agents might be found anywhere in human history, and their human servants—temporal operative they call the Motion—are zealots that will die to see their plans come to fruition.

THE LLOIGOR—A CANCER ON REALITY

The Lloigor are extradimensional intelligences that can perceive and manipulate our reality to manifest living vessels to contain their consciousness. They are seemingly addicted to the physicality of our world and to sensation, and are drawn to torture, death and pain. Like the Great Race, the Lloigor seem to be driven to cause an outcome in what we might call “history”, which seems contingent on the establishment of a human empire—perhaps the last—called the “Tsan-Chan” in approximately 5,000 A.D. To the extent that the ever-shifting illusion of causality can be comprehended by a human mind, this outcome seems in direct conflict with the Great Races’ plans for future nuclear war.

OTHER UNNATURAL THREATS

The Great Old Ones and their minions are by no means the only threats discovered by Delta Green. There are other worlds, planes, and times connected to the Earth through alien science and the powers beyond. Invisible, alien carnivores living in the membranes between dimensions, coherent fogs of swirling glass that can congeal in the angles, rat-creatures imbued with the face and mind of a human, alien insects that can crawl into the brain of a living being; all of these, and more, exist at the periphery of human experience. No agent doubts there are many others.

Some unnatural threats conform to human legend, or, perhaps it is better to say human legend conforms to them. Things that operate like supernatural creatures from history: vampires, lycanthropes, yeti. Nearly anything could be hiding out there, unnatural horrors distorted by the lens of history into shapes more tolerable to the human mind.

What has not been discovered is a confirmation of the world’s religions—heaven, hell or an afterlife. There have been cases of non human intelligences impersonating religious or historical figures, and there have been reports of humans using alien techniques to separate mind from body. But so far, no aspect of spiritualism has revealed the affirmations and comforts of a human religion to be true.

BOOKS, ARTIFACTS, AND ALIEN SCIENCE

The unnatural exists in many forms, not all of them living. The remnants of alien cultures and science have intertwined with human history and can be found buried in ancient texts of magic, in one-off artifacts pulled from the Earth, or in alien concepts that haunt the human mind.

More often than not, a book, artifact or alien concept causes an outbreak of the unnatural—either directly, or through a human agent exposed to it. Worse, this is often the first step in calling something from outside. Delta Green works hard to identify, contain or destroy these things before they can find a foothold and do lasting damage.

OPINT: HOW MUCH UNNATURAL, WHEN DO I ROLL, AND WHAT DO I KNOW?

Keep in mind the most informed Agents have perhaps, a 10% or 15% in the Unnatural skill. This represents a lifetime of secret knowledge. Few Agents go further. A *very* select few have a mindset which allows them to achieve Unnatural scores of 40 or 50%. Beyond that, almost always, lies madness.

- △ **5% Unnatural:** Knowledge that *nonhuman things* exist and threaten humanity.
- △ **10% Unnatural:** A basic understanding of what's *truly* at stake. The existence of the forces of the Great Old Ones and their threat to humanity.
- △ **20% Unnatural:** A more advanced understanding of the true disposition of the world. Great Old Ones, alien intelligences, inhuman earthly intelligences. Some inklings of pre-history, isolated and framed through human perspectives.
- △ **30% Unnatural:** As above, but with a clearer knowledge of pre-history and the inhuman beings that plied the world before man.
- △ **40% Unnatural:** As above, but with a complex knowledge of books, rituals and items.
- △ **50%+ Unnatural:** As above, but with a deeper understanding of pre-human history, locations and secrets.

Agents with the Unnatural skill can choose to use it when confronted by the Unnatural, or the obvious after-effects of the Unnatural. Using the Unnatural skill almost always requires a roll; Agents rarely know such awful details off the cuff. And with such low skill ratings, rolling is dangerous: With only 10% skill, critical failure is almost as likely as success. It's better to do the research, even though that takes time and often means searching in dangerous places and cultivating insane sources. But urgency may demand the risk of working from what the Agents think they already know.

The Agent must frame their inquiry; it can't just be "I roll Unnatural!" For example, an Agent might say "I want to roll Unnatural to know if the *thing* can fly," or "I roll Unnatural to know if the *thing* is the same creature mentioned in *The Testament of Flesh*". Each question can be asked once. What constitutes one question is up to the Handler. If at all possible, the Handler should make the roll in secret.

- △ **On an Critical Success:** The Agent gains some other tidbit of knowledge in addition to the question posed (for example, "can it fly?" might gain the answers "it can fly, and it's non-terrene form allows it to also pass through matter").
- △ **On a Success:** The Handler answers the question.
- △ **On a Fail:** No knowledge is gleaned. Or the Agent gains part of the answer but it comes with dangerously wrong complications or misinformation.
- △ **On a Critical Failure:** The Agent suffers terrible insight. Not only is their question *unanswered*, or answered wrongly, they suffer 1 point of SAN loss as they gain awful knowledge of the subject, but not the kind they hoped for (for example, "can it fly?" might gain the insight "millions of these creatures exist just beyond three dimensional space, and once the ritual is enacted, will ravage the world").

The answers to these questions should be noted by the Agent and the Handler, as they become facts—or as close to facts something unnatural might have. It is important to note that the Unnatural skill is merely the *closest* the human mind can come to understanding the truth of existence; true understanding is beyond any sane human. We are simply not wired for it. Those with 0 SAN of course, suffer no such limitations.

It is also important to note that the Unnatural skill is not the same as the Occult skill. The occult is human fiction that obscures the horrors of the genuinely unnatural. Understanding the traditions and beliefs of occultists and conspiracy theorists is often useful, but it never reveals the truths of the hungry cosmos.

DISINFORMATION: WHAT IS THE THREAT?—THE GROUP

As to what the threat the Group believes it is facing, the answers are as numerous and as its membership. Some believe the forces of the unnatural are literally demons or angels or other myth-based beings. The limited scope of most agent's visibility means that often, they do not even have a basic understanding of the situation, much less how it might interrelate to other threats. In fact most have no idea there *are* other threats than those they have seen with their own eyes. The Group is happy with this. Letting agents come to their own conclusions without sharing them with others has served the Group very well for decades. And the leadership are certainly not providing any real answers. No one knows if they have any.

As such, to the Group, there is no consideration of facts beyond those directly involved in the operation. There is no threat analysis, no reports on the hierarchies of non-human cultures, no positional analysis of the motivation of Cthulhu cultists—there is only the mission. Once that operation is done, there is only the coverup, and then back to the world. The Group is eager to erase any remnants of the threat, and learning only enough to prevent it from reoccurring.

DISINFORMATION: WHAT IS THE THREAT?—THE PROGRAM

The Program couches the threat in jargon. *Class I self-referential thought-form tesseract, Lobachevskian-space string-based nonlinear consciousness, self-resolving quantum anomaly.* Language is the first battlefield of dealing with the unnatural. Naming a threat brings it into focus, gives it the appearance of having been parsed by science, and reduces the sense of mystery around it. However, this couching of terms does nothing to the actual absolute alien nature of the threat itself.

Those briefed on the truth of the situation the Program faces are told that the threat is *superspatial intelligences*. Questions will very quickly hit a barrier of understanding, and the powers-that-be will not be forthcoming *at all*. The implication is as strong as it is essentially untrue: that the Program understands the threat in its entirety. This is for two reasons. One, non-briefed personnel who accidentally are exposed to Program records won't know what to make of it, and two, the term *super spatial intelligence* can cover nearly anything and put it neatly in a box. Conspicuous avoidance of words such as extraterrestrial, paranormal, magic, alien, monster and more are conscious choices.

HISTORY: DELTA GREEN 1928-2001

Delta Green's official existence began on 16 JUN 1942, when it was established as the security clearance (DELTA GREEN/EYES ONLY) for a psychological-warfare unit within the Office of Strategic Services. Although the OSS was disbanded at the end of the war, the security clearance lived on. For twenty-three years Delta Green continued operation under the guise of psychological warfare unit against the USSR, keeping their true activities secret from their masters at the Pentagon.

On 24 JUL 1970, after a disastrous operation in Cambodia brought them to the attention of the powers-that-be, the security clearance was retired, and the office disbanded. For the next three decades former Delta Green operatives fought to recover the group's official status and bring it back into the intelligence community, all the while operating as a secret conspiracy within the government without official sanction.

Not everyone thought that bringing the group back into the fold was the right move—sanction would bring scrutiny, and with it, the possibility of the spreading the infection of the unnatural. Even after the reactivation of the DELTA GREEN security clearance on 13 SEP 2002, many in the group believed it was a mistake to come in from the cold.

Among those who have held Delta Green clearance, there is little consensus regarding the past, present, or future of the organization. The one thing everyone can agree upon, is that the history of Delta Green began much earlier than those dark days of 1942—in the winter of 1927.

GENESIS

The group that would become Delta Green was borne of a federal raid on the town of Innsmouth, Massachusetts in FEB 1928. When U.S. Treasury Department agents investigated an out-of-the-way Massachusetts town and discovered the population was involved in crimes that ranged from the merely murderous to the genuinely inhuman, they were at a loss. Having once ordered a round-up of "Reds" while serving as governor of Massachusetts, then President Calvin Coolidge authorized a raid on Innsmouth to root out the degenerate heathens that had been quietly terrorizing the area for decades. The Department of the Navy—in the form of the Office of Naval Intelligence—guided the U.S. Marine Corps and the U.S. Coast Guard who would provide firepower.

Significantly, those three agencies were not *specifically* banned from carrying out domestic law enforcement duties under the 1878 *Posse Comitatus Act*. To add legal authority, the Justice Department's Bureau of Investigation, and its director, J. Edgar Hoover, was brought in to oversee the seizure of the "suspected alien seditionists" for deportation. Organizational delays resulted in the raid being launched on 23 FEB 1928.

Following the round up of the odd religious order of which all townsfolk were members—the *Esoteric Order of Dagon*—the Treasury Department presented President Coolidge with photographic evidence of the "curiously debased condition" of Innsmouth's population. This ranged from birth defects such as webbed toes and fingers, odd skin ailments and the like, all the way up to complete, alien biologies, creatures that shared a somewhat human build but who were nonetheless totally inhuman. The people of Innsmouth called them "Deep Ones." Even more disturbing, it seemed that when humans *bred with* such creatures, over time, they changed into these grotesque beings.

Artifacts demonstrating a pagan religion amongst the townspeople were also presented to the president and his cabinet. The Office of Naval Intelligence waited to present its full report until everything gathered could be analyzed, but in light of the initial evidence, the Coolidge administration decided to detain the affected population indefinitely. After all, there was no rush; in the short-term, the Innsmouth problem had been solved.

The ONI dispersed the two-hundred and nine deep one hybrids they'd captured into military stockades and federal prisons across the country, and subjected many to interrogation. The ONI also seized the ship's log of the *Sumatra Queen*, belonging to a prominent Innsmouth citizen—Obed Marsh. A Marsh family history dated 1862, as well as two copies (one badly burnt) of the *Ponape Scripture*, and five 50-pound conical stone tablets inscribed with bizarre glyphs, were also taken. Along with this were incomplete notes for translating the glyphs, compiled over many years by prominent Innsmouth resident, Robert Marsh (unfortunately killed during the raid, rendering the tablets undecipherable).

Unable to decipher much of what it found, the ONI turned to the Black Chamber for help.

ASSETS: THE FILE

Copies of the report on the 1928 Navy-directed raid on Innsmouth, Massachusetts were once circulated to dozens of offices within the United States intelligence community. The newly-activated Delta Green hastily recalled them in 1942, but not all were returned. The operation was re-designated PUZZLEBOX in 1942 by Delta Green. All previous markings on it were struck out and destroyed.

THE INNSMOUTH REPORT (OPERATION PUZZLEBOX)

English, Study time 50-hours, Unnatural +2%, SAN 0/1 (Unnatural)

"It was determined that subject #14491 (Marsh, Albert, L.) was, according to records recovered at the state capital, 144 years old as of the date of his capture by Marines."

DESCRIPTION

A thick, old, accordion case-file stuffed with ancient, dried, onionskin papers, yellowed photographs, marked with the stamps of P4 and DELTA GREEN EYES ONLY. Anyone with Bureaucracy or Forensics in excess of 30% can identify some of the markings as American Naval security clearances, circa 1940.

The file describes, in detail, a coordinated, secret government strike on the New England town of Innsmouth Massachusetts by the U.S. Navy and Marines, to capture or kill "seditious and alien elements". The file is full of horrific and unbelievable photographs of amphibious, non-human creatures, incredible after-action reports, and a half dozen interrogations of townsfolk, captured and detained somewhere in the American west.

The file never directly states it, but it clearly indicates the existence of a previously unknown, intelligent, non-human race (referred to as Deep Ones or the sons of Dagon), who have been intermingling with humanity for years (and perhaps *centuries*), and who exist beneath the ocean in unknown numbers.

EFFECTS

A single photograph in the file, of a clay sigil which once hung above the mantle in *the Esoteric Order of Dagon*, is dangerous. The sigil looks like a complex intertwining of tentacles that bend and mesh in odd ways. Those who study the photo must make a Sanity test (costing 0/1D4 SAN) or suffer terrifying dreams over the next few nights. The dream is always the same: the subject's everyday life suddenly fills with sea water, and the subject is swept down into the depths of the ocean, where the subject sees a vast, inhuman city, and the stirrings of some other, huge, unknowable thing in the dark. This costs an *additional* 0/1D4 SAN due to Helplessness.

ASSETS: PATIENT 24199

Hundreds of townsfolk from Innsmouth—some human, others less-so—were captured and detained in the 1928 raid, and careful attention was paid by agencies to track and account for all of them. The Marines who served on the raid were another matter entirely. The inhuman horrors seen in Innsmouth were not as easy to dismiss as the more mundane terrors of combat. Some Marines went mad. Some committed suicide. Others fled. Those killed in action were listed as casualties in the various Central American “banana wars,” while the others scattered across the world in search of some semblance of peace. Today, only one survives.

Private Arthur J. Macready, U.S. Marines, slipped through the cracks. At the time of the raid Macready was 46, and a combat veteran who had served in Central America during the occupation of Nicaragua. He was also the first through the door into *the Esoteric Order of Dagon*, and was responsible for the destruction of the clay sigil which hung there as the center of worship. From that point on, Macready was not right.

Originally committed February 1928, at Harrison Psychiatric hospital for mental exhaustion and shock, he was transferred to state care at Danvers State Insane Asylum in 1955, and in 1978, moved to another facility in Vermont—Powell Green—where he remains today.

The last transfer was unusual. He was brought by military police, and committed as a John Doe, with only an ID number (24199). His age was unlisted. His benefactor is the Office of Naval Intelligence who, through an obscure and repeating piece of red-tape buried in their files, still pays his bills.

Macready appears to be a man in his mid-sixties, covered in filth and sputtering expletives and odd, guttural chants in an accent so thick it’s nearly impossible to tell when he’s screaming or speaking. In 2017, Macready is 134 years old and is a full convert to the worship of *'Tulu*, the creature who has haunted his every waking thought since he broke that sigil on February 23, 1928.

NOTABLE EVENTS, MYSTERIOUS AND OTHERWISE

- △ **15 JUL 1927:** Robert Martin Olmstead travels from Newburyport to Innsmouth, Massachusetts, where he meets Zadok Allen, a ninety-six year old homeless drunk who tells Olmstead wild tales of local miscegenation with undersea creatures called Deep Ones and the worship of strange gods brought from the South Seas. Olmstead is forced to stay overnight in Innsmouth. Olmstead witnesses the inhuman nature of Innsmouth's residents as he flees the town, realizing the truth of Allen's tales.
- △ **17 JUL 1927:** Robert Martin Olmstead tells government officials in Arkham of his experience in Innsmouth. He later is brought to Boston to tell his tale to authorities there, and it is this testimony that directly leads to a federal investigation into Innsmouth. Aerial film footage is taken of Innsmouth and Devil's Reef (including footage that required censoring), while undercover agents infiltrate the town and take photos from within.
- △ **9 SEP 1927:** Robert Martin Olmstead enters his final year at Oberlin College in Ohio. For the next eleven months, Olmstead attempts to forget his experience in Innsmouth, though he is occasionally re-interviewed by government agents as part of their ongoing investigation of that accursed town.
- △ **1 FEB 1928:** In the course of the Innsmouth investigation, the Navy issues a standing directive requiring any unusual activity reported within five nautical miles of Devil's Reef to be immediately classified and reported to the P4 desk of the Office of Naval Intelligence.
- △ **23 FEB 1928:** The 42nd Marine Battalion arrives in the Boston Naval Annex, having been transported from *Punta Gorda* in Nicaragua to take part in Project PUZZLEBOX,

a combined operation of the Navy, the Treasury Department, and the Bureau of Investigation, to clear Innsmouth of “seditious aliens” that have taken over the town. The forces of Project PUZZLEBOX fight the degenerated cultists and Deep Ones of Innsmouth for several days, with the battle finally ending with the launch of torpedoes at the undersea city of *Y’ha-nthlei*. Two hundred and nine prisoners are taken into federal custody, and incarcerated without trial in concentration camps.

THE BLACK CHAMBER

The Black Chamber was the nickname of a joint War and State Department signals intelligence and cryptography unit that operated during WWI as Section 8 of Military Intelligence (MI-8), and after 1919 as the Cipher Bureau.

The Black Chamber provided communications security for the American delegation during the 1919 Versailles negotiations. Later, at the 1922 Washington Naval Conference, they broke the Japanese code and provided crucial intelligence to the American negotiators. As the US government’s premiere, secret, cryptographic organization, the Black Chamber was the ONI’s first choice to handle the translation of the materials captured in Innsmouth. In APR 1928, the Black Chamber took possession of the papers and strange tablets recovered there. Despite their expertise, it took two years for the cryptographers to complete the translation. On 2 NOV 1929 they presented their report on what had come to called the *Book of Dagon* to the newly elected President, Herbert Hoover.

This was the first Hoover had heard of Innsmouth, and 1929 had already been a difficult year. First, it was revealed during a crucial summit that the Black Chamber intercepted Japanese diplomatic radio traffic, and the Japanese were repudiating the naval limits of the Washington Naval Conference. Second, following the St. Valentine’s Day Massacre, the president was under intense pressure to bring Al Capone to justice, and was increasingly displeased with the Treasury and Justice Department’s failures. And last, on 24 OCT 1929, the stock market crashed.

When the Black Chamber presented its findings less than a week after “Black Tuesday,” the exhausted President Hoover was in a less than receptive mood. It was his opinion that “these eggheads,” had *already* ruined a perfectly good treaty with Japan and now were telling fairy tales about monsters under the sea. He ordered Secretary of State Henry L. Stimson to disband the organization. Using the Washington Naval Conference scandal as cover, and publicly declaring “gentlemen do not read each other’s mail,” Stimson shut the group down.

J. Edgar Hoover, the ambitious director of the Bureau of Investigation, saw the writing on the wall and redacted his previous reports on the Innsmouth raid, stating that he personally observed nothing that could not be explained through conventional science. The town was filled with inbred bootleggers and anarchists. Nothing more.

The ONI wasn’t blind to the administration’s mood, and they *also* distanced themselves from the Black Chamber’s report. Still, elements of the Navy clearly recognized the threat that a hostile aquatic civilization posed to U.S. naval supremacy. The Treasury Department, the Justice Department, and the White House could delude themselves, but the Navy could not. To continue their investigations of the Innsmouth threat, the Navy got creative.

ASSETS: THE BOOK OF DAGON (SPECIAL REPORT)

This transcription and translation of the odd conical stone tablets recovered during the Innsmouth raid of 1928 represent almost 2 years of work from some of the best cryptographers in the world. It is one of the first modern, translated unnatural documents successfully identified as such.

THE BOOK OF DAGON

English, Study time 40-hours, Unnatural +2%, SAN 0/1D4 (Unnatural)

*“AND • ONE • CAME FROM • ZOTH • AND • ONE • GAVE FORTH • THE • STAR
SPAWN • THE • CHILDREN • DAGON AND HYDRA • WHO • SERVE • THE • HIGH
PRIEST • OF • ZOTH • THE MAKER OF WORLDS • THE FATHER OF ALL”*

DESCRIPTION

Forty-four typewritten pages, creased and coffee-stained, and yellowed with age, shoved in a modern Navy file-folder marked DELTA GREEN EYES ONLY. Anyone with Bureaucracy or Forensics in excess of 30% can tell the report is Navy from sometime in the 1920s or 1930s, and that the papers are old, while the file-folder is from sometime after 1950. Some of the pages are soot stained and partially singed, as if by fire.

The pages tell the Deep One creation myth in plain English, transposed and translated from pictographs meticulously hand-drawn on to the onion skin pages. It is a stilted account which nonetheless tells the following tale:

CTHULHU traveled from a star called ZOTH to our world in the distant past. This being created life, and in particular, several large entities, the STAR SPAWN, two of which are called DAGON and HYDRA. From these smaller entities, the SONS OF DAGON or DEEP ONES issued. All life in the “upper world” came forth from the oceans, and as such, is beholden to CTHULHU. When CTHULHU wakes, the surface world will be subsumed.

RITUALS

The Call (Simple Ritual +1 Unnatural, 5 Hours, SAN 0/1D4)

This ritual, which requires the expenditure of 6 WP during the five-hour creation of a clay tablet —which is then thrown in the sea, in an area known to be populated by Deep Ones—calls Deep Ones to the surface for “communion.” Normal SAN loss for seeing a Deep One applies. Modern Deep Ones are far more untrusting than their predecessors, as well as less forgiving. It should be noted, this is not a *summons* but a “call.” A request. It *does not* in any way control the Deep Ones who answer, though the text may be misread to imply that.

Swarm (Simple Ritual +1 Unnatural, 3 Hours, SAN 1/1D4)

This ritual, which requires the expenditure of 3 WP and a 10-minute chant near fish-inhabited waters causes fish (any fish under 10 lbs) to be drawn towards and to swarm the operator for 10 minutes. If the operator is on shore, the fish beach themselves and die. Seeing this costs 0/1 SAN (unnatural).

NOTABLE EVENTS, MYSTERIOUS AND OTHERWISE

- ▲ **28 FEB 1929:** Private Arthur J. Macready, driven mad by what he saw in the Innsmouth raid, is committed to Harrison Psychiatric hospital in Vermont for mental exhaustion and shock.
- ▲ **1 MAR 1928:** The prisoners taken during Project PUZZLEBOX are tested for abnormalities. Those cleared as human are released, while the Deep One hybrids are sent to various naval and military prisons. While the operation was disguised as a Prohibition raid, one tabloid newspaper carries a story of the torpedo attack beyond Devil's Reef, and several liberal organizations complain of the treatment of prisoners

taken at Innsmouth. These protests cease after confidential meetings with government officials and supervised tours of the prisoners.

- ▲ **3 APR 1928:** Conical stone tablets identified as the *Book of Dagon* and other papers recovered from Innsmouth are handed over to the Black Chamber for deciphering and translation.
- ▲ **29 OCT 1929:** Five days after panicked investors begin selling stock in record numbers, the stock market crashes completely on Black Tuesday, the worst day in the history of the United States stock market for the next fifty-eight years. The Great Depression ensues, destroying the economy of nearly every industrialized nation in the world.
- ▲ **2 NOV 1929:** The Black Chamber presents its completed translation of the *Book of Dagon* to President Herbert Hoover.
- ▲ **5 NOV 1929:** President Hoover orders the Black Chamber closed.
- ▲ **12 NOV 1929:** The Innsmouth files, as well as Innsmouth veteran personnel are folded under command of an obscure desk in the Office of Naval Intelligence called P4.

P4

Since WWI, the Office of Naval Intelligence had maintained an obscure research group called P4 desk to study bizarre and inexplicable phenomena. This “desk” consisted of two Navy officers who spent their time clipping articles on ghosts, oddities and spiritual phenomena from world newspapers, very occasionally passing something up to higher headquarters. Other ONI desks collected intelligence on the navies of the world and thought P4 was little more than a joke. But the P4 officers suddenly found themselves in command of a group of former Black Chamber cryptographers who had been involved in the Innsmouth operation and who were now hidden under P4 desk so their work might continue. Later, P4 was handed a small fighting force of Marines consisting almost entirely of Innsmouth veterans. This would become the backbone of the Navy’s response to the horrors it had uncovered.

The Navy learned an important lesson that day, one it would pass down to generations of Delta Green agents to come: “Never tell a president anything you don’t have to.”

P4’s full title was the *Parapsychology, Paranormal, and Psychic Phenomena Desk*, shortened to P4. This ONI unit was set up during the Great War to investigate unnatural phenomena that might impact the war effort. During the war it once had a staff of nearly fifty. By the time of the Innsmouth raid it had withered to two officers, and a support staff of six.

When ONI re-staffed P4 with as many Innsmouth veterans as possible; including Marines, Treasury Department agents, and Black Chamber cryptographers who had translated *the Book of Dagon*, it set their mission as well: scour the world for beings similar to those found in Innsmouth.

This search led to a wider picture of unnatural *things* living in the benighted depths of the sea. Not everyone at P4 was convinced that there were other horrors, but the hybrids in custody at the Arizona facility were an unpleasant living reminder nothing was impossible.

Numerous artifacts connected to the hybrids were recovered; and prisoners were studied, without much success. Those that died in captivity were subjected to extensive post-mortem examinations, proving definitively that many were something other than human. Navy expeditions took P4 personnel across the globe searching for other colonies like Innsmouth.

They soon found them.

The first Deep One colony besides Innsmouth was discovered in 1930 on a small island in the Philippine archipelago. A raid by U.S. Marines and Filipino scouts shattered the island’s defenses. When the general location of the undersea portion of the colony was ascertained, the

U.S. Navy used depth charges to pulverize it. Muslims from nearby islands, long suffering from the hybrids' depredations, finished off islanders that had escaped the Marine round up.

In 1933, during the American occupation of Nicaragua, a second colony was discovered on that country's Pacific coast. Operating undercover as Marines assigned to track the anti-U.S. rebel Augusto Sandino, P4 officers discovered a fishing village that had just begun to adopt the teachings of *the Esoteric Order of Dagon*. The operation was bungled when P4 relied on the soldiers of Nicaraguan dictator Anastasio Somoza's National Guard to handle initial contact. Horrified by the alien nature of many of the villagers, the National Guardsmen opened fire and put the village put to the torch. The site was sanitized and several dozen artifacts were moved back to the United States. Nearby reefs, considered likely sites for Deep One colonies, were hit with depth charges and torpedoed.

Later, near Innsmouth, P4 officers used a ritual to acquire more Deep Ones for study. While none were taken alive, numerous damaged specimens were acquired for anatomical dissection. Many in P4 felt that if ambushed often enough, perhaps the Deep Ones would be deterred from answering a "summons" by members of *the Esoteric Order of Dagon*. Despite inquiries passed up the chain of command, other, more dangerous rituals from capture unnatural texts were never attempted, for obvious reasons.

P4 also conducted operations in the continental U.S. against groups that it determined were engaged in "unconventional dangerous activities." Overworked but underfunded, P4 investigators often arrived after action by local authorities had already taken place, and were merely left to cover up the mess.

Many clues recovered by P4—both from seized correspondence and illegals captured at cult rituals—pointed towards the eastern Pacific and Asia as the source of the cult which remained known, in the west, as the *Esoteric Order of Dagon*.

THREAT MATRIX: PORTRAYING THE DEEP ONES

To many players, the Deep Ones are old hat. In Delta Green, they are the oldest and most-persistent *identified* threat to human civilization. How do you maintain a feeling of fear when Deep Ones are encountered in an operation?

It's easy. The Deep Ones become boring when they become *familiar*. Players who are certain they understand the situation, the creatures, their motivations, or their stats are *bored*. A predictable threat is not a threat, and something understood and quantified cannot play upon your fears. As a Handler, how do you breathe new life into the same old fish-men to make them something to fear?

- ▲ **Hybrids are people:** They live their lives just like us, until the taint takes them. Likewise, they use vehicles, cellphones and guns just as readily as any agent. They're not all hobbling, deformed monsters. Most are slightly off-looking people who are a little more than mad, and are eager to do anything to return to the sea. But they also have to pay the T-Mobile bill and buy groceries.
- ▲ **The Secret of the Greater Deep Ones:** Even Delta Green, with all its experience in the Deep One threat, is completely unaware that hybrids *are not* Deep Ones, only a vessel to carry the Deep One taint. Completely inhuman Greater Deep Ones, unlike any other Earthly life, exist in the oceans, and occasionally surface to commune with their infected offspring. Revealing this during an otherwise "pat" situation is a great way to make the players rethink everything they might think they know.
- ▲ **No Upward Limit:** Deep Ones have no upward limit in size. Father Dagon, Mother Hydra and *He-Who-Swims-With-Corpses* are but a few. An Agent might use a hypergeometric ritual to call a Deep One to the surface only to face a Deep One that weighs *tons* and stands twenty feet tall.

- △ **They are alien:** The further along in the process of the taint, the more in-tune with the alien nature of the Deep Ones the hybrid becomes. To truly become one with the Deep Ones is to abandon any semblance of human order and sanity. Violence is the most expedient answer to any Deep One question. Morality, sanity and truth are as meaningless to an immortal Deep One as the ticking of a clock.
- △ **Deep One plans are long:** The Deep One threat does not operate in years or decades but *epochs*. Immortal entities have time to think and re-think their bizarre plans. What might appear to be their main goal (interbreeding with all humans on the surface, for instance) could be nothing but a 1,000-year feint to cover their actual, unknown, purpose.

DISINFORMATION: YIAN-HO

Delta Green (as both Delta Green and in its original form as P4) has encountered the Kuen-Yuin cult which apparently resides at Yian-Ho, numerous times, from the Yangtze River station in the 1930s, to the Korean and Vietnam conflicts, to a lengthy investigation of seeming Chinese espionage (1997-2008). Despite this plethora of contacts to date, investigation has not determined whether the Kuen-Yuin actually head the Cthulhu cult, or vice versa, or if it is something else entirely.

It is unknown if the primordial Lemurian (or Lengi) city in the mountains of western China (or of Xinjiang) is the Earthly reflection, or the true form, or the anchor, of the city of Yian, “where the great river winds under the thousand bridges – where the gardens are sweet scented, and the air is filled with the music of silver bells.”

Yian may also be a memetic construct built by the Yithians or the Lloigor and impressed onto human minds as a “back door” into other, non-terrestrial or even non-physical realms.

- △ Chinese lore says the “Maker of Moons” Yue-Laou dwells in Yian-Ho, where he commands the sorcerous Kuen-Yuin cult and the hideous Xin. Yue-Laou and the Kuen-Yuin are immortal; their emblem is a golden globe engraved with reptiles or serpents.
- △ The Dutch sorcerer Claes van der Heyl reputedly entered Yian-Ho around 1570.
- △ The magician Dirck van der Heyl may have opened a gateway to Yian-Ho in upstate New York around 1760, near the town of Chorazin.
- △ Von Junzt’s traveling companion Gottfried Mülder entered Yian-Ho in 1818, where he read the *Ghori Nigral*.
- △ In 1896, Wylie Barris of the Secret Service claimed the Kuen-Yuin masterminded the “Shiner” gold-counterfeiting plot broken up by the Service in New York. Barris disappeared during that investigation; he had previously traveled extensively in China, reportedly in search of Yian.
- △ Informants captured in the 1907 St. Bernard Parish raid claim that “deathless Chinamen” direct the cult of Cthulhu from the “mountains of China.”
- △ The Polish mystic Ossendowski (1922) describes the scarlet-robed Tchortcha guardians of Yian-Ho, and their “Song of Thirty Thousand Calamities.”
- △ Between 1997 and 2008, Delta Green operations against targets that became known as the “Grey Men” led agents deep into central China, in search of a gate to an unknown country known as Tsan-Chan. It ended with Operation HOLSTEIN and the death of seven agents in an explosion in Anchongxiang, China which nearly sparked an international incident.

DISINFORMATION: THE BROTHERHOOD OF THE OCEAN

In the modern era, nothing remains of *the Esoteric Order of Dagon* but lone madmen, lost individuals enraptured by the dream call, and some few twisted by unnatural texts who worship Cthulhu.

The Brotherhood of the Ocean is different; it is not even a real organization, and its “members” wouldn’t even know its name. This unofficial group’s members are an odd lot, scattered on ships at sea across the globe, bound by an almost mystical pull of the ocean. Many are lifelong sailors, and more than a few have experienced trauma—violence, shipwreck, starvation, piracy, and worse—on the high seas. Each “member” reports salvation in dreams of “the master”, who rules the waves, and who drew them back to the world to fulfill some purpose. To some, this is simply a dim idea, to others, it is *religion*.

If you asked, none would know that they were members of a group, but they feel an affinity for one another on sight, and sometimes are set upon by great, *terribly specific* notions. To travel to a particular port. To buy a particular book. To seek out a man they saw once in Barbados ten years back and beat him to death. If you plotted their travels, they would cut strange patterns across the globe, and when they made land, they would spin in duos and quartets, only to launch back out into the oceans; like a dance.

As if guided by a single mind.

NOTABLE EVENTS, MYSTERIOUS AND OTHERWISE

- ▲ **29 DEC 1929:** The Deep Ones hybrids taken at Innsmouth are relocated from the military and naval prisons where they were originally held to a purpose-built facility disguised as a Naval Air Station in southeastern Arizona called YY-II. Sometime thereafter most prisoners fall into a catatonic state.
- ▲ **2 JAN 1930:** P4 successfully raids the Filipino island of *Piedra Negra*, (operation TALCUM) taking five hundred prisoners and a trove of artifacts related to the *Esoteric Order of Dagon*.
- ▲ **24 NOV 1930:** Robert Martin Olmstead begins having dreams of the undersea city of *Y’ha-nthlei*, unscathed by the Navy’s torpedo attack, and meets his ancient relatives that have fully changed into Deep Ones. As he begins to take on the "Innsmouth look," Olmstead becomes a recluse.
- ▲ **21 DEC 1930:** Robert M. Olmstead attempts to publicly share the full account of his experience in Innsmouth. Having completely accepted his Deep One heritage, Olmstead plans to free his cousin Lawrence from the sanitarium in Canton, Ohio, and take him to Devils Reef off Innsmouth, where they will join their ancestors in the Deep One city of *Y’ha-nthlei*.
- ▲ **29 APR 1931:** In Russia, GRU-SV8, *Glavnoye Razvedyvatelnoye Upravlenie Spetsialni Viedotstvo B* (“Chief Intelligence Directorate of the General Staff, Special Department 8”) is founded in secret to monitor unnatural threats against (and within) the Soviet Union.
- ▲ **9 JAN 1933:** P4 raids the Nicaraguan fishing village of *Agua Verde* on the Mosquito Coast (operation BAKELITE). The operation is a debacle as the entire village is prematurely massacred by *Guardia Nacional* troops loaned to P4 by the Nicaraguan dictator Anastasio Somoza. Hints point towards an unknown city called Yian-Ho, possibly in China, as the source of the cult.
- ▲ **17 FEB 1933:** P4 officer Lester Dean and twenty-two men enter the wilds of China to locate the mystical city of Yian-Ho (operation THIMBLE), claimed by multiple sources to be the origin of the teachings which formed the basis of the *Esoteric Order of Dagon*.
- ▲ **9 MAY 1934:** Lester Dean stumbles into a Chinese village on the Yangtze babbling about a secret city in the mountains. The Office of Naval Intelligence commits him to a British madhouse in Hong Kong. Due to this disaster, P4 confines its investigations to the United States.

- ▲ **7 JAN 1935:** In Germany, Heinrich Himmler, leader of the SS, establishes *Sonderkommando-H*, a special group tasked with searching for evidence that the medieval witch trials in Germany were part of a covert Christian pogrom to destroy vestiges of the ancient Aryan religion. This research is collated into a card catalogue of over thirty-thousand entries, each detailing a victim of the German witch trials, which becomes known as the *Hexenkartothek*.
- ▲ **9 MAY 1938:** Lester Dean, former P4 agent, dies in the Hong Kong *Tung-Wah* Hospital mental ward shrieking about "grey men from the future."
- ▲ **2 JAN 1939:** Having discovered an arcane formula for the "resuscitating of ye vital saylts," during their search of the medieval records, a section of *Sonderkommando-H* uses the formula to revive the corpse of Jürgen Tess, a seventeenth-century sorcerer. Heinrich Himmler immediately orders the creation of the *Karotechia*, a special department answerable only to the *Reichsführer-SS*, to research and exploit the occult for military purposes.
- ▲ **19 JAN 1939:** The third *Deutsche Antarktische Expedition* (German Antarctic Expedition) arrives on the Princess Martha Coast of Antarctica and begins charting the region.
- ▲ **8 MAR 1939:** The German scout aircraft *Boreas* from the *Deutsche Antarktische Expedition* locates an unusual shaped hole in the ice shelf which looks artificial.
- ▲ **12 MAR 1939:** German explorers from the *Deutsche Antarktische Expedition* on the ground locate the hole on the ground. Inside, they find the ruins of a seemingly abandoned, vast, pre-human city.
- ▲ **14 MAR 1939:** By order of Himmler, all findings of the *Deutsche Antarktische Expedition* are brought under the command of the *Karotechia*. The location is given the designation Point 103.
- ▲ **10 MAY 1939:** After discovering the book *Hyrdohinnae*, the *Karotechia* begin researching the existence of ancient undersea race called the Deep Ones. A number of texts are acquired by the *Karotechia*, including *Unter Zee Kulden*, *Fishbuchs* and *Dwellers in the Depths*.
- ▲ **1 JUN 1939:** The *Karotechia* launch *AKTION EISSCHLOSS* (Operation ICE PALACE) to investigate the lost city found by the *Deutsche Antarktische Expedition*. Accessible only by submarine, Point 103 gradually grows to house twenty-two archaeologists, cryptographers, and experts in ancient languages. Point 103 is placed under the command of Dr. Walter Kluge, who quickly ascertains that the lost city was built by plant-like alien creatures millions of years before.
- ▲ **1 SEP 1939:** With the invasion of Poland by Germany, Britain and France declare war on Germany. The Second World War has begun in Europe.
- ▲ **3 DEC 1939:** Britain, France, Australia, and New Zealand officially declare war on Germany, while Belgium announces its neutrality. The Second World War has begun.
- ▲ **29 DEC 1939:** Heinrich Himmler issues a secret order signed by Hitler establishing the *Karotechia* Project *SCHWARZES WASSER* (BLACK WATER). The goal is to use the magical formulae in the *Cthaat Aquadingen* to make contact with Deep Ones and negotiate an alliance with Germany. Over the next few months, the team decodes four Polynesian "calling rituals" while building a diplomatic primer for dealings with the Deep Ones.
- ▲ **1 MAY 1940:** Amanda Chalmers, a psychic who left MI-13 after the First World War, reports that she has had a premonition of the advance of Germany Army Group B into Belgium as an elaborate feint to draw British and French forces into Belgium where they can be cut off. The prediction is dismissed, but the leader of MI-13, Major

- Cornwall, places the prediction in a sealed envelope and sends it to the office of the Prime Minister with instructions for the envelope to only be opened on June 5th.
- ▲ **2 MAY 1940:** The Red Orchestra spy network infiltrates the *Ahnenerbe*, and passes on knowledge of the existence of the *Sonderkommando-H* to GRU SV-8.
 - ▲ **10 MAY 1940:** Germany launches an invasion of Belgium, the Netherlands and France. By 22 JUN all are under German control. Germany controls most of Europe.
 - ▲ **5 JUN 1940:** The envelope with Amanda Chalmers' predictions is opened at Prime Minister Winston Churchill's office. The predictions convince Churchill that the psychic reconnaissance of MI-13 is valid and valuable.
 - ▲ **26 JUN 1940:** Prime Minister Churchill reorganizes MI-13 into an interagency task force jointly supported by the SIS, MI-5, and the Minister of Economic Warfare, but reporting directly to the Prime Minister. MI-13 is re-designated PISCES: the Paranormal Intelligence Section for Counter-intelligence, Espionage and Sabotage. David Cornwall moves his headquarters from Whitehall to Kilmaur Manor in the Scottish highlands.
 - ▲ **29 JUN 1940:** PISCES opens offices in the British Museum to study occult tomes collected in the King's Library. Over the next three years, twelve books are identified as having unnatural significance, including the Latin *Necronomicon* and the *Pnakotic Manuscripts*. Over the course of the war, five researchers go insane, one commits suicide, and another disappears in the London Underground.
 - ▲ **12 NOV 1940:** Operation *SCHWARZES WASSER* relocates from Offenburg to Cap de la Hague on the Normandy coast, following a lead in *Unter Zee Kulten* about a Deep One colony (*Ahu-Y'hloa*) in that area. A large 40-man facility is constructed and guarded by *Wehrmacht* troops, and nicknamed the *Bootshaus* ("Boathouse") due to the mistaken impression that it houses a mine laying operation.
 - ▲ **1 DEC 1940:** Rudolph Ladenburg, a German émigré and prominent atomic physicist, convinces the US National Defense Research Committee and the Department of the Navy to establish Project RAINBOW for the development of stealth and defensive naval technologies. Based in Newark, New Jersey, Project RAINBOW recruits some of the most famous scientists and engineers in the United States, including Albert Einstein.
 - ▲ **3 JAN 1941:** The *Karotechia* orders the SS to divert over a thousand Jewish prisoners headed for labor camps near Krakow to Cap de la Hague, Normandy, France, so that they might serve as "test subjects" (sacrifices to the Deep Ones of *Ahu-Y'hloa*).
 - ▲ **12 JAN 1941:** The NKVD occult research program (independent of GRU-SV8) begins experimentation on "proto-humans" (ghouls) that have been captured for study of their superhuman abilities. As a breeding facility is established outside Gur'yev on the Caspian Sea, the researchers discover that a cult has emerged among Ghouls in the Soviet Union that worships Stalin as the "Great Provider."
 - ▲ **27 MAR 1941:** Operation *SCHWARZES WASSER'S* first experiment is successful, as a section of the waters off Cap de la Hague begins to glow a vivid greenish-blue following the use of one of the "calling rituals" found in the *Cthaat Aquadingen*. The episode is captured on camera by a *Wehrmacht* film crew, and samples of the water and the strange algae that produced the glow are sent to the University of Stuttgart.
 - ▲ **19 APR 1941:** *Karotechia* member Dr. Franz Mors of operation *SCHWARZES WASSER* steals a boat, sails into the water outside Cap de la Hague, and speaks a chant from the *Cthaat Aquadingen*. Mors is shot, and some sort of creature (or a creature's hand) rises out of the depths. Nine soldiers are killed, fifteen are

hospitalized, and six are sent to a *Karotechia* sanitarium in Strasbourg. Mors' body is never recovered.

- ▲ **26 APR 1941:** On a beach off Cap de la Hague, operation *SCHWARZES WASSER* successfully calls a Deep One named "Claude" and propose an alliance between the Nazis and the Deep Ones. "Claude" instructs them to use the calling ritual again at the next new moon, and to bring sacrifices.
- ▲ **30 APR 1941:** Operation *SCHWARZES WASSER* sacrifices thirty-seven mentally ill men and children to the Deep Ones in the first of several such exchanges. "Henri," the most-human-looking of the Deep Ones, remains as an emissary to present their terms: an eight hundred mile stretch of the French shore, as well as human women to serve as "surface breeding stock," in exchange for a commitment by the Deep Ones to bring a halt to all movement on the seas. After one week, Henri returns to his "family" and the pattern of call and sacrifice continues for the next nineteen months, with neither side closer to an agreement.
- ▲ **1 SEP 1941:** *SS-Standartenführer* Karl Ohlendorf of the *Karotechia* is personally assigned by Heinrich Himmler to take part in *AKTION EISSCHLOSS*, due to Ohlendorf's career as a mining and combat engineer, amateur archaeologist, and youth in the Bavarian Alps. Ohlendorf sets sail aboard the commerce raider *Atlantis* and later makes a mid-oceanic transfer onto the submarine *U-188*.
- ▲ **4 OCT 1941:** Karl Ohlendorf arrives at Point 103 in Antarctica with his team of combat engineers.
- ▲ **6 NOV 1941:** Project RAINBOW holds its first conference, where a program of sub-projects is developed, one of which is Project MIRAGE, tasked with developing electronic devices to conceal naval craft. Dr. Arthur Turner is made the chief of Project MIRAGE, which is treated as a low priority and given little funding by the Navy due to their lack of confidence. Among the attendees at the conference is Vannevar Bush, director of the Office of Scientific Research and Development and a future founding member of MAJESTIC.
- ▲ **7 DEC 1941:** The Japanese attack the U.S. fleet at Pearl Harbor. The United States declares war on Japan the next day. Germany and Italy in turn declare war on the United States. The Second World War now spans the entire globe.
- ▲ **1 JAN 1942:** At Point 103, Karl Ohlendorf unearths an ancient power source that he names the "Thule Generator," which allows a wide-scale expansion of the base. A labor force of concentration camp prisoners is transported to Point 103 to support this expansion, and, after Ohlendorf learns that the Thule Generator requires regular "feeding," he orders the prisoners be used as "fuel" for his machine.
- ▲ **5 JAN 1942:** The *Karotechia* acquire a copy of *The G'harne Fragments*, a translation of inscribed shards held by an African tribe and believed to have been originally written by a long-extinct alien race. The book is transported to Point 103, where it proves invaluable in deciphering the murals that line the walls of the underground necropolis.

THE OFFICE OF STRATEGIC SERVICES

Even before the Japanese attack on Pearl Harbor, President Franklin D. Roosevelt had been consulting Congressional Medal of Honor winner and Wall Street lawyer Colonel William J. "Wild Bill" Donovan, to organize a covert warfare arm for the U.S. As early as 1939, Donovan was scouring Ivy League universities, military intelligence branches and prisons for the requisite talent, even visiting England to obtain the advice of the English Secret Intelligence Service. In JUN 1942 the new intelligence service was christened the Office of Strategic Services, or OSS. It answered directly to the Joint Chiefs of Staff, and while its purpose was military intelligence, it

was staffed by a large number of civilians. FBI director J. Edgar Hoover prevented the OSS from operating in the United States or Latin America, and General Douglas MacArthur similarly resisted the OSS's operating in "his" Pacific theater. The OSS therefore concentrated their efforts in Europe, North Africa and mainland Asia, particularly in China, Burma, and Vietnam.

On 12 FEB 1942, Donovan—promoted to Major General—was approached and briefed by Lt. Commander Martin Cook of P4. Lt. Commander Cook made Donovan aware of the Nazis' intense interest in the occult. P4 had uncovered a paranormal research department within the SS which had *Reichmarschall* Himmler's ear: the *Karotechia*—a secret unit of the Ancestral Heritage Research and Teaching Foundation (*Ahnenerbe* for short). The group's duties included archeological and anthropological research designed to support Nazi racial and political doctrine. It operated out of his headquarters at *Wewelsburg* castle; a distorted, Nazi Camelot.

The *Karotechia's* mission was more serious, it devoted its research into the occult for anything that might assist the Nazi war effort. Cook did not acknowledge that P4's officers believed in the efficacy of unnatural rituals or the existence of non-human civilizations. Instead, Cook pointed out that British intelligence had manipulated Deputy *Führer* Rudolph Hess to England by getting his personal astrologer to predict that he would singlehandedly capture England. Cook also pointed out Himmler's personal interest in the occult, as well as the superstitions held by high-ranking Japanese militarists. These, he claimed, could be exploited as a potent tool in the war effort.

Donovan was so impressed that he immediately moved to have P4 fully incorporated into the OSS. Cook agreed. The new group was given a special security clearance, DELTA GREEN. While P4 remained its official designation, soon, its members began to refer to it as Delta Green.

IN THE FIELD: THE CRUCIBLE CAMPAIGN

Before the war only P4, the Office of Naval Intelligence and a few select desks in the federal government had heard of Innsmouth. By 1942, it had been forgotten by everyone except for P4, the Navy group tasked with dealing with the unnatural threat. For those others who knew the truth, forgetting it was just fine. There were bigger problems at hand, like a world war.

When Lt. Commander Cook brought P4 to the attention of Colonel Donovan and the OSS in 1942, it was only the beginning of a long plan to alert the leaders of the U.S. to the threat revealed by the raid on Innsmouth. Cook's *initial* pitch to Donovan was entirely conventional, and involved none of the more *outré* materials P4 had uncovered in its fourteen years against the Deep Ones; that would come later. Donovan was first convinced he was bringing in an archaeological and anthropological group that could exploit the nonsensical lust the Nazi and Japanese seemed to have for the occult. Cook only gradually revealed the true horrors P4 had uncovered since 1928. When Donovan became aware of the depth of the situation, he cleverly kept such knowledge extremely close to his chest.

It is a prime time to set a Delta Green campaign. Those wishing to run a game set in the early days of the war should keep the following in mind:

- △ **Secrets Within Secrets:** In 1942, Delta Green is a secret department within the OSS, a spy agency. But the secrets go even deeper: Delta Green knows the unnatural is *real* and it is likely the Axis are attempting to use it to affect the war. In the beginning, even the commanders of the OSS and the President had no idea what P4 had *truly* uncovered. Of course, in time, this truth was revealed.
- △ **A Fragile Balance:** Lt. Commander Cook is a complex man, with a far-reaching plan to put his group front and center in the U.S. war effort. The fate of the world relies upon discretion, not overplaying your hand, and keeping your cards to yourself. Those in Cook's command

know the awful truth and must keep those secrets until the OSS leadership can be acclimatized to it.

- △ **The Club:** Other OSS agents consider Delta Green a group of trumped-up analysts with no real purpose in the war except idle speculation. They're outsiders. Even when OSS command learns the truth, the information is not disseminated to the lower ranks—so that even when Delta Green agents are literally saving the world, their fellow OSS agents believed them to be, at best, an “egg head with a gun.”
- △ **Revelations:** Inevitably, people within the OSS learn the truth about the real horrors behind the world. Some can take it, others cannot. As the secret spreads during the war, how will the agents keep up?

DISINFORMATION: THE SECRET ROOM

On 7 APR 1942, sixteen prisoners, selected from Niederhagen and Sachsenhausen concentration camps due to their labor experience, were brought to Wewelsburg castle to complete a rush construction job under the order of Hermann Bartels; the castle's chief architect—and member of the *Karotechia*.

For twenty-one days the prisoners worked, literally under the gun, to the odd specifications provided. This involved the digging of a twenty by twenty cell beneath the *Reichsführerzimmer* room, the smelting of gold and silver to set in a precise pattern within the rock, as well as dozens of other overly-specific instructions provided with hand-drawn diagrams.

In the end, when the prisoner work crew was finished on April 28, they were executed inside the cell. No witnesses remain, and all records of the *Karotechia* were destroyed, but if a witness could be found, they would tell the following tale.

Two days later on 30 APR 1942—*Walpurgisnacht*—SS Officers lowered an ancient, leaded coffin cut with sigils and runes into the corpse filled cell. Something shifted and moved inside the coffin, shrieking inhumanly. Once the room was sealed with the last rock set with a single, gold name, the screaming ceased.

The name—which remains inset in the floor above the undiscovered secret room to this day—is FREDERICK II.

NOTABLE EVENTS, MYSTERIOUS AND OTHERWISE

- △ **7 JAN 1942:** PISCES, supported by the Long Range Desert Group, discovers a ruined city in the Libyan desert, but are prevented from a full excavation due to the approach of the *Afrika Korps*. The LRDG destroys the entrance to a huge subterranean chamber of the city shortly before a *Karotechia* unit arrives at the site.
- △ **12 FEB 1942:** Lt. Commander Martin Cook, commanding officer of P4, briefs William J. Donovan on P4's experiences. Cook recommends P4 be merged with OSS as an “Unconventional Warfare Unit” whose official purpose is to investigate the occult and paranormal for exploitation in psychological operations against the Axis. The group is called “Delta Green.”
- △ **13 FEB 1942:** Joseph Camp, a future officer in OSS/Delta Green, leaves Harvard University's Far Eastern Studies Department and is recruited into the COI to work for P Division. He is sent to Camp X in Canada for agent training.
- △ **22 FEB 1942:** PISCES observes Delta Green agents rummaging through old Admiralty records, leading to the first official meeting between the two agencies. After several more weeks of guarded meetings, both agencies reveal their mutual interests in unnatural affairs.
- △ **14 APR 1942:** Following the completion of his training at Camp X in Canada, Joseph Camp is reassigned from Delta Green to serve with Detachment 101 in Burma. Camp never receives a DELTA GREEN clearance briefing before he is reassigned.

- △ **31 MAY 1942:** Dr. Arthur Turner of Project MIRAGE devises a new mechanism to visually camouflage a naval vessel by forming an electromagnetic shell around the ship to ionize the surrounding air and create a blurry distortion. Turner creates the device, code-named MIRAGE II in conjunction with Albert Einstein at Project PHI, another RAINBOW sub-project tasked with developing new degaussing technologies.
- △ **12 AUG 1942:** By now, the Point 103 team of *AKTION EISSCHLOSS* have decoded enough of the lost city's pictograms to learn the history of the "Thulian" race, including their wars with "conical time travelers centered in Australia, crustacean-like entities who mined Earth's highest ranges, and semi-aquatic octopoid creatures whose home was a now submerged continent in the Pacific."
- △ **1 SEP 1942:** After dozens of failed experiments with MIRAGE II, Dr. Arthur Turner develops the idea of fluxing two electromagnetic fields within precise ranges to cause a sympathetic electromagnetic flux requiring less power than the current unsustainable design. Turner and his team design a half-dozen prototypes over the next three months, with none of them working for more than a minute before draining its batteries.
- △ **10 OCT 1942:** *Karotechia* agents arrives in Antwerp, Belgium after several books on the *Ahnenerbe's* bulletin of useful texts were found among the possessions of a "liquidated" Jewish importer-exporter. Inside, the group finds a crate marked "Jermyn/England" with 1913 postmarks, and, inside the crate, a stuffed, white-furred, ape-like creature. A plaque identifies the creature as a species called *Chimbote* in the N'Bangu dialect, recovered in "Thule, Belgian Congo" in 1913. Investigation into this creature is given the designation PARSIFAL.

OUR DARKEST HOUR

Under the leadership of the newly promoted Commander Martin Cook, Delta Green set about defeating the SS *Karotechia* under the guise of researching and conducting Allied psychological warfare operations. Many operations involved recovering or destroying books and artifacts that the *Karotechia* had an interest in.

But that was not all the *Karotechia* worked to accomplish. Experiments were performed which required huge requisitions of "test subjects" from Auschwitz and Treblinka. What happened to these "test subjects" was a mystery even to SS officers intimately involved with the Final Solution. It surprised no one in Delta Green when they discovered the Nazis were sacrificing them to curry favor with the same creatures the Navy had faced in Innsmouth fifteen years before.

Delta Green's first major action of the war was a joint operation between airborne commandos and French partisans, disrupting the *Karotechia's* mass sacrifices at Cap de La Hague, on the coast of France, on 8 DEC 1942.

Delta Green soon discovered that they were not alone. After success at Cap de La Hague, Delta Green agents were asked to participate in operations with a British agency called the Paranormal Intelligence Section for Counter-Intelligence Espionage and Sabotage (PISCES); which had a similar, secret mandate.

PISCES had provided intel for the 1942 raid on the *Karotechia* in Cap de la Hague as a test—one which Delta Green passed—and both groups cooperated enthusiastically...for a short time. However, incidents in February and March of 1943, during a joint operation to destroy unnatural artifacts in the Belgian Congo and Western Australia, led to casualties, recriminations and the determination that PISCES' agenda was not Delta Green's agenda. It seemed the British hoped to control and even weaponize the unnatural; something Delta Green *already* had no interest in.

There were also signs of similar unnatural activities in the Pacific Theatre. Here Delta Green went head-to-head with a semi-official Japanese organization called the *Gen'yōsha* or "Black

Ocean Society”. Part political party, part secret society, and part unofficial black ops and espionage arm of the Japanese military, the Black Ocean Society had been infiltrating secret societies, criminal organizations and occult brotherhoods across Asia since 1881.

At some point in the past members of the Black Ocean became aware of the efficacy of unnatural rituals, and by the mid-1930s, were trying to find unnatural means to aid Japan’s war effort. Having no official standing, the members of the Black Ocean Society exercised power through their official positions in the Imperial Japanese Army, government ministries and the *Kempeitai*—the Japanese secret police.

Throughout mainland China, Southeast Asia, Australia and, in direct contravention of the wishes of General MacArthur, throughout Melanesia, Micronesia and Polynesia, Delta Green teams intercepted and neutralized Black Ocean Society projects to develop and deploy weapons garnered from unnatural sources.

Operations against *Karotechia* and Black Ocean Society operatives ranged across Europe and Asia, but also into neutral nations like Ireland, Turkey, Spain and the republics of South America. Delta Green operated freely in South America despite the fact it was forbidden to do so. This exception to the FBI’s “jurisdiction” was created once Commander Martin Cook informed J. Edgar Hoover that Delta Green was working on “an Innsmouth problem.” Nothing more was said on the matter.

IN THE FIELD: THE ACQUISITION WAR CAMPAIGN

After 6 JUN 1944 with the invasion of Europe and to a greater or lesser degree in all theaters of the war, Delta Green struggles to capture, steal, cover up, or destroy the hundreds of personnel, unnatural artifacts, research projects and concepts which the war had stirred. It is not alone. The Soviet Union’s GRU-SV8, Britain’s PISCES and the shattered fragments of the *Karotechia* (as well as others) also search for such things, for more sinister reasons.

The battlefields, ruins and the remnants left behind are a prime setting for a Delta Green campaign. Those wishing to run a game set in the later days of the war should keep the following in mind:

- △ **The Fight Goes On:** War ravages the world, and if Delta Green agents are doing their job, they are never far from the front. At any moment, an aside on the validity of notes referring to *Unsprechlichen Kulturen* could be disrupted by a Banzai charge, or the roar of a King Tiger tank. Just because you know the truth, doesn’t mean you are (necessarily) bulletproof. The war must still be won.
- △ **Rats Flee the Ship:** In the end, the *Karotechia* is evenly split between zealots and the self-interested. *Karotechia* operatives are found at all points, loaded to bear with their research, and sometimes, with valuable unnatural artifacts. Delta Green, of course, follows. When they are deemed malleable, they are evacuated. When their loyalty is under question, they are denied to the enemy.
- △ **Secrets, Stirred:** The *Karotechia* spent years assembling the most amazing collection of unnatural books, items and specimens the world had—up-until-that-point—known. That the invasion of Europe set this work to the four-winds was not lost on Delta Green. It is, in fact, likely the single largest source of proliferation of the unnatural in history. Still, what is “real” and what is simply legend? Nothing can be risked. All leads must be hunted to the bitter end.

DISINFORMATION: PNAKOTUS AND THULE

In 1935, the Miskatonic Geological Australian Expedition uncovered a non-human city near Pilbarra in Western Australia, dubbing it Pnakotus after the Pnakotic manuscripts thought to have originated there. In 1943, the Delta Green Operation TARQUIN destroyed the Great

Library at Pnakotus to keep knowledge of the future out of enemy hands. The site (what of it remains) is currently guarded by Cypress Security, a private military contractor.

A similar fate befell the Yithian time colony called “Thule” by the *Karotechia* teams searching for it. (The *völkisch* mystics of prewar Germany adopted the ancient Greek name “Thule” for the theoretical homeland of the white race, originally believing it to be in the far north. One *Karotechia* team based in the covert German Antarctic colony also declared the non-human city in Queen Maud Land “Thule”.) *Karotechia* investigations had led them to an immense stone structure near Itoko in the Congo, constructed by hominid white apes over a million-year span under Yithian direction. The Yithians designed the structure to keep the deadly flying polyps in check while terrestrial life evolved the Yithians’ new coleopteran hosts. If a Yithian library existed there, it appears to have been destroyed or scattered in 1943, likely also by Delta Green action.

THREAT PROFILE: GEN'YŌSHA SURVIVES

Ironically, the core of the Black Ocean Society survives, in, of all places, San Francisco, California, as the Black Dragon Society (*Kokuryūka*). The Black Dragon society was founded in 1901 by Uchida Ryohei, a member of the Black Ocean—and became the force with which the Black Ocean actualized its power through terror and violence. With agents in China, Korea and America, the Black Dragon incited fear and completed missions of sabotage for the Black Ocean.

In 2017, Nori Onishi is 90 years old, and recalls every day of his long life in America, from his capture in a FBI raid on 31 MAR 1942, to his release from internment in 1945, to his careful reconstruction of wealth throughout the 1950s and 1960s. Though he was arrested for associations with the Black Dragon criminal fraternity in the California raid, no such link could be proved, and his age (only 16) brought leniency. While his bosses, Saima Yoshimura and Kyashi Uyeda, went to federal prison, Onishi was sent to a Japanese Internment camp.

Upon his return to San Francisco, he amassed through various means, criminal and legal, papers, books, and other artifacts once collected by long-dead members of the Black Ocean. In his time, he has seen various criminal enterprises come and go, and all have learned to give his powerful, but relatively modest, group a wide berth.

Onishi commands a network of criminal servants, almost all of Japanese heritage, and controls discrete portions of the San Francisco underworld concerned with prostitution and gambling. His name, as well as the name of his club—the Tokio Club—is well-known to federal agents and police. What they do not know, is that Onishi is a dabbler in the unnatural, and knows it to be *real*. Onishi searches to find the artifacts and rituals to restore the movement and power he felt in his youth when the Japanese empire shook the world.

NOTABLE EVENTS, MYSTERIOUS AND OTHERWISE

- △ **14 OCT 1942:** PISCES agents learn the location of the *SCHWARZES WASSER* facility at Cap de la Hague and communicate the information to Britain using unnatural techniques. PISCES passes the location on to Delta Green.
- △ **26 OCT 1942:** Delta Green is transported by sea to the Cap de la Hague, France, where they link up with local French partisans, and begins making preparations for the raid on the *SCHWARZES WASSER* facility. Called operation LIFEGUARD, it is the first Delta Green European operation.
- △ **1 NOV 1942:** Soviet GRU SV-8 responds to reports from Leningrad of cannibals bearing the same kind of necrophagous tendencies as Studnikov witnessed during the Russian Civil War. During their investigation, SV-8 uncovers *SMERSH* units capturing and interrogating these necrophagists. SV-8 races to eliminate every necrophagist in the city before they are recovered as “specimens” for *SMERSH* research.

- △ **3 NOV 1942:** The *Karotechia's* Project PARSIFAL instructs *Abwehr* agents inside Britain to learn more about the history of Sir Arthur Jermyn and his ancestral estate, Jermyn House.
- △ **4 NOV 1942:** Under the guise of an *Einsatzkommando* action against partisans, the commander of project SCHWARZES WASSER sends an SS detachment to capture the entire town of Marise, massacre the adult male population, and march the women and children to Cap de la Hague, where they are placed in separate holding areas.
- △ **8 NOV 1942:** Project SCHWARZES WASSER trades fourteen of the Marise women to the Deep Ones of *Ahu-Y'hloa* in exchange for thirty-five bars of British gold and detailed intelligence on the Cornwall and Dover coasts. The *Karotechia* is informed by the Deep Ones that, by the next new moon, their leader, "Dagon," would arrive to seal their alliance.
- △ **20 NOV 1942:** At Cap de la Hague, the Deep One named "Claude" informs the *Karotechia* of the conditions required for Dagon's arrival, including the ritual use of a number of black stones. A forced labor crew of *Organisation Todt* is brought to Cap de la Hague to erect the stones and to provide sacrifice for the coming meeting with Dagon.
- △ **8 DEC 1942:** As Project SCHWARZES WASSER conducts a ritual to welcome Dagon to Cap de la Hague, a force of Delta Green operatives and local French partisans carry out Operation LIFEGUARD, raiding the facility. The Deep Ones attack both the Allied raiders and their German hosts, and all further contact between the *Karotechia* and the colony of *Ahu-Y'hloa* is severed, ending Project SCHWARZES WASSER. Delta Green recovers forty-three classified documents, including the file on Project PARSIFAL.
- △ **9 DEC 1942:** From the *Karotechia* files, Delta Green learns of the *Donnerschlag*—some type of sonic cannon—a *Karotechia* weapon constructed by Dr. Williem Eisenbein and his researchers at a facility in the coastal French town of Fécamp.
- △ **20 DEC 1942:** While on Christmas leave in Boston, Timothy Michaelson, a researcher at Project MIRAGE, witnesses Franklin Rathke stage a public demonstration of the Tillinghast Resonator in a bid to entice investors.
- △ **21 DEC 1942:** Timothy Michaelson writes a letter to Dr. Arthur Turner of Project MIRAGE detailing Franklin Rathke's demonstration of the Tillinghast Resonator. Intrigued by how the Resonator can create such a large field effect with little power, Michaelson's letter convinces Turner that the Resonator might solve the unsustainable power requirements of the MIRAGE III device.
- △ **30 DEC 1942:** A four-man PISCES/Delta Green team infiltrates the *Karotechia* facility in the French coastal town of Fécamp. Their mission is to gather information on the *Donnerschlag* weapon before the Fécamp installation is destroyed by RAF bombardment. The entire team is lost save for US Army Major Michael Stillman, who discovers that the installation was wiped out by invisible "things" following the testing of the *Donnerschlag*. Stillman escapes with blueprints for the *Donnerschlag*.
- △ **30 DEC 1942:** William J. Donovan, commander of the OSS, and David Cornwall, commander of PISCES, meet at Kilmaur Manor to work out an intelligence-sharing process between PISCES and OSS/Delta Green. Donovan is introduced to the capabilities of PISCES' paranormal Talents for the first time.
- △ **1 JAN 1943:** PISCES uncovers a plot by Genyosha to incite a revolt against British rule in eastern India by reviving the Thuggee cult.
- △ **29 JAN 1943:** Recruited by Delta Green to investigate his father's connection to what the *Karotechia* is after with Project PARSIFAL, Wingate Peaslee and a veteran of Operation LIFEGUARD are sent to Australia to discover what Nathaniel Peaslee found in the Western Desert during the Miskatonic University expedition in 1935.
- △ **12 FEB 1943:** Dr. Arthur Turner of Project MIRAGE meets Franklin Rathke for the first and last time, at the Boston Federal Building. After witnessing a demonstration of a small version of the

Tillinghast Resonator, Turner pays \$4,000 to Rathke in exchange for the device and plans for its construction.

- △ **19 FEB 1943:** Delta Green is assigned to the Belgian Congo, to locate the lost city of "Thule" before the Karotechia's Project PARSIFAL can find it, and destroy the city. A second team is sent into the Gibson Desert of Australia to locate the source of a pre-human "library" that is said to exist there.
- △ **23 FEB 1943:** The Point 103 researchers conduct their first test of the Sphere of Nath, a weapon designed from the pre-human civilization, technology with a power estimated to be enough to destroy a city. The test is partially successful.
- △ **1 MAR 1943:** William J. Donovan learns that PISCES had sent agents to assassinate the OSS/Delta Green team in Australia. Ties between Delta Green and PISCES are severed.
- △ **1 MAR 1943:** At the Project MIRAGE laboratory in the Newark naval shipyards, Dr. Arthur Turner modifies the Tillinghast Resonator into a device large enough to obscure a destroyer escort-sized vessel using air ionization. While Turner's modifications are sufficient to protect those outside the resonator field from radiation, anyone within the field would still be in danger. Turner performs tests on models that convince the Navy to fully fund and expand Project MIRAGE, but neither the Navy nor Turner become aware of the danger inherent in the Tillinghast Resonator.
- △ **2 MAR 1942:** Karl Ohlendorf receives orders from Berlin to keep the artifacts excavated at Point 103 in Antarctica rather than continuing to ship them back to Germany. A group from the V-2 rocket facility at Peenemünde is sent to Point 103 to combine the V-2 delivery system with the Sphere of Nath, creating a weapon that the Point 103 team names the "V-3" rocket.
- △ **1 JUL 1943:** Dr. Arthur Turner and his greatly-expanded Project MIRAGE team begin construction on a full-sized prototype of the Tillinghast Resonator, now code-named MIRAGE III.
- △ **9 SEP 1943:** The National Defense Research Council secures the USS *Eldridge* (Destroyer Escort 173) for use in testing the MIRAGE III device. A false report, claiming that the *Eldridge* spends the next three months at sea on a shakedown cruise, is filed, while, for the next six weeks, the ship is fitted by the Project MIRAGE team with the device in the Newark naval shipyard.
- △ **24 OCT 1943:** Dr. Arthur Turner briefs the crew of the USS *Eldridge* on their role in the MIRAGE III testing and introduces Dr. Townsend Brown, one of Turner's assistants who will join the *Eldridge* during its mission. Only Brown and Commander Connelly are aware of the true nature of the MIRAGE III experiment.
- △ **28 OCT 1943:** The MIRAGE III device is activated aboard the USS *Eldridge* in the Pocomoke Sound of Chesapeake Bay, immediately causing the ship to disappear for twenty-two minutes. When the ship is located, twenty-seven of the fifty-five crew-members are dead or missing. The survivors report seeing otherworldly creatures from beyond and strange figures dressed in large suits like Army Air Corps fire crews. Two of these mysterious figures are found dead onboard, their bodies carrying advanced technology. In fact, the *Eldridge* reappeared due to the machinations of a MAJESTIC team sent from the year 2012 to deactivate the resonator's field.
- △ **29 OCT 1943:** All twenty-three survivors of the USS *Eldridge* are admitted to the Bethesda Naval Hospital for psychiatric treatment. Three crewmen later die in custody, one commits suicide, and only fifteen are ever released from custody. Among those fifteen, only Dr. Townsend Brown and Commander Joseph M. Connelly resume normal lives.
- △ **1 NOV 1943:** The Office of Naval Intelligence carries out Project PUZZLE, the investigation and cover-up the MIRAGE III experiment. The USS *Eldridge* is secured in an enclosed dock at

the Norfolk Naval Yards (where it remains until 1982), while the two unidentified bodies are sent to Bethesda Naval Medical Center for study.

- △ **31 DEC 1943:** Dr. Townsend Brown, one of the few survivors of the USS *Eldridge* to not suffer a complete mental collapse, is released from the Bethesda Naval Hospital and goes to work for the Lockheed Vega Aircraft Corporation in California. In his spare time, Brown begins researching "gravitors" to create aerial vehicles with anti-gravity propulsion.
- △ **21 MAR 1944:** The *Karotechia* discover a version of the Necronomicon written in ancient Gothic.
- △ **28 NOV 1944:** The Point 103 team completes the V-3 rocket, but its range of six thousand kilometers is too short to reach any major Allied city from Antarctica. The suggestion is made to deal with Argentinean Vice-President Juan Péron to launch from Buenos Aires, but it is rejected by Karl Ohlendorf, who decides to abandon the V-3 rocket and concentrate on excavations to find the "Thulians" earthquake-generating weapon.
- △ **21 DEC 1944:** The *Karotechia* perfect a method for reviving the dead. Truckloads of "resuscitated casualties" are driven to the Eastern Front and released onto the battlefield.
- △ **23 DEC 1944:** Olaf Bitterich disinters the corpse of Alexis Ladeau, an associate of Friedrich Wilhelm Von Junzt. Within Ladeau's casket, Bitterich finds papers from Von Junzt's unfinished and allegedly burnt manuscript of *Unaussprechlichen Kulte*. Bitterich uses these papers to call up the spirit of *something* that claims to be Frederick the Great. This success leads Bitterich to become a favorite of Himmler and Hitler, as he calls up German heroes such as Otto von Bismarck, Friedrich Nietzsche, and Arminius to provide advice to the *Führer* and his *Reichsmarshal*.
- △ **9 JAN 1945:** Seven *Karotechia* researchers and seventy-three SS support personnel—as well as Naudabaum castle and much of the mountain upon which is sat—are obliterated during an abortive and poorly understood attempt to summon dread Azathoth, the Daemon Sultan.

GÖTTERDÄMMERUNG

Following Germany's surrender, the U.S. and Soviet intelligence services raced to seize German nuclear physicists, V-2 and jet aircraft engineers, and former intelligence officers. The Americans had Operation PAPERCLIP while the Soviets had Operation *OSOAVIAKHIM*. But where the OSS and the NKVD were trying to preserve knowledge, Delta Green had a different agenda. Operation SUMMER BREEZE put a team of Delta Green Agents into Soviet-occupied Germany to steal or destroy the *Karotechia's* files and personnel before they were found by Stalin's secret police. Most *Karotechia* researchers could not be located, while those the Delta Green team did find and judged unfit for extraction were subsequently "denied to the enemy."

Oddly, at least two different sets of Soviet teams operated in occupied Germany, with half trying to extract former *Karotechia* members, and the other half trying to execute them. This schizophrenic Soviet policy prompted heated debate in Delta Green as to Soviet intentions towards the unnatural.

Through SUMMER BREEZE, hundreds of pounds of *Reichsmarshal* Himmler's Eyes Only files were brought to the west, while the rest were burned in place. The files were a chronicle of a prolonged disaster. The *Karotechia's* researchers had discovered awesome powers, but no means to harness them. With few exceptions, the *Karotechia's* programs caused as many Axis, as Allied, casualties.

In these files Delta Green discovered Operation *GÖTTERDÄMMERUNG*, Hitler's final solution. While the nation of Germany was spent, the *Karotechia* fought on to recreate an "accident" that had destroyed the Naudabaum Castle in Bavaria in late 1944.

Delta Green had recently found where Naudabaum Castle *used to be*. The mountain it had sat on had been scoured away, the nearby lake showed extremely high levels of alkaline, and

every pine tree on the mountain had fallen away from the site. There were two obvious comparisons to be made from the devastation: the first was to the 1908 Tunguska Blast in Siberia that had flattened 100 square miles of forest; the second, the U.S. Army's recent test of the atomic bomb.

Recovered documents indicated that the accident was some sort of inter-dimensional "rip" in space, created through unnatural science. Something incomprehensible began to pour into our world, flattening the castle, the surrounding forest and poisoning the lake, before the rift snapped shut.

Hitler's final orders to the *Karotechia* was to recreate this rip—but leave it wide—inflicting a supernatural *götterdämmerung* on the victorious allies, at the expense of the entire planet.

For three horrifying months in 1945, Delta Green fought the last battle of the European war against the *Karotechia*: Operation LUNACY. The "accident" was never recreated, and Operation *GÖTTERDÄMMERUNG* was obliterated in a series of covert actions that cost the lives of many Agents—and even more *Karotechia* members.

ASSETS: THE RED CROSS POCKET BIBLE

Aktion GÖTTERDÄMMERUNG was Hitler's last-ditch plan to deny the world to the victorious Allies. The "calling formulae" used in the Naudabaum castle incident, which "turned the gaze of the daemon sultan upon us," was well-known by the *Karotechia*. It represented a weapon of utter power, but with little control—each use risked the destruction of the world.

In early 1945, the *Karotechia* prepared their ace in the hole: fourteen Red Cross pocket bibles. Each of these mundane-looking bibles (in English, German and Italian), also contained a phonetic pronunciation to the "calling formula" hidden within it. They were handed out to experienced *Karotechia* personnel during the dissolution of the *Reich*, who were under orders to use the ritual to end the world.

Ernst Tiesen, a translator for the *Karotechia*, had second thoughts. An expert in the formula, Tiesen altered vital pronunciations, essentially disrupting its efficacy. No one in the *Karotechia* knew of the alterations, and it was only later that Delta Green discovered it when Tiesen was captured.

Two of these Pocket Bible still exist, but all who know its double-secret have long since died. The calling formulae in it could very easily be mistaken for the real thing.

THE RED CROSS POCKET BIBLE

English, German, Italian, Study time 20-hours, Unnatural +1%, SAN 0/1D4

"EH•NA•SO•SHA•YOG•SO•TA•EH•AZ•A•TO•TA•AZ•A•TO•TA•AZ•A•TO•TA•AZ•A•TO•TA"

DESCRIPTION

A Second World War vintage, tiny, pocket bible made of waterproof leatherette. It contains a copy of the King James Bible rendered in English, German and Italian, with phonetic English pronunciations. A ten page section in the Book of Revelation contains—instead of translated lines—phonetic enunciations of a peculiar nature which are not English. Those with Unnatural 3% or more recognize the phonetics AZ-A-TO•TA as a reference to prehuman myths of the supreme mover of the universe, the Daemon Sultan Azathoth.

RITUALS

While the ritual within seems, to all experts on the subject, sound, study and use of it produces no effect. (Not that the Agents, or other parties might know that.)

NOTABLE EVENTS, MYSTERIOUS AND OTHERWISE

- △ **2 JAN 1945:** “Resuscitated casualties,” (*poavylyatsya* to the Soviets), are first encountered by GRU SV-8 when the *Karotechia* release them in and around the Polish city of Lodz to hinder the movement of the First Belorussian Front.
- △ **4 JAN 1945:** US Army troops in southern Iranian town deal with religious hysteria caused by a entity called *Nechustan* (possibly *nehushtan*) that had killed their livestock and, more sporadically, people. After a Soviet soldier is murdered, the *Nechustan* is shot dead in the mountains south of the town. The creature looked like a human being, but when the corpse is recovered, it is that of a giant snake-like reptile.
- △ **3 MAY 1945:** Reinhard Galt, while on assignment for the *Karotechia* in central Africa attempting to negotiate the secret of "The Food of Life" from the immortal cannibals of the Anzique tribe, receives word that Hitler is dead. Galt forces his men to disarm and sacrifices them to the Anziques, and is adopted by the tribe. Of the 164 original members of the *Karotechia*, 37 remain. These few survivors immediately escape through the “rat-lines” established by organizations such as ODESSA.
- △ **9 MAY 1945:** In their search of the German naval archives, Delta Green discovers the logbook of Karl Heinrich, commander of the submarine U-29, which went missing under mysterious circumstances during the First World War. Based on Heinrich’s descriptions of an undersea city and its strange temple, Delta Green surmises that the Deep Ones were involved in the submarine’s disappearance.
- △ **10 MAY 1945:** By this time, most of the one hundred copies of the printed *King in Yellow* tarot deck have been lost during the chaos of the Second World War, either disappearing entirely or hidden in collections by owners ignorant of their occult significance.
- △ **1 JUN 1945:** The Point 103 team unearths a unimaginable weapon used by the pre-human civilization to reshape the face of the Earth that they name the “Tectonic Agitator”. Karl Ohlendorf begins preparing the weapon for use.
- △ **2 JUN 1945:** Operation LUNACY: Following a connection from the files recovered during Operation SUMMER BREEZE, Delta Green eliminates the WEREWOLF organization before they can initiate *AKTION GÖTTERDÄMMERUNG*.
- △ **4 JUN 1945:** Operation SUMMER BREEZE begins as Delta Green seizes or destroys *Karotechia* files and personnel in Vienna before they can be acquired by SMERSH. A shooting war erupts in the Vienna underworld between Delta Green and SMERSH, which GRU SV-8 takes advantage of to surreptitiously acquire *Karotechia* archives and assassinate SMERSH personnel. SMERSH succeeds in capturing only Erwin Peis, an assistant on the “resuscitated casualties” project.
- △ **15 JUN 1945:** The Thule Generator breaks free of its moorings and consumes Point 103. Only four members of the project survive, including Karl Ohlendorf, but their plane crashes on the Antarctic ice, and Ohlendorf is believed dead.
- △ **13 DEC 1945:** The Paragon Foundation is established in Toronto, Canada, as a front by PISCES to evaluate psychic phenomena and gifted individuals in the Western Hemisphere. PISCES also uses the foundation carry out secret investigations of paranormal activity in the region.
- △ **1 JAN 1946:** Using funds from the sale of artwork looted in Krakow and Paris, former *Karotechia* researcher Dr. Gunter Frank purchases *La Estancia*, a massive rubber plantation in Brazil.
- △ **2 JAN 1946:** After visiting the island of Hirta in the St Kilda archipelago west of Scotland, David Cornwall designates the site as the home of PISCES' new laboratory and containment

facility. By the end of the year, the first underground facilities were constructed and work began on the Medieval Metaphysics Laboratory, which later becomes known as *Magonia*.

- △ **5 FEB 1947:** PISCES finally roots out the last remnants of the revived Thuggee cult in India.
- △ **12 MAR 1947:** PISCES carries out an archaeological intelligence operation in Borneo, with military assistance provided by the 21st SAS Regiment.

ROSWELL

President Harry S. Truman disbanded the Office of Strategic Services on 1 OCT 1945, and Delta Green along with it. When something crashed in the New Mexico desert on 24 JUN 1947, many of those who'd held Delta Green clearance were called back into service. The object appeared to be the wreckage of an extraterrestrial spacecraft, or "flying disk." Three dead occupants were found, as well as *one living extraterrestrial being*.

President Truman ordered the creation of a special off-the-books unit to analyze the wreckage, cover up the crash, and erase all public knowledge of the event. This new unit was called MAJESTIC Twelve Special Studies Program (MJ-12), formed under the National Security Council. While some Delta Green veterans signed on, other alumni lobbied the White House to reorganize Delta Green itself within the U.S. military "to deny the use of unorthodox technologies by any foreign power." Truman agreed, expecting that Delta Green would track UFO incidents overseas, to keep the U.S. ahead of the intelligence curve.

Delta Green went along, but unofficially many of the veterans had other ideas. Their wartime experience concerned Deep Ones, Nazi occultism, and unnatural phenomena—things that Delta Green considered to be *very* terrestrial. Flying saucers held little interest for the reborn agency. Those fascinated by such things ultimately joined MAJESTIC.

In 1953, when Delta Green was officially relieved of UFO-related duties by MAJESTIC, both organizations couldn't have been happier. From that point forward, the two organizations kept out of each other's way. This early division further compartmentalized intelligence that, if seen as a whole, might have revealed much about the nature of the unnatural.

IN THE FIELD: THE MAJESTIC CAMPAIGN

At the end of the Second World War, America stood supreme; its homeland untouched, its factories a prodigy of production, its Navy, Air Corps and arsenal second to no other Earthly power. With the atomic bomb and the double demonstration of Hiroshima and Nagasaki, few could picture any other world government *ever* approaching its power, at least in the near-term.

America labored under this delusion as well, so much so that when something which was not supposed to exist, and which put every earthly technology to shame fell from the sky in New Mexico in 1947, it was ill-prepared to deal with the shock provided.

The Roswell saucer represented a fundamental shift in the disposition of reality to those in power in the United States. Within days of its capture, the saucer clearly showed that America, the power which had spanned the globe and brought the world war to an end, was still only of this world. Something now, existed *beyond* it—in stealth, technology and power. Something absolute that made the entirety of the American arsenal look as potent as a firecracker.

It turned out, the secret was easy to keep. And this method remained unchanged during MAJESTIC's entire operational history. Those given the "sermon" (briefed for full MAJESTIC clearance) were told, in no uncertain terms, that if the truth of the situation became general knowledge, the occupants of the saucer would have no choice but to end the experiment that they had begun eons before, which we called "humanity". Something they could do in one, final, terrible, instant. Wiping the globe clean to start again. Keep the following in mind when portraying those from MAJESTIC, in nearly *any* time period:

- △ **Everything to Lose:** MAJESTIC prefers those with a family, with strong ties to a community, with loved ones. People who lay down roots. They are kind and understanding employers and they pay very, very, well. And then, when it's too late, it is quietly pointed out just what might be lost if indiscretion were to strike.
- △ **Infinite Money and Resources:** At its peak, MAJESTIC is the most potent human power on the planet. It controls billions of dollars worth of black budget personnel, vehicles and facilities. There is literally nothing terrestrial (or in near orbit) that is beyond its reach. Of course, this power—though it might momentarily find itself in the hands of an Agent—never lasts.
- △ **Anyone Can Die:** People die all the time, and with the proper counter-intel operations, it is incredibly easy to sweep someone—anyone—under the rug. A heart attack, a lone suicide, a drive-by. The stories change as needed, but the outcome is the same; the intelligence threat is removed. Rumors persist (spread by MAJESTIC counter-intel) that a prominent and well-known politician was killed to prevent disclosure of the “bluff”.
- △ **Uncorrelated Contents:** Two levels of MAJESTIC exist—white badge access and black badge access. White badge personnel have limited knowledge of the group and what it does. They know the name, that the group examines high technology recovered from enemy crashes, and little else. Once the employee is given the “sermon” on what MAJESTIC *really is*, they are granted black badge access. Black badge MAJESTIC personnel are fully aware of mankind's position in the universe.

DISINFORMATION: THE SIGIL

After the atomic bomb demonstrated how potent applied physics could *truly* be, and even before the apparently extraterrestrial craft crashed at Roswell, New Mexico, the U.S. government was gathering physicists and setting them on the ultimate task; the unification of all physical sciences into one, unbroken, whole.

When MAJESTIC began probing the spacecraft recovered at Roswell—nicknamed “the Bucket”—they hoped it might provide a shortcut to discovering the nature of anti-gravity. Since the alien vehicle could accelerate, float and turn at right angles without any visible means of propulsion, most believed it must contain some sort of gravity engine.

Instead of a machine producing the anti-gravity effect in the craft, all that was found was a series of bizarre sigils carved into a clay-like substance within it (and subtle, larger sigils etched into the indestructible metal of its exterior surface). These sigils seemed to *project* gravity—with no apparent counter-force—in a way that human science had not even the slightest idea how to begin to understand. MAJESTIC threw the best minds on the planet at it. The sigil proved to be the most complex thing ever seen by mankind. Hundreds of millions of dollars, and dozens of lives were lost to the seamless math behind the sigil over the next sixty years.

While the sigil has since been replicated—in rote copy—used to propel objects and even kill; after decades of effort, humanity is not one step closer to understanding *how it works at all*.

ASSETS: THE WHITE SHEET

In the early days of MAJESTIC, Dr. Stephen Curtis, a young, brilliant, mathematician was assigned to study the bizarre science of the extraterrestrial sigils found within the “Bucket”. His research was startling, and led to the restoration of power within the vehicle, as well as various other breakthroughs, but in that time he grew withdrawn and secretive. On December 12, 1949 Curtis was found crushed beneath a sigil of his own design (similar to those found in the alien craft) carved into a wooden beam. The sigil was *somehow* exerting 190gs of force—with no equivalent counter-force.

All that remained of Courtis besides his shattered corpse was a single sheet of paper inscribed with 34 equations. Along with this bizarre math was one word, "escape". MAJESTIC would study this math for decades and make no clear progress, except in rendering the world's greatest minds insane.

THE COURTIS PAPER

***Science (Mathematics), Study time 500-hours, Unnatural +1%, SAN 0/1D4 (Unnatural)**

"9 9 2 0 . 2 2 9 9 8 9 2 1 2 . 3 3 4"

**Those without Science (Mathematics) of at least 50% or higher can glean nothing from the Courtis Paper.*

DESCRIPTION

The original Courtis Paper, often called the "White Sheet" was a single sheet of handwritten mathematical formulae. To those untrained in mathematics, it is gibberish. To those with training in mathematics it implies amazing, underlying secrets to reality; with 500 hours of study a SAN roll is made. If it is *failed*, the target learns the ritual (see below) and loses 1D4 SAN. If the SAN roll succeeds, the target is overcome with a feeling that they have *just missed* the truths that make the universe run. Targets may try again and again, as long as they have the appropriate training.

RITUALS

Consciousness Expansion (Difficult Ritual, +4 Unnatural, 50 hours, SAN 1D100)

This ritual is in fact simply an understanding of higher dimensions, and the realization that anyone can raise their consciousness into those dimensions. Learning the ritual requires that the reader have a Mathematics skill of 50% or more, though no roll is needed, instead, the target must spend 500 hours studying the math, and then *fail* a SAN roll.

The operator of this ritual understands that by focusing on the knowledge implied in the numerical string (which has exceptional significance for those trained in math), they can expand their consciousness into higher dimensions. The ramifications of this are not, however, understood.

If the ritual is attempted once learned, the caster's mind ascends into higher dimensions. Their body immediately disintegrates. For game purposes, the Agent is dead. Witnessing someone cast this ritual results in a 1/1D6 SAN loss (Unnatural) for onlookers.

NOTABLE EVENTS, MYSTERIOUS AND OTHERWISE

- △ **24 JUN 1947:** Thunderstorms apparently result in a unidentified flying object crash near Roswell, New Mexico.
- △ **7 JUL 1947:** Responding to a report by a local farmer outside Roswell, Major Jesse Marcel of the U.S. Army Air Corps 509th Bomb Group comes upon the wreckage of an extraterrestrial spacecraft. He dispatches soldiers to secure the crash site and returns back to base to test the properties of the strange metal recovered from the site.
- △ **8 JUL 1947:** A reconnaissance aircraft discovers a silver-gray disc near the Roswell debris site. At the wreckage are four humanoid creatures, three killed by the crash and one still alive but unconscious. A 150-man team from the Central Intelligence Group quickly mounts an operation to recover the wreckage and cover up the crashes, although word spreads that afternoon that a "flying disc" had been captured. Several Delta Green veterans are called back to service to assist.

- △ **24 AUG 1947:** Dr. Anton Greist, a former researcher on the Manhattan project enlisted to study the living occupant recovered from the Roswell crash, discovers an unusual equation that allows his consciousness to transcend its physical form and disappears.
- △ **21 SEP 1947:** President Harry S. Truman forms the MAJESTIC-12 Special Studies Project to analyze the wreckage. Delta Green veterans successfully lobby the president to reinstate Delta Green as an inter-service military unit reporting directly to the Joint Chiefs of Staff. Delta Green is re-established to “to conduct such activities as are necessary to deny the use of unorthodox technologies by any foreign power.” Delta Green has little interest in flying saucers, and will take a broad definition of “alien technology.” Among those OSS/Delta Green veterans recruited back into the new agency is Joseph Camp.
- △ **25 SEP 1947:** To consolidate xenobiological research the single surviving extraterrestrial occupant found at the Roswell crash is transferred to a purpose-built facility at Los Alamos and the captured Deep One hybrids are also transferred to this site. The facility is re-designated as the ICE CAVE, or YY-II facility.
- △ **25 SEP 1947:** The spacecraft (renamed "the Bucket") recovered at Roswell is moved to Wright Field in Ohio, where it is studied by a Majestic-12 project under the command of Detlev Bronk.
- △ **27 SEP 1947:** PISCES agents observe the reactivation of Delta Green, but does not resume the close relationship they shared during the war, due to concerns over possible security leaks.
- △ **29 SEP 1947:** Soviet spies report on the UFO crash at Roswell to Stalin, who assigns the task of collecting intelligence on it to S.M. Shtemyenko, chief of the GRU and former head of SV-8. Shtemyenko uses this assignment to establish SV-8 as an officially-recognized unit, secretly funded and staffed by anonymous personnel, but whose existence is known only to Shtemyenko, Stalin, and its own membership.
- △ **30 DEC 1947:** MJ-12 creates the Air Force’s Project SIGN to discredit UFO sightings. Some Delta Green personnel are permanently transferred to MJ-12 to help cover up what the Air Force can’t easily explain away.
- △ **1 JAN 1948:** Project SIGN obscures the facts surrounding the death of Air National Guard Captain Keith Belmont and the destruction of his aircraft by a UFO.

COLD WAR OPERATIONS

The reconstituted Delta Green operated under cover as an inter-service military intelligence unit specializing in psychological warfare, reporting directly to the Joint Chiefs of Staff. Rather than following its mission directive, Delta Green went about settling accounts.

In JAN 1948, Delta Green launched Operation SOUTHERN HOSPITALITY, to eliminate former *Karotechia* members, hiding in Central and South America. In the first year, a *Karotechia* researcher was found living in Montevideo, Uruguay, and another in the Chaco region of Paraguay. Both were eliminated.

SOUTHERN HOSPITALITY’s largest operation took place in 1952 on the Antarctic continent near Queen Maud’s Land. There, three former *Karotechia* researchers, with the assistance of the Argentine dictator Juan Perón, were attempting to locate Point 103, and unearth unnatural artifacts. A company of specially trained U.S. Army paratroopers under Delta Green command assaulted the Argentine Antarctic expedition, eliminating the *Karotechia* researchers along with their Argentine allies. Only a handful of U.S. paratroopers survived to seal the excavations with high explosives. The American dead were reported as killed-in-action in Korea.

Delta Green’s flagrant disregard for its original mission would likely have led to its disbandment if not for the successful conclusion of Operation SIC SEMPER TYRANNIS.

In 1952, Delta Green had begun hearing rumors about a Soviet NKVD research project in Novosibirsk, directed by a former *Karotechia* scientist named Erwin Peis, pursuing life extension experiments, to extend, perhaps indefinitely, the life of ailing Soviet dictator Josef Stalin. In December, Delta Green inserted a six-man team onto the Arctic coast of Siberia via US Navy submarine. The Delta Green agents and their Aleut Eskimo guides crossed the eastern Siberian mountains to Novosibirsk. Only the team leader, Col. Michael Keravuori, returned the following winter via the frozen Bering Strait.

The Colonel reported that the team had struck just in time, and that the labs, personnel, and data had been completely destroyed. The most puzzling aspect of the operation was that the Delta Green team was captured by Soviet authorities *before their raid*, but, after interrogation, were inexplicably released in order to complete their mission.

During the raid, Soviet agents both aided the team and later tried to assassinate the survivors. As for Josef Stalin, he died in Moscow, on 5 MAR 1953 of apparent natural causes.

DISINFORMATION: MICHAEL KERAVUORI, THE DOOR OF SILENCE

In 2017, the lone survivor of SIC SEMPER TYRANNIS, Col. Michael Keravuori (ret.) is 88, and lives in Scottsdale Arizona on a modest military pension. He spends his Thursdays at the VFW, drives a restored 1971 Corvette Stingray, and plays a pretty mean game of golf.

He doesn't sleep. Not in some metaphorical sense, he literally doesn't sleep, and hasn't since the day of his last operation (operation SKUNKED, in Colombia, in 1956). Something happened there in the jungle, something that he can't recall no matter how hard he tries. He doesn't try too hard, anymore.

No one in the group knows that Keravuori is not right. Sometimes, Keravuori himself doesn't even notice. If it wasn't for the dreams, punctual as always, he might forget altogether. Even without sleep, the dreams come. During his last vision, he almost drove his car off the road.

In the dreams, a gong sounds, and with each sounding, a silence covers a portion of the world. A silence so deep that all light and life vanish. In the end, the Earth is extinguished like a candle. Dead and black. A charnel house tumbling through the void forever.

Though he does not know why, Michael Keravuori is the man who swings the hammer, grinning.

IN THE FIELD: THE COLD WAR CAMPAIGN

After the Second World War scattered the unnatural to all points of the globe, the reconstituted Delta Green—reformed under the command of the with a mix of military officers and civilian special agents—undertook a decade long “mop up” campaign. In these operations, *Karotechia* personnel, their research and unnatural technologies were hunted down, assassinated, captured or destroyed before they could tip the scales of world power.

At this moment in time, from 1948 to approximately 1960, Delta Green had access to the full might and infrastructure of the U.S. government. Nothing was beyond their grasp.

Those wishing to run a game set in the Cold War should keep the following in mind:

- △ **Unknowns:** America itself is filled with hundreds of mysteries. Flying disks, bigfoot, various beast sightings such as the “Mothman” and others, fuel Delta Green operations at home, even as the group acts abroad to protect US interests.
- △ **We Must Recover It!:** The *Karotechia* spent years collecting unnatural artifacts—books, devices, icons, relics and statuary—before the western intelligence services caught on to their actual utility. By the time Delta Green was in the war, the Nazis had the most extensive collection of unnatural artifacts gathered in one place in the world. At the end of the war they were scattered, and turned up in the strangest places.

- △ **Last Seen In South America:** Many of the Nazis (and *Karotechia*) fled to South America. And many of the missions in this era were carried out in various South American locales.
- △ **Russian Extracts:** *Karotechia* researchers were captured and put to work by the Soviet GRU-SV8. Everything from research in resurrection and life-extension technologies continued under Soviet rule, for use in the growing tensions of the Cold War.
- △ **Rockets and Nukes:** The focus of the Soviet Union throughout the early 1950s was atomic and hydrogen bomb research, as well as rocket technology strong enough to carry such a weapon. The unnatural featured into this in many ways. *Karotechia* scientists enamored with alchemy claimed they could create uranium or plutonium from lead, that they could render the bomb assembly weightless, and more. None of these projects came to pass of course; but was that because the researcher was killed, the underlying unnatural formulae was flawed, or Delta Green intervened?

NOTABLE EVENTS, MYSTERIOUS AND OTHERWISE

- △ **18 JAN 1948:** Delta Green begins Operation SOUTHERN HOSPITALITY, to track down and eliminate former *Karotechia* members living in South America. By the end of the year, two former *Karotechia* researchers are found and eliminated.
- △ **2 FEB 1948:** MJ-12 creates Project GRUDGE to replace USAF Project SIGN.
- △ **22 MAY 1948:** Secretary of Defense (and high-ranking member of MAJESTIC) James Forrestal "commits suicide" by jumping from the sixteen-story window of his room at Bethesda Naval Hospital, where he was being treated for emotional strain. In reality, Forrestal is assassinated because he is planning to go public with what he knows about the Roswell crash.
- △ **21 JUN 1949:** The MJ-12 team under the command of Vannevar Bush comes to the conclusion that the Greys (referred to as *Extraterrestrial Biological Entities* or *EBEs*) developed a psychic hive mind at some point in their evolution.
- △ **12 DEC 1949:** Dr. Stephen Courtis of MJ-12 SSG2 is crushed to death while experimenting with a sigil found on "the Bucket." The sigil is quickly determined to have strange effects on gravity, and eight other researchers are killed during a brief period of experimentation. Courtis' experiment marks that last significant result garnered by MJ-12 SSG2, although the project continues for decades afterward.
- △ **2 JAN 1950:** Dr. Townsend Brown, one of the few survivors of the USS *Eldridge* and former researcher on Project MIRAGE, quits his position at the Lockheed Vega Aircraft Corporation and moves to Hawaii to focus on his gravitor research.
- △ **6 DEC 1950:** A second UFO crashes at El Indio, Texas. Project GRUDGE dispatches a special USAF craft-recovery unit called BLUE TEAM to recover the minimal debris and cover up the accident.
- △ **2 JAN 1951:** Reinhard Galt returns to Europe under an assumed name, and, through the ODESSA, joins the Egyptian Army as an instructor and military advisor.
- △ **3 SEP 1951:** While working on the Courtis equations taken from the Bucket, Dr. Wexler of MJ-12 shoots and kills his colleague, Dr. Antonio Malbayam. Wexler claims that Malbayam went insane, attempted to destroy Courtis' notes, and attacked him.
- △ **2 MAR 1952:** Project GRUDGE is replaced by Project BLUE BOOK, a public disinformation campaign designed to deny the existence of extraterrestrials. BLUE TEAM continues to operate investigating UFO sightings and collecting evidence for use by MJ-12.
- △ **1 APR 1952:** Delta Green launches a raid into Antarctica as part of the continuing Operation SOUTHERN HOSPITALITY, using a company of U.S. Army paratroopers to stop a *Karotechia* expedition (funded by Argentinean dictator Juan Péron) to locate Point 103.

- △ **1 NOV 1952:** Delta Green launches Operation SIC SEMPER TYRANNIS, whose mission is to destroy the SMERSH laboratory in Novosibirsk, Siberia, where Erwin Peis is continuing his “resuscitated casualties” research to the purpose of indefinitely preserving the life of Stalin. Six Delta Green agents and four Aleut guides are transported by submarine to north of the Arctic Circle, where they begin the overland hike to Novosibirsk.
- △ **3 DEC 1952:** Two hundred miles north of Novosibirsk, the SIC SEMPER TYRANNIS team is captured by a *Spetsnaz* unit on maneuvers. The prisoners are held by the GRU at Tomsk, and subjected to interrogations personally supervised by Mikhail Shalin. One week later, one of the Delta Green agents, U.S. Army Captain Peter Hodge, breaks down and reveals their mission. Fearing an immortal Stalin, Shalin decides to release the Americans, have them complete their mission, and then assassinate them to cover-up all GRU involvement.
- △ **18 DEC 1952:** President-elect Dwight Eisenhower is briefed on the existence of MJ-12 and its purpose. Eisenhower agrees to expand MJ-12's budget, authority, and manpower. MJ-12 consolidates its UFO investigations by having the NSA carry out Project AQUARIUS (MJ-1) as its primary operational arm. BLUE TEAM is also reorganized as Project MOON DUST (MJ-5), with Operation BLUE FLY as its primary operational arm.
- △ **2 FEB 1953:** GRU SV-8 smuggles the SIC SEMPER TYRANNIS team into Novosibirsk, where they destroy the SMERSH laboratory and liquidate Erwin Peis and his research staff. Only U.S. Army Colonel Michael Keravuori survives both the raid and the *Spetsnaz* ambush awaiting the Americans, and escapes by walking across the frozen Bering Sea to Nome, Alaska.
- △ **2 MAR 1953:** The morning after a late-night dinner party at his *dacha* in Kuntsevo, Stalin is found lying on the floor of his bedroom, conscious but unable to speak. Diagnosed with a stroke and lacking the elixir promised him by Erwin Peis, Stalin suffers a slow and painful death.
- △ **21 MAR 1953:** In New York, Stephen Alzis suddenly appears and takes over leadership of what remains of the 1920's occult group, the Fate.
- △ **1 OCT 1953:** Electronic eavesdropping stations of MJ-12's Project AQUARIUS begin detecting odd signal noise originating from deep space.
- △ **23 NOV 1953:** A USAF F-89c jet fighter is observed by radar being "absorbed" by an unidentified radar contact. Project AQUARIUS investigates the disappearance, but no trace of the aircraft or its crewmen is ever found.
- △ **2 JAN 1954:** During the Malayan Emergency, PISCES discovers an ethnic minority called the *Chauchaus* engaged in cannibalism and ritual torture. PISCES uses any and all measures to eliminate the *Chauchaus* from Malaya.
- △ **14 JUL 1954:** MJ-12's Project AQUARIUS briefs President Eisenhower on the odd signals it has detected, having determined that they are indecipherable fragments of intelligent and systematic communications originating from the moon and aimed at sites on the Earth and in high orbit. Eisenhower increases MJ-12's budget, allowing a complete reorganization.

LOSS AND GAIN

On 13 JAN 1955, Daniel Freis, one of the original Black Chamber cryptographers who had translated *the Book of Dagon*—and Delta Green's most gifted researcher—suffered a mental collapse and went on a rampage in Delta Green's archives. After attacking several personnel with a fire axe, he set fire to the central archives. The resulting blaze destroyed all the materials seized during the Innsmouth raid. Freis even smashed the original stone tablets of *the Book of Dagon* to bits. Most materials from the Second World War were also destroyed.

Losing these irreplaceable artifacts and files set Delta Green's research back almost fourteen years. Some insisted that Freis wasn't insane, but had instead done humanity a great service. Freis was captured, committed, and died in an insane asylum in 1970.

In May of 1959, Delta Green lost the services of Commodore Martin Cook, Delta Green's commanding officer since its inception in 1942. Commodore Cook was confined to the psychiatric wing of Bethesda Naval Hospital for complete mental and physical collapse. In 1963, he was released and retired quietly to his ranch in Montana, where he lived until his death in 1968. During the last years of his life he declined to participate in Delta Green operations, even in an advisory capacity.

To replace the losses, Delta Green recruited from academia and the military, bringing new members into the organization; among the last to be brought in fully to the central Delta Green organization.

Throughout the 1960s, Delta Green began to tap federal intelligence and law-enforcement agencies for temporary personnel. Not just when raw firepower was needed, but also when investigations had to be performed. When an unnatural event came to Delta Green's attention, personnel would be given a temporary Delta Green-clearance and be briefed on the essential, "need-to-know" details of the mission.

After participating, the survivors would have a small, green delta (Δ) attached to their files. Once marked, these Delta Green "friendlies" would be called if they were in the general vicinity of a crisis, or if their particular talents were needed. Delta Green grew less centralized, with individual members possessing the de facto authority to mount operations without the foreknowledge of Delta Green's leadership.

Later, this policy would cost Delta Green greatly.

ASSETS: FREIS' "THERAPY"

Sometimes, things simply slip through the cracks. This was the case with the file of Dr. Daniel Freis. Two-hundred plus pages of notes from his psychotherapy and treatment sessions at Naval Hospital Camp Pendleton are still there, in the archives, unclassified and unmarked. After Freis' death in 1970, no one came for them.

It's all there, in black and white. A transcript of Innsmouth, the Deep Ones and the secrets of *the Book of Dagon* laid bare in plain text. Of course, those treating him believed he was insane, and as such, it was all ignored. To those in the know, however, the case-file is as dangerous as a loaded gun.

CASE-FILE FREIS, DANIEL M.

English, Study time 120-hours, Unnatural +2%, SAN 0/1D4 (unnatural)

"SUBJECT: Have you been to a farm doctor? You think the cows know they're kept? You think they don't feel safe? SOMETHING. OWNS. US."

DESCRIPTION

Two-hundred and twenty-one pages of medical forms, psychotherapy transcripts, personnel files and more, all concerned with Dr. Daniel M. Freis, from the time of his incarceration (14 JAN 1955) to his death (1 OCT 1970). It is contained in four accordion files; none marked with any sort of security designations.

Anyone with Psychotherapy or Medicine in excess of 30% can tell that Freis suffered from what might be termed late onset schizophrenia, delusions, as well as depression. He was heavily medicated in his time at the hospital (on a host of drugs like thiorazine, chlorpromazine, and others), but strangely, electroshock therapy was never attempted. EST NOT PERMITTED

INTELLIGENCE ASSET is written on each page of Freis' admission documents, and is signed CDR COOK.

The tale woven by the madman is coherent and consistent, and unlike many schizophrenics odd delusions, does not seem to shift and change over time. He parroted the same tale in 1955 that he was screaming on his deathbed in 1970.

Freis claims that he works for an agency in the U.S. government—which he does not name—that has discovered mankind is a “kept” population, used for breeding and food by a far more advanced species of humanoid, the Deep One, that lives beneath the Earth’s oceans. These creatures are immortal and wield weapons far more powerful than any human technology. The upper world is simply a “pen” in which they keep their livestock—humanity.

DISINFORMATION: K’N-YAN

First recorded by Delta Green in 1955, K’n-Yan, or *Xinaián*, is a subterranean realm filled with an eerie blue light located beneath Oklahoma, although (possibly hypergeometrical) entrances to it can be found in Vermont among other places. Below it is the red-litten cavern of Yoth, and below that, the black abyss of N’Kai. Everything known about K’n-Yan comes from the *Narrative Concerning the Subterranean World* purportedly written by a Spanish conquistador, Pánfilio de Zamacona y Nuñez (1512-1545?). The ethnologist Z.L. Bishop published Zamacona’s tale in 1930 after finding it buried in the so-called “Ghost Mound” near Hydro, Oklahoma, describing it as a 19th-century hoax or social satire.

The immortal inhabitants of K’n-Yan—of which little is definitely known—have mastered genetic manipulation, telepathy, dematerialization and molecular control. They may have been the prehuman, psionic “Lemurians” of theosophical lore, said to dwell within Mount Shasta and other North American natural features. They are sometimes referred to as “giants” or “moon faced people”. War with the “space devils” (possibly the Mi-Go) drove them below the surface. Over the eons, they manipulated their own DNA with genes from serpent people, hominids, Lomarians, and even the formless spawn of Tsathoggua. Eventually their civilization decayed until they restricted themselves to their capital city of Tsath. The K’n-Yani encounter with Zamacona apparently renewed and strengthened their commitment to total paranoid isolation.

Delta Green has not risked altering that attitude.

DISINFORMATION: INNER SPACE

If position in space-time is relative to perception, as Einstein grudgingly admitted and quantum theory gingerly maintains, then altering perception alters the perceiver’s dimensionality. The so-called “Inner Space” opened up by hallucinogenic and perception-altering drugs begins as an overlay or bleed-through into normal space-time, later becoming a shared hallucination with culturally common symbolic features. Past that, the use of certain drugs, meditative states, and other stimuli such as the Ganzfeld solid-color effect opens gateways to other mentalities and other dimensions.

The CIA experimented with LSD between 1951 and 1973 under Project ARTICHOKE, later renamed MKULTRA, then MKSEARCH. Their goal: develop a mind-control drug. MAJESTIC via Project OUTLOOK piggybacked on much of the MKULTRA material to explore those dimensions. Some Delta Green operators entered Inner Space while operating undercover infiltrating hallucinogenic and entheogenic cults.

One of these inner space concepts was first recorded in the *Ashokavadana* as the *Maya*—the illusion. Many tales exist of another world beyond our own, a consensual shared reality some call the “dreamlands”. Madmen have claimed that *all* mankind travels to this world during

sleep, and live other lives, in another adjacent “reality”. Due to its hallucinatory nature, such claims are difficult to prove, of course.

There are other powers at work in the realm of thought as well. The most potent is a force known as the King in Yellow, who exists in a realm of roiling madness—somehow accessible through the power of the human mind—which spreads like a psychic virus.

- △ In 1899, Arthur Emery Smyth, a failed poet and drunk who had somehow managed to found a religious order around the “World of Fancy”, gathered his followers for one final revel. Smyth and his 120 followers vanished and were never found.
- △ In 1955 Delta Green was involved in an incident in New York city called Operation BRISTOL. It was a disaster with a huge body count, focused around a failed off-Broadway play called HER GREY SONG, which, it was determined, was based off the a book with known hypergeometric qualities *The King in Yellow*. During this operation, a portal to a dimension called “Carcosa” opened. Beyond these scant facts, nearly nothing remains on the record, though some survivors persist.
- △ In 1958 MKULTRA project SUBSUME came into possession of “substance K”, a narcotic with odd side effects. Certain subjects imbibed with this substance (which appeared to be plant based—though its components could not be identified) caused the subject to *physically vanish* and never to return. SUBSUME was folded under MAJESTIC supervision in 1959. It is unknown if the experiments continued.
- △ Twice Delta Green agents have claimed to have entered another earth-like world. The first, in Korea in 1950, claimed to have located a huge, unknown city called Sarkomand, before wandering back to American lines, and the second, lost at sea in the South Pacific, landed at a port town called “Lhosk”, only to be beset upon by men in turbans.

NOTABLE EVENTS, MYSTERIOUS AND OTHERWISE

- △ **2 JAN 1955:** Dr. Lewis Strater establishes the OUTLOOK Group, a think-tank for the Pentagon, the DIA, the NSA, and the CIA. Under Strater, the OUTLOOK Group successfully predicts several major shifts in the foreign policy climate over the next six years.
- △ **9 MAR 1955:** Delta Green Operation ADVANCE MAN in Oklahoma results in twenty-two deaths, one lost agent, and three involuntary commitments. The survivors of the operation reported contact with an unknown threat called the *Xinaián*, near-human creatures capable of manipulating matter and thought who appear to originate from within the Earth.
- △ **8 FEB 1956:** Delta Green ends Operation SOUTHERN HOSPITALITY, under the (mistaken) belief that all former members of the *Karotechia* had either been slain or died from mishaps, old age, and disease. Three former *Karotechia* officers—Olaf Bitterich, Gunter Frank, and Reinhard Galt—survive at the Brazilian compound of *La Estancia*.
- △ **4 JAN 1957:** Arthur Moritaum, the sole heir to the Moritaum oil fortune and a former member of the Fate, wills his South-Hampton estate to Stephen Alzis. Moritaum dies soon afterwards, and Alzis establishes the Moritaum Estate as the new headquarters for the Fate, where the cult stores its library and conducts many of its rituals.
- △ **12 MAY 1960:** Research on “the Bucket” has killed or mentally incapacitated three dozen personnel working on MJ-12 SSG2, despite enforcing a “buddy approach” system. MJ-12 responds by placing armed guards on all researchers and forcing many of them to drop out of society by having their deaths faked.
- △ **2 JAN 1961:** Delta Green actively recruits new members to replace those agents lost over the past decade, adding twenty-six new personnel to the Delta Green Steering Committee, the

command and control center for all Delta Green operations. Among them is U.S. Army officer Reginald Fairfield.

- △ **19 JAN 1961:** Stephen Alzis opens the Whole Earth Enterprises offices in the McMahon Building in Manhattan. By this time, WEE is a highly-successful international company, with 9,000 employees around the globe.
- △ **20 JAN 1961:** John F. Kennedy is sworn in as the 35th President of the United States. After being briefed by MJ-12, Kennedy pledges his support, and suggests sending manned missions to the Moon to search for the source of the alien communications identified by Project AQUARIUS.
- △ **1 JUL 1961:** Dr. Albert Yrjo of New York University begins conducting experiments subjecting groups of ordinary people to simulated high-stress situations, ranging from a simple building fire to an imminent nuclear attack.

DEEPER WAR

On 10 APR 1963, the USS Thresher nuclear attack submarine sank with all hands, 100 miles east of Cape Cod, Massachusetts. Delta Green had long maintained an interest in naval disasters, and it was not lost upon the leadership that the USS Thresher went down in the general vicinity of Innsmouth.

Investigation revealed that the Deep One colony off Innsmouth, under Devil's Reef, had survived the 1928 submarine attack. Operation RIPTIDE finished the job started thirty-five years earlier, with multiple rounds of air-dropped anti-submarine warfare charges, depth charges, and high-explosive torpedoes poured on the site until hydrophones revealed only silence.

HEARTS OF DARKNESS

In 1964, Delta Green agents intervened in the Belgian Congo crisis. Under attack from government troops, CIA mercenaries, and Belgian paratroopers, the hard-pressed *Simba* and Mulele rebels were turning from Marxist-Leninism to tribal mysticism. In their desperation the rebels had embraced an ancient religion and planned to summon their God *Mauti* to devour their enemies.

Their first efforts resulted in a unit of European mercenaries being ritualistically slaughtered, so Delta Green launched Operation KURTZ to discover if the rebels were utilizing unnatural principals in the field. Delta Green's bloody tactics succeeded in preventing a dimensional "rip" similar to the one planned by the *Karotechia* in 1945, but some in the Pentagon wondered if the body count was too high to justify the operation.

As the Vietnam war heated up, many members of the CIA and military intelligence found themselves penetrating heretofore-undisturbed corners of the steaming jungles of Indochina. Because of their discoveries, some were granted Delta Green clearance.

As early as 1965, Delta Green was concerned by some of the "anti-communist allies" the CIA was developing among the region's hill tribes. While the CIA's Hmoung, Meo, and Motanyard allies were opium smugglers, the CIA's Tcho-Tcho mercenaries were worse—unfathomably sadistic, avowed cannibals. Despite the Tcho-Tchos' rabid hatred of the Communists, Delta Green advised the CIA against arming the despicable tribesmen. Delta Green's warning was ignored. The CIA never admitted it had made a mistake with the Tcho-Tchos, even after it became obvious that the tribesmen were more interested in killing and eating their Hmoung, Meo, and Motanyard neighbors than they were in fighting the Communists.

But there were worse things festering in the jungles of Indochina. In Laos, Cambodia, and Vietnam, Delta Green detected some of the same signs they'd seen in the Congo in 1964. The

Pathet Lao, *Khmer Rouge*, and *Viet Cong* were becoming so hard-pressed by American firepower and counterinsurgency tactics that certain factions were willing to try anything to drive out the “Imperialist running-dogs.” Delta Green was particularly worried about the disquieting similarities between the *Simba* and Mulele god *Mauti* and the *Khmer Rouge*’s near-mystical reverence for the concept of *Angka*—the title of the *Khmer Rouge*’s political party.

DISINFORMATION: “TOCHOA, YUEH-CHI, CHAUCHAS, TCHO-TCHOS, TACHOANS?”

No one knows where the “Tcho-Tcho” people hail from, or even, indeed, if that is their name. To the Greeks they were the *Tochoa*, and they swept in and violently ruled much of what is today Afghanistan before being pushed back to the Asian wilds in the third-century BC by the Sassanid Persians. To the Chinese, they were the *Yueh-Chi*, “those with the knife smile”, and were shunned as cannibals, and were thought to travel between our world and the mystical realm of Leng. To the French missions in Indonesia, they were the *Chauchas*, little, withdrawn tribespeople who at first seemed friendly, but who showed a propensity for sudden ambush and violence. To American cultural anthropologists they were the Tcho-Tcho or *Tachoans*, one-time allies against the *Viet Cong*, whose odd religion involved ritual sacrifice and self mutilation.

Where did they come from? Many theories exist. One that they are from Leng, a lone mountain hidden in the depths of China. Another says they are from a hidden city of Dho-Nha; a hidden city beneath the Earth. But who knows?

All of these things, and names, can be said to be true, or at least, not false. What do the Tcho-Tcho people say about themselves? Nothing, though if asked, they will smile, and laugh through black, sharpened teeth. The one thing known by all parties is that the Tcho-Tcho, in addition to being somewhat dangerous, are capable liars. They are not to be trusted.

DISINFORMATION: DHO-NHA

A name Delta Green has ascribed to a supposed “inner city at the magnetic poles”, which comes from the ritual that grants access to it—the city revealed by the Dho-Nha ritual may have another name to its builders. The *Necronomicon* and other texts describe only a single city, implying that Dho-Nha occupies a pocket dimension tangent to both magnetic poles. Alternately, there may be two cities (Dho and Nha?), one at each pole. The city has some connection with Yog-Sothoth, and may act as a gateway to other dimensions or times. Its location on Earth shifts with the magnetic poles, but until the immanentization of Yog-Sothoth it can only be reached using the ritual, or possibly from the air.

US Air Force Captain Curtis Criss is the only Delta Green asset known by the group to have seen Dho-Nha. On 21 JAN 1968, he joined a B-52 airborne alert flight out of Thule AFB in Greenland under cover as a substitute navigator. His mission (Operation NORTHERN LIGHTHOUSE) remains classified; when his bomber crashed near the airbase six hours later, one man was dead, the cockpit had burned out, and one nuclear weapon was missing. In his debrief, Criss described “a kind of angled chaos” with “pointed towers” and “things in the gardens.”

NOTABLE EVENTS, MYSTERIOUS AND OTHERWISE

- ▲ **11 APR 1963:** Delta Green initiates Operation RIPTIDE, using airdropped anti-submarine warfare weapons and depth charges to utterly destroy the Deep One city of *Y’ha-nthleij*, which had only been damaged by the submarine attack of 1928.
- ▲ **22 NOV 1963:** President Kennedy is assassinated in Dallas, Texas. Moments after Kennedy was confirmed dead at Parkland Memorial Hospital, Lyndon Johnson is inaugurated as

president onboard Air Force One at Love Field. MJ-12 does not brief President Johnson until there are new findings to report.

- △ **2 JAN 1964:** Delta Green carries out Operation KURTZ, eliminating the *Mauti* cult of the Simba and the Mule'le' in the Belgian Congo.
- △ **15 JAN 1964:** Dr. Albert Yrjo's experiments are shut down by New York University following the deaths of two research subjects during an alien-contact simulation. Yrjo loses his tenure.
- △ **22 JAN 1964:** Stephen Alzis flies to Taiwan onboard a Civil Air Transport flight. At the direction of Joseph Camp, Delta Green attempts to assassinate Alzis (codenamed PARIAH), resulting in the plane disappearing over the Yellow Sea. Stephen Alzis reappears three months later in Brussels, none the worse for wear.
- △ **24 JAN 1964:** British author Ronald Shea stumbles upon the Shan templeship in the Goatswood forest, where he is infested with an alien being known as a Shan. Shea escapes from Goatswood and commits suicide, rather than exist as a puppet of the Shan. From this encounter, the Shan first realize that mankind has developed space travel, although it will be many decades before human technology is advanced enough to free their templeship.
- △ **2 FEB 1965:** Adolph Lepus joins the USMC, and serves the next four years on consecutive tours in South Vietnam as a Marine sniper, garnering 63 confirmed kills.
- △ **12 APR 1966:** Disgraced within the academic community, Dr. Albert Yrjo publishes his first book, *The Group Dynamic in a Stress Environment*, through a small press.
- △ **6 MAY 1966:** A US Air Force F-4 Phantom is struck by a “fast radar target,” forcing the pilot to eject, who is later recovered in a comatose state. Three weeks later, the pilot awakens and murders four people before being shot dead. An autopsy reveals a three-foot long silver and red organ-like creature growing from the dead pilot's chest. MAJESTIC takes charge of the investigation.
- △ **5 JUN 1967:** The Six Day War begins. Reinhard Galt, still acting as an advisor to the Egyptian Army, takes part in the conflict.
- △ **3 FEB 1968:** Martin Cook, the wartime commander of Delta Green, dies of natural causes at his ranch in Montana.
- △ **19 FEB 1968:** Having been led to investigate a series of “anomalous” sites surround the Severn River in southeastern Wales, PISCES Brigadier General Charles Balfour orders a large-scale raid on the town of Goatswood. PISCES, backed by elements of the British Army's Gurkha Brigade, massacres the inhabitants, demolishes the town, and confiscates a cult-related object known as the Moon Lens. During the Goatswood raid, several PISCES agents are infested by the Shan, who worm their way deeper into PISCES.
- △ **2 JAN 1969:** The ONI team of Project PUZZLE release their report on the USS *Eldridge* incident and their study of the Tillinghast Resonator. The report details how the resonator functions, but Project PUZZLE expressly chooses not to reactivate the resonator in fears of what might occur.
- △ **19 JAN 1969:** Dr. Abner Ringwood, cryptographic studies chief at the NSA, is recruited by MAJESTIC to break the still indecipherable alien signals intercepted by Project AQUARIUS fifteen years earlier.
- △ **20 JAN 1969:** Richard Nixon is inaugurated as the 37th President of the United States. MAJESTIC continues their policy of not briefing incoming Presidents on their existence and findings until new developments occur.
- △ **26 JAN 1969:** Delta Green becomes aware of CIA support for the Tcho-Tcho in Indochina, including reports by US Army Special Forces advisors calling for an end to aid to the “degenerate” tribesmen, who were using CIA-supplied weapons against non-communist locals. Delta Green fails to influence the CIA to stop aiding the Tcho-Tcho.

- △ **30 OCT 1969:** Club Apocalypse opens in New York City. It later becomes the unofficial headquarters of the Fate.

THE END?

In NOV 1969, a Marine Colonel with Delta Green clearance, Satchel Wade, launched Operation OBSIDIAN. 300 men parachuted into the Cambodian jungle with orders to destroy a temple devoted to summoning *Angka* to Earth. From the beginning, the mission was a disaster. Something titanic and nightmarish was released into the world. The handful of men who survived fought their way back into Vietnam, located Wade, and executed him, along with his mysterious Khmer mistress.

When U.S. and South Vietnamese troops invaded Cambodia in MAY 1970, they met stiff resistance from the well-prepared *Viet Cong* and *Khmer Rouge*. The Joint Chiefs of Staff blamed Delta Green. After the embarrassment of the 1968 Tet Offensive, revelations about the secret bombings in Laos, and the My Lai Massacre, the Pentagon did not want to explain to Congress what Delta Green was doing in Cambodia seven months before invasion. The decision was made to disband Delta Green and sweep the entire incident under the rug.

On 24 JUL 1970, Delta Green classification was officially deactivated, and the green triangles were removed from hundreds of personnel files. Soon Delta Green faded into bureaucratic myth.

However, this was not the end.

REBIRTH

In AUG 1970, forty federal officials who had previously held Delta Green clearance met secretly in Washington D.C. to determine what was to be done about the threat of the unnatural to national security. They didn't believe MAJESTIC had the skills needed to do the job, and worse, that the misguided group might see the unnatural as an exploitable resource.

The group decided to reestablish contact with those who had previously possessed Delta Green clearance; to let them know that it was unofficially back in business. Old contacts were renewed and alliances re-forged. Delta Green's first "unofficial" action was Operation BINGO, where several flights of B-52s strayed off course to "accidentally" bomb every identified Tcho-Tcho village in Indochina from the map. By Christmas 1971, Delta Green was operating with no budget, no headquarters, no files, and most importantly, no oversight.

To many in organization, this freedom was seen as a significant improvement.

NOTABLE EVENTS, MYSTERIOUS AND OTHERWISE

- △ **1 OCT 1970:** Daniel Freis, former Delta Green cryptographer dies in the Naval Hospital at Camp Pendleton.
- △ **8 OCT 1971:** Arvin Tipler, former Delta Green operative and veteran of Operation OBSIDIAN murders eleven people in Annandale, Maryland, including a police officer, while screaming about "things from space."
- △ **30 NOV 1972:** The spacecraft recovered at Roswell is *briefly* reactivated at Groom Lake by project REDLIGHT, before it explodes, killing four MAJESTIC personnel.
- △ **11 FEB 1974:** In England, PISCES returns to the Severn River Valley and raids *American Books Bought and Sold*, captures Wilbur Bromley—a worshipper and sometimes avatar of the Great Old One Y'Golonac—and imprisons him on Hirta.
- △ **14 JUN 1977:** PISCES destroys an unknown cult operating in Lower Brichester and recovers multiple astrological texts and an odd, antique telescope.
- △ **1 MAY 1978:** Dr. Yrjo is made director of OUTLOOK group.

- △ **30 OCT 1980:** First face-to-face meeting held between MAJESTIC and the Greys. The living alien from the Roswell saucer is returned to the Greys after thirty-three years on Earth. The Greys present their terms for a treaty called the “Accord”.
- △ **3 DEC 1980:** PISCES secretly assumes control of the Inland Revenue Office building in Brichester, but soon after the building is sealed and demolished due to an infestation of an “unknown species of arachnid”. Several bizarre samples—some living—are recovered.
- △ **10 DEC 1980:** President Elect Reagan is briefed on MAJESTIC, the Greys and the Accord.
- △ **6 FEB 1981:** MAJESTIC ratifies the Accord with the Greys for technology and intelligence in exchange for covering up the aliens’ terrestrial activities.
- △ **17 APR 1981:** Lt. Commander Forrest James, future leader of the Delta Green Special Access Program, leads a SEAL team to recover electronic salvage from the wreck of the USS *Santa Cruz*. He first encounters the Deep One threat—face to face.
- △ **1 SEP 1984:** After over two hundred reports of abductions, surgical manipulations and various odd events outside the scope of the “Accord,” MAJESTIC contacts the Greys to discuss the situation. The aliens inform MAJESTIC they will continue to assist them, as agreed. Terrified and with no recourse, MAJESTIC agrees.
- △ **5 MAY 1987:** PISCES drains Brichester lake, searching for a rumored entity called “Glaaki”. Though the lake is determined to have been created by meteor impact, no such creature is located.
- △ **12 SEP 1988:** Delta Green contacts Lt. Commander Forrest James and recruits him.
- △ **22 JAN 1990:** FBI forensic psychologist Debra Constance is recruited by Delta Green.
- △ **19 JUL 1992:** Debra Constance meets with Theodore Morse, a college friend who disappeared in 1989 and was presumed dead. Morse exposes her to *Ghoul Manuscript*, transforming Constance—like himself—into a Ghoul. She turns herself into Delta Green along with the *Ghoul Manuscript*.
- △ **8 SEP 1992:** With Delta Green assistance Debra Constance assumes the form of Jean Qualls, a beautiful (though dead) party girl. She continues serving the Delta Green conspiracy as agent NANCY.
- △ **10 NOV 1992:** MAJESTIC chooses not to brief President-Elect Clinton on its existence until such a time as it is appropriate.

INITIAL REORGANIZATION

Until 1994, there was no *real* Delta Green to speak of. It existed as an unofficial, secret fraternity of federal law enforcement, intelligence, and military personnel. It had no funding, but its members channeled funds, equipment, services, and personnel as needed from whatever agency or military branch they happened to work for. Delta Green’s Agents were not full-time; they worked for other organizations such as the FBI, the CIA, the USAF, and the IRS. They were “assigned” to a Delta Green Operation by their Delta Green-supervisor, who camouflaged their activities as mundane duties.

The result was, predictably, pyrrhic. Deprived of a central intelligence collective, Delta Green agents went into operations armed with nothing more than personal experience. The group’s policy towards the unnatural was “scorched earth”; *stop what’s going on, destroy all evidence of it, and leave no trace.*

This suited the old guard. By and large, they were disenchanted with their government, and felt that only *they* knew what was going on. No longer hampered by bureaucrats, they directed a kill-’em-all policy motivated more from spite than pragmatism. This continued for the first quarter of a century of Delta Green’s new illegal existence—a period about which little is recorded. Some in-the-know call this period “The Cowboy Era.”

DISINFORMATION: IREM AND THE NAMELESS CITY

The legendary pre-Islamic Arabian city “Irem of the Pillars” appears in the *Quran* and the *Thousand and One Nights*, both of which describe its sudden destruction by Allah for the impiety of its inhabitants. Later mythographers located Irem variously in the interior of Saudi Arabia, Yemen, or Oman: a 1991 expedition identified an Iron Age frankincense trading fort at al-Shisr in Oman as Irem (or “Ubar”) after discovering its eight towers, fallen into a sinkhole some time around 400 CE. Alhazredic legend connects Irem to a prehuman “Nameless City” inhabited by ghostly reptiles, implying that the Adites of Irem somehow destroyed it. Alhazred supposedly composed the first couplet of the *Necronomicon* (“That is not dead,” etc.) dreaming of the Nameless City while in the ruins of Irem. Given the scale of NRO DELTA and other MAJESTIC operations in Saudi Arabia and Oman in 1990 and 1991 under cover of Gulf War deployments, it is conceivable that MAJESTIC has discovered one or both sites.

- △ Prisoner testimony from the 1907 St. Bernard Parish raid places Irem near or at the center of the global Cthulhu cult.
- △ Nathaniel Wingate Peaslee may have entered Irem or the Nameless City in 1911, while under Yithian possession.
- △ The writings of the occultist Randolph Carter describe Irem as a city on the Border between reality and the Outside, with a mighty Hand sculpted on the keystone of its main arch. Carter implies that Yog-Sothoth indwells there.
- △ The 19th Baron Northam mounted an expedition to the Nameless City in 1921 and returned to London a shattered wreck, seemingly decades older.
- △ A 1930 letter by Harry St.-John Philby recounts his conversation with an old man in Yemen who had seen Irem in the al-Dahna desert in central Saudi Arabia, and worshiped there at underground shrines of Nug and Yeb. Philby himself mounted an expedition into the Rub al-Khali in 1932, and insisted that the Wabar meteor crater represented the remains of Irem. Philby may have been trying to throw later explorers off the scent of the true Irem.
- △ Philby’s son Kim may have compromised a PISCES mission (Operation CALDERA) to the Wabar/Irem site in 1948.
- △ Stephen Alzis once mentioned, on tape, that his birthplace was a “city of pillars”, though, when pressed, he either could not or would not recall the name.

Delta Green does not know whether Irem and the Nameless City are the same place, two separate dimensional extensions overlapping in one geographical locus, or two different haunted Arabian ruins. The Rub al-Khali desert could easily conceal more than one such site.

NOTABLE EVENTS, MYSTERIOUS AND OTHERWISE

- △ **9 AUG 1993:** Delta Green Operation MOVER investigating the disappearances of thirteen people at the San Carlos Indian Reservation near Phoenix confront an extraterrestrial threat, and soon after, briefly interact with MAJESTIC’s wetwork arm, NRO-DELTA.
- △ **22 APR 1994:** Delta Green Operation DIALECTIC stumbles upon a Mi-Go (in their guise as the Greys) project in Groversville, Tennessee. Four agents are lost, two escape, but not before directly confronting NRO-DELTA, led by former Delta Green agent Adolph Lepus.

FAIRFIELD

In FEB 1994, one of the Delta Green old guard, U.S. Army Major General Reginald Fairfield (retired), was assassinated by members of NRO DELTA, MAJESTIC’s counter-intelligence service. MAJESTIC had thrived since 1947, greatly expanding its authority and influence. In 1981 it managed to negotiate an “Accord” with the extraterrestrial intelligence that created the

Roswell saucer. These beings, “the Greys,” would share technology and intelligence so long as MAJESTIC assisted them in their study of humanity.

General Fairfield was one of the key members that had kept Delta Green going after its official disbandment. He had learned enough about MAJESTIC to be viewed as a threat. This assassination was the first direct action taken by MAJESTIC against Delta Green, but Delta Green was not equipped to rapidly respond.

By 1994, only forty members of the “official” Delta Green remained. Of these, half were in government service, and almost all were due for mandatory retirement. But they could put their hands to a hundred agents who had served on at least one Delta Green operation, another hundred retired government officials who had served Delta Green in the past, as well as approximately five hundred Delta Green “friendlies” scattered around the world.

Realizing the threat posed by MAJESTIC, Professor Joseph Camp—an aging OSS and Delta Green veteran working in the Library of Congress—saw an opportunity for a change. He convinced the old guard that their only option was to evolve. It was time for Delta Green to fight MAJESTIC.

In the fall of 1994, Delta Green was reborn yet again.

IN THE FIELD: THE COWBOY YEARS CAMPAIGN

This is the Delta Green most know: the secret conspiracy which tunneled through the heart of the Federal Government since 1970, composed of agents who got things done, illegally and off the books.

By 1994, this unofficial operation was refined into a cell conspiracy, following OSS standards from the Second World War, led by ALPHONSE—Joseph Camp. Throughout the 1990’s, until the MAJESTIC war (and even beyond) this cell conspiracy continued to cut corners, change the rules, and use anything at hand to push back the darkness.

The 1990s, of course, are a prime time to set a Delta Green campaign. Those wishing to run a game set in the Cowboy Years should keep the following in mind:

- △ **Recruits:** All agents begin as recruits. What their contact tells them is dependent on the situation. It is likely they don't even know the name of the agency—yet. But what binds them together is the fact that they *saw something unnatural*. And if someone who appears in authority shows up to confirm such horrors, it goes a long way to building loyalty.
- △ **No One Must Know:** The first rule is *no one must know*. All the work of the Group is off the books. This means those at the agent’s job must not know, their family cannot know, everything they do must remain secret. It is beyond some security clearance. A single truth this big can destroy the very thing the Group fights for.
- △ **Hunted?:** Rumors persist that a counter-conspiracy operates at the highest level of the Federal government, and that it is hunting agents from the Group. But who knows really? And even if they did, would they say anything?
- △ **Lies All the Way Down:** What is the truth? Does your fellow agent know it? Your cell leader? ALPHONSE? The truth is there is no truth. Or at least no truth anyone sane might understand. There are only shades of lies. The worst revelation is this: the Group is not there to save you, it is there to *use* you. And once you are used up, you become the mission.

DISINFORMATION: THE TRUTH BEHIND THE GREYS

The Greys are not real, they are biological automatons controlled by a horrifically inhuman extraterrestrial race known as the Fungi from Yuggoth, or Mi-Go. The Mi-Go staged the Roswell saucer crash to gauge human reactions, with the live occupant left at the crash site acting as a monitor of intentions and capabilities. Each succeeding UFO incident—the disappearances of

men and aircraft, the abductions of civilians, and the various cattle-mutilation/genetic-harvesting epidemics—were designed to see whether humans could resist their primitive instincts. By 1978, the Mi-Go decided humanity was sufficiently competent and ruthless, and made contact with MAJESTIC.

This system was a replacement for an inefficient and poorly maintained Mi-Go network of human collaborators which had fallen into disuse in the 1940s with the advent of the Second World War. After three-decades of testing, the Mi-Go concluded that the U.S. government could be manipulated to become this new system. In preparation, the Mi-Go developed two layers of deception. First they disguised themselves as the Greys; then they gave the Greys a “secret agenda”.

The Greys’ cover story is that they are peaceful explorers searching for a way to save their cloned race from extinction. The secret agenda is that they plan to harvest humanity for raw material to reconstruct their race. As the Mi-Go had hoped, once MAJESTIC uncovered the Greys’ secret agenda—which did not take long—they did not look beyond the first deception.

The secret agenda was not that far from the actual truth; one never discovered by MAJESTIC or Delta Green. The Mi-Go’s interest in the Earth goes beyond its geological treasures: they are curious about the human brain. It performs like nothing they’ve ever encountered. It is the first sentient mind they’ve found that is epistemically diploid, that is, it has two distinct aspects: rational and irrational. This allows humans to make guesses that do not fit a logical extrapolation from their current theoretical models. Unlike humans, the Mi-Go brain simply cannot think intuitively.

Most frightening to the Mi-Go was that the human mind and its irrational leaps of logic were often *correct*. Going from the creation of radio to the deployment of nuclear weapons in a handful of years is something that greatly impressed the non-terrene scientists from the outer rim.

Much of the Mi-Gos’ work as Greys had been to conduct experiments in human intuition under the cover of UFO abductions. The Mi-Go subjected each abductee’s mind to bizarre stimuli while monitoring reactions. Some subjects were returned with the memory of the experience suppressed. Sometimes a particularly promising subject (or just their brain) was taken back to Yuggoth and subjected to further unspeakable horrors.

Today, with the end of the MAJESTIC programs, and their operations as the Greys all but suspended on Earth, it remains unknown: did the Mi-Go ever accomplish their goal of granting intuition to their kind? Perhaps their silence is simply a pause, before the final act.

THREAT MATRIX: PORTRAYING THE MI-GO

If your Agents seem unafraid of the Mi-Go and their puppet-representatives the Greys; you’re not doing your job. Here are some tips to bring the fear.

- ▲ **Mi-Go are *Beyond Comprehension*:** The Mi-Go are not merely “a sentient fungus crab-thing” from space. Work harder. Portions of them intersect, vanish and reappear in nearby dimensional branes, their body crawls about a framework of lattice-like “bone”, surface villi alive with lights blinking in intelligent, baffling patterns. They move and fly in stuttering un-movement, seeming to skip and start without crossing intervening distances like a film played at double-speed. *They are utterly alien.*
- ▲ **Macrodimensional:** The Mi-Go exist both in dimensions above and below human existence—as well as the dimensions we occupy—as such, and depending on situations, they might be able to access a sealed bank vault as easily as stepping through an open doorway, or to attack at great distance by utilizing an upper-dimensional “shortcut.” Worse, they can sense and see well beyond the ranges of normal physics in ways humanity can never know.

- △ **Mastery Over Time/Space:** Our concept of “physics” is simply a local misunderstanding, and it is only partially true. The Mi-Go exist, understand and can change the physical world in inexplicable and completely maddening ways that defy explanation. Whether they do this with technology, or with inherent power is outside the realm of total definition.
- △ **The Greys are Bizarre:** The Greys are marionettes that the Mi-Go use to manipulate humanity. The child-like bodies are a clumsy interface between *outside* and *inside* and each Mi-Go can control a half dozen at a time. Imagine the Greys as a remote control submersible which isolates and restricts the vast intellect and senses of the Mi-Go into a narrow range so that they might “see” what a human sees.
- △ **Holes In Memory:** The narrative of what an Agent *experiences* is under the Handler’s total control. The Mi-Go and the Greys cut and paste human thought in complete, though sometimes sloppy ways. Their poor understanding of linear time as experienced by humans makes these errors apparent to humans but not to Mi-Go. As such, lost time, bizarre “screen memories” of mundane things which never happened and more might appear. It is best to play these out and let the Agents uncover the truth on their own—or the void left when the truth is excised.

DISINFORMATION: YUGGOTH AND BEYOND

The archives of occultists, visionaries, and UFO contactees burgeon with alien worlds often barely described: Yekub probes for planetary death with telepathic cubes, Shonhi and the triple-star Nyhon draw sages from many galaxies, Yaddith is home to the wise Nug-Soth and the burrowing bhole-worms, the living god-planet Ghroth rolls in deep space bearing the song of Nemesis. At the center of it all—perhaps inside the supermassive black hole at the heart of the galaxy—lies the court of Azathoth. Which of these are *real*? No one sane knows. Our own solar system shows the stigmata of the unnatural:

- △ Mi-Go mine the dark side of the Moon for non-terrene materials.
- △ Alien races have left cyclopean ruins on Mars, although not (so far as Delta Green knows) in the Cydonia region. Unless Cydonia Mensae is yet another extrusion of the Plateau of Leng, of course.
- △ In 1904, alienist Giles Fenton transcribed the dream-statement of the insane murderer Joseph Slater describing a race of insectile aliens on Callisto. Yithian records found in a junk shop in Melbourne confirm Slater’s account; they reached their cultural and philosophical apex six million years ago.
- △ New Age “Earth changes” cultists believe the Earth once orbited Saturn, called the “sun star” in Chaldean records. Pnakotic and Hyperborean inscriptions depict Tsathoggua, at least, moving easily between the worlds.
- △ Per the *Revelations of Glaaki*, the cuboid metallic L’gh’rxians dwell on Uranus; they worship Lrogg, a bat-like avatar of Nyarlathotep. The Shans spent nine centuries in uneasy cohabitation with the L’gh’rxians before continuing on to Earth. Is this true? Or was it at one time?
- △ Wind-fed intelligent fungi—possibly Mi-Go creations—inhabit the atmosphere of Neptune. So claims *Unsprechlichen Kulturen*.
- △ The Wilmarth report identifies Pluto with Yuggoth, the home (or local staging area) of the Mi-Go. Mi-Go camouflage or disinformation conceals Yuggoth’s warm seas and metal bridges beneath Pluto’s craters and nitrogen ice fields. The Mi-Go also extensively colonize and mine Pluto’s moon Charon.

Other stars likewise:

- △ Algol (Beta Persei), from the Arabic for “the Ghoul,” represents a monstrous force in some upstate New York cults, as well as to peoples such as the ancient Greeks (who called it Gorgo) and Chinese (who called it *Dà Ling*, “the Mausoleum”).
- △ The *Pnakotic Manuscripts* identify the double planet orbiting Arcturus (Alpha Boötis) as Kythamil. A cult of Tsathoggua’s black, plastic worshippers flew to Hyperborea from Kythamil, perhaps explaining why the Inuit call Arcturus *Sivullik* (“the First Ones”).
- △ Aldebaran (Alpha Tauri) and the Hyades star cluster are visible from Carcosa, a possible clue to its orientation or nature. Occult lore connects them (especially the “mystery of the Hyades”) to Hastur. The Hyades are one posited location for the enigmatic Great Library, possibly a backup archive left by the Yithians.
- △ According to prophecy, Nyarlathotep will “come down from the world of Seven Suns.” This may refer to the Pleiades or Ursa Major.
- △ Shaggai and its slave-colony world Xiclotl orbited a blue binary star in the Andromeda Galaxy, until Ghroth destroyed Shaggai. Most of the Shans who survived remain on Xiclotl.

NOTABLE EVENTS, MYSTERIOUS AND OTHERWISE

- △ **21 MAY 1994:** Professor Joseph Camp persuades surviving Delta Green veterans to reorganize the group so that intelligence can be gathered and centralized, to counter the increasing threat of MAJESTIC.

THE BEST LAID PLANS

Professor Camp modeled Delta Green’s new organization on the classic cell structure of organized conspiracies—specifically the ones used by OSS partisan groups during the Second World War.

Each Delta Green member was a part of a three-person cell consisting of active agents. Though not all agents were “in the field”, they were all a part of Delta Green. These members knew the other two members of the cell by real names and occupations. Members of all other cells, however, were only known by code names. All members of any given cell knew the code name of the leader of the cell above and below theirs. Ideally, use of code names prevented any cell member from directly betraying anyone besides the members of his or her own cell.

Cell names were assigned with the same letter per cell, descending alphabetically. The top members of Delta Green, therefore, were known as Adam, Andrea, and Alphonse. There were never more than twenty-six active cells (and sometimes, much, much less), resulting in a maximum of seventy-eight active agents.

In practice, of course, many Delta Green operations involved more than one cell, and Agents often learned each other’s names and occupations. A given agent might be able to reveal the identities of three or four other agents, who could in turn reveal another three or four agents; but at some point, integrity was maintained.

Delta Green’s leaders realized that a full-scale investigation would inevitably destroy the group, and the best they could do was to keep a low profile. Delta Green’s deep reach in the government guaranteed that any investigation into their activities could be quickly discovered, misdirected or confounded before it went very far.

Nevertheless, it was clear that the largest threat was MAJESTIC, and Delta Green had no reliable sources of intelligence in that organization. For this reason, Joseph Camp set his sights on gathering as much intelligence as possible on MAJESTIC and its activities. Delta Green hoped it could accumulate enough incriminating evidence on MAJESTIC’s activities that they could blackmail its leaders into backing off. Ultimately, that plan did not survive first contact with the enemy.

Too much of what Delta Green had been investigating since Innsmouth could not be easily defined as either unnatural or extraterrestrial (if indeed, there was a difference). As one long-time Delta Green agent once put it to a fresh recruit: “At some point you realize that all this weird shit, all of it, it all comes from the same place.”

THE MAJESTIC WAR: OPENING MOVES

From February 25, 1994, until March 2, 2001 Delta Green fought a silent war against MAJESTIC. There were many battlefields. Groversville, Tennessee, San Carlos Indian Reservation, Arizona, Tulsa, Oklahoma, Big Porcupine Creek, Montana, Platt Air Force Base, Nebraska, High Knob Mountain, Virginia, Owl’s Head Mountain, Vermont, Bountin, Maryland, Vieques Island, Puerto Rico, Point 103, Antarctica.

In 1999, it blossomed into open warfare when MAJESTIC attempted to infiltrate Delta Green by altering agents using *exotic* technology. This attempt failed, but initiated a cycle of retaliatory attacks that spiraled quickly out of control.

MAJESTIC, had only one agenda: protect The Accord with the Greys; Delta Green—even at its worst—was simply a small distraction. Despite this focus, MAJESTIC was not a monolithic entity. Many members were uncomfortable with the Greys. Some suspected the creatures were not real, or were merely proxies for something more alien. Others believed that MAJESTIC had devolved into a kind of cargo cult, with MAJESTIC kowtowing to the curry favor of its inhuman masters.

In their few moments of clarity, MAJESTIC’s leadership understood that they were serving an agenda they did not understand. Their own crimes in the service of that agenda, however, were so terrible that none dared expose it.

DISINFORMATION: THE MAJESTIC CARGO CULT

After 1981, MAJESTIC had established communications with the apparent extraterrestrial civilization they termed “the Greys”—those behind the Roswell saucer—and began to exchange information. At first, this was simply coded signals; later, this exchange involved “personnel” and technology.

However, this civilization was thousands or perhaps *millions* of years in advance of earth. As the machinery, and the Greys behind it, became more and more intertwined with MAJESTIC, humanity failed to keep up. Even the most simple machines presented by these entities were beyond the most advanced human science.

Like the near stone-age South Sea islanders thrust into the twentieth century by the advent of the Second World War, so was MAJESTIC suddenly thrust into a universe without humanity at its center.

Those same South Sea islanders formed cults to worship the radio, the airplane, as well as the “cargo”—a term, which to them simply meant amazing things presented as if by magic. Likewise, MAJESTIC devolved over time into something very similar. Once understanding was beyond them, they invariably turned towards a kind of reverential worship; though, of course, those in control of the operation would deny it.

DISINFORMATION: KADATH

The *Pnakotic Manuscripts* describe “Kadath in the Cold Waste” as “beyond Leng” and as the “home of the gods of Earth.” Classical and medieval authors placed it either in the icy mountains of inner Asia or somewhere beyond the physical world. It is mystically connected to the sacred mountains Hatheg-Kla and Ngranek (most likely Nanga Ranik, in the Hindu Kush), which serve

as “pillars to Heaven” in Pnakotic lore and the theosophy of Randolph Carter, respectively, much like the Mount Meru of Hindi mythology.

- △ Pánfilio de Zamacona mentions “the mountain Kadath” as being “near the South Pole” in his Narrative Concerning the Subterranean World (c. 1545).
- △ Geologist William Dyer speculated that the impossibly high mountain range he observed in the interior of Wilkes Land on the 1930 Miskatonic Antarctic Expedition might have been the origin of the myth of Kadath. In this context the Necronomicon’s mention of the “ice desert of the South,” where the seal of the Old Ones is engraved, may likewise refer to Antarctic Kadath.
- △ Thomas Danforth, a survivor of that expedition, identified the primordial city of the Elder Things itself as Kadath, the “home of the gods of earth.”
- △ In April 1952, Delta Green raiders (as part of Operation SOUTHERN HOSPITALITY) eliminated an Argentine attempt to salvage Elder Thing material from a Nazi base at a different Antarctic site in Queen Maud Land. The *Karotechia* may have established this research station, Point 102, in an attempt to locate Kadath on their own.
- △ In December 1957, the Second Soviet Antarctic Expedition established Vostok Station 290 km from the coordinates for the Elder Thing city at Kadath given by Dyer’s report.
- △ In 1958, the Third Soviet Expedition discovered the Gamburtsev Mountains, a range the size of the Alps, buried 600 meters below the ice cap. In 2009, the AGAP project mapped the mountains with ice-penetrating radar.
- △ In 1993, laser altimetry confirmed the existence of a subglacial lake, Lake Vostok, beneath Vostok Station. A Russian team drilled through the ice in 2012, reaching water that had been isolated for 25 million years.
- △ In 1997, using laser tomography archaeologists Wolfgang Reich and Gilbert Austin discovered a monumental stone complex buried two miles beneath the Hittite cult site of Karatepe. Dubbed “Kadath” in the tabloids, the disappearance of the so-called “a-Abhi Block” (referring to a Hittite underworld deity) and the collapse of their probe tunnel ended the excavation. The bizarre behavior of Gilbert and Reich implies possible unnatural contamination.

MAJESTIC could have acquired the inscribed a-Abhi Block during Operation BLACK MOUNTAIN, which established an arms pipeline to Syrian Kurdish rebels in 1997.

TROJAN STALKING HORSE

The definitive move in the MAJESTIC War came not from Delta Green, but from the chief of MAJESTIC’s counter-intelligence division: Gavin Ross. Ross intended to turn Delta Green into a weapon which he could purge MAJESTIC. Under cover of recruiting a disgraced Delta Green agent, Ross set out to restore Delta Green and MAJESTIC into a single organization; under his command.

The man selected was a washed-up Delta Green agent and US Navy SEAL named Forrest James. A barely functional alcoholic, James had been court-martialed by the US Navy, and escaped federal custody by cutting a deal with one of Delta Green’s most persistent enemies—the New York occult criminal network called The Fate. James’ rash action led to the death of a member of A-Cell, but he escaped retribution (due mostly to his destruction of MAJESTIC’s special detention facility on Vieques Island, Puerto Rico).

When Ross found him, James was trying to track down surviving members of the *Karotechia* in South America. Ross offered the disgraced SEAL a chance to serve his country again with MAJESTIC, feigning ignorance of James’ membership in Delta Green. James agreed to join

MAJESTIC's counter-intelligence arm. For months he solved MAJESTIC's problems, imagining he was infiltrating Delta Green's greatest enemy. All the while, however, James was being seduced by MAJESTIC's power.

A bloody encounter with remnants of the *Karotechia* at a MAJESTIC xenoarcheology site in Point 103, Antarctica, caused James to reveal his membership in Delta Green to Ross. In return, Ross claimed he was just as disaffected with MAJESTIC as James was with Delta Green and a greater good could be achieved bringing the two groups together.

Using intel James provided, over the bitter objections of Professor Joseph Camp, Ross forced his way into Delta Green as a member of A-Cell. While still retaining the code name 'Alphonse,' Camp withdrew from the day-to-day decisions of Delta Green, making Ross—in secret—its defacto leader.

THREAT MATRIX: PORTRAYING THE FATE

The Fate: a self-obsessed, small, and insanely powerful group of sorcerers, worked the New York city criminal underground for decades; selling the impossible—for a price. Its leader was an entity which called itself "Stephen Alzis". Rumors claimed Alzis was the world's most powerful operator of the unnatural, an inhuman beast in disguise, or even a god. What was known about him was that no matter how you killed him, his death was never, ever...permanent.

The Fate and its Lords were without equal, possessors of various books and artifacts that made them completely untouchable. Due to vast losses in all attempts to curtail the Fate's activities, by the mid-1990s, even Delta Green held an uneasy truce with the group.

Just as it seemed this truce might go on forever, it unraveled. One by one, the Lords of the Fate were picked off in the months following 9/11. Delta Green denies they were behind the surgical strikes—a bomb, a sniper's shot, a gas explosion—but few can deny the military precision evident in them. For his part, Alzis, long-since determined to be beyond the mortal weakness, communicated his positive outlook on the disintegration of his organization with a note to A-Cell sent from Shenzhen China.

Thank you for putting away my toys, it read. "He" has not been heard from since.

ENDGAME

Gavin Ross' meticulously planned coup was not what lead to the destruction of MAJESTIC, instead a series of uncoordinated attacks by Delta Green, MAJESTIC personnel with agendas, and outside forces brought about its downfall. MAJESTIC's chief of NRO-DELTA, Adolph Lepus, mutinied when Ross ordered him to stop his pursuit of Delta Green agent Donald Poe. The two had served on the disastrous Delta Green operation OBSIDIAN together, and there was very, very, bad blood between them.

Lepus decided he would have his showdown no matter the cost. First, Lepus assassinated Justin Kroft, the Chairman of the MAJESTIC Steering Committee. Then he set about removing ALPHONSE—Joseph Camp—but Lepus and a cadre of his most loyal operatives vanished on the operation.

When the smoke cleared it became apparent that Camp and James had arranged an ambush for Adolph Lepus. Camp, Lepus and his men were never found.

James then launched a series of coordinated strikes that eliminated the last of the Lepus die-hards and placed Gavin Ross and several other key MAJESTIC personnel in "indefinite detention."

The decapitation strike succeeded beyond all expectations. What events or conditions brought about the alliance between James and Camp—who were once at odds—remains unknown. The old Russian saying applies: "two men keep a secret best when one is dead".

DISINFORMATION: THE MAJESTIC DIASPORA

With the first shots of the MAJESTIC coup, many in MAJESTIC saw the writing on the wall. By the time the smoke had cleared, dozens of MAJESTIC personnel had fled with hybrid-technology, intelligence and cash for various locales in the United States and around the globe.

The smartest of these individuals threatened nothing, and had prepared for just such an outcome, secreting various “dead man” intelligence revelations which might be leaked to the press in case of their death. Many were scientists, a few analysts, and some military contractors.

Over the next decade, their secrets—scrubbed of their alien origin—would slowly bleed out from a hundred new, secretive defense companies founded by ex-MAJESTIC personnel. With them, these men and women became incredibly rich during the war on terror.